



Landsraad of Las Vegas - Gale Force Nine Rules

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How To Use This Guide

When a rule or ability has a + behind it, the rule or ability that follows is an addendum that alters the original rule or ability.

When a rule or ability has a - behind it, the rule or ability that follows supersedes that of the original rule or ability fully or partially.

When a rule describing an ability has an ✨ before or after it this indicates a Karama card may be used to cancel this ability as detailed in Karama card description [3.01.11.02](#) and [3.01.11.01](#). The faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.

Glossary

Active Leaders: Leaders that are under your control (in your Leader Pool). Leaders in the tanks are not active leaders for any faction.

Aggressor: The player earlier in Storm Order.

Alliance: A formal partnership entered by two players during a Nexus whereby both players cooperate towards a shared victory.

Allied: The status of a player who is in an alliance.

Bribe: A verbal agreement between two players that involves the exchange of spice. Spice received from a Bribe is placed in front of a player's shield and collected in the Mentat Pause Phase. Bribes can not be made during the Mentat Pause Phase.

Buy: When a player purchases a card that is up for auction during the Bidding Phase; that card is then added to their hand.

Control: Having at least one Force in a Territory during the Mentat Pause Phase with no other Faction's forces occupying that same Territory.

Deal: A verbal agreement between two or more players that does not include the exchange of spice. A Deal must be honored to the player's best ability if able.

Discard: To put a card in its respective discard pile. When a card is Discarded, it is done so face up.

Draw: To take the top card of a deck.

Eligible to Bid: Having less cards in your hand than your maximum hand limit.

Enters: A broad term to indicate sending, moving, shipping, worm riding, sending Advisors, or any other way of bringing Forces into a Territory.

First Player: The player whose Player Marker the Storm next approaches counterclockwise is the First Player for the Storm Phase, Bidding Phase, Shipment and Movement Phase, Battle Phase, and Mentat Pause Phase.

Force: One of a player's twenty tokens indicated by an image of a soldier that is used for Occupancy, Battles, Control, and Spice Collection.

Map: All Territories printed on the game board. Tokens on the board, even Territory tokens, are NOT a part of the Map.

Move: Place any number of Force(s) and/or token(s) on the board, as a group, from one territory into one other territory.

Movement Speed: The amount of adjacent Territories a single group of Forces may move through.

Non-Stronghold Territory: Any Territory on the board separated by a solid line with one or two bordering lines, such as a Sand Territory, Rock Territory, or the Polar Sink.

Occupier: A faction having at least one Force on a non-native Homeworld.

Occupy: Having at least one Force in a Territory.

Occupancy Limit: The limitation that there may not be more than two factions in a Stronghold Territory at one time.

Phase: One of the nine parts of a Turn (for example: Storm Phase or Spice Blow and Nexus Phase).

Place: Setting a game component on the game board.

Player Marker: Token with a faction symbol on it. It is the same size as a Force token.

Protected: The state of a leader in battle. A Protected leader does not die in battle from any Weapon in that battle.

Put: Setting a game component not on the Board (for example: near the board, in front or behind a Player Shield).

Reveal: Make publicly known by turning a component face up to be visible to all players.

Sector: One of 18 slices separated by dashed lines, extending from the Polar Sink to the edge of the Map. Sectors show where the Storm currently lies and where it may move to in the future.

Send: A designation for certain abilities or rule state to check. To Place or Put token(s) without paying spice. This is not a Shipment.

Set Aside: Setting a game component not on the Board (similar to Put) but specifically not currently under the control of any faction and visible to all players.

Ship: (Shipment) A designation for certain abilities or rule state to check. To Place or Put token(s) by paying spice.

Skilled Leader: An active leader assigned a Leader Skill Card.

Storm Order: The way of resolving actions as well as simultaneous effects. The storm token determines Storm Order; a Factions' Player Marker indicates where in Storm Order they are. The player to the right of the first player is second in Storm Order and so on.

Stronghold: Type of Territory separated by three solid lines. Control of these are the objective of the game.

Stunned: The state of a leader in battle. A stunned leader does not add their fighting strength in that battle.

Supply: The area behind a player's shield where that player keeps game components not currently in use. A player's Supply may include tokens or cards. Components in Supply are not in a player's hand and may not be used unless a rule or ability specifically allows them to be taken out of their supply.

Territory: A location on the game board defined with a hard black line or a token that specifically indicates that it is a Territory.

Turn: A section of the game that is divided into nine Phases.

Unallied: Status of a player who is not in an alliance.

Unprotected: The state of a leader in battle. An Unprotected leader does not have a defense for a Weapon Treachery card played (The Weapon Treachery Card may be in that player's own Battle Wheel).

Variant: Expansion elements added to the game, together or separately, irrespective of which factions you choose to include (for example: Nexus Cards, Shield Wall, and Stronghold Cards).

0 Setup of the Game

- 0.00** This category of the rulebook goes over the set up of the game. NOTE: No **DEALS** or **BRIBES** may be made before **1.01.00**.
- 0.01** Set up the game by doing the following steps through **0.16**.
- 0.02** LENGTH OF GAME: Determine the number of Turns that will be played. In tournament play, a game will go to a maximum of 10 Turns.
- 0.03** VARIANTS: Determine what variants will be used, if any.
- 0.04** SPICE BANK: Place all spice tokens in the Spice Bank.
- 0.05** SPICE DECK: Shuffle the Spice deck and **PUT** it face down next to the game board. Played cards will be piled face up next to the deck as they are discarded and reshuffled to restock the Spice deck as necessary. **+2.01.03**
- 0.06** TREACHERY DECK: Shuffle the Treachery deck and **PUT** it face down next to the game board. Played cards will be piled face up next to the deck as they are discarded and reshuffled to restock the Treachery Deck as necessary. **+2.01.03**
- 0.07** SEATING ORDER: Players now determine seating order. In tournament play, remove numbers greater than the number of players from the Prediction deck, each player selects a card at random. The player with number 1 on their card sits nearest Tuek's Sietch. Each player will sit to the right of the player with a lower number, excluding the highest number drawn (the player who drew number 1 will sit to their right). Prediction cards are returned to the Prediction deck.
- 0.08** FACTION SELECTION: Players now choose factions. In tournament play, each player is dealt two alliance cards (one of a Classic faction and one of an Expansion Faction), each player selects one secretly and returns the other to the box. All players **REVEAL** which card they selected simultaneously. The alliance card they select represents which faction they will play.
- 0.09** FACTION COMPONENTS: Players take their player shields, player sheets, and corresponding faction pieces/cards.
- 0.10** PLAYER POSITIONS: Players Place their Player Marker on the player circle closest to their Player Shield and their seat at the table.
- 0.11** TRAITORS: Remove the cards for all factions that are not in play from the Traitor deck. Then shuffle the Traitor deck thoroughly. Each player is dealt 4 cards. Each player then picks 1 card to keep, **PUTTING** it face down behind their shield, this is their Traitor card. The other cards will be **PUT** face down next to their **PLAYER MARKER**, these face down cards may be used for reference throughout the game. **-2.05.03 -2.08.03 +2.11.20+2.11.13**
- 0.12** STARTING SPICE: Spice equal to the amount indicated by a faction's ability 2.XX.01 is removed from the Spice Bank and **PUT** behind each player's respective shield.
- 0.13** STARTING FORCES: Each player's **FORCES** are **PLACED** on the board as indicated by their ability 2.XX.02. All Forces in reserves are **PUT** in front of player's respective shield. **-2.02.08**
- 0.14** STARTING TREACHERY CARD: Each player Draws 1 card from the Treachery Deck. **-2.05.04 -2.07.03 +4.07.01**
- 0.15** TURN MARKER: Place the turn marker at 1 on the Turn Track.
- 0.16** FIRST STORM: The first time the storm is moved, the Storm Marker is Placed at a random location along the map edge using the following procedure. The two players whose player markers are nearest on either side of the Storm Start **SECTOR** will secretly dial a number from 0 to 20 on the Battle Wheels. The two numbers are simultaneously **REVEALED**, totaled, and the Storm Marker moved from the Storm Start **SECTOR** counterclockwise around the map for the sum total of **SECTORS**.

1 Phases of the Game

- 1.00.00** This Category of the rulebook goes over the Phases of the game and how the base rules are observed.
- 1.00.01** A faction has special abilities that may contradict the rules. A faction's particular abilities always have precedence over the rules.
- 1.00.02** A Treachery Card may contradict the rules or a faction's particular abilities. A Treachery Card always has precedence over the rules and faction abilities.
- 1.00.03** A Variant [4] may contradict the rules, a faction ability, or a Treachery Card. Variants always have precedence over the rules, faction abilities, and Treachery Cards.
- 1.00.04** When a Karama card is used to cancel an ability, as detailed in Karama card description 3.01.11.02 and 3.01.11.01, the faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.
- 1.00.05** When a faction's ability is used all other actions that can take place must wait until the ability is complete. After the ability is completely done players may use abilities, play cards, and make BRIBES. -3.01.11

1.01 STORM PHASE

- 1.01.00** This is the first PHASE of the TURN. In this PHASE the Storm Marker is moved around the Map and Storm Order is determined for the TURN.
- 1.01.01** DECIDING FIRST PLAYER: The faction whose PLAYER MARKER the storm next approaches will be the FIRST PLAYER for this TURN in each applicable PHASE and action.
- 1.01.02** STORM MOVEMENT: In all subsequent Storm PHASES after TURN 1, the two players who last used the Battle Wheels will independently dial a number from 1 to 3, simultaneously REVEAL their numbers, add them together, and then advance the Storm Marker from its current position counterclockwise around the MAP the sum total of SECTORS. -2.04.13 -3.01.23
- 1.01.03** STORM DESTRUCTION: When the Storm Marker moves, any FORCES in a SECTOR of a Sand TERRITORY (except the Imperial Basin) over which the storm starts, passes, or ends on are destroyed. Place these Forces in the Tleilaxu Tanks. Forces that are not on a Sand TERRITORY find protection from the storm. In addition any spice in a SECTOR which a storm passes over or stops is destroyed and Placed in the Spice Bank. -2.04.16 -2.09.07.02 -3.01.07
- 1.01.04** OBSTRUCTION: Forces may not Ship/Send/Move into, out of, or through a Sector in Storm. Forces in the same Territory may not battle if either or both Forces are in storm or, separated by a sector in storm. -2.04.17

1.02 SPICE BLOW AND NEXUS PHASE

- 1.02.00** This is the second PHASE of the TURN. In this PHASE spice is Placed on the board and alliances can be made.
- 1.02.01** BLOW THE SPICE: The top card of the Spice Deck is REVEALED and DISCARDED. +2.04.22
- 1.02.02** FIRST TURN: During the first turn's Spice Blow PHASE only, all Shai-Hulud cards REVEALED are ignored, SET ASIDE, then reshuffled back into the Spice deck after this Phase.
- 1.02.03** NO NEXUS: There can not be a Nexus on TURN one for any reason.

- 1.02.04** TERRITORY CARD: This is a Spice Blow. When this type of card is **DISCARDED** the amount of spice indicated on the card is taken from the Spice Bank and Placed onto the **TERRITORY** in the **SECTOR** containing the Spice Blow icon. (If the Spice Blow icon is currently in storm, no spice is Placed for that Spice Blow.)
- 1.02.05** SHAI-HULUD: This is a Sandworm. When this type of card is discarded destroy all spice and **FORCES** in the **TERRITORY** of the topmost Territory Card in the discard pile this card goes to and Place them in the Spice Bank and Tleilaxu Tanks respectively. Continue Revealing & Discarding Spice Blow cards until a Territory Card is discarded. Now a Nexus will occur. **-2.04.07**
- 1.02.06** NEXUS: Discarding a Shai-Hulud card after the first **TURN** causes a Nexus. In a Nexus, Alliances can be formed and broken. (See Alliances **1.10**)

1.03 CHOAM CHARITY PHASE

- 1.03.00** This is the third **PHASE** of the **TURN**. Players with 0 or 1 spice may claim CHOAM Charity.
- 1.03.01** COLLECTING CHOAM CHARITY: All players with 0 or 1 spice can collect spice from the bank to bring their total to 2 by calling out "CHOAM Charity". **-2.02.09 +2.09.04 -2.09.10 +2.09.11**

1.04 BIDDING PHASE

- 1.04.00** This is the fourth **PHASE** of the **TURN**. Players can bid spice to acquire Treachery Cards.
- 1.04.01** DECLARATION: Before bidding starts, all players must publicly announce how many Treachery Cards they hold.
- 1.04.02** MAX HAND SIZE: A player's maximum hand size is 4 Treachery cards. **-2.05.07 -2.09.05 +2.12.09.02**
- 1.04.03** INELIGIBLE: Players with a full hand are not eligible to bid and must pass during a bid for a Treachery Card.
- 1.04.04** DEALER: A selected player deals 1 card for each player who is eligible to bid from the Treachery Deck face down in a row. **+2.01.05 +2.07.08 +2.10.08 +2.10.21**
- 1.04.05** AUCTION: The first card in the row is now auctioned off for spice.
- 1.04.06** **BIDDING:** The bidding is started by the **FIRST PLAYER**. If that player is not eligible to bid the next player to the right who is eligible opens the bidding.
- 1.04.06.00** This is the procedure for bidding on a card:
- 1.04.06.01** The player who bids first must bid 1 spice or more otherwise they must pass. Bidding then proceeds to the bidder's immediate right. The next bidder may raise the bid or pass, this continues around the table until a top bid is made and all other players have passed. **-3.01.11.04**
- 1.04.06.02** Buying A Card: The top bidding player then pays the number of spice they bid to the Spice Bank and receives the card currently up for bid, adding it to their hand. **-2.03.04 +2.05.08 +2.07.21 -2.10.06 -3.01.11.04**
- 1.04.06.03** Bid Limit: Players may not bid more spice than they have. **-1.10.02.04 -3.01.11.04**
- 1.04.06.04** Time Limit: Each player must bid within 10 seconds of the previous player or they are assumed to have passed. Players not at the table are assumed to have passed.
- 1.04.07** NEXT STARTING BIDDER: In subsequent bidding during this **PHASE**, the first eligible player, to the right of the player who opened the bid for the previous card, begins the bidding for the next card.

- 1.04.08** END OF BIDDING: Bidding for Treachery Cards continues until all cards available for bid have been auctioned off.
- 1.04.09** BOUGHT-IN: When a face down Treachery card is passed on by everyone, all remaining cards are returned to the top of the Treachery Deck in the order they were dealt out and bidding on face down Treachery Cards is over.
- 1.04.10** TRANSPARENCY: The amount (not the type) of Treachery Cards a player has in their hand must be made known upon request by another player during the Bidding Phase.

1.05 REVIVAL PHASE

- 1.05.00** This is the fifth **PHASE** of the **TURN**. All players are allowed to revive Forces and leaders from the Tleilaxu Tanks. There is no Storm Order in this **PHASE**.
- 1.05.01** **FORCE REVIVAL:** All players may now revive up to 3 **FORCES** from the Tleilaxu Tanks. **-2.07.24 -2.03.07 -2.08.08 -2.09.08 -4.04.03.05**
 - 1.05.01.00** To revive **FORCES** you must adhere to the following:
 - 1.05.01.01** FREE REVIVAL: A certain number of **FORCES** are revived for free as stated on the player sheet. **+2.04.11 -2.09.07.05**
 - 1.05.01.02** BY SPICE: Any additional **FORCES** that may be revived, beyond your free revival and up to your current limit, must be done at a cost of 2 spice per Force. **-2.07.10 -2.08.09 -2.08.15 -2.09.08**
 - 1.05.01.03** PAYMENT: All spice paid for Force Revival is **PLACED** in the Spice Bank. **-2.08.10**
- 1.05.02** TO RESERVES: Revived **FORCES** must be **PUT** in the player's reserves.
- 1.05.03** **LEADER REVIVAL:** When a player has no **ACTIVE LEADERS** or all of their leaders have died at least once, they may revive 1 face up leader per **TURN** until all of their leaders have been revived. **+2.03.12 -2.07.24 -2.08.08 -2.08.13 -2.08.16 +2.09.15 +2.11.10.08 -2.11.17 -2.11.18 -3.01.20**
 - 1.05.03.00** To revive leaders you must adhere to the following:
 - 1.05.03.01** COST: For a leader, a player must pay that leader's fighting strength in spice to revive that leader. **-2.08.09 -2.08.15**
 - 1.05.03.02** PAYMENT: All spice paid for leader revival is **PLACED** in the Spice Bank. **-2.08.10**
 - 1.05.03.03** REVIVED LEADER STATUS: A revived leader is added to that player's Leader Pool and can be played normally, it is still subject to being a Traitor.
- 1.05.04** DEAD AGAIN: When a revived leader is killed again, place it face down in the Tleilaxu Tanks. This leader can not be revived again until all the player's other revivable leaders have been revived, killed, and sent to the Tleilaxu Tanks again / are unavailable. **-2.03.12 -2.08.08 -2.08.13 -2.09.18 -3.01.20**
- 1.05.05** FACE DOWN LEADERS: At anytime through out the **TURN** you may look at any face down leader with your matching faction symbol.

1.06 SHIPMENT AND MOVEMENT PHASE

- 1.06.00** This is the sixth **PHASE** of the **TURN**. All players are allowed to **SHIP** and/or **MOVE** **FORCES** during this **PHASE**, Placing their **FORCES** onto the planet or moving **FORCES** across the board.

- 1.06.01** The **FIRST PLAYER** conducts their **FORCE SHIPMENT** action and then **FORCE** Movement action. Play proceeds in **STORM ORDER** until all players have completed this **PHASE** or indicated they will not use their actions. **-2.06.12.01 -3.03.03.02 -3.03.03.03**
- 1.06.02** ONE FORCE SHIPMENT: Each player may make only one **FORCE SHIPMENT** action per **TURN**. **-2.11.10.06**
- 1.06.03 SHIPMENT OF RESERVES:** A player with off-planet reserves may use one shipment action to **SHIP** any number of **FORCES** from their reserves to any one **TERRITORY** on the board. **-2.06.13 +2.06.05 +2.06.09 -2.07.20**
- 1.06.03.00** On your **SHIP** action you must adhere to the following:
- 1.06.03.01** COST: The cost of shipping off-planet reserves is 1 spice per **FORCE** shipped into any **STRONGHOLD** and 2 spice per **FORCE** shipped into any **NON-STRONGHOLD TERRITORY**. **-2.06.06 -2.06.09 -3.01.11.03**
- 1.06.03.02** PAYMENT: All spice paid for **SHIPMENT** is **PLACED** in the Spice Bank. **-2.06.04**
- 1.06.03.03** SECTORS: When shipping into a **TERRITORY** lying in several **SECTORS**, a player must make clear in which **SECTOR** of the **TERRITORY** they choose to leave their Forces.
- 1.06.03.04** RESTRICTION: No player may **SHIP** into or out of a **SECTOR** in Storm. **-2.04.17**
- 1.06.03.05** OCCUPANCY LIMIT: No player may **SHIP** into a stronghold already occupied by two other player's Forces. **-2.02.11 -2.11.11**
- 1.06.04** Restriction: No player may ship **FORCES** from the board back to their reserves. **-2.06.05.02**
- 1.06.05 FORCE MOVEMENT:** Each player may **MOVE**, as a group, any number of their **FORCES** from one **TERRITORY** into one other **TERRITORY** up to their **MOVEMENT SPEED**. Unless separated by **STORM**, that player may **MOVE** groups of **FORCES** from different **SECTORS** of the same **TERRITORY**. **-2.09.07.01**
- 1.06.05.00** On your **MOVEMENT** action you must adhere to the following:
- 1.06.05.01** ONE FORCE MOVE: Each player may make only one **FORCE** movement action per **TURN**. **-3.01.09 -3.03.07.02**
- 1.06.05.02** **FORCES** are free to **MOVE** into, out of, or through any **TERRITORY** occupied by any number of **FORCES** with certain restrictions and additional movement advantage mentioned below.
- 1.06.05.03** ONE ADJACENT TERRITORY: A player without a **FORCE** in either Arrakeen or Carthag at the start of their movement can only **MOVE** their Forces to one adjacent **TERRITORY**. **-2.04.06 -2.07.12 -2.07.16 -2.09.07.04 -3.03.07.01**
- 1.06.05.04** ORNITHOPTERS: A player who starts a force move with one or more **FORCES** in either Arrakeen, Carthag, or both, has a **MOVEMENT SPEED** of three. **FORCES** may **MOVE** through up to three adjacent territories. The **FORCES** moved do not have to be in Arrakeen or Carthag to have the three **MOVEMENT SPEED**.
- Thus, for example, a player with one or more **FORCES** in Arrakeen would be able to move Forces starting in Tuek's Sietch through Pasty Mesa and Shield Wall to the Imperial Basin, where they must stop.*
- 1.06.05.05** SECTORS: **SECTORS** have no effect on movement. **FORCES** can **MOVE** into or through a **TERRITORY** ignoring all **SECTORS**. A Sector's only function is to regulate the movement and coverage of the storm and spice collection.
- 1.06.05.06** STORM: As defined above in the Storm **PHASE** section, no **FORCE** may **MOVE** into, out of, or through a **SECTOR** in storm.

- 1.06.05.07** Many territories occupy several **SECTORS**, so that a player may **MOVE** into and out of a **TERRITORY** that is partly in the storm, so long as the group does not pass through the part covered by the storm.
- 1.06.05.08** When ending a **MOVE** in a **TERRITORY** lying in several **SECTORS**, a player must make clear in which **SECTOR** of the Territory they choose to leave their **FORCES**.
- 1.06.05.09** **OCCUPANCY LIMIT:** Like **SHIPMENT**, **FORCES** can not be moved into or through a **STRONGHOLD** if **FORCES** of two other players are already there. **-2.02.20 -2.11.11**
- 1.06.06** **SAFE HAVEN:** The Polar Sink is never in storm.
- 1.06.07** **CONSTRAINT:** At the end of your Shipment and Movement actions, **PLACE** all your **FORCES** that are in the same **TERRITORY** (except the Polar Sink) as your Ally's **FORCES** in the Tleilaxu Tanks. **-2.02.12 -2.11.11**
- 1.06.08** **Repositioning:** A player may use their movement action to reposition their **FORCES** to relocate to a different **SECTOR** within the same **TERRITORY**. Storm limitations still apply.

1.07 BATTLE PHASE

- 1.07.00** **This is the seventh **PHASE** of the **TURN**. Players must resolve battles in every **TERRITORY** that is occupied by **FORCES** from two or more factions.**
- 1.07.01** **QUALIFYING BATTLE:** Wherever two or more players' **FORCES** occupy the same **TERRITORY**, battles must occur between those players. Battles continue until just one player's **FORCES**, or no Forces remain in all territories on the Board. **-1.07.01.01 -1.07.01.03 -2.02.12 -2.11.11**
 - 1.07.01.00** The Polar Sink and the Storm create a few exceptions and restrictions on which Forces can Battle.
 - 1.07.01.01** **NATURAL SEPERATION:** Players can not battle one another in a **TERRITORY**, if their **FORCES** are separated by a **SECTOR** in storm or one group of Forces is under Storm while the other is not. Their Forces can remain in the same **TERRITORY** at the end of the **PHASE**.
 - 1.07.01.02** **BATTLING BLIND:** Whenever two or more players' **FORCES** are in the same **TERRITORY** and in the same **SECTOR** under storm players still battle. Forces in a different Sector than the one under Storm do not contribute to the battle nor are affected by the result.
 - 1.07.01.03** **NEUTRAL ZONE:** Players can not battle in the Polar Sink. It is a safe haven for everyone.
- 1.07.02** **FIRST PLAYER:** When resolving battles, the **FIRST PLAYER** is named the **AGGRESSOR** until all their battles, if any, have been fought. The **AGGRESSOR** chooses the order in which they wish to fight their battles. Then the player next in Storm Order becomes the **AGGRESSOR** and so on, until all battles are resolved. **-3.03.03.01 -4.03.06.11**
- 1.07.03** **MULTIPLE BATTLES:** When there are three or more players in the same **TERRITORY**, the **AGGRESSOR** picks who they will battle first, second, etc. for as long as they have **FORCES** in that **TERRITORY**.
- 1.07.04** **BATTLE PLAN:** To resolve a battle, each player secretly formulates a Battle Plan. **-2.01.17 -2.01.08 -2.01.09 -4.03.06.01**
 - 1.07.04.00** A Battle Plan always includes the number of **FORCES** dialed on the Battle Wheel. When possible, it must include a player's leader or a Cheap Hero. It may include Treachery Cards at the player's discretion.

- 1.07.04.01** BATTLE WHEEL: Each player picks up a Battle Wheel and secretly dials a number from zero to the number of **FORCES** they have in the disputed **TERRITORY**. Both players will lose the number of Forces dialed on their Battle Wheel.
- 1.07.04.02** LEADERS: One Leader Disc is selected and put face up in the slot on the wheel. A Cheap Hero Card may be played in lieu of a Leader Disc.
- 1.07.04.03** DEDICATED LEADER: Leaders that survive battles may fight more than once in a single **TERRITORY** if needed, but no leader may fight in more than one Territory during the same Phase. **-1.07.06.06.00**
- 1.07.04.04** LEADER ANNOUNCEMENT: A player must always play either a leader or a Cheap Hero **[3.01.04]** card as part of their Battle Plan if possible. When it is not possible, a player must announce that they can not play a leader or Cheap Hero.
- 1.07.04.05** NO TREACHERY: A player with no leader or Cheap Hero must still battle, but they can not play any Treachery Cards as part of their Battle Plan. (This situation can occur when a player does not have a Cheap Hero and all their leaders are in the Tleilaxu Tanks or have fought in another **TERRITORY** in that **PHASE**.)
- 1.07.04.06** TREACHERY CARDS: Players with a leader or Cheap Hero may play a Weapon Treachery Card, Defense Treachery Card, or both by holding them against the wheel. They may choose not to play Treachery Cards as well. **+2.02.06 +2.02.07 +3.04.01 +3.04.03**
- 1.07.05** REVEALING WHEELS: When both players are ready, the Battle Plans are **REVEALED** simultaneously.
- 1.07.06 BATTLE RESOLUTION:** The winner is the player with the higher total of number dialed on the Battle Wheel, plus their leader's fighting strength if applicable. **-2.11.22**
- 1.07.06.00** NO TIES: In the case of a tie, the **AGGRESSOR** wins the battle.
- 1.07.06.01** WEAPONS: Check to see if your opponent protected their leader from your weapon with the proper Defense, if they did not, do not add their leader's fighting strength to their number dialed. Next, see if your weapon affects your leader, if it does check to see if you played the proper Defense, if not do not add your leader's fighting strength to your number dialed.
Note: Some weapons may not kill leaders but still make the leader's fighting strength nonapplicable.
- 1.07.06.02** KILLED LEADERS: Any leaders killed are immediately Placed face up in the Tleilaxu TanksThe winner immediately receives their value (including their own leader, if killed) in spice from the Spice Bank. **-1.05.04 -3.02.02**
- 1.07.06.03** SURVIVING LEADERS: Leaders who survive remain in the **TERRITORY** where they were used. (Game effects do not kill these leaders while there.) These are not part of the Leader Pool until Leader Return **[1.07.07]**. **-2.05.10 -4.07.08**
- 1.07.06.04** LOSING: The losing player loses all the **FORCES** they had in the **TERRITORY** to the Tleilaxu Tanks and must discard every Treachery Card they used in their Battle Plan. Note that the loser does not lose their leader as a result of losing the battle.
- 1.07.06.05** WINNING: The winning player loses only the number of **FORCES** they dialed on the Battle Wheel. These Forces are **PLACED** in the Tleilaxu Tanks. The winning player may discard any of the cards they played; that player may keep any cards that do not say "Discard after use". **-2.12.17 -2.07.15**

1.07.06.06 TRAITORS: When you are in a battle and your opponent uses a leader that matches a Traitor Card in your hand, you may call out "Traitor!" and pause the game. This can be done against any Active Leader your opponent has, even when that leader was not one of their **ACTIVE LEADERS** at the start of the game. **-2.01.13 +2.05.09 +4.09.01**

1.07.06.06.00 When a Traitor Card is **REVEALED** the Player who revealed the Traitor Card: immediately wins the battle, loses nothing, regardless of what was played in the Battle Plans (even if a lasgun and shield are **REVEALED**), adds their leader back to their leader pool to be available again this **PHASE, PLACES** the traitorous leader in the Tleilaxu Tanks, and receives the traitorous leader's fighting strength in spice from the Spice Bank. One time use abilities may be considered not used for this instance (Ex: Kwisatz Haderach, Captured leaders). One time use cards may be kept or discarded by the winner.

1.07.06.06.01 The Player Whose Traitor Was **REVEALED**: loses all their **FORCES** in the **TERRITORY** and discards all of the cards they played.

1.07.06.06.02 TWO TRAITORS: When both leaders are traitors (each a traitor for the opponent), both players' **FORCES** in the **TERRITORY**, their cards played, and their leaders, are lost. Neither player receives any spice.

1.07.07 LEADER RETURN: After all battles have been fought, players collect any of their leaders used in battle still in Territories adding them to their Leader Pool.

1.08 SPICE COLLECTION PHASE

1.08.00 This is the eighth **PHASE** of the **TURN**. **FORCES** in territories that contain spice may collect the spice. **+1.13.01**

1.08.01 HARVESTING SPICE: Any player whose **FORCES OCCUPY** a **SECTOR** of a **TERRITORY** in which there is spice may now collect that spice. This is done by taking the spice tokens you are entitled to from the Territory and **PUTTING** them behind your shield.

1.08.02 COLLECTION RATE: The collection rate of spice for each **FORCE** is 2 spice per Force. If the player occupies Carthag and/or Arrakeen their collection rate is now 3 spice per Force. **-2.07.13**

1.08.03 UNCLAIMED SPICE: Uncollected spice remains where it is for future turns.

1.09 MENTAT PAUSE PHASE

1.09.00 This is the ninth **PHASE** of the **TURN**. A winner (or winners) is declared, or players take some time to evaluate their positions on the map, then move the **TURN** Counter to the next position on the Turn Track to begin the next **TURN**.

1.09.01 COLLECT BRIBE SPICE: Add any spice from in front of your shield to your spice reserves.

1.09.02 **STRONGHOLD VICTORY**

1.09.02.00 Players now check to see if the following requirements are met to achieve Stronghold Victory for one or more players.

1.09.02.01 **Unallied Stronghold Victory:** The requirement for an **UNALLIED** player to win is to **CONTROL** three or more **STRONGHOLDS** with at least one of their Forces during the Mentat Pause Phase.

1.09.02.02 Allied Stronghold Victory: The requirement for an **ALLIANCE** to win is to **CONTROL**, between the **ALLIED** players, a total of four or more **STRONGHOLDS** with at least one or more Forces during the Mentat Pause Phase. **+2.11.15 +2.11.16**

For example: if the Atreides are in an Alliance with the Fremen, and the Fremen Control Sietch Tabr, Carthag, and the Atreides Control Tuek's Sietch and Arrakeen during the Mentat Pause Phase, they win the game together.

- 1.09.03** WINNING THE GAME: A player or alliance that has met the **STRONGHOLD** requirement wins the game. When multiple player(s) and/or alliance(s) meet the requirements (as defined in **1.09.02**) for a stronghold victory only the player or alliance first in Storm Order wins the game. **-2.02.03**
- 1.09.04** WAR CONTINUES: When there are no winners, players mull over their positions on the board, consider their options and, when they are ready, move the turn marker to the next position on the Turn Track to begin the next **TURN**.
- 1.09.05** END GAME OR DEFAULT VICTORY: The game is over when the desired number of **TURNS** are reached. On the last **TURN** if no one has won and the Spacing Guild is not in the game the Fremen win. When the Fremen are not in the game either, the player **OCCUPYING** the most **STRONGHOLDS** wins. If several qualify, all who qualify win. **+2.06.08 +2.06.11**

1.10 ALLIANCES

1.10.00 Once a Shai-Hulud (sandworm) card is turned over on the second or subsequent turns, at the end of the Spice Blow and Nexus Phase, a Nexus occurs. During a Nexus, all players have a chance to make, join or break Alliances. Once players have had a chance to do so, play continues.

1.10.01 NEXUS

- 1.10.01.00** Discussion: Players may discuss among themselves the advantages and disadvantages of allying, and with whom.
- 1.10.01.01** Forming an **ALLIANCE**: A player may ally once per Nexus. Two players may announce that they are forming an Alliance, they are now allied.
- 1.10.01.02** Transparency: The members of an **ALLIANCE** must be made known to all. Alliances cannot be secret. Swap Alliance Cards as a reminder of who is in an Alliance.
- 1.10.01.03** Alliance Limits: No more than two players may be in an Alliance with each other.
- 1.10.01.04** Landsraad Limits: Several Alliances can be formed during a Nexus, but no player can be a member of more than one **ALLIANCE**.
- 1.10.01.05** Breaking an Alliance: Any player may break an **ALLIANCE** during a Nexus. A player announces that they are breaking from their Alliance, they are now unallied.
- 1.10.01.06** Conclusion of A Nexus: Once all players have had a chance to ally, no further Alliances can be made until the next Nexus. **-2.11.10.11 -2.12.10**

1.10.02 HOW AN ALLIANCE FUNCTIONS

- 1.10.02.00** **ALLIED** players' **FORCES** are considered the same for the purposes of victory.
- 1.10.02.01** The win condition is now 4 strongholds instead of 3 for players in an **ALLIANCE**. If together their joint **FORCES CONTROL** 4 or more **STRONGHOLDS** in the Mentat Pause Phase, they have jointly won the game. **-2.11.16**

- 1.10.02.02** Ally Secrecy: Allies may discuss and share strategy and information secretly at any time.
- 1.10.02.03** Separate Spice Holding: Allies may not give spice to one another. **-2.03.06**
- 1.10.02.04** Bidding: During the Bidding Phase, allies may help each other by paying some or all the cost of each other's Treachery Cards so that a player can bid more spice than they actually have. **-2.10.08.02**
- 1.10.02.05** Movement: During the Shipment and Movement Phase, allies may pay for each other's shipments.
- 1.10.02.06** Constraint: Allies may not enter any territory (except the Polar Sink) in which one of their allies already has a **FORCE** and, thus, may never battle one another. **-2.02.12 -2.11.11**
- 1.10.02.07** Shared Advantages: Allies may assist one another with any abilities labeled: ALLIANCE.

1.11 SECRECY

- 1.11.00** **Players are never required to keep their cards, spice holdings, or the traitors they selected secret. They are not obligated to REVEAL this information either.** **-2.09.13 -2.11.10.01 -2.11.10.05 -3.01.22 +3.02.01**
- 1.11.01** SPICE RESERVES: All spice holdings should be kept behind the Player Shield.
- 1.11.02** HIDDEN HAND: The amount of Treachery Cards that any player has must be made known to any player that asks during the Bidding **PHASE** but can be kept secret during any other **PHASE** of the **TURN**.
- 1.11.03** PLAYER SHIELDS: The area behind a player's Shield is secret. When a component is placed behind a Player's Shield this information should not be accessible to other players until a specific rule or ability says otherwise, or the player chooses to show or Reveal this information.

1.12 DEALS AND BRIBES

- 1.12.00** **DOUBLE-DEALING: All deals and bribes MUST be discussed at the table! Deals and bribes CAN NOT be discussed/made away from the table!! The conditions of a deal or bribe must be public. The information exchanged may be done in secret.**
- 1.12.01** ALLIANCE DEALS: Players who are not members of the same Alliance can make any kind of verbal **DEAL** between one another. Once made, the conditions of these Deals must be stated aloud and must be honored to the best of a player's ability. Players who are not members of the same **ALLIANCE** can make any kind of verbal **BRIBE** between one another. Once made, the conditions of these Bribes must be stated aloud and must be honored. A player cannot renege on a Deal or Bribe. **-2.09.13**
- 1.12.02** BRIBE SPICE: When Spice is paid as part of a Deal it is considered a Bribe.
- 1.12.03** BRIBE CONSTRAINTS: When spice is transferred as part of a Bribe, the spice is **PUT** in FRONT of the recipient's player shield. Players collect spice from in front of their player shields and add it to their spice reserves during the Mentat Pause **PHASE**, Collect Bribe Spice [**1.09.01**].
- 1.12.04** BRIBE LIMITS: A deal or bribe cannot involve the transfer or gift of Treachery Cards, Traitor Cards, leaders, Forces, or faction abilities. This leaves secret information, future actions, and, of course, spice. A player can not make a deal or bribe that would contravene the rules or the player's faction powers. These are the only limitations.
- 1.12.05** NO BRIBES DURING GAME SET UP: A Deal or Bribe can not be made until after **0.16**.

- 1.12.06** TIME TO COLLECT: A Bribe can not be made after the Spice Collection Phase [1.08] of any **TURN**.

1.13 ADVANCED GAME

- 1.13.00** For experienced players the game is changed by adding these rules: increasing the number of Spice Blows, adding a spice advantage for holding a city or Tuek's Sietch, (the smuggler stronghold), an enhanced Karama Card, an advanced battle system, and additional faction abilities (as stated in 2.xx.00). Decide as a group if you are playing Advanced in Set Up before any other step (0.00).
- 1.13.01** Increased Spice Flow: During Collection **PHASE** [1.08], each occupant of Carthag and Arrakeen collects 2 spice and the occupant of Tuek's Sietch collects 1 spice. To qualify for collection, a player needs to occupy the stronghold only at the time of collection. If a player occupies two or three of these strongholds, they collect spice for each that they occupy. **+2.11.11**
- 1.13.02** DOUBLE SPICE BLOW: After 1.02.01 another Spice Card will be **REVEALED** creating a second Spice Card discard pile (discard pile A and discard pile B).
- 1.13.02.00** When using double spice blow:
- 1.13.02.01** When a Shai-Hulud appears in the first discard pile (Pile A) any spice and Forces on a Territory Card at the top of discard pile A (if any) are lost to the Spice Bank and Tleilaxu Tanks respectively. The Shai-Hulud card is **PUT** on the spice discard pile. Then another card is turned over. If it is a Shai-Hulud it is immediately discarded on pile A and another card is turned over. This continues until a Territory Card appears and spice is placed as defined in 1.02.04. The Territory Card is put face up on spice discard pile A. Then a Nexus occurs.
- 1.13.02.02** Now **REVEAL** another spice card and repeat the above procedure using discard pile B.
- 1.13.03** SPICE DECK RESUFFLE: When the Spice Deck needs to be reshuffled, Shuffle in all discarded territory and Shai-Hulud cards under the top most territory card in Spice Discard Pile A and all Territory and Shai-Hulud cards in Spice Discard Pile B into the deck.
- 1.13.04** SPICE DIALING: Each Force used in a battle is valued at its full strength if 1 spice is paid to support it. **-2.04.21 -2.07.22**
- 1.13.04.00** Spice now plays an important role in the combat procedure. When using spice dialing:
- 1.13.04.01** UNSPICED FORCES: A Force used in a battle that is not supported by 1 spice is valued at half strength. **-2.07.22**
- 1.13.04.02** NUMBER DIALED CALCULATION: When dialing a Battle Plan, one-half increments can be indicated by lining up the line between the numbers with the line under the window of the Battle Wheel.
- 1.13.04.03** SPICED FORCES: When creating a Battle Plan, a player must add the amount of spice they plan to pay in the battle to their Battle Wheel. **+2.09.15**
- 1.13.04.04** PAYMENT: All spice paid for Spice Dialing is **PLACED** in the Spice Bank. **-2.09.20**
- 1.13.05** LOSING NOTHING: When a traitor card is played, the winner keeps all spice paid to support their **FORCES**.
- 1.13.06** ONE TIME ULTIMATE: When playing a Karama Card [3.01.11], in addition to it's normal effects a player may now use it to implement their Faction's special Karama power once per game.

1.14 FACTION KARAMA POWER

- 1.14.00** In addition to the regular Karama power, all factions gain a unique power that can be used once in a game when the player plays a Karama Card [3.01.11]. The Karama Card is discarded to use the ability. -2.02.22
- 1.14.01 Atreides:** During Battle PHASE [1.07] you may use a Karama Card to look at any one player's entire Battle Plan.
- 1.14.02 Bene Gesserit:** Instead of a once a game ability you may use any worthless card as if it is a Karama Card.★
- 1.14.03 Emperor:** During Revival PHASE [1.05] you may use a Karama Card to revive up to three of your FORCES or one of your leaders for free.
- 1.14.04 Fremen:** During Spice Blow and Nexus PHASE [1.02], after turn 1 you may use a Karama Card to Place your sandworm token in any sand TERRITORY that you wish. This is treated as a normal sandworm and will cause a nexus as described in Spice Blow Nexus [1.02.06].
- 1.14.05 Harkonnen:** During the Bidding PHASE [1.04] you may use a Karama Card to take the entire hand of another player and add their cards to your hand. For each card you added to your hand, you must then give that player one card in return.
- 1.14.06 Spacing Guild:** During Shipment and Movement PHASE [1.06] you may use a Karama Card to refuse payment of one off-planet shipment of any one player, that player losses this Shipment action and Puts all tokens Shipped with this action back into their Reserves and/or supply.
- 1.14.07 Ixians:** During the Shipment and Movement Phase [1.06] when it is your turn to take your Shipment and Movement actions, you may use a Karama Card to move the Hidden Mobile Stronghold 2 territories, as well as take your normal Shipment and Movement.
- 1.14.08 Tleilaxu:** During Revival PHASE [1.05] you may use a Karama Card to prevent a player from performing their standard revival (Forces and/or leader).
- 1.14.09 CHOAM:** At any time, you may use a Karama Card to discard any Treachery Cards, even Worthless Cards, from your hand and gain 3 spice each.
- 1.14.10 Richese:** At any time, you may use a Karama Card and pay 3 spice to secretly add one of your unsold Richese Treachery Cards from your SUPPLY to your hand.
- 1.14.11 Ecaz:** During Battle Phase- Battle Resolution [1.07.06], you may use a Karama Card to add the difference between your leader disc and your opponent's leader disc to your number dialed, if you played neither a weapon nor a defense.
- 1.14.12 Moritani:** During Battle Phase- Winning [1.07.06.05], you may use a Karama Card to force your opponent to discard or keep any or all Treachery Cards they played, when you lose a battle.

2 Factions

- 2.00.00** This Category goes over the Factions a player can play as and how these rules interact and supersede the rules of the game.
- 2.00.01** A faction has special abilities that may contradict the rules. A faction's particular abilities always have precedence over the rules.
- 2.00.02** A Treachery Card may contradict the rules or a faction's particular abilities. A Treachery Card always has precedence over the rules and faction abilities.
- 2.00.03** A Variant [4] may contradict the rules, a faction ability, or a Treachery Card. Variants always have precedence over the rules, faction abilities, and Treachery Cards.
- 2.00.04** When a Karama card is used to cancel an ability, as detailed in Karama card description 3.01.11.02 and 3.01.11.01, the faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.
- 2.00.05** When a faction's ability is used all other actions that can take place must wait until the ability is complete. After the ability is completely done players may use abilities, play cards, and make BRIBES. -3.01.11

2.01 ATREIDES

- 2.01.00** When playing Basic rules use only abilities 2.01.01 through 2.01.09. When playing Advanced Rules use abilities 2.01.01 through 2.01.17.
- 2.01.01** Starting Spice [0.12]: PUT 10 spice behind your shield from the bank.
- 2.01.02** Starting Forces [0.13]: PLACE 10 FORCES in Arrakeen and 10 in reserves (off-planet).
- 2.01.03** PROPER MANAGMENT: After Player Positions [0.10] PUT the Spice Deck and the Treachery Deck near your player position. You manage these decks.
- 2.01.04** FREE REVIVAL: 2 FORCES.
- 2.01.05** ★BIDDING: During the Bidding PHASE when a Treachery Card comes up for purchase, you may look at it before any faction bids on it. +2.07.23
- 2.01.06** FILAMENT BOOK: You, and only you, may keep written records about Treachery cards.
- 2.01.07** ★WORMSIGN: Before the Shipment and Movement PHASE [1.06], you may look at the top card of the Spice Deck.
- 2.01.08** PRESCIENCE: Before Battle Wheel [1.07.04.01], before any elements of the Battle Plan are determined you may force your opponent to REVEAL your choice of one of these elements they intend to use in their Battle Plan against you: the leader, the weapon, the defense, or the number dialed. If you choose to ask about a weapon or defense and your opponent tells you that they are not playing that element during this battle, you may not then ask to see a different element. ★ -2.10.17
- 2.01.09** ALLIANCE: In your ally's battle you may use ability Prescience [2.01.08] on your ally's opponent. ★
- 2.01.10** THE SLEEPER HAS AWAKENED: The Kwisatz Haderach card starts out inactive and the Kwisatz Haderach token may not be used. Use the Kwisatz Haderach card and counter token to secretly keep track of Force losses. Once you have lost 7 or more Forces in a battle or battles, the Kwisatz Haderach token becomes active for the rest of the game.
- 2.01.11** NOBLE SACRIFICE: When your Forces are lost in battle move up the counter on the Kwisatz Haderach card equal to the amount of your Forces you lost.
- 2.01.12** ★KWISATZ HADERACH: In your battle you may add the Kwisatz Haderach token to your leader or Cheap hero's strength (+2) in one TERRITORY per TURN. If the leader or Cheap Hero is killed the Kwisatz Haderach does not add its +2 strength.

- 2.01.13** ATREIDES LOYALTY: A leader accompanied by Kwisatz Haderach can not turn traitor.
- 2.01.14** PROPHECY BLINDED: The Kwisatz Haderach token can only be killed if blown up by a lasgun/shield explosion.
- 2.01.15** REAWAKEN: When killed, the Kwisatz Haderach must be revived like any other leader. When all other leaders have died once and/or become unavailable you may use your one leader revival action to revive this token instead of a leader. **-2.08.17**
- 2.01.16** ASCENSION: Alive or dead, the Kwisatz Haderach does not prevent the Atrides from reviving leaders.
- 2.01.17** KARAMA: During Battle **PHASE** [1.07] you may use a Karama Card to look at any one player's entire Battle Plan.

2.02 BENE GESSERIT

- 2.02.00** **When playing Basic rules use only abilities 2.02.01 through 2.02.07. When playing Advanced Rules use abilities 2.02.01 through 2.02.22.**
- 2.02.01** Starting Spice [0.12]: **PUT** 5 spice behind your shield from the bank.
- 2.02.02** Starting Forces [0.13]: **PLACE** 1 Force in Polar Sink and 19 forces in reserves (off-planet). **-2.02.08**
- 2.02.03** PREDICTION: After Player Positions [0.10], you secretly predict when one other faction will win via Stronghold Victory, placing a turn number card and a faction card from your prediction deck face down behind your Player Shield. **PUTTING** the unused prediction cards face down back in the box. If the faction you predicted has met the requirements for victory during Mentat Pause Phase [1.09.03] (alone or as an ally, even your ally) in the **TURN** you predicted, **REVEAL** your prediction, and win instead. You also can win normally via Stronghold Victory. Your prediction has no effect on other alternative ways to win the game.
- 2.02.04** FREE REVIVAL: 1 **FORCE**.
- 2.02.05** SPIRITUAL ADVISORS: Whenever any other faction **SHIPS FORCES** onto Dune from off-planet, you may **SEND** 1 **FORCE** (fighter) for free from your reserves to the Polar Sink. **★ -2.02.11**
- 2.02.06** VOICE: During Battle Plans [1.07.04.00] you may command your opponent to play or not play one of the following cards in their Battle Plan: poison weapon, projectile weapon, poison defense, projectile defense, a worthless card, a Cheap Hero, a specific special weapon by name, or a specific special defense by name. Your opponent must comply with your command as well as they are able to. **★**
- 2.02.07** ALLIANCE: In your ally's battle you may use ability Voice [2.02.06] on your ally's opponent. **★**
- 2.02.08** ADVANCED STARTING FORCES: During Forces setup [0.13], **PLACE** 1 advisor in any **TERRITORY** on the **MAP** of your choice. If you are alone in the Territory, flip the advisor to a fighter. This is done after the Fremen placement (if that faction is in the game). This ability replaces the normal Bene Gesserit Starting Forces ability [2.02.02].
- 2.02.09** CHARITY: You always receive CHOAM Charity of at least 2 spice regardless of how much spice you already have. **★**
- 2.02.10** NONCOMBATANTS: Your **FORCE** tokens have two sides, the spiritual, striped side (advisor) and the battle side with no stripes (fighter). Fighters are normal **FORCES**.
- 2.02.11** ADVISORS: When using ability Spiritual Advisors [2.02.05], you may send 1 advisor for free from your reserves into the same **TERRITORY** (and same **SECTOR**) that faction ships to, in place of sending a fighter to the Polar Sink. You may only do this when you do not have fighters already present in that **TERRITORY**.

- 2.02.12** COEXISTENCE: Advisors coexist peacefully with other faction **FORCES** in the same **TERRITORY**, including allies. Advisors have no effect on the play of the other factions whatsoever.
Here is a list of things they **CANNOT** do:
- collect spice,
 - be involved in combat,
 - prevent another faction's **CONTROL** of a **STRONGHOLD**,
 - prevent another faction from challenging a **STRONGHOLD** (**OCCUPANCY LIMIT**),
 - grant ornithopters to Forces,
 - use ornithopter movement of three,
 - play Family Atomics.
- Advisors are still susceptible to storms, sandworms, lasgun/shield explosions, and Family Atomics.
- 2.02.13** FIGHTERS: When you use a shipment action [**1.06.03**] Forces must be shipped as fighters. Fighters may not be shipped to **TERRITORIES** already occupied by Advisors.
- 2.02.14** ENLISTMENT: When you **MOVE** advisors to an unoccupied **TERRITORY**, you must flip them to fighters.
- 2.02.15** INTRUSION: When a **FORCE** of another faction that you are not allied to enters a **TERRITORY** where you have fighters, you may flip them to advisors.*
- 2.02.16** TAKE UP ARMS: When you **MOVE** advisors into an occupied **TERRITORY**, you may flip them to fighters following occupancy limit if you do not already have advisors present.*
- 2.02.17** WARTIME: Before Shipment and Movement [**1.06.00**], in each **TERRITORY** that you have advisors, you may flip all of those advisors to fighters. This change must be publicly announced.*
- 2.02.18** PEACETIME: Advisors can not flip to fighters with an ally present.
- 2.02.19** STORMED IN: Advisors can not flip to fighters under storm.
- 2.02.20** ADAPTIVE FORCE: When you **MOVE** advisors or fighters into a **TERRITORY** where you have the opposite type they flip to match the type already in the Territory.
- 2.02.21** UNIVERSAL STEWARDS: When advisors are ever alone in a **TERRITORY** before Battle **PHASE** [**1.07**], they automatically flip to fighters.
- 2.02.22** KARAMA: Instead of a once a game ability you may use any worthless card as if it is a Karma Card.*

2.03 EMPEROR

- 2.03.00** When playing Basic rules use only abilities 2.03.01 through 2.03.07. When playing Advanced Rules use abilities 2.03.01 through 2.03.12.
- 2.03.01** Starting Spice [**0.12**]: **PUT** 10 spice behind your shield from the bank.
- 2.03.02** Starting Forces **0.13**: **PLACE** 20 Forces in reserves (off-planet).
- 2.03.03** FREE REVIVAL: 1 **FORCE**.
- 2.03.04** PAYMENT FOR TREACHERY: During Buying A Card [**1.04.06.02**], when any other faction pays spice for a Treachery Card, they pay it to you instead of the Spice Bank.* **-2.10.06**
- 2.03.05** FAIR MARKET: You may not discount the price of Treachery Cards; the full price must be paid.
- 2.03.06** ALLIANCE: You may give spice to your ally at any time for any reason. Spice you give to your ally goes behind their shield and is now their spice.
- 2.03.07** ALLIANCE: You may pay spice for the revival of up to 3 extra of your ally's Forces beyond their current limit from the Tleilaxu Tanks.*

- 2.03.08** ★SARDAUKAR: Your five starred **FORCES**, elite Sardaukar, have a special fighting capability. They are worth two normal **FORCES** in battle and in taking losses against all opponents except Fremmen.
- 2.03.09** SARDAUKAR WEAKNESS: Your starred Forces are worth just one **FORCE** against Fremmen Forces.
- 2.03.10** SARDAUKAR REVIVAL: They are treated as one **FORCE** in revival.
- 2.03.11** SARDAUKAR TRAINING: Only one Sardaukar **FORCE** can be revived per **TURN**.
- 2.03.12** KARAMA: During Revival **PHASE** [1.05] you may use a Karama Card to revive up to three of your **FORCES** or one of your leaders for free.

2.04 FREMMEN

- 2.04.00** When playing Basic rules use only abilities 2.04.01 through 2.04.12. When playing Advanced Rules use abilities 2.04.01 through 2.04.22.
- 2.04.01** Starting Spice [0.12]: **PUT** 3 spice behind your shield from the bank.
- 2.04.02** Starting Forces [0.13]: **PLACE** 10 Forces distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 Forces in reserves.
- 2.04.03** NATIVES: Your Reserves are in a **TERRITORY** on the far side of Dune (in front of your shield, off the board). Unlike other factions you do not have Off-Planet Reserves and can not ship with the normal Shipping method.
- 2.04.04** FREE REVIVAL: 3 **FORCES**.
- 2.04.05** SHIPMENT: During the Shipment [1.06.03], you may **SEND** any or all your reserves for free onto the Great Flat or onto any one **TERRITORY** on the **MAP** within two territories of the Great Flat (subject to storm and **OCCUPANCY LIMIT**). This ability costs 1 shipment action to use. +4.04.03.05
- 2.04.06** MOVEMENT: Your **MOVEMENT** Speed is two instead of one.★
- 2.04.07** SHAI-HULUD: When Shai-Hulud appears in a **TERRITORY** where you have **FORCES**, they are not devoured.★
- 2.04.08** BEAST OF BURDEN: Upon conclusion of the Nexus you may ride the sandworm and **MOVE** some or all the **FORCES** in the **TERRITORY**, as long as they are not in Storm, to any Territory without allied Forces subject to storm and occupancy limits. Any **FORCES** in that Territory are not devoured. If Shai-Hulud appears again and you still have **FORCES** in the original Territory, you may do this again.
- 2.04.09 FREMMEN SPECIAL VICTORY CONDITION**
 - 2.04.09.00** When the Spacing Guild is in the game and no faction has won by the end of the last turn your plans to alter Dune have succeeded, you and your allies win the game if you meet the following criteria
 - 2.04.09.01** Only your **FORCES** (or no Forces) occupy Sietch Tabr and Habbanya Sietch
 - 2.04.09.02** Neither Harkonnen, Atreides, nor Emperor **FORCES** occupy Tuek's Sietch. +2.10.18
- 2.04.10** ALLIANCE: You may decide to protect (or not protect) your allies from being devoured by sandworms.★
- 2.04.11** ALLIANCE: At your discretion, your ally's free revival is 3.★
- 2.04.12** ALLIANCE: Your allies win with you when you win with the Fremmen Special Victory Condition (ability 2.04.09).

- 2.04.13** STORM RULE: Move the Storm Marker normally using the Battle Wheels on the first **TURN** of the game. You randomly select a card from the Storm Deck and **PUT** it face down on the margin of the game board. In the next Storm **PHASE** the number on that Storm Card is **REVEALED**; the storm is moved counterclockwise that number of **SECTORS** and your Storm Card is returned to the Storm Card Deck. You then shuffle the Storm Deck, randomly select a Storm Card for the next turn's storm movement, and **PUT** it face down on the margin of the game board. **-3.01.23**
- 2.04.14** ★THERE'S A STORM COMING: At the end of the Storm Phase [1.01] you may secretly look at the Storm Card.
- 2.04.15** SANDWORMS: During Spice Blow [1.02], all additional sandworms that appear after the first sandworm in a Spice Blow can be **PLACED** by you in any sand **TERRITORY** you wish. Any **FORCES** there, except yours, are devoured.★
- 2.04.16** STORM LOSSES: When your **FORCES** are caught in a storm, only half of them there are destroyed (rounded up). A storm landing on your **FORCES** then moving in a subsequent **TURN** does not destroy half of your **FORCES** a second time.★
- 2.04.17** STORM MIGRATION: You may **SEND** your reserves into a storm at half loss.★
- 2.04.18** ★FEDAYKIN: Your three starred **FORCES**, Fedaykin, have a special fighting capability. They are worth two normal **FORCES** in battle and in taking losses.
- 2.04.19** FEDAYKIN REVIVAL: They are each treated as one Force in revival.
- 2.04.20** FEDAYKIN TRAINING: Only one Fedaykin Force can be revived per **TURN**.
- 2.04.21** ★BATTLE HARDENED: Your **FORCES** do not require spice to count at full strength in battles.
- 2.04.22** KARAMA: During Spice Blow and Nexus **PHASE** [1.02], after turn 1 you may use a Karama Card to Place your sandworm token in any sand **TERRITORY** that you wish. This is treated as a normal sandworm and will cause a nexus as described in Spice Blow Nexus [1.02.06].

2.05 HARKONNEN

- 2.05.00** **When playing Basic rules use only abilities 2.05.01 through 2.05.09. When playing Advanced Rules use abilities 2.05.01 through 2.05.14.**
- 2.05.01** Starting Spice [0.12]: **PUT** 10 spice behind your shield from the bank.
- 2.05.02** Starting Forces [0.13]: **PLACE** 10 **FORCES** in Carthag and 10 **FORCES** in reserves (off-planet).
- 2.05.03** TERRIBLY TRAITOROUS: During Traitors setup [0.11] keep all four Traitor cards you are dealt.
- 2.05.04** MYSTERY CARD: After Starting Treachery Card [0.14] **DRAW** a Treachery Card.
- 2.05.05** FREE REVIVAL: 2 **FORCES**.
- 2.05.06** TRAITORS: All four of the Traitor cards you kept during Traitors setup [0.14] can be used normally.
- 2.05.07** TRAMENDOUSLY TREACHEROUS: Your hand size is 8 Treachery Cards. When you have 8 Treachery Cards you must pass during bidding. **-2.05.14**
- 2.05.08** ★TOP CARD: When you **BUY** a card, you **DRAW** an extra card for free from the Treachery Deck (unless you are at 7 cards, because you can never have more than 8 total Treachery Cards in hand).
- 2.05.09** ALLIANCE: In your ally's battle you may use your Traitor Cards on your ally's opponent. This is Treated as if your ally played the Traitor Card.
- 2.05.10**

CAPTURED LEADERS

- 2.05.10.00** After you win a battle and all effects have been resolved randomly select 1 Active Leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that **TURN**), you may choose to activate either ability: ✱
- 2.05.10.01** KILL: **PLACE** the Leader Disc face down into the Tleilaxu Tanks to gain 2 spice from the Spice Bank. **-2.09.19**
- 2.05.10.02** CAPTURE: That leader is now in your Active Leader Pool. After it is used in a battle, if it wasn't killed during that battle, the leader is returned to the Active Leader Pool of the player who last had it. **-2.09.19**
- 2.05.11** PRISON BREAK: When all your own leaders have been killed, you must return all captured leaders immediately to the players who last had them as an Active Leader.
- 2.05.12** TYING UP LOOSE ENDS: Killed captured leaders are **PLACED** in the Tleilaxu Tanks from which their factions can revive them (subject to the revival rules).
- 2.05.13** NO LOYALTY: A captured leader used in battle may be called traitor with the matching Traitor Card!
- 2.05.14** KARAMA: During the Bidding **PHASE** [1.04] you may use a Karama Card to take the entire hand of another player and add their cards to your hand. For each card you added to your hand, you must then give that player one card in return.

2.06 SPACING GUILD

- 2.06.00** When playing Basic rules use only abilities 2.06.01 through 2.06.11. When playing Advanced Rules use abilities 2.06.01 through 2.06.13.
- 2.06.01** Starting Spice [0.12]: **PUT** 5 spice behind your shield from the bank.
- 2.06.02** Starting Forces [0.13]: **PLACE** 5 **FORCES** in Tuek's Sietch and 15 **FORCES** in reserves (off-planet).
- 2.06.03** FREE REVIVAL: 1 Force.
- 2.06.04** PAYMENT FOR SHIPMENT: When another faction ships **FORCES** onto Dune, they pay the spice to you instead of to the Spice Bank. ✱ **-3.01.11.03**
- 2.06.05** THREE TYPES OF SHIPMENT: You are capable of making one of three types of shipments each **TURN**.
 - 2.06.05.00** NORMAL SHIPMENT: You may ship normally from off-planet reserves to Dune.
 - 2.06.05.01** CROSS-SHIP: You may ship any number of **FORCES** from any one **TERRITORY** to any other Territory on the board. ✱
 - 2.06.05.02** OFF-PLANET: You may ship any number of **FORCES** from any one **TERRITORY** back to your reserves. ✱
- 2.06.06** HALF PRICE SHIPPING: You pay only half the normal price (rounded up) when shipping your **FORCES**. ✱
- 2.06.07** RETREAT CALCULATIONS: The final price of your **FORCES** shipped back to reserves is 1 spice for every 2 **FORCES**.
- 2.06.08** SPACING GUILD SPECIAL VICTORY CONDITION: If no faction has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.
- 2.06.09** ALLIANCE: Your ally may use the ability HALF PRICE SHIPPING [2.06.06]. ✱
- 2.06.10** ALLIANCE: Your ally may use the ability CROSS-SHIP [2.06.05.01]. ✱

- 2.06.11** ALLIANCE: Your ally wins with you when you win with the Spacing Guild Special Victory Condition [2.06.08].
- 2.06.12** ★SHIP AS IT PLEASES YOU: During the Shipment and Movement Phase you may activate either ability SHIP AND MOVE AHEAD OF SCHEDULE [2.06.12.01] or HOLDING PATTERN [2.06.12.02].★ -3.03.03.02
- 2.06.12.00** The rest of the factions must make their shipments and movements in the proper sequence. You do not have to make known when you intend to make your shipment and movement action until the moment you wish to take it.
- 2.06.12.01** SHIP AND MOVE AHEAD OF SCHEDULE: You may take your shipment and move action before any player earlier in storm order than you. This would allow you to go first, or after any player has taken their complete Shipment and Movement action. -3.03.03.02
- 2.06.12.02** HOLDING PATTERN: When you are up next in storm order you may announce, "Delay". You may take your shipment and move action after any player later in storm order than you. This would allow you to go last, or after any player has taken their complete Shipment and Movement action. -3.03.03.03
- 2.06.13** KARAMA: During Shipment and Movement **PHASE** [1.06] you may use a Karama Card to refuse payment of one off-planet shipment of any one player, that player losses this Shipment action and Puts all tokens Shipped with this action back into their Reserves and/or supply.

2.07 IXIANS

- 2.07.00** When playing Basic rules use only abilities 2.07.01 through 2.07.21. When playing Advanced Rules use abilities 2.07.01 through 2.07.24.
- 2.07.01** Starting Spice [0.12]: **PUT** 10 spice behind your shield from the bank.
- 2.07.02** Starting Forces [0.13]: **PLACE** 6 **FORCES** (3 Cyborgs and 3 Suboids) on the Hidden Mobile Stronghold token, and 14 **FORCES** (4 Cyborgs and 10 Suboids) in reserves (off-planet).
- 2.07.03** POCKET CARDS: At the start of Starting Treachery Card [0.14] before Treachery Cards are drawn, draw one card for each faction in the game. Choose one card to keep as your starting Treachery Card. Shuffle the remaining starting Treachery Cards; players draw their starting cards from this pile instead of the Treachery Deck.
- 2.07.04** DEPLOY HMS: After First Storm [0.16] **PLACE** your Hidden Mobile Stronghold token on the Map by pointing it at a **SECTOR** in any non-stronghold **TERRITORY**.
- 2.07.05** FREE REVIVAL: 1 Force.
- 2.07.06** MANUFACTURING PLANT: Free Revival may be used to revive either Suboids and/or Cyborgs.
- 2.07.07** ★SUPPLY CHAIN: Before Bidding Phase- Dealer [1.04.04], draw one more Treachery Card than the number up for bid, and look at all of them. Put one card of your choice face down either on the top or bottom of the deck. The Dealer then shuffles the remaining cards and places them face down for the bidding round. +2.10.08.00
- 2.07.08** CHANGE OF STOCK: The dealer uses Treachery cards seen and shuffled by the Ixians as a part of ability Ixian BIDDING [2.07.07], if available, instead of from the Treachery deck.
- 2.07.09** ★CYBORGS: Your seven starred **FORCES**, Cyborgs, have a special fighting capability. They are worth two normal **FORCES** in battle and in taking losses.
- 2.07.10** CYBORG PARTS: Each Cyborg costs 3 spice to revive.
- 2.07.11** CYBORG REVIVAL: They are treated as one Force in revival.

- 2.07.12** CYBORG MOVEMENT: Your Cyborgs have a **MOVEMENT** Speed of two instead of one. ★
- 2.07.13** CYBORG COLLECTION: During Spice Collection Phase- Collection Rate [**1.08.02**], Cyborgs can collect 3 spice instead of 2.★
- 2.07.14** SUBOIDS: Your 13 Suboid **FORCES** ship normally but, are worth ½ in battle. When dialing ½ for a Suboid use the hash marks between battle wheel numbers as needed.
- 2.07.15** SUBOID SHENANIGANS: After battle losses are calculated, any of your surviving Suboid **FORCES** in that **TERRITORY** can be exchanged for Cyborgs you lost in that battle.★
- 2.07.16** SUBOID MOVEMENT: Your Suboids have a **MOVEMENT** Speed of two instead of one, when accompanied by at least one Cyborg.
- 2.07.17** HIDDEN MOBILE STRONGHOLD: This token counts as a **TERRITORY** within the Territory and **SECTOR** it is pointing to. This token is a Stronghold.
- 2.07.18** MOBILE ARMY STRONGHOLD HAJR: Before Storm Phase- Storm Movement [**1.01.02**] as long as you have one or more **FORCES** occupying it, you may move your Hidden Mobile Stronghold up to 3 territories (NOT into, out of or through the storm) pointing at a **SECTOR** in any non-stronghold **TERRITORY**.★
- 2.07.19** HARVESTER: Once per **PHASE** when your Hidden Mobile Stronghold moves into, from, or through a **TERRITORY** whose **SECTOR** contains spice, you may immediately collect 2 spice for each of your **FORCES** in your stronghold.★
- 2.07.20** HOME FIELD ADVANTAGE: No other faction may ship **FORCES** directly into your Hidden Mobile Stronghold, or move it if they take control.
- 2.07.21** ALLIANCE: After your ally **BUYS** a face down Treachery Card, they may look at it and immediately discard it to **DRAW** the top card from the deck.
- 2.07.22** SUBOID STRENGTH: Suboids are always considered half strength for dialing. You can not increase the effectiveness of Suboids in battle by Spice Dialing.
- 2.07.23** TECHNOLOGY: Once, during the Bidding Phase, before bidding begins on a card and before Atreides looks at the card, you may take the Treachery Card about to be bid on, and replace it with one from your hand.
- 2.07.24** KARAMA: During the Shipment and Movement Phase [**1.06**] when it is your turn to take your Shipment and Movement actions, you may use a Karama Card to move the Hidden Mobile Stronghold 2 territories, as well as take your normal Shipment and Movement.

2.08 TLEILAXU

- 2.08.00** **When playing Basic rules use only abilities 2.08.01 through 2.08.15. When playing Advanced Rules use abilities 2.08.01 through 2.08.17.**
- 2.08.01** Starting Spice [**0.12**]: **PUT** 5 spice behind your shield from the bank.
- 2.08.02** Starting Forces [**0.13**]: **PLACE** 20 **FORCES** in reserves (off-planet).
- 2.08.03** NO ONE IS SAFE: During Traitors setup [**0.11**] you are not dealt Traitor Cards. After traitors have been selected, you shuffle the deck & all Traitor Cards by other Player's Markers, then draw the top 3 cards. These are your Face Dancers.
- 2.08.04** FREE REVIVAL: 2 **FORCES**.
- 2.08.05** **FACE DANCERS**
 - 2.08.05.00** When another faction wins a battle you may **REVEAL** their leader to be a Face Dancer, and the following occurs:
 - 2.08.05.01** The battle still counts as a win for that player (they keep or discard treachery cards, **PLACE** tokens and killed leaders in the Tleilaxu Tanks, collect spice for any leaders killed, and claim any rewards if appropriate).

- 2.08.05.02** The Face Dancer leader is sent to the tanks if it was not already killed, but no spice is collected for it.
- 2.08.05.03** The remaining **FORCES** in the battle go back to their reserves and are replaced up to the total of those **FORCES** with your Tleilaxu forces from your reserves and/or from anywhere on the planet.
- 2.08.06** RESUPPLY: Once you have **REVEALED** all 3 Face Dancers (Traitor Cards), add all 3 cards to the Traitor deck, shuffle, and **DRAW** 3 new Face Dancers.
- 2.08.07** REPLACEMENT: During Mentat Pause Phase- War Continues [1.09.04], if there is an unrevealed Face Dancer you wish to replace, you may shuffle that Face Dancer (Traitor Card) into the Traitor Deck and **DRAW** a new Face Dancer.*
- 2.08.08** UNLIMITED REVIVAL: You have no limit to the number of **FORCES** you may pay to revive. You may revive as many leaders per **TURN** for a maximum of five **ACTIVE LEADERS**.*
- 2.08.09** HALF PRICE REVIVALS: You pay only half the normal cost (rounded up) when reviving leaders and your **FORCES**.*
- 2.08.10** PAYMENT FOR REVIVALS: When another faction revives **FORCES** and/or leaders, they pay the spice to you instead of to the Spice Bank.*
- 2.08.11** FORCE REVIVAL: You may increase the 3 Force revival limit for any other faction(s) to 5.*
- 2.08.12** SUBSIDIZED REVIVAL: When a Faction uses their Free Force Revival you receive 1 spice from the Spice Bank for each Force Revived.*
- 2.08.13** LEADER REVIVAL: Upon request by another faction for a particular one of its leaders in the tanks, you can set a price and, if met, revive that leader (whether it is face up or face down). You may do this, however, only when fewer than five of that faction's leaders are in the tanks. When all five are there, normal revival rules apply.*
- 2.08.14** ZOAL: The leader token named Zoal has a value in battle equal to the value of the opponent's leader disc (zero against a Cheap Hero), before any bonuses are applied. Zoal's value for collecting spice upon his death is equal to the opponent's leader disc in that battle. Zoal costs 3 Spice to revive, this ignores ability Half Price Revivals [2.08.09].
- 2.08.15** ALLIANCE: You may reduce your allies' **FORCES** and leader revival rates to half price (rounded up).*
- 2.08.16** GHOLAS: When you have fewer than five **ACTIVE LEADERS** and after all other factions have revived any leaders or indicated that they will not revive one, you may revive dead leaders of other factions at your discounted rate and add them to your leader pool as your Active Leader.* -2.09.19
- 2.08.17** KARAMA: During Revival **PHASE** [1.05] you may use a Karama Card to prevent a player from performing their standard revival (Forces and/or leader).

2.09 CHOAM

- 2.09.00** When playing Basic rules use only abilities 2.09.01 through 2.09.15. When playing Advanced Rules use abilities 2.09.01 through 2.09.22.
- 2.09.01** Starting Spice [0.12]: **PUT** 2 spice behind your shield from the bank.
- 2.09.02** Starting Forces [0.13]: **PLACE** 20 **FORCES** in reserves (off-planet).
- 2.09.03** FREE REVIVAL: 0 **FORCES**.
- 2.09.04** CHARITY: Before Collecting CHOAM Charity **PHASE** [1.03.01] each **TURN**, you collect 2 spice from the bank for each faction in the game. During Collecting CHOAM [1.03.01] when another faction collects CHOAM Charity, it is paid to them from your spice.*

- 2.09.05** TREACHERY: You hand size is 5 Treachery Cards. When you have 5 Treachery Cards you must pass during bidding.
- 2.09.06** OPEN MARKET: You may **REVEAL** cards with the exact same name (e.g., Snooper) from your hand, and discard the surplus ones for 3 spice each at the end of any **PHASE**. You may also discard "Worthless" cards for 2 spice each at the end of any **PHASE**.*
- 2.09.07 MULTIPURPOSE PRODUCT**
- 2.09.07.00** You may discard Worthless cards for special effects in the following manner (as applicable):*
- 2.09.07.01 Baliset** - Prevent a player from moving **FORCES** into a **TERRITORY** you **OCCUPY** during Shipment and Movement. They may ship in normally.
- 2.09.07.02 Jubba Cloak** - Prevent a loss from the Storm of your **FORCES** in one **TERRITORY**.
- 2.09.07.03 Kull Wahad** - Prevent a player from playing a Karama card this **PHASE** as they attempt to do so.
- 2.09.07.04 Kulon** - During Shipment and Movement Phase [1.06] one of your **FORCE** movements **MOVE** one extra **TERRITORY**.
- 2.09.07.05 La La La** - Prevent a player's Free Revival ability during Revival Phase-Free Revival [1.05.01.01].
- 2.09.07.06 Trip to Gamont** - During Mentat Pause Phase - Collect Bribe Spice [1.09.01], **SEND** any 1 Force belonging to another player to that player's reserves.
- 2.09.08** REVIVAL: You have no free revival, but you have no limit to the number of **FORCES** you may pay to revive and it only costs you 1 spice for each Force.*
- 2.09.09** INFLATION: During Mentat Pause Phase- War Continues [1.09.04], you may **PLACE** your Inflation token on the CHOAM Charity **PHASE** of the phase track (with either the Double or Cancel side face up).*
- 2.09.10** WELFARE STATE: During CHOAM Charity [1.03], when your Inflation token is on the phase track with the double side face up the amount you collect in ability 2.09.04 is doubled for that **TURN**. The amount any faction collects during CHOAM Charity Phase- Collection [1.03] is also doubled.
- 2.09.11** MARKET CRASH: During CHOAM Charity [1.03], when your Inflation token is on the phase track with the cancel side face up the amount you collect in ability 2.09.04 is zero for that **TURN**. The amount any faction collects during CHOAM Charity Phase-Collection [1.03] is also zero.
- 2.09.12** INFLATION FLUXUATION: Before Mentat Pause Phase- War Continues [1.09.04], flip the Inflation token to the other side if it is on the phase track. If the token has already been flipped, instead remove it from the game.
- 2.09.13** CORRUPT OFFICIALS: No **BRIBES** can be made when your Inflation token is in play with the Double side face up.
- 2.09.14** ALLIANCE: Once per **TURN** you may trade a Treachery Card with your ally. This trade must be done at the end of any **PHASE**, the trade must be two-way (each faction giving and receiving a card).*
- 2.09.15** *ALLIANCE: You may pay for some or all of your ally's **FORCES** in battle.
- 2.09.16** AUDITOR: Gain the Auditor Leader Disc and shuffle the Auditor Traitor card into the Traitor deck at the start of the game.
- 2.09.17** PAID INTEL: Whenever you use the Auditor as a leader in a battle, if the Auditor survived, you may look at two cards in your opponent's hand at random (not counting any they used in battle), or one card if the Auditor is killed. That faction may cancel the entire audit by paying you 1 spice per card you would see in that audit.*

- 2.09.18** REPLACEABLE: The Auditor may be revived from the Tleilaxu Tanks as your one revived leader per **TURN**, as if all of your leaders were in the Tleilaxu Tanks.
- 2.09.19** PROTECTIONS: The Auditor can not be a ghola for the Tleilaxu, nor captured by the Harkonnens. The Auditor can not be assigned a Leader Skill Card.
- 2.09.20** FORCES: When another player pays spice for their **FORCES** in battle, half of the spice (rounded down) goes to you.*
- 2.09.21** When you pay spice for **FORCES**, it goes to the Spice Bank. None of the spice goes to you from another player who Revealed a Traitor.
- 2.09.22** KARAMA: At any time, you may use a Karama Card to discard any Treachery Cards, even Worthless Cards, from your hand and gain 3 spice each.

2.10 RICHESE

- 2.10.00** **When playing Basic rules use only abilities 2.10.01 through 2.10.20. When playing Advanced Rules use abilities 2.10.01 through 2.10.24.**
- 2.10.01** Starting Spice [**0.12**]: **PUT** 5 spice behind your shield from the bank.
- 2.10.02** Starting Forces [**0.13**]: **PLACE** 20 **FORCES** in reserves (off-planet).
- 2.10.03** During Players setup [**0.09**] Put the 10 Richese Treachery Cards marked with your faction symbol behind your player shield in your **SUPPLY**, these cards will be used for ability **2.10.08**. These cards are not part of your hand. **PUT** the three "No-Field" tokens (numbered 0, 3, and 5) in your **SUPPLY**.
- 2.10.04** FREE REVIVAL: 2 **FORCES**.
- 2.10.05** AUCTION DECLARED: During Bidding Phase- Declaration [**1.04.01**], announce whether your Richese Card will be the first card for bid, or the last card for bid. If first, complete ability RICHESE AUCTION [**2.10.08**] immediately.*
- 2.10.06** ALTERNATE INCOME: Whenever any other faction pays spice for a Treachery Card you sold using ability RICHESE AUCTION [**2.10.08**] or BLACK MARKET [**2.10.21**], they pay it to you instead of the Spice Bank (or Emperor).
- 2.10.07** PROPER PROCEDURE: When you buy your own card using ability RICHESE AUCTION [**2.10.08**], the spice goes to the Spice Bank or the Emperor normally. When you buy your own card using ability BLACK MARKET [**2.10.21**], you receive the spice. Whenever a Richese Treachery Card is discarded it will go to the normal Treachery discard pile. Treachery Cards you sell using ability RICHESE AUCTION [**2.10.08**] or BLACK MARKET [**2.10.21**] cannot be bought or acquired with a Karama.
- 2.10.08** RICHESE AUCTION: Use this ability only when declared in ability **2.10.05**. During Bidding Phase- Dealer [**1.04.04**], one fewer card is put up for auction.
 - 2.10.08.00** You must reveal and auction one Richese Treachery Card that was Put near your shield during **2.10.05** by activating either ability **2.10.08.01** or ability **2.10.08.02**:
 - 2.10.08.01** ONCE AROUND AUCTION: Choose a player to your left or right; starting with that player and continuing in that direction, each player has only one opportunity to place a **BID** on the card up for auction. Each player may pass or bid higher; the highest bidder **BUYS** the card. If everyone else passes, you must either add the card for free to your hand (if it is not full) or set aside this card faceup.
 - 2.10.08.02** SILENT AUCTION: All factions able to bid put any amount of spice in one hand (including zero spice). Factions reveal simultaneously. The faction that had the most spice in hand **BUYS** the card (ties break according to Storm Order). If all factions bid zero spice, you must either add the card for free to your hand (if it is not full) or set aside this card faceup. Allies may not help buy cards in this Auction.
- 2.10.09** BAD MEMORY: You may look at any face down No-Field token at anytime.

- 2.10.10** NO-FIELD: When making a Shipment of **FORCES**, you may pay the cost of one Force and use a No-Field token from your **SUPPLY** instead of shipping normally. When you do, **PLACE** a No-Field token face down in the **TERRITORY** where your shipment lands. Return any No-Field tokens from in front of your Player Shield to your **SUPPLY**.*
- 2.10.11** MOVE AS ONE: A No-Field token is treated as one Force for purposes of movement, spice collection, and occupancy limits.
- 2.10.12** NOT AS IT SEEMS: Once per turn you may reveal a No-Field token at any time other than during a Battle.
- 2.10.13** NO-FIELD REVEALED: After revealing a No-Field token for any reason, **PUT** the revealed No-Field token face up in front of your shield, then **PLACE** the indicated number of **FORCES** from your reserves (or all remaining reserve Forces if you have fewer **FORCES** left in reserves) into the **TERRITORY** and **SECTOR** it occupied.
- 2.10.14** LOST FORCES: A No-Field token is revealed using ability NO-FIELD REVEALED [2.10.13] when the storm moves over or lands on it, it is caught in an explosion, or when a worm appears in it's territory, then normal effects apply.
- 2.10.15** NO NO-FIELDS: There may never be two No-Field tokens on the Board at the same time.
- 2.10.16** SURPRISE ASSAULT: When you are in a battle, you must reveal any No-Field tokens in that **TERRITORY** when revealing your Battle Plan and use ability NO-FIELD REVEALED [2.10.13].
- 2.10.17** BLIND PRESCIENCE: When Atreides uses ability PRESCIENCE [2.01.08] on you and a No-Field token is present, they may not force you to reveal the number dialed.
- 2.10.18** FREMEN SPECIAL VICTORY CONDITION: Richese counts as one of the factions, in the 2nd criteria, that can not have **FORCES** occupying Tuek's Sietch in order to fulfill the ability FREMEN SPECIAL VICTORY CONDITION [2.04.09].
- 2.10.19** ALLIANCE: You may allow your ally to ship their **FORCES** from off-planet using one of your available No-Field tokens in your supply, revealing the **FORCES** immediately upon shipping using ability NO-FIELD REVEALED [2.10.13].*
- 2.10.20** ALLIANCE: At any time you may give your ally a Richese Treachery Card from your hand if their hand is not full.
- 2.10.21** BLACK MARKET: Before Bidding Phase- Declaration [1.04.01], you may intervene and offer one Treachery Card from your hand up for auction.*
- 2.10.22** During ability BLACK MARKET [2.10.21] you may announce what you are selling, and you may lie, but you do not show any player what is up for auction (although the Atreides may still look). The card you offer from your hand may be auctioned the normal way or by using ability ONCE AROUND AUCTION [2.10.08.01] or ability SILENT AUCTION [2.10.08.02]. If no other player bids any spice for your card, you must keep it, and your intervention ends. If a card from your hand is sold, one fewer Treachery Card is put up for auction as part of the normal Bidding Round.
- 2.10.23** Any bids on Black Market cards that use the normal bidding method proceed in Storm Order, and normal bidding resumes where normal bidding left off, or in Storm Order if *Once Around Auction* or *Silent Auction* was used.
- 2.10.24** KARAMA: At any time, you may use a Karama Card and pay 3 spice to secretly add one of your unsold Richese Treachery Cards from your **SUPPLY** to your hand.

2.11 ECAZ

- 2.11.00** **When playing Basic rules use only abilities 2.11.01 through 2.11.19. When playing Advanced Rules use abilities 2.11.01 through 2.11.22.**
- 2.11.01** During Spice setup [0.12] 12 spice behind your shield from the bank.
- 2.11.02** During Forces setup [0.13] **PLACE** 6 **FORCES** in the Imperial Basin and 14 **FORCES** in reserves (off-planet).

- 2.11.03** During Turn Marker [0.15] **PUT** a supply of Ambassador tokens consisting of the Ecaz Ambassador token and 5 random Ambassador tokens, **PUT** them face up in front of your player shield. **PUT** the five unused Ambassadors facedown near your shield.
- 2.11.04** FREE REVIVAL: 2 **FORCES**.
- 2.11.05** AMBASSADORS: After Revival **PHASE** [1.05.04], you may pay spice to **PLACE** Ambassador tokens from your supply in any stronghold not in storm that does not have one.★
- 2.11.06** The cost to **PLACE** an Ambassador token is 1 spice for a single Ambassador token, the cost increases by 1 spice for each subsequent Ambassador token placed that turn.
- 2.11.07** When another faction (other than your ally, advisors, or the faction matching the marker) enters a stronghold with an Ambassador, you may trigger its ability [2.11.10], then set it aside.
- 2.11.08** After all 5 of your random markers have been triggered, return them to the unused tokens (with the exception of the Bene Gesserit, see 2.11.10.02) and draw a new supply of 5 Ambassador tokens at random.
- 2.11.09** Ambassadors are vulnerable to game effects like storm or explosions, returning to your supply.
- 2.11.10** **AMBASSADOR EFFECTS:**
- 2.11.10.00** Ambassador tokens have faction symbols representing the following effects when triggered:
 - 2.11.10.01** **Atreides** - See that faction's hand.
 - 2.11.10.02** **Bene Gesserit** - Trigger the effect of any Ambassador that was not part of your supply, then remove the Bene Gesserit Ambassador token from the game.
 - 2.11.10.03** **Emperor** - Gain 5 spice from the Spice Bank.
 - 2.11.10.04** **Fremen** - **MOVE** a group of your **FORCES** on the board to any **TERRITORY** (subject to storm and Occupancy Limit).
 - 2.11.10.05** **Harkonnen** - Look at a random Traitor Card that faction holds.
 - 2.11.10.06** **Spacing Guild** - Send up to 4 of your **FORCES** in reserves to any **TERRITORY** not in storm for free.
 - 2.11.10.07** **Ixians** - Discard a Treachery Card, then draw a new one from the deck.
 - 2.11.10.08** **Tleilaxu** - Revive one of your leaders or up to 4 of your **FORCES** for free.
 - 2.11.10.09** **CHOAM** - Discard any of your Treachery Cards and gain 3 spice for each one from the Spice Bank.
 - 2.11.10.10** **Richese** - Pay 3 spice to the Spice Bank to draw the top card of the Treachery Deck if your hand is not full.
 - 2.11.10.11** **Ecaz** - Duke Vidal becomes one of your **ACTIVE LEADERS** (if he is not in the Tanks, captured, or a ghola until used in a battle) or form an alliance with the faction triggering the token (if neither of you are allied and they agree to form an alliance). You may then add Duke Vidal to that faction's Leader Pool for this **TURN** if they allied with you. This token returns to your available supply.
- 2.11.11** **OCCUPY:** When you are in an alliance, you and your ally's **FORCES** do not go to the tanks at the end of either of your movement actions' when Occupying the same **TERRITORY**. When you are both collecting spice from a desert Territory, you split the collection however you both agree, or as evenly as possible with your ally gaining the remainder if you can't agree.

- 2.11.12** ★BATTLING Co-Occupied: When you or your ally are in a battle with another faction while you are Co-Occupied, you decide which of you is considered the faction in the battle (choosing a leader and playing Treachery Cards) once battle order is determined.★
- 2.11.13** BATTLING Co-Occupied RESOLUTION: When using ability *Battling Co-Occupied* [2.11.12], regardless of who fights the battle, your ally's **FORCES** are the ones dialed, and half of your **FORCES** in the **TERRITORY** (rounded up) are added to the number dialed (without needing spice in the advanced game). After the battle, half of your **FORCES** (rounded down) remain in the **TERRITORY** if your side wins, and the rest go to the Tanks.
- 2.11.14** FACTION DIVIDED: When battling without ability *Battling Co-Occupied* 2.11.12 while also Co-Occupied, **FORCES** of the ally not in battle all stay when their ally wins, and all go to the tanks when their ally loses.
- 2.11.15** If you and your ally both **OCCUPY** a stronghold at the end of a **TURN**, it only counts as one stronghold for both of you, and you **CONTROL** it.
- 2.11.16** ECAZ SPECIAL VICTORY CONDITION: If you and your ally are both Co-Occupied in three strongholds, it only takes three strongholds for you and your ally to win.
- 2.11.17** REVIVAL: You may always revive Duke Vidal for 5 spice, no matter how many of your leaders are in the Tanks. Whenever Duke Vidal is revived he does not immediately return to your Leader Pool; he is **SET ASIDE**. He can now be added to your Leader Pool using ability *Ecaz Ambassador* [2.11.10.11].
- 2.11.18** You may revive leaders normally when at least 5 of your leaders are in the Tanks (counting Duke Vidal) until all of your revivable leaders have been revived per Revival Phase-No Active Leaders [1.05.03].
- 2.11.19** ALLIANCE: You may choose to have your ally benefit from a triggered Ambassador token's effect.
- 2.11.20** LOYALTY: Before Traitors setup [0.11] **SET ASIDE** a random Traitor Card of your faction face up for all players to see. It is never added to the Traitor deck.
- 2.11.21** COLLECTION: During Spice Collection **PHASE** [1.08], when your ally collects spice for occupying Arrakeen, Carthag, and/or Tuek's Sietch, and you are Co-Occupying, you collect the full amount of spice for occupying the strongholds as well.★
- 2.11.22** KARAMA: During Battle Phase- Battle Resolution [1.07.06], you may use a Karama Card to add the difference between your leader disc and your opponent's leader disc to your number dialed, if you played neither a weapon nor a defense.

2.12 MORITANI

- 2.12.00** **When playing Basic rules use only abilities 2.12.01 through 2.12.14. When playing Advanced Rules use abilities 2.12.01 through 2.12.17.**
- 2.12.01** Starting Spice [0.12]: Put 12 spice behind your shield from the bank.
- 2.12.02** Starting Forces [0.13]: At the end of Forces setup **PLACE** 6 **FORCES** in any unoccupied **TERRITORY** after all other factions have placed **FORCES** and 14 forces in reserves (off-planet).
- 2.12.03** During Faction Components [0.09] **PUT** the 6 Terror tokens behind your shield.
- 2.12.04** FREE REVIVAL: 2 **FORCES**.
- 2.12.05** TERRORIZE: During Mentat Pause Phase- War Continues [1.09.04], you may **PLACE** a Terror token face down in any stronghold that doesn't have one (other than the Ixian Hidden Mobile Stronghold), even one under storm, or move one to a stronghold that doesn't have one.★
- 2.12.06** You may reveal and trigger a Terror token when another faction (other than your ally) enters a stronghold containing one (either ending their movement or shipment there, including advisors), applying effects to that faction.

2.12.07 **REVEALED** tokens are removed from the game. **+2.12.10**

2.12.08 Traps: Terror tokens are not vulnerable to game effects like storm, sandworms, or explosions.

2.12.09 TERROR TOKEN EFFECTS:

2.12.09.00 Terror tokens have custom symbols representing the following effects when triggered:

2.12.09.01 Assassination [Spiked Hexagon] - Choose a random Active Leader from the opponent and send it to the Tanks. Collect spice for the killed leader (3 for Zoal).

2.12.09.02 Atomics [Mushroom Cloud] - All **FORCES** in the **TERRITORY** go to the Tleilaxu Tanks. **PLACE** the Atomics Aftermath token [Black Crater] in the Territory. No **FORCES** may ever ship into this Territory (including Fremen). From this **TURN** forward, your hand limit is reduced by 1 (as well as your ally's), discarding a random card if a hand exceeds the limit.

2.12.09.03 Extortion [Dagger with Spice Symbol] - **PUT** 5 spice from the Spice Bank, in front of your shield, collect it during the Mentat Pause **PHASE** [1.09]. During Mentat Pause Phase- War Continues [1.09.04], regain this Terror token unless any one player in Storm Order pays you 3 spice.

2.12.09.04 Robbery [Hand with Spice and Treachery Symbols] - Steal half the spice (rounded up) from that player or take the top card of the Treachery Deck (then discarding a card of your choice if you exceed your hand size).

2.12.09.05 Sabotage [Cracked Gear with Small Cogs] - Choose a random Treachery Card from your opponent's hand and discard it if possible. Then you may give that player a Treachery Card of your choice from your hand.

2.12.09.06 Sneak Attack [Two Ornithopters] - Send up to 5 of your **FORCES** from reserves into that **TERRITORY** at no cost (subject to storm and occupancy limits), even if the Atomics Aftermath token is there. **-2.04.17**

2.12.10 **ENEMY OF MY ENEMY:** When a faction (other than Ecaz) would trigger a Terror token, you may offer to enter into an alliance with that faction before the token is revealed.*

2.12.11 When a faction accepts an **ALLIANCE** using ability *Enemy of My Enemy* [2.12.10], you both are now allied (breaking existing alliances either or both of you were in). Your Terror token is not revealed and returns behind your shield. If that faction does not accept, the Terror token must be triggered.

2.12.12 **DUKE VIDAL:** At the end of the Shipment and Movement Phase [1.06] Duke Vidal becomes one of your **ACTIVE LEADERS** if you are in at least two battles in strongholds (not counting battles involving Ecaz) if he is not in the Tanks, taking him from any faction he is currently an Active Leader for.*

2.12.13 During Mentat Pause **PHASE** [1.09], if Duke Vidal is one of your **ACTIVE LEADERS**, set him aside if he's not in the Tanks or captured.

2.12.14 **ALLIANCE:** When your ally loses a battle that had a winner, they may keep one Treachery Card they played in the battle that they would have been able to keep had they won.*

2.12.15 **ASSASSINATE LEADERS:** When you lose a battle in which the opposing player had a leader disc that was not killed (and no Traitor was called), you may reveal a Traitor Card for the same faction (other than the leader you opposed). If they are not in the Tanks, kill that leader and collect spice for them. During Mentat Pause Phase- War Continues [1.09.04], set the revealed card aside face up as a marker, then draw a new Traitor Card. This ability may only be used once against each faction in the game.

2.12.16 You may reveal a Traitor Card normally, but then this ability is lost.

2.12.17 KARAMA: During Battle Phase- Winning [\[1.07.06.05\]](#), you may use a Karama Card to force your opponent to discard or keep any or all Treachery Cards they played, when you lose a battle.

3 Treachery Cards

- 3.00.00** This Category goes over the Treachery Cards a player can play and how these rules interact and supersede the rules of the game and Faction abilities.
- 3.00.01** A faction has special abilities that may contradict the rules. A faction's particular abilities always have precedence over the rules.
- 3.00.02** A Treachery Card may contradict the rules or a faction's particular abilities. A Treachery Card always has precedence over the rules and faction abilities.
- 3.00.03** A Variant [4] may contradict the rules, a faction ability, or a Treachery Card. Variants always have precedence over the rules, faction abilities, and Treachery Cards.
- 3.00.04** When a Karama card is used to cancel an ability, as detailed in Karama card description [3.01.11.02](#) and [3.01.11.01](#), the faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.
- 3.00.05** When a faction's ability is used all other actions that can take place must wait until the ability is complete. After the ability is completely done players may use abilities, play cards, and make [BRIBES](#). [-3.01.11](#)

3.01 TREACHERY CARD LIST

- 3.01.00** This section of the rules lists all Treachery Cards in the Classic Dune game.
- 3.01.01** **BALISSET**: Worthless Card - Play as part of your Battle Plan in place of a weapon, defense, or both. This card has no value in play. You can discard it by playing it in your Battle Plan. [-2.09.06](#) [-2.09.07.01](#)
- 3.01.02** **CHAUMAS**: Weapon-Poison - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Poison Defense. You may keep this card if you win this battle.
- 3.01.03** **CHAUMURKY**: Weapon-Poison - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Poison Defense. You may keep this card if you win this battle.
- 3.01.04** **CHEAP HERO**: Special-Leader - Play as a leader with zero strength on your Battle Plan. You may also play a weapon and a defense. The Cheap Hero may be played in place of a leader, it must be played when you have no leaders available. Discard after use.

Note: There are two different arts for this same name card.
- 3.01.05** **CRYSKNIFE**: Weapon-Projectile - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Projectile Defense. You may keep this card if you win this Battle.
- 3.01.06** **ELLACA DRUG**: Weapon-Poison - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Projectile Defense. You may keep this card if you win this Battle.
- 3.01.07** **FAMILY ATOMICS**: Special-Storm - After the first game [TURN](#), if you have one or more [FORCES](#) on the Shield Wall or a [TERRITORY](#) adjacent to the Shield Wall with no storm between your [SECTOR](#) and the Wall play after the storm movement is calculated but, before the storm is moved. All [FORCES](#) on the Shield Wall are destroyed. [PLACE](#) the Destroyed Shield Wall token on the Shield Wall as a reminder. The Imperial Basin, Arrakeen, and Carthag are no longer protected from the Storm for the rest of the game. Set Aside this card.
- 3.01.08** **GOM JABBAR**: Weapon-Poison - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Poison Defense. You may keep this card if you win this battle.

- 3.01.09 HAJR:** Special-Movement - Play during FORCE MOVEMENT [1.06.05]. You gain an extra Force movement action subject to normal movement rules. The **FORCES** you **MOVE** may be a group you've already moved this **PHASE** or another group. Discard after use.
- 3.01.10 JUBBA CLOAK:** Worthless Card - Play as part of your Battle Plan in place of a weapon, defense, or both. This card has no value in play. You can discard it by playing it in your Battle Plan. -2.09.06 -2.09.07.02
- 3.01.11 KARAMA:** Special
- 3.01.11.00** Play at anytime to do one of these options when appropriate, then discard.
 - 3.01.11.01** Prevent one use of a faction ability that has an ★ before it. This must be done before that faction uses that ability.
 - 3.01.11.02** Cancel one use of a faction ability that has an ★ after it when another player attempts to use it. The faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.
 - 3.01.11.03** Purchase a shipment of **FORCES** onto the board at Guild Rates (1/2 normal) paid to the Spice Bank for any faction.
 - 3.01.11.04** Bid more spice than you have (without Revealing this card) and/or **BUY** a Treachery Card without paying spice for it (cannot be used if your hand is full).
 - 3.01.11.05** When playing Advanced Rules use a Once-a-game special Karama power (see 1.14).
- 3.01.12 KULON:** Worthless Card - Play as part of your Battle Plan in place of a weapon, defense, or both. This card has no value in play. You can discard it by playing it in your Battle Plan. -2.09.06 -2.09.07.04
- 3.01.13 LA, LA, LA:** Worthless Card - Play as part of your Battle Plan in place of a weapon, defense, or both. This card has no value in play. You can discard it by playing it in your Battle Plan. -2.09.06 -2.09.07.05
- 3.01.14 LASGUN:** Weapon-Special - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. There is no defense against the Lasgun. You may keep this card if you win this battle. If anyone plays a Shield (or Shield Snooper [3.02.10]) in this battle, all **FORCES** and spice in this battle's **TERRITORY** are lost to the Tleilaxu Tanks and Spice Bank. Both players lose this battle, both leaders die, no Spice is paid for leaders, and all cards played are discarded.
- 3.01.15 MAULA PISTOL:** Weapon-Projectile - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Projectile Defense. You may keep this card if you win this Battle.
- 3.01.16 SHIELD:** Defense-Projectile - Play as part of your Battle Plan. Protects your leader from a projectile weapon in this battle. You may keep this card if you win this battle.
- 3.01.17 SLIP TIP:** Weapon-Projectile - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Projectile Defense. You may keep this card if you win this Battle.
- 3.01.18 SNOOPER:** Defense-Poison - Play as part of your Battle Plan. Protects your leader from a poison weapon in this battle. You may keep this card if you win this battle.
- 3.01.19 STUNNER:** Weapon-Projectile - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Projectile Defense. You may keep this card if you win this Battle.
- 3.01.20 TLEILAXU GHOLA:** Special - Play at any time to gain an extra Revival. You may immediately revive 1 of your Leaders regardless of how many leaders you have in the Tanks (adding it to your Active Leader pool) or up to 5 of your **FORCES** from the Tleilaxu Tanks to your reserves at no cost in spice. You still receive your normal revivals. Discard after use.

- 3.01.21 TRIP TO GAMONT:** Worthless Card - Play as part of your Battle Plan in place of a weapon, defense, or both. This card has no value in play. You can discard it by playing it in your Battle Plan. -2.09.06 -2.09.07.06
- 3.01.22 TRUTHTRANCE:** Special - Play at anytime. Publicly ask one other player a single yes/no question about the game, pertaining to something in the present or past. This question must be answered publicly. The game pauses until an answer is given. The player must answer "yes" or "no" truthfully. Discard after use.
- 3.01.23 WEATHER CONTROL:** Special-Storm - After the first game **TURN**, play during **1.01.02** before the Storm Marker is moved. You control the storm this **PHASE** and move it 1 through 10 **SECTORS** in a Counterclockwise direction OR decide the Storm Marker does not move this **TURN**. Discard after use.

3.02 FIRST EXPANSION - IXIANS & TLEILAXU

- 3.02.00 This section of the rules lists all Treachery Cards in the first expansion (Ixians & Tleilaxu) of the Dune game.** Cards from this expansion are marked with a symbol showing the silhouette of a Tech Token (a round black shape with ten equidistant radial protrusions).
- 3.02.01 AMAL:** Special - Play at the beginning of any phase. All players to discard half of the spice behind their shields, rounded up, to the Spice Bank. Discard after use.
- 3.02.02 ARTILLERY STRIKE:** Weapon-Special - Play as part of your Battle Plan. Kills both leaders. Both players may use a Shield (or Shield Snooper [3.02.10]) to protect their leader against Artillery Strike. Surviving leaders do not count towards the battle total; the side that dialed higher wins the battle. No spice is collected for any leader killed in this battle. Discard after use.
- 3.02.03 BASILIA WEAPON:** Weapon-Poison - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Poison Defense. You may keep this card if you win this battle.
- 3.02.04 CHEMISTRY:** Defense-Weapon-Special - Play as part of your Battle Plan. You may play this card with another Defense on your Battle Wheel. This card is a Poison Defense, unless played with another defense; when played with another Defense, it is a poison weapon. You may keep this card if you win this battle.
- 3.02.05 HARVESTER:** Special-Spice Blow - Play just after a spice blow is revealed. Doubles that spice blow. **PLACE** double the amount of spice in the territory. Discard after use.
- 3.02.06 HUNTER SEEKER:** Weapon-Projectile - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect their leader with a Projectile Defense. You may keep this card if you win this battle.
- 3.02.07 POISON BLADE:** Weapon-Special - Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. This weapon counts as both a projectile and poison. You may keep this card if you win this battle.
- 3.02.08 POISON TOOTH:** Weapon-Poison-Special - Play as part of your Battle Plan. During Revealing Wheels [1.07.05], you may choose not to use this weapon. Kills both leaders before battle is resolved. Both players may protect their leader with a Poison Defense; leaders are not **PROTECTED** by Snoopers. You may keep this card if you win this battle and did not use this card. If you used this Weapon, discard this card. -3.02.04
- 3.02.09 SHIELD:** Defense-Projectile - additional copy of Shield as described in 3.01.16.
- 3.02.10 SHIELD SNOOPER:** Defense-Special - Play as part of your Battle Plan. Counts as both a Shield (Projectile Defense) and Snooper (Poison Defense). You may keep this card if you win this battle.+3.01.14
- 3.02.11 SNOOPER:** Defense-Poison - additional copy of Snooper as described in 3.01.18.

- 3.02.12 THUMPER:** Special-Spice Blow - Play at the beginning of Spice Blow & Nexus Phase [1.02] instead of **REVEALING** the next Spice Blow card play as though a Shai-Hulud card has been **REVEALED** including a Sandworm in the **TERRITORY** and a Nexus event as described in *Spice Blow & Nexus Phase - Shai-Hulud* [1.02.05] and *Nexus* [1.02.06]. Discard after use.
- 3.02.13 WEIRDING WAY:** Weapon-Defense - Special - Play as part of your Battle Plan. You may play this card with another Weapon on your Battle wheel. This card is a Projectile Weapon, unless played with another Weapon; when played with another Weapon, it is a Projectile Defense (does not trigger Lasgun+Shield Explosion). You may keep this card if you win this battle.
- 3.02.14 KULL WAHAD:** Worthless Card - Play as part of your Battle Plan in place of a weapon, defense, or both. This card has no value in play. You can discard it by playing it in your Battle Plan. -2.09.06 -2.09.07.03

3.03 SECOND EXPANSION - CHOAM & RICHESE

- 3.03.00** This section of the rules lists all Treachery Cards in the second expansion (CHOAM & Richese) of the Dune game. Cards from the second expansion are marked with a symbol showing the Richese faction symbol on top of the CHOAM faction symbol (a white stylized oil lamp on a half red, half black circle).
- When playing with the **RICHESE REFORGED** faction version: Replace **STONE BURNER** with Artillery Strike [3.03.01]. Add five additional cards: Axolotl Tank [3.03.02], Desert Seeded Water [3.03.03], Lasgun [3.03.07], Levenbrech [3.03.08], Poison Dart [3.03.12].
- 3.03.01 ARTILLERY STRIKE:** Weapon-Special - as described in 3.02.02 and referenced here for use with the Richese Reforged Treachery Cards.
- 3.03.02 DISTRANS:** Special - Play at any time (other than during a bid). Give another player a Treachery Card from your hand if that player's hand is not full. Discard after use.
- 3.03.03 JUICE OF SAPPHO:** Special
- 3.03.03.00** Play at anytime to do one of these options when appropriate, then discard.
 - 3.03.03.01** Play this card to be considered the aggressor in a battle.
 - 3.03.03.02** Go first for any **PHASE** or action that requires Storm Order (even superseding Guild).
 - 3.03.03.03** Go last for any **PHASE** or action that requires Storm Order (even superseding Guild).
- 3.03.04 KARAMA:** Special - additional copy of Karama as described in 3.01.11.
- 3.03.05 MIRROR WEAPON:** Weapon-Special - Play as part of your Battle Plan. Copies your opponent's weapon, if they reveal one (and if their Treachery Card counts as a weapon). You must use your weapon first if order matters. Discard after use.
- 3.03.06 NULLENTROPY BOX:** Special - Play at any time. Pay 2 spice to the Spice Bank, then take the Treachery Card discard pile and secretly search it for any card (other than a Nullentropy Box), add it to your hand. Shuffle the discard pile afterward and then return it face up, discarding this card on top.
- 3.03.07 ORNITHOPTER:** Special - Movement
- 3.03.07.00** Play during Force Movement [1.06.05] to do one of these options, then discard:
 - 3.03.07.01** Increase your **MOVEMENT SPEED** to three for one of your **MOVEMENT** actions.
 - 3.03.07.02** You gain an extra Force movement action. This extra movement action cannot be used on **FORCES** that moved with a previous movement action.

- 3.03.08 PORTABLE SNOOPER:** Defense-Poison - Play during **1.07.05** Revealing Wheels, only if you did not play a defense (unless prevented by the Bene Gesserit Voice). Protects your leader from a poison weapon in this battle. You may not play this if you played a weapon and a worthless card in your Battle Plan. Discard after use.
- 3.03.09 RESIDUAL POISON:** Special-Battle - Play on your opponent before **1.07.04** Battle Plan. The faction you are battling will lose one of their **ACTIVE LEADERS** at random to the tanks. No spice is collected for it. Discard after use.
- 3.03.10 SEMUTA DRUG:** Special - Play when another player discards a card(s). Immediately take a Treachery Card and add it to your hand before it goes to the discard pile. When multiple cards are discarded at the same time, you choose which card to take. Discard after use.
- 3.03.11 STONE BURNER:** Weapon-Special - Play as part of your Battle Plan. During Battle Resolution [**1.07.06**], for this battle, the winner is now the player with the higher total number of undialed **FORCE** tokens in this battle. Dialed **FORCES** are lost normally. During Revealing Wheels [**1.07.05**] you may choose to kill both leaders regardless of their defense. Discard after use.

3.04 THIRD EXPANSION - ECAZ & MORITANI

- 3.04.00 This section of the rules lists all Treachery Cards in the third expansion (Ecaz & Moritani) of the Dune game.** Cards from this expansion are marked with a symbol showing the silhouette of the statue on the cover of the expansion box and manual (a upper torso and head of figure with arms held above the head).
- 3.04.01 HARASS & WITHDRAWAL:** Special-Battle - Play as part of your Battle Plan in place of a weapon or defense, but does not count as either. During Revealing Wheels [**1.07.05**], your undialed **FORCES** return to your reserves. Your leader may still be killed normally. If your opponent calls Traitor, this effect is canceled. A Face Dancer called on your leader has no effect on your undialed forces. You may not play this when on your Homeworld. Discard after use.
- 3.04.02 RECRUITS:** Special-Revival - Play during the Revival Phase. All factions double their current Free Revival rates. The normal revival limit is increased to 7. Discard after use.
- 3.04.03 REINFORCEMENTS:** Special-Battle - Play as part of your Battle Plan in place of a weapon or defense, but does not count as either. During **Revealing Wheels** (**1.07.05**) add +2 to your dialed number, then **PLACE 3 FORCES** from your reserves in the Tanks. You may not use this card if you cannot **PLACE** at least 3 **FORCES** in the tanks from your reserves after your dial is calculated. Discard after use.

4 Variants

- 4.00.00** This Category goes over Variant game rules and expansions players can add and how these rules interact and supersede the rules of the game, Faction abilities, and Treachery Cards.
- 4.00.01** A faction has special abilities that may contradict the rules. A faction's particular abilities always have precedence over the rules.
- 4.00.02** A Treachery Card may contradict the rules or a faction's particular abilities. A Treachery Card always has precedence over the rules and faction abilities.
- 4.00.03** A Variant [4] may contradict the rules, a faction ability, or a Treachery Card. Variants always have precedence over the rules, faction abilities, and Treachery Cards.
- 4.00.04** When a Karama card is used to cancel an ability, as detailed in Karama card description 3.01.11.02 and 3.01.11.01, the faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.
- 4.00.05** When a faction's ability is used all other actions that can take place must wait until the ability is complete. After the ability is completely done players may use abilities, play cards, and make BRIBES. -3.01.11

4.01 TOURNAMENT RULES & PROCEDURES

- 4.01.00** This section specifies specific rules & procedures for this tournament format.
- 4.01.01** The Head Judge will do a head count and distribute players into tables of five or six players, making the most amount of six player games possible.
- 4.01.02** Once all players have been assigned a table they will fill out the Game Report provided.
- 4.01.03** After a brief introduction and establishment of expectations the timer will officially start and players will begin set up of game as described in 0.00
- 4.01.04** At the start of every Battle Phase [1.07] a judge will be called over to record win attempts made by players for the purpose of first tie breakers.
- 4.01.05** During the game if a player has made an illegal action and the players can not resolve the issue amongst themselves the Head Judge may be called over to settle the dispute. The judge's decision is final.
- 4.01.06** Rules questions can be asked of any judge including the Head Judge at any time, even away from the table.
- 4.01.07** At the end of every game a judge will be called over to fill out the rest of the Game Report.
- 4.01.08** The timer for any game is one hour for every player in the game. At the end of the time limit players will be given thirty minutes to finish the Turn they are on and fill out the Game Report with the judge.
- 4.01.09** ADJUDICATION: In games that have reached the time limit and there is no winner there will be an adjudication. An adjudicated victory is granted to the player with the most win attempts, if that player is allied their ally also receives an adjudicated victory. If players are tied for the most win attempts the tied players then compare the next category of tie breakers eliminating any players with a lower amount in that category until one player has the highest tie breaker uncontested. Allies combine their tiebreaker amounts in each category other than win attempts.
- 4.01.10** To gain entry into the finals the top players with the most weighted points proceed. Points are weighted therefore the players with heavier weighted points proceed over other players with the same amount of points with wins lower on the points allocation list.

For example, a player with 4 points due to a Solo Stronghold Victory & an Allied Default Victory will gain entry over a player with 4 points due to two Allied Stronghold Victories, because a Solo Stronghold Victory is the heaviest weighted points followed by a Bene Gesserit Prediction and so on.

- 4.01.10.00** The points allocation is as follows:
- 4.01.10.01** Solo Stronghold Victory=3pts
- 4.01.10.02** Bene Gesserit Prediction=3pts
- 4.01.10.03** Allied Stronghold Victory=2pts
- 4.01.10.04** Solo Fremmen Challenged Special=2pts
- 4.01.10.05** Allied Fremmen Challenged Special=1pts
- 4.01.10.06** End Game Victory=1pts
- 4.01.10.07** Solo Default Victory=1pts
- 4.01.10.08** Allied Default Victory=1pts
- 4.01.10.09** Adjudicated=0.5pts

- 4.01.11** In the case of a tie, entry into the finals will be granted to the player with the highest number in the first category of tiebreakers from their best played game this tournament. Any further Ties amongst only the tied players in a category will check the next set of tiebreakers until the amount of players left are equal to the amount of seats needed to be filled for the finals.

*Example: Player A's best game is an allied Stronghold Victory with two win attempts, three Strongholds, eight forces on board, twelve spice, three Treachery Cards, and three leaders. The score for that game would be: 2.2.3.8.12.3.3.
Player B's best game is an allied Stronghold Victory with four win attempts, two Strongholds, two forces on board, four spice, two Treachery Cards, and one leader. The score for that game would be: 2.4.2.2.4.2.1. Player B would proceed to the finals over Player A.*

- 4.01.11.00** The category of tiebreakers are as follows:
- 4.01.11.01** Win attempts made throughout the game.
- 4.01.11.02** Strongholds Controlled at the end of a game.
- 4.01.11.03** Forces on the Board at the end of the game.
- 4.01.11.04** Spice behind Player Shield at the end of the game.
- 4.01.11.05** Treachery cards in hand at the end of the game.
- 4.01.11.06** Active Leaders in Leader Pool at the end of the game.
- 4.01.12** Shield Wall Stronghold - as detailed in Shield Wall Stronghold [4.02] the Shield Wall will be worth a stronghold point after the fourth worm.
- 4.01.13** With more than five possible **STRONGHOLD** points it is possible for two players/**ALLIANCE** to have enough stronghold points to win, the win will be awarded to the player or **ALLIANCE** first in **STORM ORDER**.
- 4.01.14** Advisors will not automatically flip after the shipment and movement Phase.
- 4.01.15** There is now Storm Order in the Revival Phase [1.05].
- 4.01.16** You are not required to play a Cheap Hero [3.01.04] in a battle when you have no **ACTIVE LEADERS**. You still must announce that you are playing no leader when you have no **ACTIVE LEADERS** and are not playing a Cheap Hero.
- 4.01.17** Your **FORCES** go to the tanks at the end of your shipment and movement action when ending in a **TERRITORY** with allied **FORCES** (other than Advisors and **FORCES** in the Polar Sink).
- 4.01.18** **Limited Truthtrance:** Truthtrance will be limited to questions on the present or past. It cannot bind a player to a future action.

- 4.01.18.00** (E.g., When in a battle with a player you may ask, "Are you playing a Weapon in this battle?" or "Are you playing a Poison Weapon in this battle?")
- 4.01.18.01** Examples of questions that are **NOT** legal: "In our first battle this turn will you use a Poison Weapon?" or "If I move into Carthag will you move out?" "On Turn ten will you attack me?"
- 4.01.19** Fremen's allies do not count against the second criteria of Fremen's special victory condition ([**2.04.09.02**] Neither Harkonnen, Atreides, nor Emperor Forces occupy Tuek's Sietch. **+2.10.18**)

4.02 SHIELD WALL STRONGHOLD

- 4.02.00** After the fourth worm (counting all Sandworms Alert cards, Karama worms summoned by the Fremen, Thumper Treachery Card) the Shield Wall counts as a Stronghold point for purposes of victory **ONLY in the Mentat Pause Phase**.
- 4.02.01** Only the left side (the side touching the Imperial Basin) will be considered a stronghold point in the Mentat Pause Phase [**1.09**]. Controlling the right side will not count for victory, nor will occupying the right side while either sector is under storm take away someone's stronghold point.
- 4.02.02** Shipment to the Shield Wall still costs 2 spice/token (1 spice/token for Guild Rates), as usual for rock Territories.
- 4.02.03** Occupation of the Shield Wall is not restricted to only 2 factions, as usual for rock Territories.
- 4.02.04** **FORCES** are not destroyed on the Shield Wall by storm or worm, as usual for rock Territories.
- 4.02.05** Family Atomics may be used as written. When Family Atomics [**3.01.07**] is played, all **FORCE** tokens on the Shield Wall are destroyed (regardless of storm location), but the Shield Wall continues to be treated as a **STRONGHOLD** point in the Mentat Pause **PHASE** and continues to be unaffected by storm or worm.
- 4.02.06** If two separate factions **OCCUPY** the Shield Wall at the end of a **TURN** (due to location of the storm preventing battle between them), the faction on the left side is considered to control that **STRONGHOLD** for the purposes of victory determination.
- 4.02.07** Moritani Terror and Ecaz Ambassador tokens cannot be **PLACED** or moved onto the Shield Wall because it is a rock **TERRITORY**.

4.03 NEXUS CARDS

- 4.03.00** Nexus Cards provide players incentives and special effects for not joining an **ALLIANCE**. When using this Variant shuffle the Nexus Cards and **PUT** it face down next to the game board during Determine Variants [**0.03**]. Played cards will be piled face up next to the deck as they are discarded and reshuffled to restock the Nexus deck as necessary.
- 4.03.01** If a player has a Nexus card they must discard it to join an Alliance.
- 4.03.02** After Nexus (**1.02.05**) any player holding a Nexus Card may discard it, without having used it's ability.
- 4.03.03** If at the end of the Spice Blow and Nexus phase, a Nexus occurred and at least one alliance exists, any player not in an alliance may draw one Nexus Card, and keep it secret until used, or discard one they are holding and draw a new one.
- 4.03.04** Because some of the Cunning effects are advanced game only, whenever you draw your own faction's Nexus card in either the basic or advanced game, you may discard it immediately and **DRAW** a new one.

4.03.05 Each Nexus Card has three possible effects:

- 4.03.05.00 In order to play a Nexus card you must discard it to the Nexus Discard pile and apply one of the following effects:
- 4.03.05.01 **BETRAYAL:** Use this effect if the faction is in the game, but played by another player. *Betrayal* allows you to cancel certain abilities that faction has when they try to use it, or negatively impact that faction. As with a Karama that player may then take that action again without the ability.
- 4.03.05.02 **CUNNING:** Use this effect if you draw your own faction's Nexus Card. *Cunning* gives your faction an additional ability that cannot be cancelled or prevented by a Karama. +4.03.04
- 4.03.05.03 **SECRET ALLY:** Use this effect if a faction is not in the game. You have a secret alliance with that faction, and you may use this effect.

4.03.06 NEXUS CARD LIST

- 4.03.06.00 Players with these Nexus Cards have the associated ability for as long as they have the card.

4.03.06.01 ATREIDES

- 4.03.06.01.00 Atreides Card Description; see 4.03.05 for each type of effect.
- 4.03.06.01.01 **Betrayal** - Prevent the Atreides Prescience Ability [2.01.08] of seeing one element of any Battle Plan.
- 4.03.06.01.02 **Cunning** - You may use Prescience Ability [2.01.08] in a Battle (this may be the second use of this ability in a battle).
- 4.03.06.01.03 **Secret Ally** - You may use Prescience Ability [2.01.08] in a Battle.

4.03.06.02 BENE GESSERIT

- 4.03.06.02.00 Bene Gesserit Description; see 4.03.05 for each type of effect.
- 4.03.06.02.01 **Betrayal** - Prevent the Bene Gesserit from using their Voice ability [2.02.06].
- 4.03.06.02.02 **Cunning** - You may flip any or all groups of your advisors to fighters during your shipment and movement action [1.06] (all forces in a territory must end up the same type).
- 4.03.06.02.03 **Secret Ally** - During a battle, you may use the Bene Gesserit Voice ability [2.02.06].

4.03.06.03 EMPEROR

- 4.03.06.03.00 Emperor Description; see 4.03.05 for each type of effect.
- 4.03.06.03.01 **Betrayal** - Force the Emperor to pay for their ally's Treachery Card during the Bidding PHASE [1.04] or, during Battle Plan [1.07.04], prevent the Emperor from using their Sardaukar ability [2.03.08].
- 4.03.06.03.02 **Cunning** - Before Battle Plan [1.07.04], you may count 5 of your FORCES as having the ability Sardaukar [2.03.08] if you have none in that battle.
- 4.03.06.03.03 **Secret Ally** - Keep your spice when Buying a Treachery Card (you must REVEAL that you have the amount you would have paid) or, revive 3 additional FORCES beyond current Revival limits during Revival PHASE [1.05] for free.

4.03.06.04 FREMEN

- 4.03.06.04.00 Fremen Description; see 4.03.05 for each type of effect.

- 4.03.06.04.01 Betrayal** - Prevent Fremmen from using their ability Beast of Burden [2.04.08] this **TURN**, or from using their ability Movement [2.04.06].
- 4.03.06.04.02 Cunning** - When a sandworm appears in a territory with no **FORCES**, any Forces you have in one desert **TERRITORY** may use ability Beast of Burden [2.04.08].
- 4.03.06.04.03 Secret Ally** - You may either avoid losing **FORCES** to a sandworm, or increase your free revival to 3 for the **TURN**.

4.03.06.05 HARKONNEN

- 4.03.06.05.00** Harkonnen Description; see 4.03.05 for each type of effect.
- 4.03.06.05.01 Betrayal** - Cancel a revealed Harkonnen traitor. Shuffle the Traitor Card into the Traitor Deck. During War Continues [1.09.04] the Harkonnen player draws a new Traitor Card.
- 4.03.06.05.02 Cunning** - At any time **DRAW** a Traitor Card and add it to your hand. Then secretly shuffle any one of your Traitor Cards back into the Traitor Deck.
- 4.03.06.05.03 Secret Ally** - During War Continues [1.09.04], **DRAW** two Traitor Cards and add them to your hand. Then shuffle two Traitor Cards back into the Traitor deck.

4.03.06.06 SPACING GUILD

- 4.03.06.06.00** Spacing Guild Description; see 4.03.05 for each type of effect.
- 4.03.06.06.01 Betrayal** - Gain any one Payment [1.06.03.02] in full for Shipping that would have gone to either the Spacing Guild or the Spice Bank, even your own. This overrides collection from a faction Occupying Junction.
- 4.03.06.06.02 Cunning** - You gain an extra Force Shipment action subject to your shipment rules, immediately after performing your Shipment and Movement actions [1.06]. The second Shipment cannot **MOVE** unless you play Hajr.
- 4.03.06.06.03 Secret Ally** - Your pay Guild rates for your Shipment; you may also use ability Three Types of Shipment [2.06.05].

4.03.06.07 IXIANS

- 4.03.06.07.00** Ixians Description; see 4.03.05 for each type of effect.
- 4.03.06.07.01 Betrayal** - Prevent Ixians from using either their Bidding ability [2.07.07] or their Technology ability [2.07.23] (but not both).
- 4.03.06.07.02 Cunning** - Before Battle Plan [1.07.04] in your first battle this **TURN**, you may count all of your Suboid Force(s) in all battles this **TURN** as counting at full strength (without needing to support them with spice).
- 4.03.06.07.03 Secret Ally** - You may discard a Treachery Card you just bought during Bidding [1.04.06.02], then **DRAW** the top card of the Treachery deck.

4.03.06.08 TLEILAXU

- 4.03.06.08.00** Tleilaxu Description; see 4.03.05 for each type of effect.
- 4.03.06.08.01 Betrayal** - Cancel a revealed Face Dancer. It remains **REVEALED** until Tleilaxu uses ability Resupply [2.08.06].
- 4.03.06.08.02 Cunning - Set Aside** all revealed Face Dancers. Secretly **DRAW** replacements, then shuffle the **Set Aside** Face Dancers into the Traitor Deck.

4.03.06.08.03 Secret Ally - Revive one of your leaders for free and increase your revival limit to 5. **FORCES** revived by spice cost 1 spice each this **TURN**.

4.03.06.09 CHOAM

4.03.06.09.00 CHOAM Description; see **4.03.05** for each type of effect.

4.03.06.09.01 Betrayal - At any time force CHOAM to discard a card at random from their hand, and gain no spice for it.

4.03.06.09.02 Cunning - You may discard any Treachery Card to use any Worthless Card special effect **[2.09.07]**.

4.03.06.09.03 Secret Ally - You may either discard a Worthless Card and gain 2 spice during Spice Collection **PHASE [1.08]**, or after winning a battle, you may look at a random card in your opponent's hand (not used in battle).

4.03.06.10 RICHESE

4.03.06.10.00 Richese Description; see **4.03.05** for each type of effect.

4.03.06.10.01 Betrayal - Force Richese to discard a Richese Treachery Card they were going to buy (it is discarded and no spice is paid), or cancel ability Alternate Income **[2.10.06]**.

4.03.06.10.02 Cunning - When using ability No-Field **[2.10.10]** use two No-Field tokens. The first token is **REVEALED** immediately, **PUT** it in front of your shield.

4.03.06.10.03 Secret Ally - Instead of a normal **Shipment**, you may ship up to 5 of your **FORCES** from reserves as if shipping 1.

4.03.06.11 ECAZ

4.03.06.11.00 Ecaz Description; see **4.03.05** for each type of effect.

4.03.06.11.01 Betrayal - Any time before Shipment and Movement **PHASE [1.06]**, when Ecaz and their ally both have **FORCES** in a territory, force the Ecaz ally to Send their **FORCES** (from one territory that contains both factions' **FORCES**) to their reserves.

4.03.06.11.02 Cunning - Add Duke Vidal to your Leader Pool for this **TURN** (even if he is in the Tanks or in another player's Leader Pool). At the end of this **TURN**, set him Aside.

4.03.06.11.03 Secret Ally - Force one player to publicly announce whether or not they have any of your leaders as Traitors (though not which leaders).

4.03.06.12 MORITANI

4.03.06.12.00 Moritani Description; see **4.03.05** for each type of effect.

4.03.06.12.01 Betrayal - Remove a Terror token from the board, returning it to Moritani. It is not revealed.

4.03.06.12.02 Cunning - When you **PLACE** a Terror token, it may be **PLACED** in any **TERRITORY** on Arrakis, even one that already has a Terror token.

4.03.06.12.03 Secret Ally - When you lose a battle that had a winner, keep one Treachery Card you played in the battle you would have been able to keep had you won.

STRONGHOLD CARDS

- 4.04.00** These cards are passed to players controlling the corresponding strongholds, representing home-field advantage. These can be used in basic or advanced games. When using this Variant Set Aside Stronghold Cards during **Determine which Variants** (0.03).
- 4.04.01** During **Mentat Pause** (1.09.00), if you no longer **CONTROL** a stronghold Set Aside the corresponding stronghold card.
- 4.04.02** During **War Continues** (1.09.04) each player that has **CONTROL** of a stronghold takes the corresponding stronghold card from the side of the board and **PUTS** it in front of their player shield.
- 4.04.03 STRONGHOLD CARDS LIST**
- 4.04.03.00** Players with these Stronghold Cards have the associated abilities for as long as they have the card.
 - 4.04.03.01 Arrakeen** - When paying spice for **FORCES** in battles here, 2 spice is paid automatically by the Spice Bank.
 - 4.04.03.02 Carthag** - If you do not play a poison weapon in a battle here, any non-poison defense you play also counts as a Snooper.
 - 4.04.03.03 Habanya Sietch** - You win ties in battle here, despite **STORM ORDER** or Juice of Sappho [3.03.03].
 - 4.04.03.04 Ixian Hidden Mobile Stronghold** - At the end of the Bidding Phase [1.04] copy one Stronghold advantage of your choice for any other Stronghold Card you **CONTROL**, this lasts until the end of the Turn.
 - 4.04.03.05 Sietch Tabr** - When you win battles here, you collect spice from the Spice Bank for the number your opponent dials (rounded down).
 - 4.04.03.06 Tuek's Sietch** - Collect 2 spice from the Spice Bank for each Worthless card you play in battles here.

4.05 TECH TOKENS

- 4.05.00** Tech Tokens indicate that a faction has power over a specific industry. They are kept in front of shields for public view.
- 4.05.01** When you defeat a faction in battle, and that faction has a Tech Token, you take the Token from them. When you defeat someone with more than 1 Tech Token, you take one, of your choice, from them.
- 4.05.02** Controlling all three Tech Tokens counts as a Stronghold point for winning the game (e.g., if you have forces in *Arrakeen* and *Carthag*, and all three Tech Tokens, you win the game). Allies can not share a Stronghold point between them with Tech Tokens. To qualify as a stronghold, one player must control all three Tech Tokens.
- 4.05.03 Assigning Tech Tokens**
- 4.05.03.00** By default, the Tleilaxu take the Axlotl Tanks, the Ixians take Heighliners, and the Fremen take Spice Production at the start of the game.
 - 4.05.03.01** When any of these factions are not present, after the Storm token is moved at the start of the game, control is assigned randomly to factions without a Tech Token, according to Storm Order.
- 4.05.04 Tech Tokens Income**

- 4.05.04.00** Each Tech Token that you control has a potential income from the Spice Bank. Any spice gained from Tech Tokens is **PUT** on the Tech Token, then collected at the end of the current **PHASE**.
- 4.05.04.01** **AXLOTL TANKS:** If at least one player, including you, takes free revival, you collect 1 spice for every Tech Token you control. However, if only the Teilaxu player takes free revival, you do not collect spice.
- 4.05.04.02** **HEIGHLINERS:** If at least one player, including you, ships forces from off-planet, you collect 1 spice for every Tech Token you control. However, if only the Spacing Guild ships forces from off-planet, you do not collect spice.
- 4.05.04.03** **SPICE PRODUCTION:** If at least one player, including you, takes CHOAM Charity, you collect 1 spice for every Tech Token you control. However, if only the Bene Gesserit take CHOAM Charity, you do not collect spice.
- 4.05.05** Text on the token indicates which phase the Tech Token works in, and the faction that does not trigger Tech Token income on their own.

4.06 DISCOVERY TOKENS

- 4.06.00** Discovery tokens add new elements to the game on sections of the board that are often bypassed.
- 4.06.01** During Determine Variants [**0.03**], shuffle the seven new Spice Cards into the Spice Deck.
- 4.06.02** Decide as a group whether to take the duplicate spice blows out of the Spice deck.
- 4.06.03** **PUT** the ten Discovery tokens face down to one side of the board, and mix them up.
- 4.06.04** **DISCOVERY SPICE CARDS:** Whenever a Discovery Spice Card is drawn, place 6 spice in the indicated territory. Any spice or forces already in that territory are destroyed by the spice blow (this effect only occurs when a Discovery Spice Card is drawn). Then take a random Discovery token of the indicated type (Hiereg or Smuggler), and place it Face Down in the sector and territory as shown on the card.
- 4.06.05** **TOKENS:**
 - 4.06.05.00** There are two types of Discovery tokens: Hiereg and Smuggler. Hiereg tokens are **PLACED** in desert territories, and Smuggler tokens are **PLACED** in rock territories.
 - 4.06.05.01** Before Spice Collection [**1.08**] a faction with non-advisor **FORCES** in a **TERRITORY** with a token may look at that token, and choose to **REVEAL** it immediately.
 - 4.06.05.02** Five of the Discovery tokens are considered a **TERRITORY** within the **TERRITORY**, and remain in place when revealed.
*For example: if the Jacurutu Sietch token is in Meridian, a player moving **FORCES** would need to first **MOVE** into Meridian, and then **MOVE** into the Jacurutu Sietch during their movement action.*
 - 4.06.05.03** A location token is not considered occupied when revealed.
 - 4.06.05.04** At the start of the next **TURN**, before the Storm Phase [**1.01**] any faction in a **TERRITORY** with a Discovery token that was **REVEALED** last turn may **MOVE** some or all non-advisor forces from that **TERRITORY** into the Discovery token.
 - 4.06.05.05** The cost to **SHIP** into a revealed Discovery token is the same for shipping into **STRONGHOLDS**.
 - 4.06.05.06** **FORCES** in these locations are immune to the effects of the storm or sandworms.

4.06.06 HIEREG TOKENS

- 4.06.06.00** Hierereg tokens are **PLACED** in desert territories. Whenever a Hierereg token is face down on the board, the Fremmen may look at it at any time without **REVEALING** it.
- 4.06.06.01 Jacurutu Sietch** - This counts as a normal **STRONGHOLD**. If you win a battle in this **STRONGHOLD**, after Battle Resolution [1.07.06] gain 1 spice for each of your opponent's undialed **FORCES** that go to the Tanks.
- 4.06.06.02 Cistern** - When you **OCCUPY** this **TERRITORY** during Spice Collection [1.08], gain 2 spice from the Spice Bank.
- 4.06.06.03 Ecological Testing Station** - When you occupy this **TERRITORY** during the Storm Movement [1.01.02], you may add or subtract the movement of the storm by 1. This has no effect on Weather Control [3.01.23].
- 4.06.06.04 Shrine** - If you occupy this **TERRITORY**, you may play Truthtrance [3.01.22] as a Karama card [3.01.11], and vice versa.

4.06.07 SMUGGLER TOKENS

- 4.06.07.00** Smuggler tokens are **PLACED** in rock territories. Whenever a Smuggler token is face down on the board, the Spacing Guild may look at it at any time without **REVEALING** it. When a Discovery token is revealed that is not a territory immediately perform it's ability.
- 4.06.07.01 Orgiz Processing Station** - If you **OCCUPY** this **TERRITORY** during the Spice Collection phase [1.08], steal 1 spice of each spice blow collected.
- 4.06.07.02 Treachery Card Stash** - **DRAW** 1 Treachery Card. If your hand is full, **DRAW** a card then discard any card. Remove this token from the game.
- 4.06.07.03 Spice Stash** - Gain 7 spice from the Spice Bank. Remove this token from the game.
- 4.06.07.04 Ornithopter** - **PUT** this token in front of your shield. You may use it on any subsequent **TURN** to have a **MOVEMENT SPEED** of 3 instead of your normal **MOVEMENT SPEED** for one movement action. Then remove this token from the game.

4.06.08 GREAT MAKER: Sandworm Alert-Special

- 4.06.08.00** This is treated like a normal Shai- Hulud card: spice and **FORCES** (other than Fremmen) in the last spice **TERRITORY** are sent to the Spice Bank and Tanks respectively.
- 4.06.08.01** Then there is a vote to determine whether or not a Nexus occurs. Going in **STORM ORDER**, each player votes yes or no for a Nexus. Unless a majority vote yes, there is no Nexus.
- 4.06.08.02** Afterward, the Fremmen may use any number of their **FORCES** in reserves to 'ride the worm', moving to any **TERRITORY** in accordance with storm and occupancy rules (instead of riding from a **TERRITORY** on the board or placing the Sandworm token).
- 4.06.08.03** A Karama played on the Fremmen **FORCES** in the **TERRITORY** will destroy those **FORCES**, but not prevent them from riding the worm with reserves.

4.07 LEADER SKILL CARDS

- 4.07.00** Leader Skill Cards provide each faction with a unique advantage. When assigned to a leader disc, that leader becomes a **SKILLED LEADER**.

- 4.07.01** When using Leader Skill Cards the Setup of the game is altered. After **Player Positions** [0.07], skip to and complete **Starting Treachery Card** [0.14], then **DEAL** out two Leader Skill Cards to each faction. Each player chooses one to keep, and shuffles the other back into the Leader Skill Deck.
- 4.07.02** **PUT** the card you keep face up in front of your faction shield, then choose one of your Leader Discs to **PUT** face up next to your Leader Skill. This leader has that skill for as long as they are alive. Afterward, complete setup, from Traitors [0.11] continuing normally.
- 4.07.03** Skills are applied in the current battle unless your skilled leader is killed in that battle.
- 4.07.04** During Battle Plan [1.07.04] you may either leave the **SKILLED LEADER** face up in front of your faction shield or take it and the Leader Skill Card behind your shield.
- 4.07.05** During Leaders [1.07.04.02] when you use a **SKILLED LEADER**, put it in your wheel with the Leader Skill Card (along with any Treachery Cards normally). In this case, the top part of the skill is still in effect (if applicable). You can also use the bottom part of the skill associated with that leader in Revealing Wheels [1.07.05].
- 4.07.06** During Leaders [1.07.04.02] when you use a non-skilled leader in battle, and the **SKILLED LEADER** is behind the shield, no part of the skill is available to you.
- 4.07.07** During Leaders [1.07.04.02] when you use a non-skilled leader in battle, and the **SKILLED LEADER** is in front of your shield, the top part of the skill can still be used (if applicable).
- 4.07.08** After the battle, **PUT** the **SKILLED LEADER** (if still alive) and the Leader Skill Card in front of your shield. This leader is no longer in your Leader Pool until Leader Return [1.07.07].
- 4.07.09** Any skill that mentions a card type (e.g., Poison Weapon) requires that the card included in the Battle Plan is played as that card type to gain the skill bonus.

Therefore, a card like Chemistry (from the Ixians and Tleilaxu expansion) would have to be played as a poison weapon when using the Master of Assassins skill to gain its bonus.

- 4.07.10** When your leader associated with the skill is killed, shuffle the Leader Skill Card back into the Leader Skill Deck. -4.07.14.02.01 -4.07.14.05.01
- 4.07.11** Whenever you revive any leader of your faction, if you have no Leader Skill Card, you may draw two Leader Skill Cards, and then choose one to play face up in front of your shield and assign the newly revived leader to that skill. The unused card is shuffled back into the Leader Skill Card deck.
- 4.07.12** When a **SKILLED LEADER** is captured, the skill goes with them. Harkonnen may only use the bottom ability of captured leaders.
- 4.07.13** Each Leader Skill Card has two abilities:
- 4.07.13.00** Each card has a top and bottom ability which is separated by the card artwork.
 - 4.07.13.01** Top: The ability above the card artwork. This is a passive ability that is used when applicable.
 - 4.07.13.02** Bottom: The ability below the card artwork. Prefaced by "This leader in battle:" This ability can only be used during Revealing Wheels [1.07.05] when the **SKILLED LEADER** is the selected Leader in a battle.

4.07.14 LEADER SKILLS CARD LIST

- 4.07.14.00** Leader Skills give you a special bonus or ability for as long as the **SKILLED LEADER** is alive and the card is face up in play. There is also a more powerful or additional advantage when the **SKILLED LEADER** is in battle.

4.07.14.01 BUREAUCRAT

- 4.07.14.01.00** Artwork depicts a figure at a table with the projection of charts over his shoulder.
- 4.07.14.01.01 Top:** Once per **PHASE**, when another player makes a payment to any player other than you of at least 5 spice, you may force two of the spice to go to the Spice Bank.
- 4.07.14.01.02 Bottom:** Your opponent subtracts 1 from their Battle total for each **STRONGHOLD** they **OCCUPY** (not counting those occupied by **ADVISORS**).

4.07.14.02 DIPLOMAT

- 4.07.14.02.00** Artwork depicts two figures greeting each other in front of banners with faction symbols.
- 4.07.14.02.01 Top:** You may count one Worthless card in your Battle Plan as the defense your opponent used in that battle, provided you did not play a Treachery Card that counted as a defense. Discard the Worthless card afterward.
- 4.07.14.02.02 Bottom:** During Battle Resolution [**1.07.06**] a number of your undialed **FORCES** up to the strength of this leader may **MOVE** to an empty adjacent **NON-STRONGHOLD** (not in Storm) if you lose the battle.

4.07.14.03 KILLER MEDIC

- 4.07.14.03.00** Artwork depicts a figure in a medical uniform holding a syringe upraised in one hand.
- 4.07.14.03.01 Top:** During Battle Resolution [**1.07.06**] add a +1 to your other leader discs when using a Treachery Card that counts a Poison Defense.
- 4.07.14.03.02 Bottom:** Add a +3 to your leader disc when using a Treachery Card that counts a Poison Defense.

4.07.14.04 MASTER OF ASSASSINS

- 4.07.14.04.00** Artwork depicts a figure pouring dark red liquid from a bottle into a decorated cup.
- 4.07.14.04.01 Top:** During Battle Resolution [**1.07.06**] add a +1 to your other leader discs when using a Treachery Card that counts a Poison Weapon.
- 4.07.14.04.02 Bottom:** Add a +3 to this leader disc when using a Treachery Card that counts a Poison Weapon.

4.07.14.05 MENTAT

- 4.07.14.05.00** Artwork depicts a face in side profile connected to a circuit diagram.
- 4.07.14.05.01 Top:** Before Battle Plan [**1.07.04**] you may ask your opponent if they have a specific weapon (e.g., Crysknife or Poison Tooth) in hand. They must show you the named card if they have it, in the event that they do not have the named card they must show you another Treachery Card. They are not required to use the named card in their Battle Plan.
- 4.07.14.05.02 Bottom:** Add +2 to this leader disc.

4.07.14.06 PLANETOLOGIST

- 4.07.14.06.00** Artwork depicts a figure standing arm spread in front of a representation of several planets and moons.
- 4.07.14.06.01** **Top:** During Force Movement [1.06.05] may gain 1 additional **MOVEMENT SPEED** (to a maximum of 3), OR you may use your movement action to **MOVE FORCES** from two different territories in a single movement if they have the same destination.
- 4.07.14.06.02** **Bottom:** Play one green Special card other than a Cheap Hero (e.g. Hajr or Thumper) as part of your Battle Plan [1.07.04] in place of a weapon and add +2 to this leader disc. Discard the selected green Special card after the battle.

4.07.14.07 PRANA BINDU ADEPT

- 4.07.14.07.00** Artwork depicts a figure of a woman, with arms spread wide, with lines representing nerves or energy paths overlaid.
- 4.07.14.07.01** **Top:** During Battle Resolution [1.07.06] add a +1 to your other leader discs when using a Treachery Card that counts a Projectile Defense.
- 4.07.14.07.02** **Bottom:** Add a +3 to this leader disc when using a Treachery Card that counts a Projectile Defense.

4.07.14.08 RIHANI DECIPHERER

- 4.07.14.08.00** Artwork depicts a woman in profile facing a line of male figures standing in a line.
- 4.07.14.08.01** **Top:** When you win a battle, secretly peek at 2 random cards in the Traitor Deck, then reshuffle it.
- 4.07.14.08.02** **Bottom:** When you win a battle, you may **DRAW** 2 Traitor Cards from the deck. Keep one card by **REVEALING** an unused Traitor Card you hold and then shuffling it and the other card you drew back into the deck.

4.07.14.09 SANDMASTER

- 4.07.14.09.00** Artwork depicts a male figure pointing to the right with a spice harvester behind them.
- 4.07.14.09.01** **Top:** During Force Movement [1.06.05] when you **MOVE** any number of your **FORCES** into or through a **TERRITORY** containing spice, you may immediately collect 1 spice from that **TERRITORY** (once per territory).
- 4.07.14.09.02** **Bottom:** After winning a battle, you may add 3 more spice from the Spice Bank to the disputed **TERRITORY**, if it already has spice.

4.07.14.10 SMUGGLER

- 4.07.14.10.00** Artwork depicts a robed figure standing in the foreground with an ornithopter and crates behind them.
- 4.07.14.10.01** **Top:** Whenever you **SHIP FORCES** from off-planet to an empty **TERRITORY**, you may **SEND** one additional FORCE for free.
- 4.07.14.10.02** **Bottom:** Collect 1 spice for each point of strength of this leader from the **TERRITORY** this battle is in (if spice is present).

4.07.14.11 SPICE BANKER

- 4.07.14.11.00** Artwork depicts a male figure facing left with crates labelled with the spice symbol stacked behind.
- 4.07.14.11.01 Top:** Once per PHASE, when another player makes a payment to the Spice Bank of at least 4 spice, you gain 1 spice, placing it in front of your shield and collecting it in the Mentat Pause [1.09].
- 4.07.14.11.02 Bottom:** During Battle Plan [1.07.04] you may pay 1-3 of your spice (adding it to your Battle Wheel) and add that amount to the strength of your leader disc. This is separate from any spice paid to count your **FORCES** as full strength.

4.07.14.12 SUK GRADUATE

- 4.07.14.12.00** Artwork depicts a figure with a diamond symbol on their forehead.
- 4.07.14.12.01 Top:** During Battle Resolution [1.07.06] when you win a battle and lose **FORCE**, **SEND** 1 **FORCE** to your reserves instead of going to the Tleilaxu Tanks.
- 4.07.14.12.02 Bottom:** When you win a battle and lose **FORCES**, you may save up to 3 of them from going to the Tleilaxu Tanks, leaving 1 of them in the **TERRITORY** and **SEND** the rest to your reserves.

4.07.14.13 SWORDMASTER OF GINAZ

- 4.07.14.13.00** Artwork depicts a figure with curve blades in each hand wearing a red sash.
- 4.07.14.13.01 Top:** During Battle Resolution [1.07.06] add a +1 to your other leader discs when using a Treachery Card that counts a Projectile Weapon.
- 4.07.14.13.02 Bottom:** Add +3 to this leader disc when using a Treachery Card that counts a Projectile Weapon.

4.07.14.14 WARMASTER

- 4.07.14.14.00** Artwork depicts a male figure in military uniform with epaulettes and medals standing in front of a map.
- 4.07.14.14.01 Top:** Add +1 to your other leader discs when you play at least one Worthless card as part of your Battle Plan [1.07.04].
- 4.07.14.14.02 Bottom:** Add +3 to this leader disc if you play at least one Worthless card as part of your battle plan.

4.08 SPICE CARDS

- 4.08.00** This section contains a list of all the Variant Spice Cards and their effects.
- 4.08.01 SANDTROUT:** Cancel all current alliances. Set this card aside and draw a replacement card. The next time a Shai-Hulud card is drawn (either this turn or subsequent turn), it is discarded without effect, and a new Spice Card is drawn, doubling any Spice Blow.
- 4.08.02 GREAT MAKER-** Sandworm Alert-Special - Treat the Great Maker as a Shai-Hulud card, with the following exceptions: All players vote (in storm order) to determine if a Nexus occurs. The majority wins. A tie means no Nexus. Fremen may use any number of their reserves to Ride the Worm.

4.08.03 DISCOVERY SPICE CARDS: Spice Blow-Discovery - see [4.06.04](#) in the Discovery Tokens Variant section.

4.09 TRAITOR CARDS

4.09.00 The section contains a list of all the Variant Traitor Cards and their effects.

4.09.01 CHEAP HERO: Traitor - Adds a Traitor for the Cheap Hero card. When a Cheap Hero is played as part of your opponent's Battle Plan you may reveal this traitor card and treat it the same as a normal traitor as documented in [1.07.06.06](#).

4.10 HOMEWORLDS

4.10.00 These cards represent each faction's homeworld or domain, and the accompanying planet disc is where their reserve **FORCES** are kept.

4.10.01 LOYAL NATIVES: On Homeworlds Traitors and Face Dancers cannot be called by a non-native faction.

4.10.02 ENFIEL: The Low Threshold penalty is still active when another faction occupies your homeworld.

4.10.03 REVIVAL: The only way for any player to add **FORCES** to their own homeworld is through Revival.

4.10.04 RESTRICTION: No faction other than the Spacing Guild may **SHIP** their own forces from the Board to a homeworld.

4.10.05 SHIPPING: Factions may **SHIP** their **FORCES** from one homeworld to another non-native homeworld.

4.10.06 SHIPPING COST: The cost to **SHIP** to a homeworld is one spice per **FORCE**. [-2.06.06](#)

4.10.07 ALLIANCES: No player may **SHIP** to their ally's homeworld.

4.10.08 ALLIANCE RESTRICTIONS: No player may enter into an alliance with their **OCCUPIER**.

4.10.09 BENE GESSERIT: Bene Gesserit cannot **SEND** advisors to Homeworlds. Bene Gesserit cannot flip from fighters to advisors while on another faction's homeworld.

4.10.10 NOT TERRITORIES: Homeworlds are not Territories. [-2.04.03](#)

4.10.11 HOMEWORLD CARDS LIST

4.10.11.00.00 Each homeworld card is two-sided. The side with the full art is the "High Threshold" side, which is what players start with. The other side is "Low Threshold" for when their reserves are less than the indicated number on the "High Threshold" side.

4.10.11.00.01 HIGH THRESHOLD: Maintaining a certain number of your **FORCES** here provides your faction with a new advantage, the number varies depending on the faction. When reserves are less than the indicated number, the card is flipped over, and the advantage is inactive.

4.10.11.00.02 LOW THRESHOLD: The reverse side of the Homeworld Card shows two different status effects: Low Threshold and Occupied. When a faction's reserves reach a low-threshold reserve, a potential penalty is activated.

4.10.11.00.03 LOW THRESHOLD REVIVAL: When on Low Threshold this faction's free revival is increased by 1 (breaking current revival limits).

- 4.10.11.00.04 LOW THRESHOLD CHOAM:** When on Low Threshold while collecting CHOAM Charity, this faction collects 1 extra spice (collected directly from the Spice Bank and not from the CHOAM faction).
- 4.10.11.00.05 BATTLE:** When factions battle on their native Homeworld they add a number to their dial equal to the number indicated in the Battle ability.
- 4.10.11.00.06 ATOMIC LOSSES:** Lasgun and Shield explosions only send a number of native forces (indicated in the Atomic Losses ability) to the Tanks regardless of what they dialed; the remaining forces remain on their Homeworld. Both players still lose the battle and leaders are killed normally.
- 4.10.11.00.07 OCCUPIED:** You immediately become the occupier of a non-native homeworld if, at any time, you have forces there and there are no native forces present. When a faction is the Occupier it is for the duration of that turn. As Occupier you gain use of the Occupied ability.
- 4.10.11.00.08 OCCUPIER INCOME:** Occupiers may also gain a spice income during Spice Collection as indicated in the Occupier Income ability. Any spice collected by an **OCCUPIER** using this ability may be immediately shared with the occupier's ally.

4.10.11.01 CALADAN - ATREIDES

- 4.10.11.01.01 HIGH THRESHOLD:** (6-20 Atreides Reserves) When you win a battle, you may add one force from your reserves to the territory or homeworld where the battle occurred as long as you have one force already there.
- 4.10.11.01.02 LOW THRESHOLD:** (0-5 Atreides Reserves) You may not use your Movement advantage to peek at the next Spice blow.
- 4.10.11.01.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.01.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.01.05 BATTLE:** Atreides add 2 to dial in battles here.
- 4.10.11.01.06 ATOMIC LOSSES:** Atreides only lose 2 to Lasgun/Shield explosions on Caladan.
- 4.10.11.01.07 OCCUPIED:** Occupier shares your Bidding advantages.
- 4.10.11.01.08 OCCUPIER INCOME: 2 spice**

4.10.11.02 WALLACH IX - BENE GESSERIT

- 4.10.11.02.01 HIGH THRESHOLD:** (11-20 Bene Gesserit Reserves) When sending spiritual advisors to the Polar Sink as part of another faction's shipment, you may send 2.
- 4.10.11.02.02 LOW THRESHOLD:** (0-10 Bene Gesserit Reserves) You may not send spiritual advisors.
- 4.10.11.02.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.02.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.02.05 BATTLE:** (High) Bene Gesserit add 3 to dial in battles here. (Low) Bene Gesserit add 2 to dial in battles here.
- 4.10.11.02.06 ATOMIC LOSSES:** (High) Bene Gesserit only lose 3 to Lasgun/Shield explosions on Wallach IX. (Low) Bene Gesserit only lose 2 to Lasgun/Shield explosions on Wallach IX.
- 4.10.11.02.07 OCCUPIED:** Occupier and their ally are immune to the Voice.
- 4.10.11.02.08 OCCUPIER INCOME: 1 spice**

4.10.11.03

KAITAIN - EMPEROR

In the basic game, the Emperor only uses Kaitain and keeps all reserves there (Sardaukar are treated as normal forces).

- 4.10.11.03.01 HIGH THRESHOLD:** (5-20 Emperor Reserves) At the end of Bidding, you may pay 2 spice per card to discard Treachery Cards from your hand.
- 4.10.11.03.02 LOW THRESHOLD:** (0-4 Emperor Reserves) You only collect half (rounded up) of Treachery Card payments.
- 4.10.11.03.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.03.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.03.05 BATTLE:** (High) Emperor add 2 to dial in battles here. (Low) Emperor add 3 to dial in battles here.
- 4.10.11.03.06 ATOMIC LOSSES:** (High) Emperor only lose 2 to Lasgun/Shield explosions on Kaitain. (Low) Emperor only lose 3 to Lasgun/Shield explosions on Kaitain.
- 4.10.11.03.07 OCCUPIED:** Occupier collects the other half (rounded down) of Treachery Card payments you receive.
- 4.10.11.03.08 OCCUPIER INCOME:** 2 spice
- 4.10.11.03.09 SALUSA SECUNDUS - EMPEROR**

In the advanced game, the Emperor also has Salusa Secundus, and must keep only Sardaukar forces there to start. During Revival, the Emperor must place revived Sardaukar on Salusa Secundus, and normal forces on Kaitain. Salusa Secundus provides no Revival or CHOAM Charity bonus.

During Shipping and Movement, the Emperor can use their Movement to **MOVE** forces from Kaitain to Salusa Secundus (or vice versa). When the Emperor makes a shipment to Arrakis or another homeworld, forces can come from both Emperor homeworlds as part of the same shipment.

- 4.10.11.03.10 HIGH THRESHOLD:** (2-5 Sardaukar Reserves) Your Sardaukar do not need spice to be counted as full strength.
- 4.10.11.03.11 LOW THRESHOLD:** (0-2 Sardaukar Reserves) You only collect half (rounded up) of Treachery Card payments.
- 4.10.11.03.12 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.03.13 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.03.14 BATTLE:** (High) Emperor add 3 to dial in battles here. (Low) Emperor add 2 to dial in battles here.
- 4.10.11.03.15 ATOMIC LOSSES:** (High) Emperor only lose 3 to Lasgun/Shield explosions on Kaitain. (Low) Emperor only lose 2 to Lasgun/Shield explosions on Kaitain.
- 4.10.11.03.16 OCCUPIED:** Your Sardaukar forces lose their Sardaukar advantage.
- 4.10.11.03.17 OCCUPIER INCOME:** No spice

4.10.11.04

SOUTHERN HEMISPHERE - FREMEN

- 4.10.11.04.01 HIGH THRESHOLD:** (2-20 Fremen Reserves) Your starred "Fedaykin" forces may be placed immediately into any territory where you have forces when revived.
- 4.10.11.04.02 LOW THRESHOLD:** (0-2 Fremen Reserves) No penalty.
- 4.10.11.04.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.04.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.

- 4.10.11.04.05 BATTLE:** Fremen add 2 to dial in battles here.
- 4.10.11.04.06 ATOMIC LOSSES:** Fremen only lose 2 to Lasgun/Shield explosions on Southern Hemisphere.
- 4.10.11.04.07 OCCUPIED:** Half (rounded down) of all spice you collect during Spice Collection is given to the occupier.
- 4.10.11.04.08 OCCUPIER INCOME:** 0 spice

4.10.11.05 GIEDI PRIME - HARKONNEN

- 4.10.11.05.01 HIGH THRESHOLD:** (7-20 Harkonnen Reserves) Collect 2 spice from the Spice Bank if you collect spice from any desert territories or homeworlds during Spice Collection this turn.
- 4.10.11.05.02 LOW THRESHOLD:** (0-6 Harkonnen Reserves) No penalty.
- 4.10.11.05.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.05.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.05.05 BATTLE:** Harkonnen add 2 to dial in battles here.
- 4.10.11.05.06 ATOMIC LOSSES:** Harkonnen only lose 2 to Lasgun/Shield explosions on Giedi Prime.
- 4.10.11.05.07 OCCUPIED:** Occupier or their ally gains your extra free Treachery Card (if their hand is not full) when you buy Treachery Cards.
- 4.10.11.05.08 OCCUPIER INCOME:** 2 spice

4.10.11.06 JUNCTION - SPACING GUILD

- 4.10.11.06.01 HIGH THRESHOLD:** (5-20 Spacing Guild Reserves) You may offer to ship other factions cross-planet (half-price or full) as part of their Shipping action, even to or from homeworlds (including their own).
- 4.10.11.06.02 LOW THRESHOLD:** (0-4 Spacing Guild Reserves) You only collect half (rounded up) of shipping payments.
- 4.10.11.06.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.06.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.06.05 BATTLE:** Spacing Guild add 2 to dial in battles here.
- 4.10.11.06.06 ATOMIC LOSSES:** Spacing Guild only lose 2 to Lasgun/Shield explosions on Junction.
- 4.10.11.06.07 OCCUPIED:** The occupier collects the other half (rounded down) of shipping payments made by other players.
- 4.10.11.06.08 OCCUPIER INCOME:** 2 spice

4.10.11.07 IX - IXIANS

- 4.10.11.07.01 HIGH THRESHOLD:** (5-20 Ixians Reserves) When you pay to revive a Cyborg, you get 2 Suboids for free.
- 4.10.11.07.02 LOW THRESHOLD:** (0-4 Ixians Reserves) You may not move the Hidden Mobile Stronghold.
- 4.10.11.07.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.07.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.07.05 BATTLE:** Harkonnen add 2 to dial in battles here.
- 4.10.11.07.06 ATOMIC LOSSES:** Harkonnen only lose 2 to Lasgun/Shield explosions on Ix.
- 4.10.11.07.07 OCCUPIED:** Occupier takes control of your Bidding advantage.
- 4.10.11.07.08 OCCUPIER INCOME:** 2 spice

4.10.11.08**TLEILAX - TLEILAXU**

- 4.10.11.08.01 HIGH THRESHOLD:** (9-20 Tleilaxu Reserves) When you take Free Revival, you may send those forces for free from your reserves to any one territory or homeworld, subject to storm and occupancy rules.
- 4.10.11.08.02 LOW THRESHOLD:** (0-8 Tleilaxu Reserves) If you start the Revival phase at low threshold, you do not collect spice when any other factions take Free Revival.
- 4.10.11.08.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.08.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.08.05 BATTLE:** Tleilaxu add 2 to dial in battles here.
- 4.10.11.08.06 ATOMIC LOSSES:** Tleilaxu only lose 2 to Lasgun/Shield explosions on Tleilax.
- 4.10.11.08.07 OCCUPIED:** You may not reveal Face Dancers against the occupier or their ally.
- 4.10.11.08.08 OCCUPIER INCOME:** 2 spice

4.10.11.09**TUPILE - CHOAM**

Note that CHOAM's homeworld of Tupile has a penalty for high-threshold, but an advantage when they are at low-threshold, opposite of the other homeworlds.

- 4.10.11.09.01 HIGH THRESHOLD:** (11-20 CHOAM Reserves) You may not discard Worthless Cards for spice (except by advanced Karama).
- 4.10.11.09.02 LOW THRESHOLD:** (0-10 CHOAM Reserves) Once per faction, when on another homeworld or if another faction is on Tupile, force that faction to tell you how much spice they have and the number of weapons or defenses they hold.
- 4.10.11.09.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.09.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.09.05 BATTLE:** CHOAM add 2 to dial in battles here.
- 4.10.11.09.06 ATOMIC LOSSES:** CHOAM only lose 2 to Lasgun/Shield explosions on Tupile.
- 4.10.11.09.07 OCCUPIED:** Occupier and their ally's hand size is increased by 1 (discard down to normal limit when not occupying Tupile), CHOAM lose their low-threshold advantage.
- 4.10.11.09.08 OCCUPIER INCOME:** 2 spice

4.10.11.10**RICHESE - RICHESE**

- 4.10.11.10.01 HIGH THRESHOLD:** (10-20 Richese Reserves) You may ship forces from your reserves along with a No-Field token.
- 4.10.11.10.02 LOW THRESHOLD:** (0-9 Richese Reserves) You may not move a No-Field token.
- 4.10.11.10.03 LOW THRESHOLD REVIVAL:** +1 Free Revival.
- 4.10.11.10.04 LOW THRESHOLD CHOAM:** +1 CHOAM Charity.
- 4.10.11.10.05 BATTLE:** Richese add 2 to dial in battles here.
- 4.10.11.10.06 ATOMIC LOSSES:** Richese only lose 2 to Lasgun/Shield explosions on Richese.
- 4.10.11.10.07 OCCUPIED:** Occupier chooses which Richese Treachery Card is sold during bidding and gains half (rounded down) of payment you receive.

4.10.11.10.08 OCCUPIER INCOME: 1 spice

4.10.11.11 ECAZ - ECAZ

4.10.11.11.01 HIGH THRESHOLD: (7-20 Ecaz Reserves) Gain 3 spice (from Spice Bank) each time a poison weapon is discarded. Your alliance can win by Co-Occupying at least one stronghold and occupying two other factions' homeworlds.

4.10.11.11.02 LOW THRESHOLD: (0-6 Ecaz Reserves) When you and your ally are both in a battle with another faction, your opponent chooses which one of you fights the battle.

4.10.11.11.03 LOW THRESHOLD REVIVAL: +1 Free Revival.

4.10.11.11.04 LOW THRESHOLD CHOAM: +1 CHOAM Charity.

4.10.11.11.05 BATTLE: Ecaz add 2 to dial in battles here.

4.10.11.11.06 ATOMIC LOSSES: Ecaz only lose 2 to Lasgun/Shield explosions on Ecaz.

4.10.11.11.07 OCCUPIED: Occupier or their ally gains Duke Vidal (and may revive him from the Tanks), overriding Ecaz and Moritani's Duke Vidal advantage.

4.10.11.11.08 OCCUPIER INCOME: 2 spice

4.10.11.12 GRUMMAN - MORITANI

4.10.11.12.01 HIGH THRESHOLD: (8-20 Moritani Reserves) You may add a Terror token to a stronghold that already has one, or remove a Terror token from the board during Spice Collection, then gain 4 spice from the Spice Bank.

4.10.11.12.02 LOW THRESHOLD: (0-7 Moritani Reserves) You may not reveal a Terror token unless at least 3 forces enter the territory it is in.

4.10.11.12.03 LOW THRESHOLD REVIVAL: +1 Free Revival.

4.10.11.12.04 LOW THRESHOLD CHOAM: +1 CHOAM Charity.

4.10.11.12.05 BATTLE: Moritani add 2 to dial in battles here.

4.10.11.12.06 ATOMIC LOSSES: Moritani only lose 2 to Lasgun/Shield explosions on Moritani.

4.10.11.12.07 OCCUPIED: You may not reveal a Terror token when the occupier or their ally enters a territory containing one.

4.10.11.12.08 OCCUPIER INCOME: 2 spice

