

اصال عرهل اوقص الولا اصل عرهل اوقص الولا اصل عرهل اوقص الولا

DUNE

THE BOARD GAME



GAME ALMANAC

اصال عرهل اوقص الولا اصل عرهل اوقص الولا اصل عرهل اوقص الولا



GAME ALMANAC

The forms must be obeyed

Version 2.9d



USING THIS BOOK

This book gives detailed rules for all the powers, cards and abilities in the game. The rules located on cards and in various summaries are, by necessity, brief and abridged, while here we present the rules in full. As a result, the text of this

document takes precedence over every other source.

Further, we have provided a full index of card and marker numbers required to play the game. This allows you to ensure you have the correct materials available.

FACTION INFORMATION

Faction information is split into a number of sections:

FACTION POWERS

Each Faction has access to a number of special abilities. The abilities may bend or even break the basic rules of the game.

Where the rules and Faction Powers are at odds, the Faction Power takes president.

The powers are split into Basic and Advanced. Advanced powers are only used in the Advanced Game.

Some powers are also “Character Powers” marked with an asterisk (*). If you are playing with the Main Leaders and your Main Leader is in the ‘Tanks’, then they powers may not be used at all

Note that Karama Treachery Cards may prevent certain powers from being used for a single turn

or occurrence. These powers have been noted in italics. Karama Cards are rare, but these powers still cannot be completely relied upon.

These lists deal with the powers in great detail. They take precedence over any and all summary information.

ALLIANCE CARDS

Each faction has a different Alliance Power, as detailed on their Alliance cards.

FACTION SET

Each faction begins the game with a number of components as detailed in this section.

Note that components used only in the Advanced Game have been listed here for completeness. They may be set-aside while not in use.

THE HOUSE ATREIDES



At Start

10 Army Tokens in Arrakeen. 10 Army Tokens in Off-Planet Reserves.

10 Spice.

BASIC POWERS:

Intensive Training

During the Revival Round you may revive up to two Army Tokens for free.

Spy Network*

During the Bidding Round, you may secretly look at each Treachery Card that is to be bid upon as it comes up for purchase before any player bids on it. You may not look at Treachery Cards that are not bid upon or that are drawn by any other method.

Foresight*

At the start of the Movement Round, you may secretly look at the top card of each and every Spice Deck.

Prescience*

During the Battle Round, you may force your opponent to show you your choice of one of the four elements they will use in their battle plan against you: the Leader; the weapon; the defence or the number dialled. If your opponent shows you that they are not playing a Weapon or Defence, you may not ask to see another element of the plan. You must use this ability after any Bene Gesserit Voice ability has been used or passed on.

ADVANCED POWERS:

The Prophecy

At the start of the game set up the Kwisatz Haderach card face-up beside your Shield, with the Kwisatz Haderach Marker on the “o” space.

Rise of a Messiah

Every time one of your Army Tokens is killed, move the Kwisatz Haderach marker one space along the track on the Kwisatz Haderach Card. If the Kwisatz Haderach reaches the final space, you may take and make use of the marker for the rest of the game, even on battles in the same turn.

See Future

You may play a Karama Treachery Card during a Battle to look at one target player's entire battle plan before their opponent selects their own battle plan.

Reveal the card instead of their opponent's Battle Plan. Only then does the opponent put together their own Battle Plan. If you are not the opponent of the target, only you may look at the revealed Battle Plan, but you may then tell the opponent anything you wish (true or false) about the Target's Battle Plan.

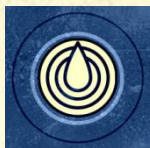
See Without Eyes

Your Main Leader is immune to the effects of the Stone Burner Treachery Card.

Voice from the Outer World*

You may use the Kwisatz Haderach counter immediately the counter reaches space seven on the Kwisatz Haderach card, even in battles in the same turn. It cannot be used alone in battle but may add its +2 Strength to any one Atreides Leader or cheap hero(ine) fighting for the House Atreides per turn. If you do this you may not also use Paul “Mua’dib” Atreides that Battle Round. If the Leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a lasgun-shield explosion which will also kill Paul “Mua’dib” Atreides. A Leader accompanied by Kwisatz Haderach cannot turn traitor. If killed, Kwisatz Haderach must be revived like any other Leader at a cost of 2 Spice. . whether or not he is killed, it has no effect on Atreides Leader revival order.

THE BENE GESSERIT SISTERHOOD



At Start

1 Army Token in the Polar Sink
19 Army Tokens in Off-Planet Reserves.

5 Spice

BASIC POWERS:

Prediction

At the beginning of the game, after Factions are assigned but before any pieces are placed on the game board, you must predict who you believe will win the game and on what turn. Take the two Prediction

cards that match this (one for the game turn and one for the faction) and place them face-down in front of your shield. If the selected faction (or an alliance they belong to) wins a Victory by Conquest on the selected turn, you may reveal your prediction and win a Victory by Subterfuge alone. You cannot predict a Victory by Subterfuge.

Breeding Program

During the Revival Round you may revive up to one token for free

Spiritual Advisers

Whenever any other players ship Army Tokens onto Dune from off-planet, you may ship free one Token from your reserves into the Polar Sink. You may also ship normally, of course. As the Fremmen and special Guild shipments do not ship from off-planet, you may not ship with them.

The Voice

You may force your opponent to do as you wish with respect to a specific one of the cards they will play in their battle plan, i.e., to play or not to play particular kind of Treachery Card (as listed in the line under the card title in the index of cards presented in this volume).

You cannot voice a "Special" or "Weapon – Special" Treachery Card, or specify what other cards they must use. If they can't comply with your command, they may do as they wish but do not have to state this until the Battle Plan is revealed.

ADVANCED POWERS:

Political Manipulation

You may use any WORTHLESS Treachery Card as a Karama Treachery Card.

Co-Existence*

You may place at the beginning of the Movement Round, before any movement is started by any player, a Co-Existence marker in any and all Territories in which you have Army Tokens and wish to remain in co-existence.

Each and every time any movement or effect causes your Army Tokens to start occupy a territory with those of another, player you may choose to immediately place a Co-Existence marker in that Territory if there is not already one there .

These are the only times you may place such markers.

If you decline an opportunity to place a Co-Existence marker, you may not later place said marker unless a fresh opportunity arises.

If an opportunity to place a Co-Existence marker occurs which involves an ally, you MUST use the opportunity to place the marker.

All Co-Existence markers are removed from the board at the end of each Control Round.

Be at Peace*

In Territories with Co-Existence Markers, your Army Tokens count as not being present. They have no effect on the play of the other players whatsoever.

They cannot collect Spice, cannot be involved in combat, cannot prevent another player's control of a stronghold, cannot gain control over strongholds, and ignore Restricted Markers.

They are still susceptible to effects that destroy all Army Tokens in a territory. They may use bonus cards if you gain them for control of an appropriate territory via Tokens who are not Co-Existing.

Your Army Tokens in territories not in Co-Existence are treated as normal Army Tokens. It is assumed you are not in Co-Existence unless you place a marker otherwise.

Combat Advisers*

Whenever you send "Spiritual Advisers" with another player's Shipment, they may ship to the same destination as that player's Army Tokens, but you MUST use any Co-Existence opportunity that arises.

Piety*

Beginning with the second turn, you automatically receive CHOAM Charity each Bidding Round whether you have Spice or not.

THE EMPEROR OF KNOWN SPACE



At Start

20 Army Tokens in Off-Planet Reserves. 10 spice

BASIC POWERS:

Prison Planet

During the Revival Round you may revive up to one Token for free. Great Wealth You may give Spice to your allies at any time in the turn and do not have to wait for the Collections Round to do so. This does not allow you to pay part of or all of their costs directly, nor to reduce any costs in some way.

Golden Lion Throne*

Whenever all other players pay for Spice for a Treachery Card, they pay it directly and immediately to you instead of to the Spice Bank. This even applies if you gave them the Spice in the first place. This does not allow you to discount the cost of Treachery Card purchases directly however, which must be paid for in full.

ADVANCED POWERS:

Combat Medics

You may play a Karama Card at any time to revive up to three Army Tokens or one Leader for free. These pieces go directly to your reserves and do not count against your per-turn limits on Revivals, including those for Saradukar.

Elite Legion*

Your five specially marked Sardaukar Army Tokens have a special fighting capability. They count as Combat Strength two unless you are Battling against Fremen. They are treated as one Token in Revival. Only one Sardaukar Token can be revived per turn. If you lose your Main Leader, all Saradukar in your reserve go to the 'Tanks'.

THE FREMEN OF ARRAKIS



10 Army Tokens freely distributed between Sietch Tabar, False Wall South and False Wall West

10 Army Tokens in Southern Seitch Reserves.

3 Spice

BASIC POWERS:

Desert Creatures

Your Army Tokens may move an additional space per Manoeuvre.

Native

You may use a special Deployment each and every time you may make a Shipment according to the rules.

You do not use the normal Shipping rules. You may not move onto Dune in any other way than this unless you gain an ability from some other source.

Your Deployment brings any or all of your reserves onto any territory within two territories of and including the Great Flat (subject to occupancy rules). Although you may not end your deployment in a Territory/Sector combination with the Storm, you may pass through it as part of the Deployment for no penalty. You do not have to pay to Deploy Army Tokens from your reserve.

Sandrider

If Shai-Hulud affects a territory where you have Army Tokens, they are not devoured and, immediately upon conclusion of the Nexus Round, may move to any one territory on the board (subject to storm and occupancy limit rules).

This has no further effect on the destination territory.

Liet's Plan

If no player has won by the end of the last turn and if you (or no one) occupy Sietch Tabar and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sietch, you have prevented interference with your plans to alter Dune and you and any allies automatically win a Victory by Subterfuge.

Underestimated

During the Revival Round you may * revive up to three Army Tokens for free.

ADVANCED POWERS:

Taste the Air

When the Storm Card has been selected and placed each Storm Phase, you may secretly look at it and then return it.

Bless the Maker

During a Spice Blow Round, all additional Shai-Huluds which appear after the first one in the same draw/discard pile may have their target

Territory selected by you. This can be any Territory but they cannot devour Army Tokens if not in a desert territory. This has no effect on any Nexus Round, but you may use the ability to make an extra move with your ability to ride worms.

Sandcraft

If caught in the Storm, you may choose to lose only half your Army Tokens (any fractions are rounded up).

Desert Ghosts

You may end your deployment of reserves in a territory affected by the Storm, but half are lost to the 'Tanks' (round up).

Thumpers

You may play a Karama Treachery Card during the Spice Blow or during your turn in the Movement Round to cause a Shai-Hulud to appear in any territory you wish, as if it had appeared there during a Spice Blow Round. The Shai-Hulud is not drawn from the Spice deck. A Shai-Hulud cannot devour Army Tokens if not in a desert territory. No Nexus Round results from this Shai-Hulud and this does not replace any Spice draw.

Outcast

You may not ally with the Landsraad. You may ignore "Restricted" markers

Long Live the Fighters*

Your three specially marked Fedaykin Army Tokens have a special fighting capability. They have a Battle Strength of two and count as two normal Army Tokens in taking losses. They are treated as one Token in revival. Only one Fedaykin Token can be revived per turn. If you lose your Main Leader, any Fedaykin in reserve go to the 'Tanks'. Your Fedaykin may be used as part of your starting forces.

THE SPACING GUILD



At Start

5 Army Tokens in Tuek's Sietch 15
Army Tokens in Off-Planet

Reserves.

5 Spice

BASIC POWERS:

Protected

During the Revival Round you may revive up to one Token for free.

Masters of Ships

You are capable of making one of three possible types of Shipments each turn:

- I. you may ship normally from off-planet reserves to Dune;
- II. you may ship any number of Army Tokens from any one Territory to any other Territory on the board although neither may also be a Sector affected by the Storm;
- III. you may ship any number of Army Tokens from any one Territory/Sector not affected by the storm back to your reserves as if your reserves where a Stronghold.

Privileged

You need pay only half the fee when Shipping your own Army Tokens. Round any fractions up.

Monopoly

When any other player makes a standard Shipment of Army Tokens onto Dune from off-planet reserves, or one of the special Shipments they may make as your ally, they pay the Spice immediately to you at full listed costs instead of to the Spice Bank. This does not include any other form of deployment.

The Spice Must Flow

If no other faction or alliance has been able to win the game by the end of the final turn (by Conquest or Subterfuge), you and any allies have prevented control of Dune and automatically win a Victory by Subterfuge.

ADVANCED POWERS:

Control Shipping

You may play a Karama Treachery Card during the Shipment segment of another player's Movement Round when a standard Shipment or special Guild Shipment by your ally is declared.

That one Shipment is prevented and no Spice is paid for it. That player still counts as having used said Shipment opportunity however.

This may not affect any other form of moving Army Tokens onto the board.

This does not affect the target's Manoeuvres.

See Danger*

You are not required to take your movement when it occurs in the turn sequence during the Movement Round but may take it at any turn in the sequence that you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it, but you may not interrupt another player's turn to take your move. You will participate in the Battle Round in the normal turn order regardless of which order you moved in.

THE HOUSE HARKONNEN



At Start

10 Army Tokens in Carthag 10 Army Tokens in Off-Planet

Reserves.

10 Spice

BASIC POWERS:

False Demise

During the Revival Round you may revive up to two Army Tokens for free.

Master of Lies

Your hand limit for Treachery Cards is increased by four.

Take Advantage

If your ally's opponent in a Battle reveals a Leader whose Traitor Card you hold, you may choose to reveal that Leader as a traitor even though you are not directly involved in the battle.

Many Secrets*

At the start of the game you keep all Treachery Cards showing Leaders belonging to other player factions which you draw. All are in your pay. If you lose this ability, pick one Traitor to keep and set the others aside until the ability is regained.

Duplicitous*

Every time you buy or are instructed to draw a Treachery Card you receive an extra card free from the deck (if you have space in your hand for it), which is added directly to your hand. The Atredies player may not look at this bonus card.

This includes during set-up step 11.

ADVANCED POWERS:

Opportunistic

You may play a Karama Treachery Card at any time not forbidden by some other ruling to take any number of Treachery Cards at random from another player. When you do so, look at them and set them aside. You then take an equal number of Treachery cards from your hand and give them to the player you stole from. Only now may you add the stolen cards to your hand. This can invalidate the prior use of "The Voice" by the Bene Gesserit. It is poor form to use this ability to ensure cannot abide by the answers given to Prescient questions by the Atreides, but that's what we expect from the Harkonnens.

A Subtle Poison*

Every time you win a battle you may optionally choose to secretly select randomly one Leader from the loser (including the Leader used in the Battle you just won to trigger this ability, if not killed, but excluding all Leaders already used in Battles in other territories that Battle Round). You may immediately place the Leader into the 'Tanks' and gain two Spice; or use the Leader once in a battle after which you must return the Leader to the original owner. If all your own Leaders are in the 'Tanks', you must return all captured Leaders immediately to their original owners. Captured Leaders killed in Battles are put in the 'Tanks' from which the original owners can revive them (subject to the revival rules). A captured Leader is automatically in the pay of the original owner as a Traitor without need of a Traitor Card.

KARAMA EFFECTS

BASIC GAME

- Play this card when the Harkonnen player buys a Treachery Card and before they draw an extra free Treachery Card. They may not take a second free Treachery Card this time.
- Play this card when the Atrides attempt to look at a hidden card (but not a complete Battle Plan). They may not look on this occasion. If it was during a Battle Plan, their immunity to the Stone Burner Treachery Card is lost for this battle. If played during the Bidding Round, they lose their ability to look at hidden cards for the entire round.
- Play this card when the Atrides asks a Prescience Question but before Battle Plans are revealed. On this occasion the Question has no effect, and any answer already given may be ignored.
- Play this card after the Bene Gesserit announces they will use 'The Voice' but before Battle Plans are revealed. On this occasion 'The Voice' has no effect.

You may wait to hear the command before laying this ability if you wish.

- Play this when the Bene Gesserit attempt to use a WORTHLESS Treachery Card as a Karama Treachery.

On this occasion the Worthless card is instead discarded without effect.

- Play this card when a Shai Hulud is drawn, or a Worm appears by some means other than a Karama Card, to prevent the Fremen or their allies from controlling the worm on this occasion. All players' tokens in the territory are destroyed and taken to the 'Tanks', and the worm cannot be redirected to other Territories. The Worm appears in the topmost territory of the Spice Deck discards as normal.
- Reveal and discard this card when you win a bid for a Treachery Card, you do not have to pay for the card you have won. You may bid more Spice than you have while holding this card so long as you have free space in your hand to allow you to bid in the first instance. If you suspect another player is bidding with Karama, you may bid "infinity" and reveal this card immediately to win the Auction.
- Play this card when you are about to pay for a Shipment to make a Shipment from Off-Planet Reserves at half cost (round up). The payment

goes to the Spice Bank and not the Guild. This takes the place of one normal Shipment for that round.

- Play this card when the Tleilaxu announces a Leader as a traitor. The Leader remains to their original allegiance and the Gholia Card is returned to the supply.
- Play this card to tax the Tleilaxu ten Spice which must be paid immediately to the Spice Bank. If the Tleilaxu has less than ten Spice they must pay what they have.
- Play this card to take all the spice owned by the Ixian player and put it back in the spice bank.
- Play this card when the Landsraad player plays a Hold card. The card is returned to the Landsraad player who may not play it again this turn.

ADVANCED GAME

- Play when the Harkonnen player has selected a Leader to capture. The Leader is returned to the owning faction unharmed.
- Play this card at any point before Battle Plans are revealed. The Atrides player may not use the Kwisatz Haderach in this particular Battle, but may re-evaluate their Battle Plan based on this.
- Play this card to when a declared Shipment is resolved, The Bene Gesserit may not have an Army Token accompany this particular shipment.
- Play this card at any point before Battle Plans are revealed. The Fremen player's Fedaykin Army Tokens count as normal Army Tokens for this battle but may re-evaluate their Battle Plan based on this.
- Play this card at any point before Battle Plans are revealed. The Emperor player's Saradukar Army Tokens count as normal Army Tokens for this battle but may re-evaluate their Battle Plan based on this.
- Play this card at the start of the Movement Round to force the Guild to take their move in the proper turn order this Movement Round.
- Play this card to destroy an un-triggered Tleilaxu trap, discarding the Treachery Card played on the trap.
- Play this card when the Landsraad player declares a territory "Restricted". The Restricted marker is removed and the Landsraad player may not play it again this turn.

ALLIANCE CARD DETAILS

HOUSE ATREIDES

While the Atreides are your allies, you may force your opponents to show them one element of their battle plan: the Leader; the weapon; the defence or the number selected. If your opponent shows that they are not playing a Weapon or Defence, you may not ask to see another element of the plan. You must use this ability after any Bene Gesserit Voice ability has been used or passed on.

You may not use this ability if Paul Mua'Dib Atreides is in the 'Tanks'.

BENE GESSERIT SISTERHOOD

While the Bene Gesserit are your allies, you may 'voice' your opponent to do as you wish with respect to one of the cards they play in the battle plan, i.e., to play or not to play a Weapon: Projectile, Weapon: Poison, Defence: Projectile, Defence: Poison or Feint Treachery Card. You cannot voice a Special Treachery Card. If they can't comply with your command, they may do as they wish.

You may not use any of these abilities if Reverend Mother Mohiam is in the 'Tanks'.

THE EMPEROR OF KNOWN SPACE

While the Emperor is your ally, The Emperor may give you Spice at any time.

You may not use any of these abilities if Shadam IV is in the 'Tanks'.

FREMEN OF ARRAKIS

While the Fremen are your allies, your Army Tokens are not destroyed if they are in a territory that experiences a Shai-Hulud.

In addition, if the Fremen win via their special victory conditions at the game end (the Fremen (or no one) occupy Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sietch), you win a Victory by Subterfuge as well.

THE SPACING GUILD

While the Guild are your allies, you may make one of three possible types of Shipments each Movement Round:

I. you may ship normally from off-planet reserves to Dune;

II. you may ship any number of Army Tokens from any one Territory to any other Territory on the board although neither may also be a Sector affected by the Storm;

III. you may ship any number of Army Tokens from any one Territory/Sector not affected by the storm back to your reserves as if your reserves where a Stronghold.

In addition, you need pay only half the fee when shipping your Army Tokens. You may not use any of these abilities if Edric is in the 'Tanks'.

HOUSE HARKNONNEN

While the Harknonnen are your allies, Traitor Leaders in the pay of the Harknonnen may betray your opponent's as well at the Harknonnen player's discretion.

FACTION SETS

ATREIDES

20 Army Tokens;
5 Leaders;
• Lady Jessica 5;
• Thufir Hawat 5;
• Gurney Halleck 4;
• Duncan Idaho 2;
• Dr Wellington Yueh 1;
1 Main Leader (Paul Muad'Dib Atreides 10);
1 Alternative Main Leader;
1 Player Shield;
5 Alliance Cards;
1 Kwisatz Haderach Card;
1 Kwisatz Haderach Marker.

BENE GESSERIT

20 Army Tokens;
5 Leaders;
• Alia 5;
• Margot Lady Fenring 5;
• Princess Irulan 5;
• Reverend Mother Ramallo 5;
• Wanna Marcus 5;
1 Main Leader (Reverend Mother Mohiam 10);
1 Alternative Main Leader;
1 Player Shield;
7 Alliance Cards;
23 Prophecy Cards.

24 Co-Existence Markers

EMPEROR

15 Army Tokens;
5 Marked Army Tokens;
5 Leaders;
• Count Hasimir Fenring 6;
• Captain Aramsham 5;
• Burseg 3;
• Caïd 3;
• Bashar 2;
1 Main Leader (Padishah Emperor Shaddam Corrino IV 10);
1 Alternative Main Leader;
1 Player Shield;
5 Alliance Cards.

FREMEN

17 Army Tokens;
3 Marked Army Tokens;
5 Leaders;
• Stilgar 7;
• Chani 6;
• Otheym 6;
• Shadout Mapes 3;
• Jamis 2;
1 Main Leader (Dr Liet Kynes 10);
1 Alternative Main Leader;
1 Player Shield;

7 Alliance Cards.

GUILD

20 Army Tokens;
5 Leaders;
• Staban Tuek 5;
• Esmar Tuek 3;
• Master Bewt 3;
• Soo Soo Sook 2;
• Guild Representative 1;
1 Main Leader (Guild Navigator Edric 10);
1 Alternative Main Leader;
1 Player Shield;
5 Alliance Cards;

HARKONNEN

20 Army Tokens;
5 Leaders;
• Feyd-Rautha 6;
• Beast Rabban 4;
• Piter DeVries 3;
• Captain Iakin Nefund 2;
• Umman Kudu 1;
1 Main Leader (Baron Vladimir Harkonnen 10);
1 Alternative Main Leader;
1 Player Shield;
5 Alliance Cards.

TREACHERY CARD INDEX

“WORTHLESS” CARDS.

All Worthless cards have the same text, as follows:

This card has no abilities in of itself.

You may play it in the place of either a WEAPON or DEFENCE card as part of a Battle Plan, but it will have no effect on the outcome of the Battle.

This card can be also played as bluff instead of Residual Poison, Residual Poison is included in Treachery deck (see Residual Poison card description).

BALISSET

WORTHLESS

(Basic set, 1 copy)

CRYSKNIFE

WEAPON: PROJECTILE

(Basic set, 1 copy)

You may play this card as part of your Battle Plan. If your enemy is using a Leader, they are killed

before the Battle is resolved. This card may be countered by an appropriate Defence card used by your opponent (Shield).

CHAUMAS

WEAPON: POISON

(Basic set, 1 copy)

You may play this card as part of your Battle Plan. If your enemy is using a Leader, they are killed before the Battle is resolved. This card may be countered by an appropriate Defence card used by your opponent (Snooper).

CHAUMURKY

WEAPON: POISON

(Basic set, 1 copy)

Same as Chaumas.

CHEAP HERO/CHEAP HEROINE

SPECIAL

(Basic set, 3 copies)

In any Battle Plan, you may play this card even if you are without a Leader, but do not then declare you are without a Leader. You may then resolve the battle as if you had a Leader of Strength zero present, including playing other Treachery Cards. You may play this card with a Leader in which case

the Leader you used is returned to the place where they started the battle.

CONE OF SILENCE

SPECIAL

(The Duel set, 1 copy)

You may play this card at the start of any Game Turn. You may select any number of players who are not your allies. his Game Turn, those players may not bid on Treachery Cards and may not form (but may break) Alliances in any Nexus Round that may occur.

If you are using the Dueling rules, those players may also not Invoke Kanly this Game Turn.

Discard after use.

ELACCA DRUG

WEAPON: POISON

(Basic set, 1 copy)

Same as Chaumas.

FAMILY ATOMICS

SPECIAL

(Basic set, 1 copy)

You may play this card in any turn that you have at least one Army Token in or adjacent to the Shield Wall territory during the Storm Round. Play the card immediately after the storm's movement has been determined but before the Storm moves, and not on the first turn.

Any and all Army Tokens and Leaders on the Shield Wall Territory are killed and moved to the 'Tanks'.

Place the Irradiated Shield Wall overlay onto the territory to show it has been attacked, and place this card face-up in front of your Shield as a record of your act of infamy.

Hence forth, Imperial Basin, Arrakeen and Carthag territories are affected by the storm in the same way as any and all other territories.

This does not have any further effect on the operation of those territories.

GOM JABBAR

(Basic set, 1 copy)

WEAPON: POISON

Same as Chaumas.

HAJR

(Basic set, 1 copy)

You may play this at any point during your turn in a Movement Round. It allows you make an additional Manoeuvre this turn. Discard after use.

HARVESTER

SPECIAL

(Spice Harvest set, 1 copy)

Play this card in the Spice Blow Round when the Spice Blow has been determined. Double the Spice amount to be placed in one territory in which Spice appeared, then discard this card.

If played with the advanced Spice Blow rules, and two cards both show a spice Blow in the same Territory, the total of the two cards is doubled.

Discard after use.

HUNTER SEEKER

WEAPON: PROJECTILE

(Spice Harvest set, 1 copy)

Same as Crysknife.

JUBBA CLOAK

WORTHLESS

(Basic set, 1 copy)

KARAMA

SPECIAL

(Basic set, 2 copies)

You may play this card to activate a single Karama Power of your choice from page 20-21. The powers listed will tell you when to play this card to activate them. Discard after use.

KRIMINON

WEAPON: POISON

(The Duel set, 1 copy)

Same as Chaumas.

KULL WAHAD

WORTHLESS

(The Duel set, 1 copy)

KULON

WORTHLESS

(Basic set, 1 copy)

LA LA LA!

WORTHLESS

(Basic set, 1 copy)

LASGUN

WEAPON: SPECIAL

(Basic set, 1 copy)

You may play this card as part of your Battle Plan. If your enemy is using a Leader, they are killed before the Battle is resolved, there is no defence.

If you or your opponent has played a “Shield” Card as part of their Battle Plan and neither Leader is called as a Traitor, then every Army Token and Leader involved in this battle and/or otherwise situated in the same territory as the Battle are destroyed and move to the ‘Tanks’, and all players jointly lose the Battle.

MAULA PISTOL

WEAPON: PROJECTILE

(Basic set, 1 copy)

Same as Crysknife.

RESIDUAL POISON

SPECIAL

(The Duel set, 1 copy)

You may play this card at any time in your own turn. Choose any one player and place this card face down in front of their shield with between one and four Spice from the Spice bank on top.

Each turn in the Control Phase, the target player must pay you an amount of Spice equal to that on top of this card, or the card turns over. At that point any Spice on the card is discarded to the Spice Bank, and any one of the target player’s Leaders of your choice (other than their Main Leader) is killed and removed to the ‘Tanks’, and this card is discarded.

You may return this card to your hand at any time so long as you can hold the extra card, at which point any Spice on top of it is returned to the Spice Bank.

Any player may cheat, playing any Worthless card as Residual Poison (only if Residual Poison is included in treachery deck). If caught, that player must pay 3 times the amount of Spice on top of card from their reserves. Worthless card is then discarded, and Spice on top of it is returned to the Spice Bank.

SEMUTA DRUG

WEAPON: POISON

(General Magazine set, 1 copy)

You may play this card as part of your Battle Plan.

This card may be countered by an appropriate Defence card used by your opponent in the battle

it is played in (Snooper). Once it has been used successfully, there is no way to mitigate the effects.

If your enemy is using a Leader, then place this card in front of the opponents shield with a number of Spice from the Spice Bank on it equal to one less than the enemy Leader's Strength. That Leader's Strength is henceforth equal to the number of Spice on this card.

Every time the Turn Marker moves a space, remove one Spice marker from this card to the Spice Bank. If ever there are no Spice Markers on this card, discard it and remove the Leader it affects to the 'Tanks'.

SHIELD

DEFENCE: PROJECTILES

(Basic set, 4 copies)

(Spice Harvest set, 1 copy)

You may play this card as part of your Battle Plan. If your enemy has played a "WEAPON: PROJECTILE" card, it is discarded without effect, unless it was the Lasgun card.

If you or your enemy played the Lasgun Card as part of their Battle Plan and neither Leader is called as a Traitor, then every Army Token and Leader involved in this battle and/or otherwise situated in the same territory as the Battle are destroyed and move to the 'Tanks', and all players jointly lose the Battle.

SNOOPER

DEFENCE: POISON

(Basic set, 4 copies)

(The Duel set, 1 copy)

You may play this card as part of your Battle Plan. If your enemy has played a "WEAPON: POISON" card, it is discarded without effect.

SLIP TIP

WEAPON: PROJECTILE

(Basic set, 1 copy)

You may play this card as part of your Battle Plan. If your enemy is using a Leader, they are killed before the Battle is resolved. This card may be countered by an appropriate Defence card used by your opponent (Shield).

STONE BURNER

WEAPON: PROJECTILE

(General Magazine set, 1 copy)

You may play this card as part of your Battle Plan.

If your enemy is using a Leader, they are killed before the Battle is resolved. This card may be countered by an appropriate Defence card used by your opponent (Shield).

In addition, this card targets your Leader as if the enemy had played a WEAPON: PROJECTILE card against you. This card may be countered by an appropriate Defence card used by you (Shield).

Further, all of your enemy's Army Tokens in this Territory are killed and sent to the 'Tanks' before the battle is resolved in the same way as if your enemy had lost the Battle.

STUNNER

WEAPON: PROJECTILE

(Basic Game, 1 copy)

Same as Crysknife.

THUMPER

SPECIAL

(Spice Harvest set, 1 copy)

You may play this card when a Spice Card is due to be turned over. Instead, no card is turned over, and the draw counts as a Shai-Hulud.

Further draws continue as normal.

Discard after use.

TLEILAXU GHOLA

SPECIAL

(Basic set, 1 copy)

You may play this card at any time to immediately take five of your own Army Tokens or any one of your own Leaders from the 'Tanks' as if it were the Revival Round, but at no cost in Spice. The recovered pieces go to your Reserves as normal, and do not count against your per-turn limits on Revivals, including those for specially marked Army Tokens.

Discard after use.

TRIP TO GAMONT

WORTHLESS

(Basic set, 1 copy)

TRUTHTRANCE

SPECIAL(Basic set, 2 copies)

You may play this card at any time to ask one other player a single yes/no question about the game which must be answered publicly. No game or rule effect may interrupt the answer being

given, barring some effect that prevents the use of the Truthtrance Treachery Card.

The player must answer 'yes' or 'no' truthfully. Questions to future intentions or events may be asked, and the player must answer truthfully to the best of their knowledge. This however does not limit the answering player in any way save when the relevant decision or event occurs, when they must fulfil their answer so far as they are able. If they cannot abide by the answer at this time, they must publicly state this is the case before actions involving the question are resolved.

Discard after use.

WEATHER CONTROL

SPECIAL

(Basic set, 1 copy)

You may play this card at the start of the Storm Round before the Storm's movement has been determined.

Instead, the storm moves a number of sectors of your choice anticlockwise, between zero and ten.

This replaces the Storm's normal movement.

YA-YA-YAWM!

WORTHLESS

(Spice Harvest set, 1 copy)

OTHER CARDS

KWISATZ HADERACH

(One Copy)

At the start of the game place this card face-up beside your Shield, with the Kwizatz Haderach marker on the "o" space.

Every time one of your Army Tokens is killed as a result of a Battle, move the marker one space along the track. If the marker reaches the final space, you may take and make use of the marker for the rest of the game, even on battles in the same turn.

ORNITHOPTERS BONUS CARD

(Three Copies)

You may claim this card at the end of the Storm Round if you fulfil certain conditions.

While you hold this card you have access to flying machines.

In the Movement Round you may Manoeuvre their Army Token group(s) through up to two additional adjacent Territories (for a total of three) each Manoeuvre.

Multiple copies of this card provide no additional benefit.

Return this card at the start of the Control Round.

HARVESTERS BONUS CARD

(Three Copies)

You may claim this card at the end of the Storm Round if you fulfil certain conditions.

While you hold this card you have access to automated Spice mining equipment.

In the Collections Round, you may collect an additional Spice with each Army Token in any and all Territories and Sectors (for a total of three Spice markers per Army Token).

Multiple copies of this card provide no additional benefit.

Return this card at the start of the Control Round.

CARRYALLS BONUS CARD

(Two Copies)

You may claim this card at the end of the Storm Round if you fulfil certain conditions.

While you hold this card you have access to advanced Spice mining equipment.

In the Collections Round, you may collect an additional two Spice directly from the Spice Bank.

This card is cumulative with other abilities.

Return this card at the start of the Control Round.

SMUGGLERS BONUS CARD

(One Copy)

You may claim this card at the end of the Storm Round if you fulfil certain conditions.

While you hold this card you have access to illicit Spice mining equipment.

In the Collections Round, you may collect an additional one Spice directly from the Spice Bank.

This card is cumulative with other abilities.

Return this card at the start of the Control Round.

INDEX OF CARD DECKS

TRAITOR DECK

Atreides

- Duncan Idaho (2)
- Dr Wellington Yueh (1)
- Gurney Halleck (4)
- Lady Jessica (5)
- Thufir Hawat (5)

Bene Gesserit

- Alia (5)
- Margot Lady Fenring (5)
- Princess Irulan (5)
- Reverend Mother Ramallo (5)
- Wanna Marcus (5)

Emperor

- Bashar (2)
- Burseg (3)
- Caid (3)
- Captain Aramsham (5)
- Count Hasimir Fenring (6)

Fremen

- Chani (6)
- Jamis (2)
- Otheym (6)
- Shadout Mapes (3)
- Stilgar (7)

Guild

- Esmar Tuek (3)
- Master Bewt (3)
- Representative (1)
- Soo Soo Sook (2)
- Staban Tuek (5)

Harkonnen

- Captain Iakin Nefund (2)
- Feyd-Rautha (6)
- Beast Rabban (4)
- Piter DeVries (3)
- Umman Kudu (1)

TREACHERY DECK

Basic Set

- 1 Baliset
- 1 Crysknife
- 1 Chaumas
- 1 Chaumurky
- 3 Cheap Hero/Cheap Heroine
- 1 Elacca Drug
- 1 Family Atomics
- 1 Gom Jabbar
- 1 Hajr
- 1 Jubba Cloak
- 2 Karama
- 1 Kulon
- 1 La la la!
- 1 Lasgun
- 1 Maula Pistol
- 4 Shield
- 4 Snooper
- 1 Slip Tip
- 1 Stunner
- 1 Tleilaxu Gholia
- 1 Trip to Gamont
- 2 Truthtrance
- 1 Weather Control

Spice Harvest set

- 1 Hunter Seeker
- 1 Harvester
- 1 Shield
- 1 Thumper
- 1 Ya-Ya-Yawm!

The Duel Set

- 1 Cone of Silence
- 1 Kriminon
- 1 Kull Wahad
- 1 Residual Poison
- 1 Snooper

General Magazine set

- 1 Semuta Drug
- 1 Stone Burner

STORM DECK

- 1 One Sector
- 1 Two Sectors
- 1 Three Sectors

- 1 Four Sectors
- 1 Five Sectors
- 1 Six Sectors

SPICE DECK

- 1 Broken Land (8)
- 1 Cielago North (8)
- 1 Cielago South (12)
- 1 Funeral Plain (5)
- 1 Great Flat (8)
- 1 Habbanya Erg (10)
- 1 Habbanya Ridge Flat (6)
- 1 Hagga Basin (6)
- 1 Minor Erg (8)
- 1 Old Gap (6)
- 1 Red Chasm (6)
- 1 Rock Outcroppings (10)
- 1 Sihaya Ridge (10)
- 1 South Messa (8)
- 1 Wind Pass North (6)
- 6 Shai-Hulud

ALLIANCE DECK

- 5 Atreides
- 5 Bene Gesserit
- 5 Emperor
- 5 Fremen
- 5 Guild
- 5 Harkonnen

BONUS DECK

- 3 Ornithopters
- 3 Harvesters
- 2 Carryalls
- 1 Smugglers

COMBAT CARDS (VARIANT 2)

- 2 Zero
- 2 Half
- 2 One
- 2 Two
- 2 Four
- 2 Five
- 2 Ten

OTHER CARDS

- 1 Kwisatz Haderach

CREDITS

ORIGINAL GAME DESIGN

Bill Eberle

Jack Kitterdige

Peter Olotka

ADDITIONAL GAME DESIGN

Alan Arvold

Kenneth Burke

Kirby Lee Davis

Stuart K Tucker

Paul Snow

Brad Johnson

Joel K

RULE BOOKS WRITTEN BY

Slev

PROOFING

Glenn McMaster

Brad Johnson

John Eskioglou

Joel K

Vangelis

REFERENCE MATERIALS

Colin Stobbe

Jeffery Vaca

Brad Johnson

GAME ART

Ilya Baranovsky

Scott Everts

Jean Baer

Christophe Peulvast

Fabrice Lamy

Olivier Vatine

Mick Uhl

Chris White