



Landsraad of Las Vegas - Tournament 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 **3.01.11.01** 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.

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 Faction's 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** Determine the number of Turns that will be played. In tournament play, a game will go to a maximum of 10 Turns.
- 0.03** Determine what variants will be used, if any.
- 0.04** Place all spice tokens in the Spice Bank.
- 0.05** 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** 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** 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** 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** 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 +2.11.14**
- 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 -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 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 +2.09.04 -2.09.10 +2.09.11**
- 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 +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.
 - 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**
 - 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 or a card is not bid on by anyone.
- 1.04.09** BOUGHT-IN: When a 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 the Bidding **PHASE** 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 -2.08.08 -2.09.08**
 - 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** they may revive 1 face up leader per **TURN** until all of their leaders have been revived. **+1.14.02 -1.14.08 -2.08.08 -2.08.13 -2.08.16 +2.09.15 +2.11.10.08 -2.11.11 -2.11.17 -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. **-1.14.02 -2.08.08 -2.08.13 -2.09.18 -3.01.20**

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 -3.02.02.02 -3.02.02.03**
- 1.06.02** **SHIPMENT OF RESERVES:** A player with off-planet reserves may make one shipment of any number of **FORCES** from their reserves to any one **TERRITORY** on the board. **-1.14.05 +2.06.05 +2.06.09 -2.07.20**
- 1.06.02.00** On your **SHIP** action you must adhere to the following:
- 1.06.02.01** **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**
- 1.06.02.02** **PAYMENT:** All spice paid for **SHIPMENT** is **PLACED** in the Spice Bank. **-2.06.04**
- 1.06.02.03** **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.
- 1.06.02.04** **RESTRICTION:** No player may **SHIP** into or out of a **SECTOR** in Storm. **-2.04.17**
- 1.06.02.05** **OCCUPANCY LIMIT:** No player may **SHIP** into a stronghold already occupied by two other player's Forces. **-2.02.11 -2.11.11**
- 1.06.03** **Restriction:** No player may ship **FORCES** from the board back to their reserves. **-2.06.05.02**
- 1.06.04** **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**. **-2.09.07.01**
- 1.06.04.00** On your **MOVEMENT** action you must adhere to the following:
- 1.06.04.01** **ONE FORCE MOVE:** Each player may make only one **FORCE** movement action per **TURN**. **-3.01.09 -3.02.06.02**
- 1.06.04.02** **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.
- 1.06.04.03** **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 -3.02.06.01**
- 1.06.04.04** **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.*

- 1.06.04.05** 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.
- 1.06.04.06** STORM: As defined above in the Storm **PHASE** section, no **FORCE** may **MOVE** into, out of, or through a **SECTOR** in storm.
- 1.06.04.07** 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.
- 1.06.04.08** 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**.
- 1.06.04.09** **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
- 1.06.05** SAFE HAVEN: The Polar Sink is never in storm.
- 1.06.06** 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 -2.11.11
- 1.06.07** 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 -2.11.11
 - 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. -3.02.02.01
- 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 -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. **-2.01.12 +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. **-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. **+2.11.14 +2.11.15**

For example: if the Atrides are in an Alliance with the Fremen, and the Fremen Control Sietch Tabr, Carthag, and the Atrides 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. **-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. **-2.11.15**
- 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: 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 Teilaxu Tanks. **-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**.

1.12 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.** **-2.09.13**
- 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** NO BRIBES DURING GAME SET UP: A deal or bribe cannot involve the transfer or gift of Treachery 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** BRIBE TIMING: A Deal or Bribe can not be made until after **0.16**.
- 1.12.05** 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. **+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 DIALING:** Each Force used in a battle is valued at its full strength if 1 spice is paid to support it. **-2.04.21 -2.07.23**
- 1.13.03.00** Spice now plays an important role in the combat procedure. When using spice dialing:
- 1.13.03.01** **UNSPICED FORCES:** A Force used in a battle that is not supported by 1 spice is valued at half strength. **-2.07.23**
- 1.13.03.02** **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.
- 1.13.03.03** **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**
- 1.13.03.04** **PAYMENT:** All spice paid for Spice Dialing is **PLACED** in the Spice Bank. **-2.09.20**
- 1.13.04** **LOSING NOTHING:** When a traitor card is played, the winner keeps all spice paid to support their **FORCES**.
- 1.13.05** **ONE TIME ULTIMATE:** When playing a Karama Card [**3.01.11**], in addition to its 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 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 long you occupy it with one or more Forces), 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 Richese Treachery Cards from your cache to your hand.
- 1.14.11 Ecax:** 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.
- 1.14.13 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. **+2.07.22**
- 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.*
-2.10.17 +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 **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)**, use ornithopters, 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 [1.06.02] 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.* **-2.10.06**
- 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 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 [1.06.02], 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** to any Territory 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.
+2.10.18

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, you may prevent half (rounded down) of them from being destroyed. 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 limit 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. **-2.09.19**
 - 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!

2.06 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 PLEASURES 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].* -3.02.02.02

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. -3.02.02.02

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. -3.02.02.03

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 **2.07.23**.
- 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. Then shuffle the remaining cards.* **+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**: During your movement action you may **MOVE** your Cyborgs two territories 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**: During your movement action you may **MOVE** your Suboids two territories 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 Territory is a Stronghold.
- 2.07.18** **MOBILE ARMY STRONGHOLD HAJR**: During Mentat Pause Phase- War Continues [1.09.04] 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: Once per **TURN** after your ally **BUYS** a face down Treachery Card, they may use the TECHNOLOGY [2.07.22] ability. *
- 2.07.22** TECHNOLOGY: Once per **TURN** during the Bidding Phase after you **BUY** a face down Treachery Card, you may immediately discard it and **DRAW** the top card from the deck. *
- 2.07.23** SUBOID STRENGTH: Suboids are always considered half strength for dialing. You can not increase the effectiveness of Suboids in battle by paying Spice.

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 2.08.16.**
- 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: For each faction using free revival or a Gholia Card, you receive 1 spice from the Spice Bank.*

- 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

2.09 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 2.09.21.**
- 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 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 may hold up to 5 Treachery Cards.
- 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** [1.09.00], for free, Ship 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.

2.10 RICHESE

- 2.10.00** **When playing Basic rules use only abilities 2.10.01 through 2.10.20. When playing Advanced Rules use abilities 2.09.01 through 2.10.23.**
- 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 near your player shield, 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** 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** BIDDING: 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.
- 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, must either add the card for free to your hand (if it is not full) or set aside this card. 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 before Battle Phase [1.07].
- 2.10.13** NO-FIELD REVEALED: After revealing a No-Field token for any reason **PUT** it 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, is caught in an explosion, or when a worm appears in that 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** 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.

2.11 ECAZ

- 2.11.00** **When playing Basic rules use only abilities 2.11.01 through 2.11.18. When playing Advanced Rules use abilities 2.11.01 through 2.11.20.**
- 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 Fremem** - **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. 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.
- 2.11.14** 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.
- 2.11.15** 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.
- 2.11.16** 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].

- 2.11.17** 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].
- 2.11.18** ALLIANCE: You may choose to have your ally benefit from a triggered Ambassador token's effect.
- 2.11.19** 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.
- 2.11.20** 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.*

2.12 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 2.12.16.**
- 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 Turn Marker setup [0.10] **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. +2.12.11
- 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.
- 2.12.10 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.

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. -**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 [1.06.04]. 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** 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. -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 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.

3.02 SECOND EXPANSION - CHOAM & RICHESE

- 3.02.00 This section of the rules lists all Treachery Cards in the second expansion (CHOAM & Richese) of the Dune game.** Cards from this 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).
- 3.02.01 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.
- 3.02.02 JUICE OF SAPPHO:** Special
 - 3.02.02.00** Play at anytime to do one of these options when appropriate, then discard.
 - 3.02.02.01** Play this card to be considered the aggressor in a battle.
 - 3.02.02.02** Go first for any **PHASE** or action that requires Storm Order (even superseding Guild).
 - 3.02.02.03** Go last for any **PHASE** or action that requires Storm Order (even superseding Guild).
- 3.02.03 KARAMA:** Special - additional copy of Karama as described in **3.01.11**.
- 3.02.04 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.
- 3.02.05 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.
- 3.02.06 ORNITHOPTER:** Special - Movement
 - 3.02.06.00** Play during Force Movement [**1.06.04**] to do one of these options, then discard:
 - 3.02.06.01** You may **MOVE** one group of your **FORCES** up to 3 Territories.
 - 3.02.06.02** You gain a second movement action. This second movement action can not be used on **FORCES** that moved with your first movement action.
- 3.02.07 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.
- 3.02.08 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.

- 3.02.09 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.
- 3.02.10 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.

4 Variants

4.00.00 This section covers Variant game rules and expansions.

- 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** 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.

- 4.01.09.00** The points allocation is as follows:
- 4.01.09.01** Solo Stronghold Victory=3pts
- 4.01.09.02** Bene Gesserit Prediction=3pts
- 4.01.09.03** Allied Stronghold Victory=2pts

- 4.01.09.04** Solo Fremen Challenged Special=2pts
 - 4.01.09.05** Allied Fremen Challenged Special=1pts
 - 4.01.09.06** Solo End Game Victory=1pts
 - 4.01.09.07** Allied End Game Victory=1pts
 - 4.01.09.08** Solo Default Victory=1pts
 - 4.01.09.09** Allied Default Victory=1pts
 - 4.01.09.10** Adjudicated=0.5pts
- 4.01.10** 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.*
- 4.01.10.00** The category of tiebreakers are as follows:
 - 4.01.10.01** Win attempts made throughout the game.
 - 4.01.10.02** Strongholds Controlled at the end of a game.
 - 4.01.10.03** Forces on the Board at the end of the game.
 - 4.01.10.04** Spice behind Player Shield at the end of the game.
 - 4.01.10.05** Treachery cards in hand at the end of the game.
 - 4.01.10.06** Active Leaders in Leader Pool at the end of the game.
 - 4.01.11** Shield Wall Stronghold - as detailed in **4.02** the Shield Wall will be worth a stronghold point after the fourth worm.
 - 4.01.12** 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**.
 - 4.01.13** Advisors will not automatically flip after the shipment and movement Phase.
 - 4.01.14** There is now Storm Order in the Revival Phase [**1.05**].
 - 4.01.15** 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.
 - 4.01.16** 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).
 - 4.01.17** **Limited Truthtrance**: Truthtrance will be limited to questions on the present or past. It cannot bind a player to a future action.
 - 4.01.17.00** (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?")
 - 4.01.17.01** 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?"
 - 4.01.18** 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 worms, even Karama worms summoned by the Fremmen) 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**.

TREACHERY CARDS

STUNNER
Weapon - Projectile

SLIP TIP
Weapon - Projectile

MAULA PISTOL
Weapon - Projectile

CRYSKNIFE
Weapon - Projectile

Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield. You may keep this card if you win this battle.

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.

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.

LASGUN
Weapon - Special

Play as part of your Battle Plan. Automatically kills opponent's leader regardless of defense card used. You may keep this card if you win this battle. If anyone plays a Shield in this battle, all forces, leaders, and spice in this battle's territory are lost to the Tleilaxu Tanks and Spice Bank. Both players lose this battle, no spice is paid for leaders, and all cards played are discarded.

GOM JABBAR
Weapon - Poison

ELLACA DRUG
Weapon - Poison

CHAUMURKY
Weapon - Poison

CHAUMAS
Weapon - Poison

Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Snooper. You may keep this card if you win this battle.

BALISET
Worthless Card

JUBBA CLOAK
Worthless Card

KULON
Worthless Card

LA, LA, LA
Worthless Card

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, and you can discard it only by playing it in your Battle Plan.

CHEAP HERO
Special - Leader

Play as a leader with zero strength on your Battle Plan and discard after the battle. You may also play a weapon and a defense. The cheap hero may be played in place of a leader or when you have no leaders available.

KARAMA
Special

After game setup and factions have completed their "At Start" actions, use this card to stop one use of a faction advantage (including alliance abilities) when a player attempts to use it. When used on faction advantages during a battle this must be played before Battle Plans are revealed. Or, this card may be used to do either of these things when appropriate:

- Purchase a shipment of forces onto the planet at Guild rates (1/2 normal) paid to the Spice Bank, or
- Bid more spice than you have (without revealing this card) and/or purchase a Treachery Card without paying spice for it (cannot be used if your hand is full).

Cannot be used to stop a Special Victory Condition or special Karama power.



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.

STONE BURNER
Weapon - Special

You choose after battle plans are revealed: Both leaders are killed, OR both leaders in this battle do not count their strength if they otherwise survived. In either case, the player with the higher number of undialed force tokens wins the battle. Dialed forces are lost normally. Discard after use.

PORTABLE SNOOPER
Defense - Poison

Protects your leader from a poison weapon. You may play this after revealing your Battle Plan if you did not play a defense (unless prevented by the Bene Cessert Voice). You may not play this if you played a weapon and a worthless card in your Battle Plan. Discard after use.

JUICE OF SAPPHO
Special

Choose one:
Play this card to be considered the aggressor in a battle, or
Go first for any phase or action that requires turn order, or
Go last for any phase or action that requires turn order (even superseding Guild).
Play the card in the applicable phase when you wish to intervene. Discard after use.

NULLTROPY BOX
Special

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 Nulltropy Box) to add to your hand. Shuffle the discard pile afterward and then return it face up, discarding this card on top.

KARAMA
Special

After game setup and factions have completed their "At Start" actions, use this card to stop one use of a faction advantage (including alliance abilities) when a player attempts to use it. When used on faction advantages during a battle this must be played before Battle Plans are revealed. Or, this card may be used to do either of these things when appropriate:

- Purchase a shipment of forces onto the planet at Guild rates (1/2 normal) paid to the Spice Bank, or
- Bid more spice than you have (without revealing this card) and/or purchase a Treachery Card without paying spice for it (cannot be used if your hand is full).

Cannot be used to stop a Special Victory Condition or special Karama power.

ORNITHOPTER
Special - Movement

As part of your movement, you may move one group of your forces up to 3 territories, or move 2 different groups of your forces up to your normal movement. Discard after use.

DISTRANS
Special

Give another player a Treachery Card from your hand (if that player's hand is not full). Play at any time (other than during a bid). Discard after use.

RESIDUAL POISON
Special

Play on your opponent before choosing leaders in a battle. That faction will lose one of their available leaders at random to the tanks. No spice is collected for it. Discard after use.

SEMUTA DRUG
Special

Take a Treachery Card immediately after another player discards it, and add it to your hand. If multiple cards are discarded at the same time, you choose which card to take. Discard after use.

TRUTHTRANCE
Special

Publicly ask one other player a single yes/no question about the game that must be answered publicly. The game pauses until an answer is given. The player must answer "yes" or "no" truthfully.

HAJR
Special - Movement

Play during Movement Phase. Make an extra on-planet force movement subject to normal movement rules. The forces you move may be a group you've already moved this phase or another group.

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 or up to 5 of your forces from the Tleilaxu Tanks to your reserves at no cost in spice. You still get your normal revivals.

FAMILY ATOMICS
Special - Storm

After the first game turn, play after the storm movement is calculated, but before the storm is moved, but only 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. 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 Carthage are no longer protected from the Storm for the rest of the game.

WEATHER CONTROL
Special - Storm

After the first game turn, play during the Storm Phase before the Storm Marker is moved. When you play this card, you control the storm this phase and may move it from 0 to 10 sectors in a counterclockwise direction.

LEADERS

