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DUNE

THE BOARD GAME



GAME RULES

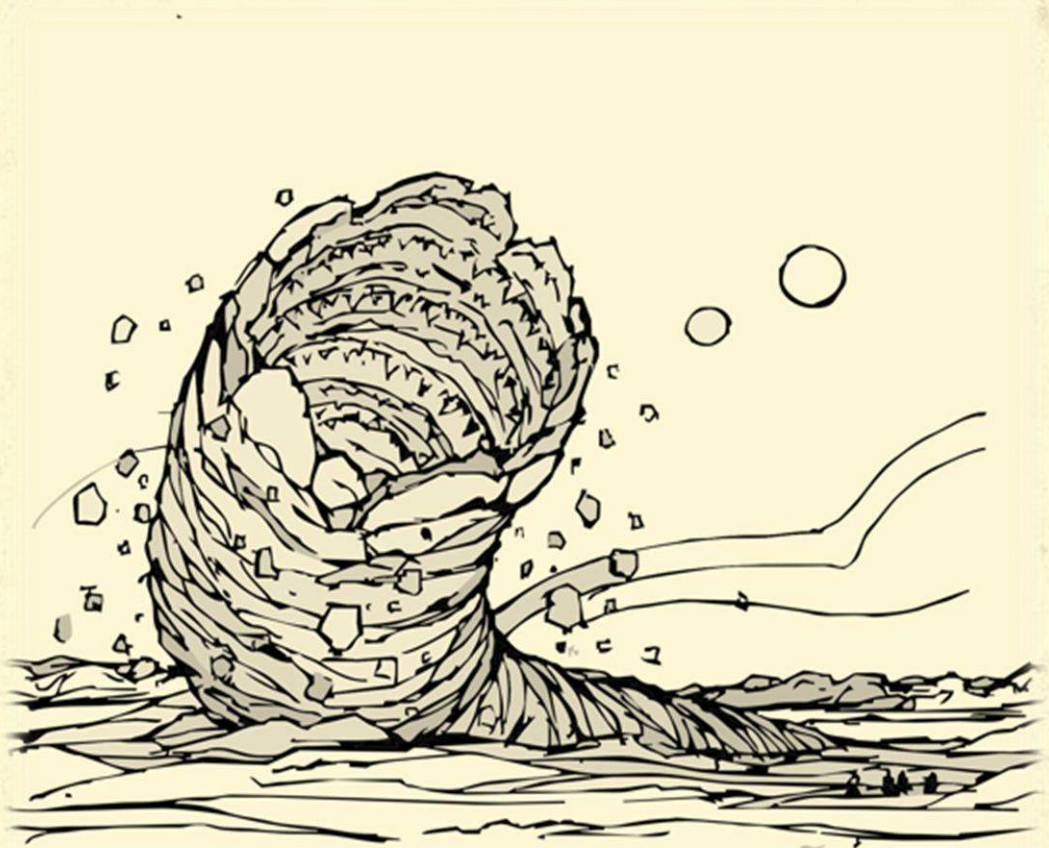
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PART I: BASIC RULES

The Spice must flow

Version 3.0



Frank Herbert's classic science fiction novel Dune will live for many generations as a masterpiece of creative imagination. In this game you can bring to life the forbidding alien planet and the swirling intrigues of all the book's major characters.

Dune - the very name conjures up desolation. Desert sandscapes cover most of the planet surface, broken only by great rock ridges. Giant worms a quarter mile long live beneath the sand and attack any who linger on it. Human life exists in a few scattered places where precious water is available, but even those settlements are buffeted by terrifying coriolis storms.

Yet the planet is crucial to the destiny of a galactic empire.

Because only on Dune can Spice be harvested. Spice is the key to interstellar travel. Only by ingesting the addictive drug can the Guild Steersman continue to experience visions of the future, enabling them to plot a safe path through hyperspace.

Spice is also a geriatric medicine which prolongs life. Only by assuring a stable supply of it throughout the galaxy can any Emperor avoid civil revolt. With Spice, in short, one can buy whatever he wants.

Powerful forces struggle for control of Dune. Imperial troops, aristocratic families, Guildsmen, a secret sisterhood, and the nomadic native Fremen all vie for power on the planet. All are subject to the rigid economics of their joint merchant combine, CHOAM; resources are expensive, shipping is costly, excellence has a price. And that price must be paid in the universal currency, the measure of all value: Spice.

All need Spice. Some will harvest it directly when it blows in an isolated area of sand, risking the onslaught of worm and storm alike. But others will take it violently in battle, or quietly in taxes and fees.

Those controlling large settlements will have access to ornithopters and cover great distances quickly. Other will have to pick their way slowly across sand and rock. And all anxiously await the decision-making Nexus signalled by the sudden appearance of the great sand worm 'Shai-Hulud'.

Massive battles will occur, but often be decided by a single brilliant leader or an act of low

treachery. But death on Dune need never be tragic. The dead are routinely rendered up for their body's water – so that life on the arid planet may continue. And even one surviving cell of an individual may be cultured by the Tleilaxu technicians until the original person is re-grown.

You will be one of these characters:



• **The youthful Paul Atreides** (Muad'dib) - rightful heir to the planet, gifted with valiant lieutenants and a strange partial awareness of the future, but beset by more powerful and treacherous opponents.



• **The decadent Baron Vladimir Harkonnen** - master of treachery and cruel deeds.



• **His majesty the Padishah Emperor Shaddam IV** - keen and efficient, yet easily lulled into complacency by his own trappings of power.



• **Guild Steersman Edric** (in league with smuggler bands) - monopolist of transport, yet addicted to ever increasing Spice flows.



• **Fremen ecologist Liet-Kynes** - commanding fierce hordes of natives, adept at life and travel on the planet, and dedicated to preventing any outside control while bringing about Dune's own natural regeneration.



• **Gaius Helen Mohiam**, Reverend Mother of the Bene Gesserit sisterhood – ancient and inscrutable, carefully trained in psychological control and a genius at achieving her ends through the efforts of others.

In Dune you can explore many of the possible interactions which might have taken place among these fascinating characters with their own drives, need, and special advantages.

EQUIPMENT

Note, that list of game components may vary depending on your custom copy of Dune.

GAME BOARD



Printed on the board is a map of the planet Dune.

The map contains four types of Territories: Sand (yellow), Rock (brown), Stronghold (red), Polar Sink (white). Territories control the way Army Tokens and Spice Markers around the board.

The map is also divided by longitude lines into eighteen Sectors which extend from the edge of the Polar Sink to the horizon. Sectors control the way the Storm moves around the board.

Six player dots surround the map to help determine play order.

Map also includes Game Turn track, "Tanks" for holding currently dead Leaders and Army Tokens, and Spice Bank.

SPICE MARKERS



These markers represent Spice; currency and power not only on Dune, but throughout the Imperium.

These may be in any number of denominations, but the set as a whole will compose 128 Spice

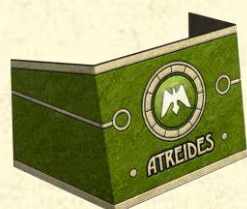
STORM MARKER



The storm maker denotes the section of Dune currently beset by a deadly Coriolis Storm.

FACTION SETS

Each set is composed of the following components:



- A game shield bearing the faction's emblem. This also summarises the faction's special abilities. These change the way the game plays for your faction alone. Some are only used in the Advanced Game and some

are unavailable in certain circumstances. More details are provided in the Almanac.



- Six large discs - each showing a leader and his fighting strength (leaders with strength of 10 are used only with Main Leaders advanced rule).



- Twenty small Army Tokens (some may be marked differently for some factions to mark Advanced Game abilities), and one faction marker for using on "Order Dots" around the map.

- Five Alliance Cards

- Markers and Cards used by certain factions (Atreides Kwisatz Haderach card, Bene Gesserit Prediction chits).

All components of each player set have the same colour for identification.

CARD DECKS



The game includes a number of Card decks, in addition to a large number of reference cards:

Spice Deck, Treachery Deck, Traitor Deck, Storm Deck, a set of Bonus cards to mark who has access to certain special abilities.

COMBAT CARDS OR WHEELS

You will have either Combat Wheels or decks of Combat Cards depending on your copy of Dune.



These allow players to secretly select forces to commit to battle.

With a wheel, simply turn it to display the number you need.

With cards, select those card(s) with a total equal to the number you need. Both methods are referred to simply as "selecting a number".

GAME SET-UP

1. The board is set out on a flat surface
2. All Spice markers are placed in the Spice Bank.
3. The various Card decks are shuffled and placed face down in the appropriate locations on and around the game board. Played Cards will be discarded face up next to the decks and discards re-shuffled to restock the treachery deck as necessary.
4. Place the Turn marker on the turn track - place it next to the one space.
5. Place the Storm marker in the sector marked "Storm Start".
6. Each player selects one of the player factions to play. If players cannot agree on the selections, each player chooses a character randomly.
7. Players read and follow their set-up instructions from the "At Start" section of their player screens.
8. Each player places their coloured house marker at the closest player dot to your seat at the table.
9. Remove from the Traitor deck the cards for any and all factions that are not in play and deal four

Traitor Cards to each player who may look at them, pick one to keep, and return the rest face down to the bottom of the deck.

10. Each player places their five Leader Discs behind their Shield, along with any Spice, Army Tokens and other game paraphernalia they control, unless otherwise directed.

11. Each player draws one starting Treachery Card.

ABILITY COMMENTARY

- The Bene Gesserit make their Prediction after Factions are assigned (step 6) and before markers are placed on dots (step 7).
- Fremens place their tokens before the Bene Gesserit and may place Fedaykin Army Tokens with these.
- The Bene Gesserit are not required to start the game with a Co-Existence marker in place with any starting forces on the board.
- During step 11, the Harkonnen player draws an extra Treachery Card.

SEQUENCE OF PLAY

Dune is played in turns to a maximum limit of fifteen Game Turns. Each Game Turn is composed of several specific Rounds that must be completed in the exact sequence presented below, with each player acting in turn within that Round.

1. Storm Round

The storm marker is moved around the map.

2. Spice Blow Round

The top Card of the Spice deck is turned over and Spice Army Tokens are placed in the territory indicated.

2a. Nexus Round

This round will not always occur. It actually occurs in the middle of the Spice Blow Round.

3. Bidding Round

Players bid Spice to acquire treachery Cards.

4. Revival Round

Players reclaim Army Tokens from the 'Tleilaxu Tanks'.

5. Movement Round

Each player, in turn, lands and moves their Army Tokens on the map.

6. Battle Round

Players resolve battles in every territory which is occupied by two or more characters' Army Tokens.

7. Collection Round

Army Tokens in territories which contain Spice may collect the Spice.

8. Control Round

Players check to see if anyone has gained control of Dune and won the game.

OBJECT OF THE GAME

The object of the game is to gain control of Dune either on your own, or as part of a political alliance. Control of Dune is determined by Control Points.

These are calculated every turn in the Control Round, and are normally granted for the control

of Stronghold Territories, each stronghold normally being worth one Control Point. More details are given in under “Round 8: Control”.

In addition, certain factions may have secondary conditions which they can use to win the game instead.

SPECIAL AND TREACHERY ABILITIES

Each faction has a set of unique economic, military, strategic, or treacherous advantages which change how they play the game. Sometimes these will bend or even break a rule. In all cases, the ability takes precedence over the main rules. A summary of these rules is given on the back of each player's shield. Detailed information on each ability is given in the Almanac. Note these include “Advanced Abilities” only used in the advanced Game.

Treachery Cards often have abilities which change the flow of the game. These are summarised on

the cards themselves, and detailed information is found in the Almanac.

In both cases, the specific rules in the Almanac are always correct, since a summary is brief by necessity. Further, box-outs in each rule section detail common instances where the rules may not be immediately clear due to special abilities in combination. While a strict reading of the rules will allow you to find the solution yourself, these examples will be of assistance in most of the common unclear circumstances.

BRIBERY AND CONSPIRACY

Players are never required to keep secret their reserves, Cards, or Spice held, or traitors selected although they are never normally obligated to reveal this information either, save for the number of Treachery cards held in the Bidding Phase.

All Spice held by a player should be kept hidden behind the shield in secret. Off-Planet Reserves should be kept behind the shield to avoid confusion with Army Tokens in play although their number is not secret.

Players may make any kind of verbal deals or bribes between one another. Once made, these deals and bribes may be publicly stated aloud by both players and must then be honoured. A player cannot renege on a deal or bribe which has been publicly stated aloud. Bribes and deals not publicly announced aloud may be reneged upon freely.

Spice can be part of the bribe or deal (“Spice Bribes”), and is placed in front of that player's shield. This Spice may not be taken or used at any point except at the start of the Control Round, when it may be added to that behind the player's shield.

Although Spice Bribes may only be collected in the Control Round (except for The Emperor's power), arrangements that lead to it may be made at any time. No player may be forced to accept Spice from another player.

A deal or bribe cannot involve the transfer or gift of Treachery Cards, Leaders, Army Tokens or faction abilities.

A player cannot make a deal or bribe that would contravene the rules or his Faction's Abilities.

ROUND 1: STORM

TIME MOVES ON

At the start of the Storm Round, the Turn Marker is moved one space along the turn track to show the current turn.



MOVING THE STORM: GAME TURN ONE

In the first Storm Round only, the storm marker is placed at a random location along the map edge using the following procedure:

1. The storm marker was initially placed on the “Storm Start” Sector during set-up;
2. The players whose player dots are nearest on either side of the “Storm Start” sector will independently select a number with a total value between 'zero' and 'twenty';
3. The two numbers are revealed simultaneously, totalled, and the storm marker moved from the “Storm Start” Sector anti-clockwise that number of sectors around the map.
4. Shuffle together the Storm Cards and then randomly draw one to place face down next to the storm marker without looking at it.

MOVING THE STORM: THE REST OF THE GAME

1. After the first Storm Round, the storm moves using the following procedure:
2. The Storm Card is revealed.
3. The Storm marker is moved anti-clockwise the number of sectors indicated on the card.

4. Any Army Tokens in both a sand territory (except the Imperial Basin) and in a Sector over which the storm passes or in which it stops are sent to the 'Tanks'. If the territory occupies multiple sectors and the Army Tokens are in sectors of that territory which have yet to be passed over by the storm they will be safe (for now).

5. Any Spice in a sector over which a storm passes or stops is removed to the Spice Bank.

6. Shuffle together the Storm Cards and then randomly draw one to place face down next to the storm marker without looking at it.

DETERMINING FIRST PLAYER

The player whose player dot the storm now next approaches is termed the First Player.



This player acts first in every round this turn. Play then proceeds to the anti-clockwise in seat order until all players have taken their moves.

A new First Player is chosen at the end of every Storm Round.

CLAIMING BONUS CARDS

At the end of the Storm Round, one Ornithopter Bonus Card and one Harvester Bonus card is given to the player who controls Carthag and also to the player who controls Arrakeen. The same player may claim both sets of cards.

ROUND 2: SPICE BLOW



Each and every Spice Blow Round, the top card is drawn from the Spice deck and is resolved.

If the Card shows a Territory, the amount of Spice markers indicated on the Card is placed from the Spice Bank onto the territory in the Storm Sector containing the Spice Blow icon (a star in white circle). If the Storm Sector in question is currently under the Storm marker, no Spice is placed that turn for that Card. The Spice Blow Round then ends.

If the Card is a “Shai-Hulud”, a bonus Nexus Round immediately occurs interrupting the Spice Blow Round, during which alliances can be formed and broken. (See “Round 2a: Nexus”, overleaf).

Once the Nexus Round has been resolved, look through the Spice deck’s discards without changing their order and find the top-most card showing a Territory. All Army Tokens and Spice Markers in that Territory are removed to the Spice Bank and the ‘Tanks’ respectively, as a Sandworm appears in that territory. Finally, a new Spice card is drawn and resolved.

It is possible for several Shai Hulud cards to be drawn, each resulting in a Nexus. As the same territory will be affected by the Sandworms, no further effect will normally occur, special abilities notwithstanding.

During the first turn's Spice blow only, all Shai-Hulud Cards turned over are set aside without effect, then reshuffled back into the Spice deck at the end of the Spice Blow Round. A Nexus Round will not occur on the first turn.

ROUND 2A: NEXUS



Once a Shai-Hulud Spice Card is turned over on the second or subsequent Game Turns, a special Nexus Round occurs and normal play pauses immediately.

All players have a chance to make, join or break alliances.

Once players have had a chance to do so, play continues with the worm devouring Spice and Army Tokens and/or giving a free move to the Fremen, etc.

FORMING AN ALLIANCE

Players may discuss among themselves the advantages and disadvantages of allying and with whom. An alliance may contain any number of players although a larger number will require more Sietches for victory. The members of an

alliance must be revealed to all.

Alliances are not kept in secret, although the agreements made in reaching an alliance may be.



Members of an alliance place Alliance Cards of Factions they are allied with face-up adjacent to their screen.

Several alliances may be formed during a Nexus Round but no player may belong to more than one alliance. Once all players have had a chance to ally, no further alliances can be made or broken until the next Nexus Round.

BREAKING AN ALLIANCE

Any player may break an alliance during a Nexus Round. They simply announce that they are breaking from that alliance and return their Alliance cards. Players who break from an alliance have an opportunity to immediately join or form a new alliance, or even re-form the alliance they have just broken!

HOW AN ALLIANCE FUNCTIONS

Allied players Army Tokens are considered the same for purposes of victory (but only victory). If, together, the players in an alliance hold the required strongholds at the end of the turn, they have jointly won the game.

Allies may discuss strategy secretly at any time.

Allies may not enter any territory (except for the Polar Sink) in which one of their allies already has any Army Tokens and, thus, may never battle one another.

Allies gain the abilities listed on the Alliance Cards they have face-up adjacent to their screen.

ROUND 3: BIDDING

CHOAM CHARITY

At the start of Bidding Round, any player who has no Spice may collect two Spice from the Spice Bank by calling out "CHOAM Charity".

THE AUCTION



In the Auction, players will be able to acquire Treachery cards, which are extremely useful. A player to be Auctioneer is selected by common agreement, but this may NOT be the First Player.

Players must at this time reveal how many (but not what type of) Treachery Cards they hold. Players may not hold more Treachery Cards than their hand limit of four. Players who at that time hold a full hand of Treachery Cards must pass in the Auction and may not acquire more such cards until such time as they no longer have a full hand of cards by some means.

The Auctioneer deals from the Treachery Deck a number of face-down Treachery Cards equal to the number of players who are allowed to bid for Treachery Cards at the beginning of this Bidding Round and places them in a row along the board edge.

The Auctioneer now Auctions the left-most card from those dealt as follows, with the First Player opening the bidding:

- The Player to open the bidding may bid one or more Spice or pass.
- Bidding then proceeds to the player to their right who may raise the bid by one or more spice or pass and so on around the table until a top bid is made and all other players pass. No player may bid more Spice than they have. Payment for the Auction is then made immediately.
- Passing once does not prevent you from bidding again later in the same auction unless bidding comes back around to the highest bidding player without an increased bid. The top-bidding player then pays the number of Spice they bid into to the Spice Bank and take the Card.

Once the first card has been auctioned the role of first bidder passes to the right (skipping any players who may not bid due to a full hand), and the left-most card is once more auctioned.

Bidding for treachery Cards continues until all Cards available for bid have been auctioned off or a Card is not bid on by anyone at which point all remaining Cards are returned to the top of the Treachery Deck and the Auction is over.

ROUND 4: REVIVAL



The Revivals Round allows you to regain lost forces.

Starting with the First Player and proceeding to the right, players may revive up to three Army Tokens and one leader from the 'Tanks' in any order as follows.

LEADER REVIVALS

If all five of a player's Leader Discs are in the Tanks, that player may revive one leader per Game Turn by paying that leader's Strength value in Spice to the Spice Bank. A revived leader is placed in the owner's reserves and is immediately available for use, but is still subject to treachery and other such effects.

If a revived leader is again killed and sent to the Tanks they cannot be revived again until all of the

player's other revivable leaders have been revived, killed and sent to the 'tanks' again.

ARMY TOKEN REVIVALS

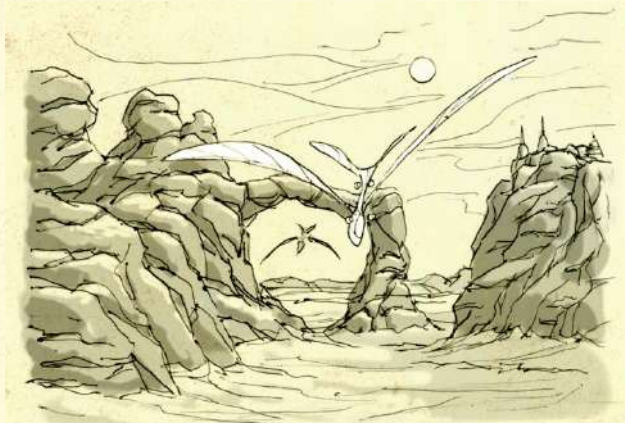
All players may revive up to three Army Tokens from the Tanks each Game Turn.

Each Army Token that may be revived may be done so at a cost of two Spice per Army Token. All Spice expended for Army Token revival is placed in the Spice Bank.

A player cannot revive more than three Army Tokens per turn. Revived Army Tokens must be placed in the owning player's Reserves.

Factions may receive a number of "free revivals". This is how many Army Tokens may be revived with their revival cost reduced to zero. This ability does not itself allow you to revive more than three Army Tokens.

ROUND 5: MOVEMENT



Each player's move is composed of two segments which occur in order, Shipments and Manoeuvres. Both occur independently and do not affect each other, allowing Army Tokens to move in each.

Play occurs starting with the First Player and then passes around the board to the right.

SEGMENT 1: SHIPMENTS

A player may make one Shipment per Movement Round of any number of Army Tokens from their Off-Planet Reserves to any one territory on the map.

A player must pay Spice to the Spice Bank for this shipment. The cost of shipping Off-Planet Reserves is one Spice per Army Token shipped into any Stronghold or two Spice per Army Token shipped to any other territory.

Payments must be made immediately after each shipment is made.

No player may ship into or out of a Sector of a Territory underneath the Storm Marker or a Stronghold already occupied by two (or more) other players. Otherwise, Army Tokens from each Shipment may be placed in any one Sector of any one Territory

SEGMENT 2: MANOEUVRES

Each player may make one Manoeuvre per Movement Round in which they may move, as a group, any number of their Army Tokens from one territory into one other territory.

By default, all Manoeuvres may be only to adjacent Territories. Some abilities may increase this range, allowing the Army Tokens to move through several contiguous territories as a single Manoeuvre.

Sectors have no effect on Manoeuvres, that is, Army Tokens can move into or through a territory ignoring all sectors save the sector under the Storm. A sector's only function is to regulate the movement and coverage of the storm and Spice collection.



No Army Token may move into, out of, or through a sector in storm of any type. Many territories occupy several sectors, so that a player may move into and out of a territory which is partly in the storm and part out, so long as the group does not pass through the part covered by the storm. The polar sink is never in storm.

When ending a Manoeuvre in a territory lying in several sectors, a player must make clear in which sector of the territory they chooses to leave their Army Tokens.

Army Tokens do not block Manoeuvres with one exception:

Like Shipments, Army Tokens cannot be moved into or through a stronghold if Army Tokens of two other players are already there. Otherwise, Army Tokens are free to move into, out of, or through any territory occupied by any number of Army Tokens.

ROUND 6: BATTLE

BATTLE DETERMINATION

Battles must occur between players whose Army Tokens occupy the same territory. Battles continue until either only one player's Army Tokens or no Army Tokens at all remain in all territories on the map with the following exceptions:

- Tokens in different sectors of the same territory never battle if the sectors they occupy are separated by the storm or if one of the Army Token groups is under the storm and the other is not.
- Players cannot battle in the Polar Sink. It is a free haven for everyone and may be occupied by more than one faction at a time.

When resolving battles, the first player is named the Aggressor until all battles involving their Army Tokens have been fought. The Aggressor chooses the order in which they wish to fight their battles. Then the player to their immediate right then becomes the Aggressor and so on, until all battles are resolved.

If three or more players are in the same territory, the Aggressor picks who to battle first, second, etc., for as long as their Army Tokens are in that territory with opponents.

THE BATTLE PLAN

To resolve a battle, each player must secretly formulate a Battle Plan via the following procedure. Note that the Truthtrance Treachery Card may be used at any point in this process before the battle plans are revealed, in order to gain an advantage.

COMMIT FORCES & SUPPORT



Each combatant secretly selects a number with a value between zero and the total "Battle Strength" of all Army Tokens they have in the disputed territory. Normal Army Tokens have a Battle Strength of a one.

Some special rules may grant Army Tokens other Battle Strengths (see Fremen and Emperor powers).

SELECT LEADER



You must play one leader or Cheap Hero(ine) card if you have any available. You can't play a leader used in battle on another territory on the same turn.

If you cannot play a leader in battle, i.e., they are all in the 'tanks' or have fought in another territory that Game Turn, you must still battle but you must declare that your forces are without a leader.

CHOOSE TREACHERY



If you have a leader included in your Battle Plan, you may pick up to one weapon Treachery Card and up to one defence Treachery Card from your hand. Worthless cards may be used in their place as a bluff. In addition any other Treachery

cards that say they may be used as part of the Battle Plan may be selected.

COMMIT ATTACK

When you are sure of your Battle plan, place the cards face down on the table with the Combat Cards or Wheel top-most, and the Leader face-down beneath them.

When both players have done this, the battle plans are revealed simultaneously to the entire table, and the battle is resolved. You may now not change your mind, it is too late.

BATTLE RESOLUTION

If a player did not select a Leader and had any Leaders available, then their lowest value available Leader is now used.

If a player accidentally plays multiple weapons or multiple defences, each type of card has one picked at random and the remainder are returned to his/her hand, along with any other cards not appropriate to the Battle Plan.

If the number selected is higher than the total Strength of that player's present Army Tokens, count the strength of their Army Tokens instead. If any other invalid element is included in a battle plan, it must be removed from the plan when revealed.

If either player reveals a Leader for which their opponent holds a matching Traitor card, traitors may be called as detailed below.

If your opponent played a weapon Treachery Card and you did not play the appropriate defence Treachery Card, then your Leader is killed and cannot count toward the battle result. Both Leaders may be killed and neither count in the battle. Both leaders could survive and be counted.

Any Leaders who were killed are immediately placed in the Tanks.

Each player now calculates their Battle Strength, by adding the number selected as part of their Battle Plan, to the Strength of any surviving Leader (the value printed on their disc). The player with the highest total wins the battle. Ties are won by the Aggressor.



Surviving Leaders are retained by their owner and placed in the Territory of the battle. Note that the loser does not lose his Leader as a result of battle, as Leaders are killed only by weapon Treachery Cards.

The winner receives the value of all vanquished leaders (including his own Leader, if killed) in Spice from the Spice Bank.

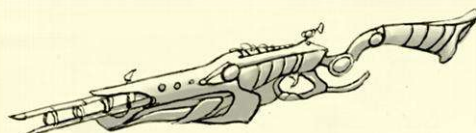
The losing player loses all the Army Tokens they had in the territory to the Tanks and must discard all Treachery Cards they used in that battle.

The winning player loses only a number of Army Tokens with Combat Strength equal to the selected number, from the territory being fought into the Tanks. They may choose to keep or discard any or all of all of the Treachery Cards they played, unless those cards specifically state otherwise.

ABILITY COMMENTARY

- The precise sequence of activities in a battle is:
 1. Bene Gesserit and Allies issue the Voice command,
 2. Play Karama to cancel the Voice.
 3. Atredies issue the Prescience question,
 4. Play Karama to cancel the Prescience.
 5. Answer the Prescience question (if not canceled).

6. Atredies Play Karama to view entire battle plan.
7. Play Karama to cancel Kwisatz Haderach.
8. Play Karama to cancel Sardaukar or Fedaykin bonus.
9. Commit battle plans.
10. Reveal battle plans.
11. Resolve the battle.



Karama actions mentioned above may occur at any point after the applicable step but before the Commit Battle Plans step.

Karama effects which alter a Battle Plan or it's constituent effects must be announced before the Commit battle Plans step.

Truthtrances and Karama actions other than those specifically mentioned above may be played between any two of the above steps.

Battle plans may be changed at any time during the above sequence before the Commit Battle Plans step as long as no un-cancelled Voice, Prescience, or Truthtrance effects are violated.

TRAITORS



If during a battle, your opponent displays a Leader as part of his battle plan who you hold the Traitor Card for, you may immediately call out, 'Traitor!' and reveal the Traitor Card. You may choose not to do this if you wish.

Your opponent immediately loses the battle and the must lose all of their Army Tokens in the territory and the traitorous Leader to the 'Tanks' and discards all Treachery Cards played in their Battle Plan.

Unless your Leader was also a traitor, you lose nothing, regardless of what was played in the Battle Plans.

Treachery cards have no effects at all. You also receive the traitorous Leader's fighting strength in Spice.

Once the Traitor card has been resolved it returns to your hand, and may be used again in the future should circumstances allow.

ROUND 7: COLLECTIONS



Starting with the first player, any player with Army Tokens in a Territory in which there are Spice markers may now collect that Spice.

For each Army Token in any given territory, you

may take up to two Spice markers from said territory and add them to your reserves.

If you have at least one Harvester Bonus card, you may collect an additional Spice with each Army Token in any and all sectors (for a total of three Spice markers per Army Token).

Uncollected Spice remains where it is for future turns and for other players to attempt to collect.

ROUND 8: CONTROL

SPICE BRIBES

At the start of the Control Round, players may collect all Spice Bribes from in front of their shields and add them to their store of Spice for future use.



BONUS CARDS

At this point in the Game Turn if the game has not ended, all Bonus Cards currently held by any player are returned back to the game's stock. They will not keep them into the next turn, but may reclaim them if the opportunity arises.

VICTORY BY CONQUEST

Control Points are calculated at the end of each and every Control Round for the control of certain Territories, each Stronghold normally being worth one Control Point.

Control Points are not cumulative from turn-to-turn as they are in some games. Rather they are a summation of how much of Dune you control at any given time. Calculate them each turn on a separate basis.

Consult the following chart to determine the number of Control Points needed to win. This will

change depending on if a player is working on their own, or as part of an allied group. Alliances combine the territories their constituent players control for Control Point purposes.

Players in an Alliance may not win the game alone by achieving enough Control Points to qualify for a solo victory.

Control Points Needed For Victory

Players	Alliance Size		
	1	2	3+
2	4	-	-
3	4	5	
4+	3	4	5

If any solo player (not in an alliance) or alliance of players currently hold Strongholds worth the listed number of Control Points, they win the game.

If in an alliance, all players win together, the highest spice total representing the player who benefits most from this victory.

VICTORY BY SUBTERFUGE

Certain factions may win by special abilities. When this occurs it will be listed in the relevant ability.

GAME END

If the last Game Turn of the game (normally Turn fifteen) was just completed, and no faction has won then the game is a stalemate, and everyone loses. Higher Spice totals will dictate who has been the most successful loser.

PART II: ADVANCED RULES

Plans within plans

Version 3.0

On Dune, more intrigue than ever before stirs. New factions plot to gain control of the Spice, and new stratagems are formulated to overcome all resistance.

Now you can take to the field personally to lead your armies, make use of new weapons, engage

your enemies in duels to the death, and inflict economic woe on those who cross you.

Following rules can be used in any combination. For example, you can use Advanced Faction Abilities together with Advanced Combat or only Advanced Faction Abilities.

ADVANCED FACTION ABILITIES

Abilities and Karama Powers listed for the Advanced Game may be used as indicated on the Player screens and the Almanac, providing more options during play and helping balance the powers of each faction.

The “optional” character abilities were grafted into the original rules set by the Avalon Hill development team in an effort to provide a deeper theme to the

original game concept. Without question, they constitute the single most popular addition to the original game design by providing more strategy options during play, enhancing player enjoyment for little effort. Since 1979, most Dune players have come to embrace this option set in its entirety as part of “classic” Dune.

COLLECTIONS BONUSES



Advanced rules for the Collection Round may be used, which allows easier spice collection for controlling certain territories. This adds additional revenue streams and makes the holding of certain

territories even more key.

When players claim Bonus cards in the Storm Round, the player who controls Tuek's Sietch claims the Smugglers Bonus cards in a similar manner, and the controllers of Carthag and Aarakeen claim Carryall Bonus cards in addition to those others.

- Each player with a Carryall claims an additional two Spice directly from the Spice Bank for each such Bonus card in the Collections Round;

- Each player with a Smugglers Marker claims an additional two Spice directly from the Spice Bank for each such Bonus card in the Collections Round;

The collection bonus was added during the game's development to increase the importance of holding the city territories and to alleviate the spice-poor condition of the original game. As the additional revenue stream via occupation and conquest enhances play value at no cost, it has become part of the “classic” Dune rules set.

ADVANCED COMBAT



An amount of Spice is included as part of the Battle Plan to support the attack, between zero and the number of your Army Tokens in the territory the battle occurs in.

For each Spice spent in this way, one Army Token is supported. Leaders are supported for free.

The Battle Strengths of all Army Tokens who are not supported are halved. You may select half-values on your battle plan in this case, using the half-value Combat cards.

While normally, only one Spice blow occurs each Spice Blow Round, instead two will occur. The procedure for this depends on how many Spice Decks your game set has.

With two decks, the top Card of the Spice deck is turned over. Each deck will have its own discard, and does not affect any other deck.

With a single deck, two cards are drawn, each to a different discard pile. Once the deck runs out, all but the top-most card showing spice are removed from each discard pile and the cards re-shuffled into a new draw deck.

In both cases, it is possible for both Cards to have a Spice blow in the same territory on the same turn. This then counts as a single Card with the combined total, and any game effects apply against this single “Card”.

Advanced Combat was introduced by Avalon Hill during development, and represents the most controversial element to “classic” Dune. The original game as submitted by Future Passtimes suffered from two items the publishers considered to be flaws, (1) drawing only one spice territory per turn occasionally leads to long droughts between nexus, which in turn severely hindered alliance evolutions and (2) without the additional element of spice, combat was too predictable.

The ‘fix’ by Avalon Hill enhanced strategy on the game board (by adding another contested territory each turn), in player interaction (by increasing the

utility of spice), and in battle (by making uncertain each player’s ‘best’ Battle Plan). It was controversial because (1) some players found the calculation requirements created additional complication without enhancing play, (2) it caused play imbalance by weakening the Fremmen and (3) while the original game suffered from being spice-poor, the advanced game suffered from being spice-rich, (which caused drag to determining victory by seeing surplus spice make its way into the hands of any player trying to stop the win).

Players of “classic” Dune remain divided into two camps, one which sees advanced combat as a needless complication and the other which views the difference between the basic and advanced game as similar to the difference between draughts and chess.

EXPANDED TREACHERY

One or more of the three extra sets of Treachery Cards (Marked with an icon (D, S or G) in the bottom-right corner) may be mixed in with the basic set. For balance purposes it is suggested that any sets are added in their entirety.

Experienced players who understand the balance matters may find it is not necessary to use the whole of any given set, and some groups will prefer to add only certain cards.

Note that while the letters indicate the Expansion those cards originate from (The Duel, Spice Harvest and The General magazine), their content

is sufficiently divorced from the material found in those expansions that they can be used as you wish.

Altering the original 33-card treachery deck can have an impact ranging from negligible to considerable upon game strategy and play balance, depending on the mix of cards selected. Because alterations to the deck can enhance strategy without adding complexity or playing time, it is an intriguing method to enhancing the enjoyment of “classic” Dune. However, the wrong mix of treachery cards can be detrimental to a good game of Dune, so cautious experimentation is advised.

DIVERSIFIED VICTORY

To enhance the flow of the game especially when playing with six or more:

- The Harg Pass territory is changed to Harg Pass Sietches territory. Use the overlay marker to show this change, which makes the territory into a Stronghold worth one Control Point.
- Carthag and Arrakeen are worth two Control Points each, rather than one.

- Use the following Control Point chart Control Points Needed For Victory

Players	Alliance Size		
	1	2	3
2	6	-	-
3	6	7	-
4+	5	6	7

MAIN LEADERS

Main Leaders (with a strength of ten) may be used giving you a total of six leaders. This gives each faction a better selection of leaders, however the loss of Main Leaders in battle will cost your faction greatly, and can slow your advancement towards your goals.

Should your Main Leader be killed, your faction (and possibly even your allies) will lose access to certain of your special abilities until such time as they are revived from the tanks, as detailed in the Almanac. A Main Leader may be revived even if any or all other Leaders are alive.

This counts as that player's Leader Revival for that turn, but does not affect the order of future revivals of normal leaders.

When all of a player's normal Leaders AND Main Leader are in the Axlotl Tanks at the same time, that faction is out of the game. All of that faction's

Army Tokens are removed from the board and all Treachery Cards are discarded.

Spice is returned to the Spice Bank. Any Leaders of that faction that are prisoners remain prisoners until used and if directed to be returned to that faction they are removed as well.

Main leaders do not have respective Traitor cards, thus these leaders can never turn traitors.

These rules integrate two later errata to those found for Main Leaders in The Duel expansion. The originals are included in the variants section.

The main leaders as they originally appeared were too unbalancing in favour of factions that could protect their leaders in battle. The adjustments corrected this problem to an extent, but did not diminish the basic hurdle, which was that the additional pieces were unnecessary and did not enhance game strategy.

PLAYING WITH TWO OR THREE

These rules are designed to allow two or three players to play a fully immersive game of Dune.

Each player will have one or two allied factions, and will, as a result, play as all the factions they control at that time, who act as an alliance. The player's originally selected Faction is their Primary Faction. Alliances win as normal.

The Tleilaxu cannot be used in the two-player game variant.

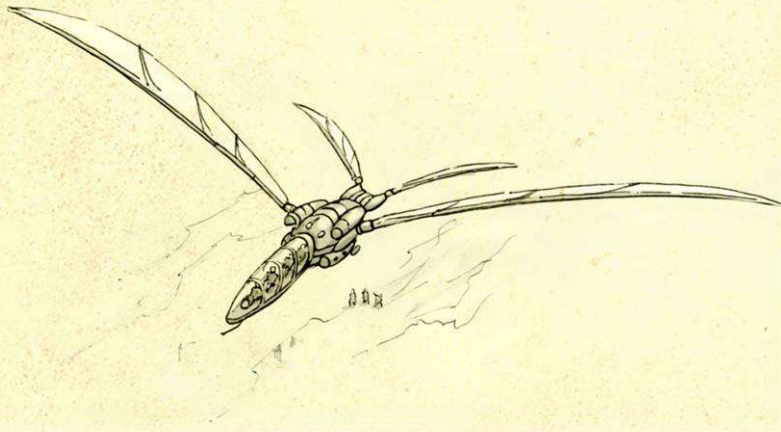
At the start of the game, each player will pick a second Faction for their alliance. In a two-player game, a third faction is then chosen randomly. Allied factions are chosen in reverse order, starting with the player who chose their faction last.

Primary Factions must be evenly spaced around the board.

In the initial set-up, friendly allied factions may not be placed adjacent to each other.

Play proceeds from faction to faction as normal with players moving around the board to take turns as the faction they are controlling.

During the Nexus Round, control of the allied factions changes. This replaces the standard nexus and as a result there can never be a War of Assassins. In a three player game, control of the three allied factions pass one space to the right. In a two player game, each player picks one faction and swaps it with the other player. This may not be a faction they gained control of last Nexus Round.



OPTIONAL HOUSE RULES

These rules represent popular and recommended rules from the Dune player community, as have been developed over the years. These in no way have ever been officially published or incorporated into the game but are presented here as the best options out there that make the game more balanced or interesting.

SHORTER GAME LENGTH

The game length is changed, usually to ten turns. This still provides plenty of time for an interesting game without an over-long play time.

HARKONNEN KARAMA

The Harkonnen use of Karama Treachery Cards to take Treachery Cards from another player is limited to two cards.

FREMEN COMBAT

The Strategic Combat rules greatly disadvantage the Fremen. To compensate the Fremen gain an additional ability:

- During any Battle in any non-Stronghold territory, your units count as supported without any expenditure of Spice.

FREMEN ALLIANCE

Fremen allies receive an additional ability:

- Allies of the Fremen increase their Army Token free revivals by one.

DEFINITIVE VICTORY

In the case of a stalemate or some other event that leaves you with no winner, the winner is

defined by most Control Points, with ties going to most Army Tokens on board, then most Spice held, then most Treachery cards in hand and finally most leaders alive.

CHANGED TREACHERY CARDS

Several cards are poorly balanced, and have their texts changed as follows:

Residual Poison

This Treachery card has its effects changed to: You may play this card when Battle Plans are revealed for a Battle you are not involved in, and a Poison Defence card is used.

Both this card and the Poison Defence are discarded before the battle is resolved.

If this option is used, Worthless cards may no longer be used as a Residual Poison bluff.

Semuta Drug

This Treachery card has its effects changed to: Counts as a Poison Card, but does not kill the Leader in Battle if used successfully. Instead, after the battle is resolved, the leader is killed and sent to the tanks.

Break Imperial Conditioning

If this Treachery Card from the Variant Rules at the end of this volume is used, it may be treated as a Worthless Card if you wish, in addition to its normal abilities.

MAIN LEADER POWER REDUCTION

Main Leaders have their Strength reduced to eight.

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