



Landsraad of Las Vegas - GenCon Tournament Rules

The rules used in the Landsraad GenCon tournaments. There are some alterations from the GF9 rules to balance factions for competitive play. This version omits all expansions and variants not used in the GenCon tournament.

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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 [3.01.11.01](#) and [3.01.11.02](#). 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.

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.

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.

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.

Supply: Pool of available tokens which is kept behind a player's shield.

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 +2.11.26**
- 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 3.01.11.01 and 3.01.11.02, 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 -3.01.07
- 1.01.04** OBSTRUCTION: FORCES may not Ship/Send/Move into, out of, or through a SECTOR in Storm. Forces may not battle if either Force is in storm and the other is not 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 put on the discard pile. +1.14.03
- 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. 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. Then this card is put face up on the Spice discard pile. (If the Spice Blow icon is currently in storm, no spice is Placed for that Spice Blow.)
- 1.02.05** SHAI-HULUD: A Nexus will occur after the following events: All spice and **FORCES** in the **TERRITORY** shown on the card now face up in the discard pile are destroyed and Placed in the Spice Bank and Tleilaxu Tanks respectively. Then the Shai-Hulud card is put face up on the Spice discard pile. Then another card is turned over, if it is not a **TERRITORY** Card it is immediately discarded and another card is turned over. This continues until a **TERRITORY** Card appears and spice is placed as defined above. The **TERRITORY** Card is put face up on the Spice discard pile. **-2.04.07**
- 1.02.06** NEXUS: Revealing a Shai-Hulud card after the first **TURN** causes a Nexus at the end of the **PHASE**. 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**
- 1.03.02** FRAUD SAFE GUARDS: A Player may only Claim CHOAM Charity once a Turn.

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**
- 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**
- 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.
 - 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**
 - 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. **-1.14.08 -2.03.07**
 - 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**
 - 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.
 - 1.05.01.03** PAYMENT: All spice paid for Force Revival is **PLACED** in the Spice Bank.
- 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** they may revive 1 face up leader per **TURN** until all of their leaders have been revived. **+1.14.02 -1.14.08 -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.
 - 1.05.03.02** PAYMENT: All spice paid for leader revival is **PLACED** in the Spice Bank.
 - 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. **-1.14.02 -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 -3.03.02.02 -3.03.02.03**
- 1.06.02** ONE FORCE SHIPMENT: Each player may make only one **FORCE SHIPMENT** action per **TURN**.
- 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. **-1.14.05 +2.06.05 +2.06.09**
- 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**
- 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**. Unless separated by **STORM**, that player may **MOVE** groups of **FORCES** from different **SECTORS** of the same **TERRITORY**.
- 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 -3.03.06.02**
- 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 -3.03.06.01**
- 1.06.05.04** ORNITHOPTERS: A player who starts a force move with one or more **FORCES** in either Arrakeen, Carthag, or both, has access to ornithopters and may **MOVE FORCES** through up to three adjacent territories. The **FORCES** moved do not have to be in Arrakeen or Carthag to make the three **TERRITORY MOVE**.
- 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
- 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
- 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** **BATTLE DETERMINATION:** 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.
-1.07.01.00 -1.07.01.02 -2.02.12
 - 1.07.01.00** Players can not battle one another in a **TERRITORY** if their **FORCES** are separated by a **SECTOR** in storm. Their Forces can remain in the same **TERRITORY** at the end of the **PHASE**.
 - 1.07.01.01** **BATTLING BLIND:** Whenever two or more players' **FORCES** are in the same **TERRITORY** and in the same **SECTOR** under storm players still battle.
 - 1.07.01.02** **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. -3.03.02.01
- 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.
-1.14.01 -2.01.08 -2.01.09
 - 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 the 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 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**
- 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. **-1.14.11**
- 1.07.06.00** NO TIES: In the case of a tie, the **AGGRESSOR** wins the battle.
- 1.07.06.01** WEAPONS: When a player's opponent played a Weapon Treachery Card and the player did not play the proper Defense Treachery Card, the player's leader is killed. When a player played a Weapon Treachery Card that kills his own leader and the player did not play the proper Defense Treachery Card, the player's leader is killed.
- 1.07.06.02** KILLED LEADERS: Any leaders killed are immediately Placed face up in the Tleilaxu Tanks, their fighting strength is not added to the total for determining the winner of the battle. The winner immediately receives their value (including their own leader, if killed) in spice from the Spice Bank. **-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". **-1.14.12**
- 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. **-2.01.12 +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.

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.

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** MULTIPLE WINNERS: 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 an 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.

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. **-2.11.22**
- 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.
- 1.10.02.05** Movement: During the Shipment and Movement Phase, allies may pay for each other's shipments.

- 1.10.02.06** 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**
- 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.**
-2.11.17.01 -2.11.17.05 -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**.

1.12 DEALS AND BRIBES

- 1.12.00** **ALLIANCE DEALS: Any Player 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.**
- 1.12.01** BRIBE SPICE: When Spice is paid as part of a Deal it is considered a Bribe. Allies can make deals with one another so long as it is not a Bribe.
- 1.12.02** 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].
- 1.12.03** 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.
- 1.12.04** NO BRIBES DURING GAME SET UP: A Deal or Bribe can not be made until after **0.16**.
- 1.12.05** TIME TO COLLECT: A Bribe can not be made after Mentat Pause **PHASE** [1.09] 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.

- 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**
- 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.
- 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.
- 1.13.04.04** PAYMENT: All spice paid for Spice Dialing is **PLACED** in the Spice Bank.
- 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. **-1.14.06**
- 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** **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.
- 1.14.03** **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]**.
- 1.14.04** **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.

- 1.14.05 Spacing Guild:** During Shipment and Movement **PHASE [1.06]** you may use a Karama Card to cancel one off-planet shipment of any one player.
- 1.14.06 Bene Gesserit:** Instead of a once a game ability you may use any worthless card as if it is a Karama Card.
- 1.14.07 Free Traders:** During Battle PHASE **[1.07]**, you may use a Karama Card to flip all Smugglers in one Territory to fighters.

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 3.01.11.01 and 3.01.11.02, 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 2.01.15.
- 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.
- 2.01.06** FILAMENT BOOK: You, and only you, may keep written records about Treachery cards.
- 2.01.07** ★WORMSIGN: During Shipment and Movement PHASE [1.06], before anyone ships, you may look at the top card of the Spice Deck.
- 2.01.08** PRESCIENCE: During 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.★ +3.04.01 +3.04.03
- 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** ★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.
- 2.01.12** ATREIDES LOYALTY: A leader accompanied by Kwisatz Haderach can not turn traitor.

- 2.01.13** PROPHECY BLINDED: The Kwisatz Haderach token can only be killed if blown up by a lasgun/shield explosion.
- 2.01.14** 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. **-1.14.08**
- 2.01.15** ASCENSION: Alive or dead, the Kwisatz Haderach does not prevent the Atrides from reviving leaders.

2.02 BENE GESSERIT

- 2.02.00** **When playing Basic rules use only abilities 2.02.01 through 2.02.10. When playing Advanced Rules use abilities 2.02.01 through 2.02.21.**
- 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 alone. You also can win normally via Stronghold Victory. You cannot predict the Spacing Guild or Fremen to win with their special victory conditions.
- 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: Before Battle Wheel **[1.07.04.01]** 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 and cannot 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, or play Family Atomics. Advisors are still susceptible to storms, sandworms, lasgun/shield explosions, and Family Atomics.

- 2.02.13** FIGHTERS: When you use your normal 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: You may use any worthless card as if it were a Karama 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 2.03.11.**
- 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.*
- 2.03.05** 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 Fremen.
- 2.03.09** SARDAUKAR WEAKNESS: Your starred Forces are worth just one **FORCE** against Fremen 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**.

2.04 FREMEN

- 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 2.04.21.**

- 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.
- 2.04.06** MOVEMENT: During movement you may **MOVE** your **FORCES** two **TERRITORIES** 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** **FREMEN 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.
- 2.04.10** 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 Fremen 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.

2.05 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 2.05.13.

- 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. -1.14.04
- 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.

2.05.10.02 **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.

- 2.05.11** **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!

2.06 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 2.06.12.00.

- 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]. * **-3.03.02.02**
- 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. **-3.03.02.02**
- 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. **-3.03.02.03**

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 [3.01.11.01](#) and [3.01.11.02](#), 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.
- 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.
- 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** 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.
 - 3.01.11.02** Prevent one use of a faction ability that has an ★ before and after it. This must be done before that faction uses that 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** In Advanced 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.
- 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.
- 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.
- 3.01.22 TRUTHTRANCE:** Special - Play at anytime to 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.

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 3.01.11.01 and 3.01.11.02, 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 **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.)

4.02 SHIELD WALL STRONGHOLD

4.02.00 After the fourth worm (counting all worms, even Karama worms summoned by the Fremen) 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.

4.03 STRONGHOLD CARDS

- 4.03.00** 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).
- 4.03.01** During **Mentat Pause** (1.09.00), if you no longer **CONTROL** a stronghold Set Aside the corresponding stronghold card.
- 4.03.02** 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.
- 4.03.03 STRONGHOLD CARDS LIST**
- 4.03.03.00** Players with these Stronghold Cards have the associated abilities for as long as they have the card.
- 4.03.03.01 Arrakeen** - At the start of the Battle Phase during BATTLE DETERMINATION [1.07.01] collect two Spice from the spice bank.
- 4.03.03.02 Carthag** - Before any player takes their Shipment and Movement action [1.06.01] you may **SEND** one of your **FORCES** here.
- 4.03.03.03 Habanya Sietch** - **FORCES** starting their movement action here have an additional two movement beyond any current limits.
- 4.03.03.04 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.
- 4.03.03.05 Shield Wall Stronghold** - You may **SHIP** off-planet reserves here at Stronghold Rates. If you are the Fremen you may use your **SHIPMENT** action to **SEND** your reserves into this territory, those **FORCES** can not move this Turn.
- 4.03.03.06 Sietch Tabr** - Increase your free revival by one. This ability may allow you to break your current revival limit, however, this ability does not allow you to pay for revival beyond the regular limit.
- 4.03.03.07 Tuek's Sietch** - After a battle here you may send two of your Forces that would have gone to the tanks to your Reserves instead.

