



Official Dune Squad

Dune Rules

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NOTE: Special powers associated with individual characters always take precedence over the standard rules as outlined below.

I. Set Up For Play

- A. Set up the board as specified on participating player shields.
- B. Select a position for your player dot. This dot determines the order of play during each round. The player whose dot is being approached by the storm is deemed the aggressor and goes first in each round while this condition lasts. If the storm covers your dot the next player to the right is the aggressor, and you are the last player to go during that turn.
- C. Each player is provided with one free treachery card to start the game.
- D. All leader discs are placed in a suitable receptacle. Each player then draws four discs at random and secretly selects one of the opponents' leaders (if drawn) to be in his pay as a traitor. The traitor's name should be written down in each player's notes in case verification is required after a traitor is revealed. When all leaders are returned to the receptacle they may be redistributed.

II. Object of Play

Each character has a set of unique economic, military, strategic or treacherous advantages. The object of the game is to use these advantages to gain control of Dune. Control of Dune can be defined as occupying three or four strongholds (red territories) with at least one token at the end of any turn in the game, i.e. following completion of a Battle Round. A win is usually determined by ownership of four strongholds, although a three-stronghold victory can be agreed upon before play commences.

III. Sequence of Play

Dune is played in turns. Players may agree to play an unlimited number of turns until a winner is established; this discounts the default victories of the Fremen and Guild. A maximum limit of 15 turns with default victories will be assumed unless an agreement as stated above has been discussed. Each turn is composed of rounds that must be completed in the following sequence:

- | | |
|-------------------------|----------------------------|
| A. Storm Round | E. Shipment Round |
| B. Spice Blow | F. Movement Round |
| C. Bidding Round | G. Battle Round |
| D. Revival | H. Collection Round |

Gentleman's Round ("the most forgiving Round") occurs during the first Turn, when players make allowance for mistakes. Subsequent forgiving behavior must be agreed upon by mutual consent of all players.

A. Storm

1. In the first round only, the storm is placed at a random location along the map edge using the following procedure. Two players independently dial a number from zero to twenty on a battle wheel; the two numbers are simultaneously revealed, totaled and the storm marker moved from the at start [Harford County] sector counterclockwise that number of sectors around the map.
2. In all subsequent rounds the storm is moved counterclockwise based on the role of a dice, by revealing a storm counter or by use of the Weather Control treachery card.
3. Any tokens in a sector of a sand territory (except the Imperial Basin) over which the storm passes or stops must go to the Tleilaxu Tanks. Any spice in a sector over which a storm passes or stops is removed to the spice bank.

B. Spice Blow

(Double Deck Double Blow) - "Spice does blow." Cards are turned over from the top of the spice deck into two distinct discard piles; completion of a blow is made on the first pile before a card intended for the second is flipped. Completion of a blow results as follows:

1. If it is a territory card, the amount of spice indicated on the card is placed from the spice bank onto the territory in the sector containing the spice marker. If the spice marker sector is currently in storm, no spice is placed that turn.
2. If a worm spice card is revealed, all spice and tokens in the territory last turned up in that discard pile are removed to the spice bank and tanks, respectively (or in the case of those black bastards - disrespectively). Another card is turned over until a territory card appears.
3. Worm spice cards for one discard pile have absolutely no effect on the other discard pile.
4. If a worm spice card appears a Nexus occurs immediately during which alliances can be formed and broken. A "No Fucking Alliances" rule is in effect unless a unanimous agreement is made prior to the start of play. Nexuses may nonetheless be celebrated by the gnashing of teeth, rolling of the eyes, and by shaking in an uncontrollable fit whether alliances occur or not.
5. During the first turn's Spice Blow only, all worm spice cards turned over are shuffled back into the spice deck.

C. Bidding Round

"I can bid my ass off!"

1. Cards are dealt face down from the treachery deck equal in number to the amount of eligible bidders for that round. A player cannot bid for treachery cards if he holds four treachery cards. A player without spice is still eligible to bid; a verbal deal for services or information may be offered in exchange for spice, during the bidding, which would enable a broke player to purchase a treachery card.
2. A player holding four treachery cards at the start of the Bidding Round can become eligible to bid if one of these cards is played during the bidding, but the number of cards for bid does not increase.
3. Beginning with the first treachery card dealt:
 - a. The eligible bidder whose dot the storm next approaches begins the bidding.
 - b. The first player may bid one or more spice or pass. Bidding then proceeds to the player to his immediate right who may raise the bid or pass. When all other players pass the top-bidding player then pays the number of spice bid into the spice bank and takes the card.
 - c. A player must have enough spice to cover his bids ("No fucking credit!").
 - d. In subsequent bidding that round, the first player who can bid to the right of the player who opened the bid for the previous card begins the bidding for the next card.
 - e. Bidding for treachery cards continues until all cards available for bid have been auctioned off or a card is not bid on by anyone. If a card is passed by everyone, all remaining cards are returned to the top of the treachery deck and the Bidding Round is over.
4. The number (not the type) of treachery cards each player holds must always be open to everyone during the Bidding

Round. Nobody is allowed to hide the number of cards they hold.

5. A player can never have more than four treachery cards at any one time. If a player has a full hand, that player must pass on all cards up for bid.

6. Bidding must commence in a timely manner.

D. Revival

1. A certain number of tokens are revived for free as stated on each character shield. Any additional tokens that may be revived must be done at a cost of two spice per token. All spice expended for revival is placed in the spice bank.

2. A player can never revive more than three tokens per turn except by treachery card (i.e., Ghola treachery card).

3. Revived tokens must be placed in the player's reserve.

4. Leader revival:

a. If all five of a player's leaders are in the tanks, a player may revive one leader per turn, effective immediately upon the death of the fifth leader, until all leaders have been revived.

b. To revive a leader, a player must pay that leader's fighting value in spice to the spice bank.

c. A revived leader can be played normally and is still subject to being a traitor.

d. If a revived leader is again killed and sent to the tanks, it cannot be revived again until all of the player's other revivable leaders have been revived, killed and sent to the tanks again.

[e. Leaders taken by the Harkonnen are considered lost or killed. This rule only applies if the participating players in the game sanction that ability.]

E. Shipment Round

1. As in all rounds action is precipitated by the aggressor and proceeds to the right until all players have gone. A player may make one shipment of any number of tokens from his off-planet reserves to any one territory on the map.

2. A player must pay spice to the spice bank in order to ship. The cost of shipping off-planet reserves is one spice per token shipped into any stronghold and two spice per token shipped into any other territory.

3. No player may ship into a sector in storm or into a stronghold already occupied by three other players. Otherwise, shipments may be placed in any territory.

4. Coexisting witches can be ignored; they do not count toward a territory's total occupancy.

5. No player may ship tokens from the planet back to his off-planet reserves.

6. The Fremmen player has no off-planet reserves, and thus has no need to ship. All Fremmen tokens not on the board can be moved from the far side of the planet during the Movement Round.

7. A player may use a Karama treachery card to ship like the Guild from one territory to another on the planet's surface at double the cost, which goes to the Guild if that character is

being played. No shipments can be made into a sector currently under storm, not even by the Fremmen.

F. Movement Round

1. Each player may move, as a group, any number of tokens from one territory into one other territory.

a. A player occupying either Arrakeen, Carthag or both at the conclusion of the previous turn, and after the current Shipment Round has access to ornithopters and may move his token group through three adjacent territories. The token group does not have to be in Arrakeen or Carthag to make the three territories move.

b. Any player without a token in either Arrakeen or Carthag at the start of the current turn does not have access to ornithopters and can only move a token group by foot one adjacent territory.

c. A player who began a turn in Arrakeen or Carthag, but who ships all tokens out of one or the other stronghold, no longer has access to ornithopters and may not move three territories during the subsequent Movement Round.

d. A player with access to ornithopters may use them to move three adjacent territories out of Arrakeen or Carthag. If the required strongholds are completely vacated the player loses the three territories movement capability until one or both of these territories is retaken. A player in this circumstance may use a Hajr treachery card without losing the three territories move until the end of that round.

2. Each player may make only one move per turn.

3. Sectors have no effect on movement, i.e. tokens 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. No token may move into, out of, or through a sector in storm. Many territories occupy several sectors, so that a player may move into and out of a territory that is partly in storm so long as the group does not pass through the part covered by the storm.

4. When ending a move in a territory lying in several sectors, a player must make clear in which sector (or sectors) of the territory he chooses to leave his tokens.

5. The Polar Sink is never in storm.

6. Tokens do not block movement with one exception. Like shipment, tokens cannot be moved into or through a stronghold if tokens of three other players are already there. Otherwise, tokens are free to move into, out of, or through any territory occupied by any number of tokens.

7. Coexisting witches can be ignored; they do not count toward a territory's total occupancy.

G. Battle Round

1. Battle determination

a. Battles must occur between players whose tokens occupy the same territory.

b. Battles must continue until just one player's tokens or no tokens remain in all territories on the map with two exceptions:

i. Players cannot battle one another in a territory if their tokens are separated by a sector in storm. Their tokens

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can remain in the same territory at the end of the round. If a player's tokens are split by storm, and a portion must battle, the others neither contribute nor suffer from the conflict, unless they become the victim(s) of a Lazgun-Shield explosion.

ii. Players cannot battle in the Polar Sink. It is a free haven for everyone.

c. When resolving battles, the 'first player' is named the aggressor until all of that character's battles, if any, have been fought. The aggressor chooses the order in which he wishes to fight his battles. Then the player to his immediate right becomes the aggressor and so on, until all battles are resolved.

d. If three or more players are in the same territory, the aggressor picks whom he will battle first, second, etc., for as long as that character survives.

2. Battle plan

a. To resolve a battle, each player must secretly formulate a battle plan. Each combatant picks up a battle wheel and secretly dials a number from zero to the number of tokens that character has in the disputed territory.

b. One leader disc is placed face up in the slot on the battle wheel.

c. A Weapon or Defense treachery card or both may be played by holding them against the battle wheel. Note that only one of each may be played; i.e. two weapons or two defenses is RIGHT OUT!

d. A Cheap Hero(ine) treachery card cannot be played instead of a weapon or defense in order to get rid of it. It may only be played as a substitute for a leader. (See section VI. Treachery Cards.)

e. The Bene Gesserit voice must always be used before the Atreides prescience. The Truthtrance treachery card can be played at any time. Please note that a player has the ability to alter his battle plan after voiced, prescinded, or truthtranced.

f. When both players are ready, the battle plans are revealed simultaneously.

3. Battle resolution

a. The winner is the player with the highest overall number, consisting of the number dialed plus the leader's fighting strength.

b. In case of a tie, the aggressor has won.

c. If the opponent played a weapon treachery card and the player did not play the proper defense treachery card, the player's leader is killed and cannot count toward the character's total. Both leaders can be killed and neither counts in the battle.

d. Any leaders killed are immediately placed in the tanks. The winner immediately receives their value (including his own leader, if killed) in spice from the spice bank. Surviving leaders are retained by their owners.

e. The losing player loses all the tokens in the territory to the tanks and must discard every treachery card used in the battle plan.

f. The winning player loses only the number of tokens dialed from the territory to the tanks, and may keep or discard any

of the treachery cards played in the battle plan, with the exception of a Cheap Hero(ine) treachery card, which must be discarded.

g. Note that the loser does not lose his leader as a result of battle. Leaders are killed only by weapon treachery cards.

h. No player may use a surviving leader in battle in another territory during the same Battle Round. The leader may be played in another battle in the same territory, however.

i. If a player has at least one leader or Cheap Hero(ine) treachery card available, he must use one in the battle plan. A player cannot choose not to play a leader.

j. If a player cannot play a leader, and has no Cheap Hero(ine) treachery cards to play in battle, e.g., they are all in the tanks or have fought in another territory that round, that player must still battle but must declare that he is without a leader. A player in this circumstance cannot play any treachery cards as part of a battle plan; only the number of tokens dialed contributes to the player's battle total.

4. Traitors

a. If, during a battle, the player's opponent displays a leader as part of his battle plan which the player selected as a Traitor at the start of play, that player may call out, "Gods be praised but that's a low down traitorous bastard you've got there!" and reveal the name as written down at the time of the picking. The player immediately wins the battle and the opponent must lose all tokens in the territory, the traitorous leader to the tanks and discard all cards played in the battle.

b. The winning player loses nothing, regardless of what was played in the battle plans. He also receives the traitorous leader's fighting strength in spice.

c. If both leaders are traitors, each in the pay of his opponent, both players' tokens in the territory, their cards played and their leaders are lost. Neither player gets any spice.

d. A player is not required to reveal a traitor if played against him in battle.

H. Collection Round

1. Any player with tokens in a sector of a territory in which there is spice may now collect that spice. The collection rate is three spice per token if the player occupies Arrakeen or Carthag. It is two spice per token if the player does not occupy Arrakeen or Carthag.

2. Uncollected spice remains where it is for future turns.

3. Any player without a single pathetic morsel of spice after collection is eligible for a liberal hand out of two spice by merely filling out the requisite forms, or by calling out "Choam Charity!"

IV. Alliances

Once a Worm (Shai-Hulud) spice card is turned over on the second or subsequent rounds, a Nexus occurs and play stops 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 tokens and/or giving a free move to the Fremem.

A. Forming an alliance: If the "No Fucking Alliances Rule" is not in effect.

1. Players may discuss among themselves the advantages and disadvantages of allying, and with whom.

2. An alliance may contain any number of players, but you cannot ally to win. We win the old fashion way -- we earn it.
3. The members of an alliance must be revealed to all. Alliances cannot be secret.
4. Several alliances can be formed during a Nexus but no player can be a member of more than one.
5. Once all players have had a chance to ally, no further alliances can be made until the next Nexus.

B. Breaking an alliance:

1. Any player may break an alliance during a Nexus. He just announces that he is breaking from the alliance.
2. Players who break from an alliance have an opportunity to immediately join or form a new alliance.

C. How an alliance functions:

1. Allied players' tokens are considered the same for purposes of victory. If, together, they hold the requisite number of strongholds at the end of the turn, they have jointly won the game. The requisite number for victory must be determined by mutual consent.
2. Allies may discuss strategy secretly at any time.
3. During the Bidding Round, allies may help each other by paying some or all of the cost of each other's treachery cards so that one can bid more spice than he actually has.
4. During the Shipment Round, allies may pay for each other's shipments.
5. Allies may not enter any territory (except the Polar Sink) in which one of their allies already has a token(s) and, thus, may never battle one another.
6. Allies may assist one another as specified on their character shields.

V. Bribery

- A. Players are never required to keep secret the strength of their reserves, treachery cards or spice held, or traitor selected, nor are they obligated to reveal this information.
- B. All reserves and spice should be kept in the pocket of the shield. The number of treachery cards held must be kept open during the Bidding Round but can be kept secret at all other times.
- C. Players can make any kind of verbal deals or bribes between one another. Once made, these deals and bribes must be stated aloud and must be honored. A player cannot renege on a deal or bribe. Spice can be part of the bribe or deal.
- D. A deal or bribe cannot involve transfer or gift of treachery cards, leaders, tokens or character powers. A player cannot make a deal or bribe that would contravene the rules or his character's powers. These are the only limitations.

VI. Treachery Cards

Modified double deck including module cards. Distribution (or number of specific cards) can be modified by mutual consent prior to planet fall.

A. Battle Treachery Cards

1. 9-Projectile Weapon

Used in battle to kill opponent's leader.

- a. 2 - Crysknife
- b. 1 - Hunter Seeker
- c. 2 - Maula Pistol
- d. 2 - Slip-Tip
- e. 2 - Stunner

2. 9-Projectile Defense (Shield)

Defends your leader against any Projectile Weapon when used in your battle plan.

3. 9-Poison Weapon

Used in battle to kill opponent's leader.

- a. 2 - Chaumas
- b. 2 - Chaumurky
- c. 3 - Ellaca Drug
- d. 2 - Gom Jabbar

4. 9-Poison Defense (Snooper)

Defends your leader against any Poison Weapon when used in your battle plan.

5. 1-Lasegun

A special weapon. There is no defense against a lasegun, i.e. it automatically kills an opponent's leader. But, should you or your opponent play a Shield in the same battle, a nuclear explosion occurs and all tokens and spice (even those not involved in the battle) in the territory are lost to the tanks as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.

6. 6-Cheap Hero(ine)

Played in place of a leader in battle (this is the only time a player may play 3 cards in a battle: Cheap Hero(ine), weapon and defense). The Cheap Hero(ine) treachery card has no value to add to your total. Must be discarded when played.

7. 12-Worthless Card

They usually have no value in play, with these exceptions: the Bene Gesserit may use a worthless card as a Karama treachery card, and, if a player occupies the Gara Kulon, or any adjoining territory on the map, that player may use a Kulon treachery card as an Hajr Card. If not used for a special purpose as just described, the only way to get rid of them is to use them instead of a weapon or defense in battle, or as a residual poison bluff (see Special Treachery Cards). The one exception to this rule can be found under VII. Special Rules: F. Harkonnen: [rule] 2.

- a. 1 - Kull Wahad
- b. 1 - Ya! Ya! Yawm
- c. 2 - Kulon
- d. 2 - La, La, La
- e. 2 - Baliset
- f. 2 - Jubba Cloak
- g. 2 - Trip to Gamont

B. Special Treachery Cards

1. 1-Cone of Silence

Played at any time -- prevents a player from saying anything for the remainder of the round. For instance: once played it prevents a player from acquiring Treachery Cards in any manner throughout the duration of that Bidding Round. During Battle prevents Prescience, Trance, and Voice. A Cone must be played first; it cannot block a player after-the-fact.

2. 1-Family Atomics

Played any time during the Storm Round (even after storm is revealed) by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it.

a. It destroys the Shield Wall (and all tokens there) so that the Imperial Basin, Arrakeen and Carthag are no longer protected from the storm. Once played, the card is placed off the board by the Shield Wall to indicate that it has been destroyed (placement of the Shield Dildo is an alternative to simply using the card).

b. When the Family Atomics are blown, the sector that the storm currently occupies is never affected. All appropriate sectors into which it moves will be affected.

c. The storm, if currently located at the Shield Wall or an adjacent territory, does not affect ones ability to explode the atomics, as long as the requisite criteria apply.

3. 2-Hajr

Played during a player's Movement Round enables that player to make an extra on-planet group move, subject to the normal movement rules.

4. 1-Harvester

A spice harvesting aid. Played at anytime, either doubles the amount of the blow or doubles what you can carry. If a Thumper calls a worm to the territory, spice is collected before tokens are affected.

5. 4-Karama

When played can do any one of the following:

a. Prevents the Atrides from seeing the future, once (i.e. looking at the spice deck, treachery deck or an element of a battle plan, not necessarily your own). When used to prevent viewing treachery cards it affects all cards that are bid upon that round.

b. Prevents the Atrides from using the Kwisatz Haderach once.

c. Prevents the Bene Gesserit from accompanying shipments for one round.

d. Prevents the Bene Gesserit from using voice once.

e. Prevents the Bene Gesserit from using a Worthless treachery card as a Karama treachery card once. Both cards played must be discarded.

f. Enables a player to bid for and buy one treachery card without paying for it.

g. Prevents the Emperor from counting Sardaukar bonus in one battle.

h. Prevents the Fremmen from counting Fedaykin bonus in one battle.

i. Prevents the Fremmen from controlling a Spice Card-Worm once (their tokens in the territory are destroyed and taken to the tanks). Does not apply if the worm is called by Karama or Thumper card.

j. Enables a player to land tokens from off-planet reserves at the Guild cost (half-rate). The payment goes to the spice bank and not to the Guild. This takes the place of that player's normal shipment for that round.

k. Prevents the Guild from shipping when desired; the Guild player must ship at the proper time during that round.

l. Prevents the Harkonnen from taking a second free treachery card for an entire Bidding Round, or the remainder of one already in progress.

m. Requires the Tleilaxu to pay the normal revival rate when reviving tokens or leaders.

n. Prevents a leader from being a traitor to the Tleilaxu, (must be played upon revival so that the Tleilaxu is aware that the leader is not in his pay).

o. Enables a player to ship like the Guild from one territory to another on the planet's surface at double the cost, which goes to the Guild if that character is being played. This would be the only opportunity for the Fremmen to ship, and since Fremmen reserves are not off-planet, Fremmen and Guild tokens are the only kind that may be shipped off the map. Fremmen pay at the same rate as others for this service, and although they can survive at half strength on the surface, no shipments can be made into a sector currently under storm.

6. 1-Residual Poison

Played against an opponent at any time to create a potential, albeit temporary, traitor. When played before battle commences, a leader already placed in the wheel, cannot be changed. A six-sided die, rolled secretly, is used to determine the effects of the Residual Poison, i.e. if there will be a traitor, who it is and how long the condition lasts. The number rolled (1-5) is compared to the list of leaders on the Player Aid Sheet to identify the "traitorous bastard," if a 6 appears it is immediately revealed, the card is discarded and the "poisoner" pays 4 penalty spice to the "poisonee." To determine the number of Turns the leader remains a traitor, divide the number rolled in half and round down, a 1 means the traitor lasts for a round. The Kwisatz still protects the Atrides leaders.

7. 1-Thumper

Played at any time to call a worm to a desert territory. It devours any tokens or spice there, unless occupied by Fremmen. A Fremmen may ride with spice on his back. A thumper cannot call a worm to a rock territory or to a stronghold. Sand riders face the peril of the desert when calling Shai Hulud.

8. 2-Tleilaxu Ghola

Played at any time.

a. It allows the player either to immediately recover one leader from the tanks without payment, or to revive up to five tokens from the tanks without payment.

b. A leader revived with a Tleilaxu Ghola treachery card during a Battle Round cannot be used until the next Battle Round.

- c. Players may use it against the Tleilaxu to prevent a leader from turning traitor (must be used during battle), it would act like a temporary Kwisatz Haderach.

9. 4-Truthtrance

Played at any time against any player. Forces that player to answer truthfully any one yes or no question concerning the game. Truth Trance questions must pertain to irrefutable fact or involve imminent action taking place in the current Round. Future circumstances or projected activity is not subject to Truth Trance. Players who answer truthfully concerning future actions, which subsequently become impossible to perform, due to events outside their control and in compliance with the rules of the game, are not accountable.

10. 1-Weather Control

Played at the start of a Storm Round, it enables the player to control the storm that round and move it from zero - ten sectors in a counterclockwise direction. If both Weather Control treachery cards are played in the same round, the storm is placed where the first player chooses, wiping out spice and tokens along the way. Then it is placed by the second player within ten sectors of where the preceding player left it (in a counterclockwise direction), or to any sector in a clockwise direction back as far as its starting point that round.

VII. Special Rules

A. Atreides

1. Any turn after losing a total of at least seven tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or Cheap Hero(ine) treachery card per turn. If the leader or Cheap Hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. The Kwisatz Haderach can only be killed if blown-up by a Lasegun-Shield explosion. A leader accompanied by the Kwisatz Haderach cannot turn traitor. If killed, the Kwistaz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival.
2. You may use a Karama treachery card to look at any one player's entire battle plan.

B. Bene Gesserit

1. You start one token in any territory of your choice (instead of just the Polar Sink). This is done after the Fremen placement at the start of play.
2. Beginning with the second turn, you are entitled to Choam Charity each Bidding Round whether you have spice or not (usual practice is to claim it during Collection).
3. Whenever any other player ships tokens to Dune from off-planet, you may ship, free, one token from your reserves (spiritual advisors) into the same territory (instead of the Polar Sink).
4. Your tokens may coexist peacefully with all other players' tokens in the same territory.

a. While coexisting, your tokens have no effect on the play of the other players whatsoever. They are treated as if they are not even on the board, i.e. they cannot collect spice, cannot be involved in combat, cannot prevent another player's control of a stronghold, cannot receive three territory movement bonus. They are still susceptible to storms, worms and Lasegun-Shield explosives.

b. You must announce at the beginning of the Movement Round, before any movement is started, all territories in

which you no longer wish to remain in coexistence. Anytime you end your move in an occupied territory in which you previously had no tokens or another player moves tokens into a territory only you occupy, you must announce immediately whether or not you will coexist there.

c. You cannot ship with another player (as spiritual advisor) into a territory in which you have stated (or intend to state when you land) that you are not in coexistence that turn.

d. Those territories in which you choose to be (or remain) in coexistence must stay in coexistence for the rest of the turn.

e. It is assumed you are in coexistence unless you state otherwise.

f. Your tokens in territories not in coexistence are treated as normal tokens.

C. Emperor

1. Your five starred tokens (elite Sardaukar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremen. Your starred tokens are worth just one token against Fremen.
2. They are treated as one token in revival. Only one starred token can be revived per turn.
3. You may use a Karama treachery card to revive up to three tokens or one leader for free.

D. Fremen

1. You select and may look at the next turn's storm counter or die roll secretly.
2. During a Spice Blow, all additional worms that appear after the first worm can be placed by you in any territory you wish.
 - a. They cannot devour tokens if not in a desert territory.
 - b. A Fremen riding a worm into a desert territory may devour tokens and leave the spice to be collected during the Collection Round.
3. If caught in a storm, only half of your tokens are killed (any fractions are rounded up). You may move into a storm at half loss.
4. Your three starred tokens (Fedaykin Death Commandos) have a special fighting capability. They are worth two normal tokens in battle and in taking losses (even against the Sardaukar). They are treated as one token in revival. Only one Fedaykin token can be revived per turn.
5. You may use a Karama treachery card to cause a worm to appear in any territory that you wish. A worm cannot devour tokens if not in a desert territory.
6. When a Fremen places a worm during a Spice Blow or by treachery card, where Fremen currently are, he may immediately move to any one territory or stronghold on the board (subject to storm and occupancy rules). This serves as a surrogate token shipment.

E. Guild

1. You are not required to make your shipment when it occurs in the turn sequence during the Shipment Round, but may take it at any turn in the sequence that you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

2. You may use a Karama treachery card to stop one off-planet shipment of any one player.
3. When you ship an odd number of tokens all fractional costs are rounded up. So a five token shipment to a stronghold costs three spice; a one token shipment to a stronghold costs one spice, etc.

F. Harkonnen

1. **This power has been withdrawn by the mutual consent of all Dune Squad members; I place it here in case we wish to reconsider.** Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn, or in the tanks). You can immediately turn the leader into the tanks for two spice; or use the leader once in a battle after which you must return him (her) to the original owner.

- a. If all of your own leaders have been killed, you must return all captured leaders immediately to their original owners.
- b. Killed captured leaders are put in the tanks from which the original owners can revive them (subject to the revival rules).
- c. A captured leader is automatically in the pay of the original owner.
- d. When you win by treachery you may collect the opponent's leader value in spice, but the leader is included in the random selection of remaining leaders.
- e. Leaders taken by the Harkonnen are considered lost or killed when evaluating a player's leader revival status.

2. You may use a Karama treachery card to take without looking any number of cards, up to the entire hand of any one player of your choice. For each treachery card you take you must give him one of your treachery cards in return.

G. Tleilaxu

1. You may use a Karama treachery card to stop any one player from reviving tokens one time.

VIII. Character Shield Information

A. Atreides

House Atreides Paul Maud'Dib

AT START - 10 tokens in Arrakeen and 10 in reserve (off-planet). Start with 10 spice.

FREE REVIVAL - 2 tokens.

ADVANTAGES - You have limited prescience.

1. During the Bidding Round, you may look at each treachery card as it comes up for purchase before any player bids on it.
 2. At the start of the Movement Round, you may look at the top card of the spice deck.
 3. During the Battle Round, you may force your opponent to show you your choice of one of the four elements he will use in his battle plan against you; the leader, the weapon, the defense, or the number dialed. If your opponent shows you that he is not playing a weapon or defense, you may not ask to see another element of his plan.
- ALLIANCE - You may assist your allies by forcing their opponents to show them one element of their battle plan.

B. Bene Gesserit

Reverend Mother Gaius Helen Mohiam

AT START - 1 token in Polar Sink and 19 tokens in reserves (off-planet). Start with 5 spice.

FREE REVIVAL - 1 token.

ADVANTAGES - You are adept in the ways of mind control.

1. At the start of the game (before traitors are picked) you write down the name of one other player and the turn in which you think he will win (you can't predict the automatic Guild or Fremmen victory at the end of play). If that player wins (alone or as an ally, even your own) when you have predicted, you reveal the prediction and you alone have won. You can win normally, of course.

2. Whenever any other player ships tokens onto Dune from off-planet, you may ship free 1 token from your reserves (spiritual advisors) into the Polar Sink (see Special Rules). You may also ship normally, of course.

3. You may voice your opponent to do as you wish with respect to one of the cards he plays in his battle plan, i.e., to play or not to play a projectile, shield, poison, snooper, lasegun or worthless card. You cannot voice a Cheap Hero(ine). If he can't comply with your command, he may do as he wishes.

ALLIANCE - In an alliance you may voice an ally's opponent.

C. Emperor

House Corrino Emperor Shaddam IV

AT START - 20 tokens in reserves (off-planet). Start with 10 spice. FREE REVIVAL - 1 token.

ADVANTAGES - You have access to great wealth.

1. Whenever any other player pays spice for a treachery card, he pays it to you instead of to the spice bank.

ALLIANCE - You may give spice to your allies to purchase treachery cards, to revive tokens and to make shipments. Their payment for any treachery card even with your own spice comes right back to you.

D. Fremmen

Liet-Kynes

AT START - 10 tokens distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 tokens in reserves (on the far side of Dune). Start with 3 spice.

FREE REVIVAL - 3 tokens (you cannot buy additional revivals).

ADVANTAGES - You are native to Dune and know its ways.

1. You may move your token group two territories instead of one.
 2. You may bring any or all of your reserves onto any territory within two territories of and including the Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any way other than this (see Karama Treacher Card for exception).
 3. If a worm appears in a territory where you have tokens, they are not devoured but, immediately upon conclusion of the Nexus, may move to any one territory on the board (subject to storm and occupancy rules).
 4. If no player has won by the end of the last turn and if you (or no one) occupies Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sietch, you have prevented interference with your plans to alter Dune and you automatically win the game.
- ALLIANCE - Your allies are not devoured by worms. They win with you if you win at the end of the last turn.

E. Guild

Edric

AT START - 5 tokens in Tuek's Sietch and 15 tokens in reserve (off-planet). Start with 5 spice.

FREE REVIVAL - 1 token.

ADVANTAGES - You control all shipment onto and off Dune.

1. You are capable of making one of three possible types of shipments each turn. You may ship normally from off-planet reserves to Dune; or you may ship any number of tokens from any one territory to any other territory on the board; or you may ship any number of tokens from any one territory back to your reserves.

2. You need pay only half the fee when shipping your tokens. The cost for shipping to your reserves is one spice for every two tokens shipped or fraction thereof.
 3. When any other player ships tokens onto Dune from off-planet reserves, he pays the spice to you instead of to the spice bank.
 4. If no player has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.
- ALLIANCE - Allies may use the same types of shipments and at the same costs as you. They win with you if no one else wins.

F. Harkonnen

House Harkonnen Baron Vladimir Harkonnen

AT START - 10 tokens in Carthag and 10 tokens in reserve (off-planet). Start with 10 spice.

FREE REVIVAL - 2 tokens.

ADVANTAGES - You excel in treachery.

1. At the start of the game you write down the name of all leaders belonging to other players which you draw. All are in your pay.
 2. You may hold up to 8 treachery cards. At first, you are dealt 2 cards instead of 1, and every time you buy a card you get an extra card free from the deck (if you have less than 8 total).
- ALLIANCE - Leaders in your pay may betray your allies' opponents, too.

G. Tleilaxu

Representative

AT START - 20 tokens in reserves (off planet). Start with 5 spice.

FREE REVIVAL - 5 tokens or 1 leader.

ADVANTAGES - You control the revival tanks.

1. All spice paid to revive tokens or leaders from the Tleilaxu Tanks goes to you.
 2. You start with no traitors in your pay; however any leader going to the tanks is instantly in your pay.
 3. You can use a Tleilaxu Ghola treachery card as a Karama treachery card.
- ALLIANCE - Your Allies need not pay for revival.

IX. Equipment

A. Game Board

1. Printed on the board is a map of the planet, Dune. The map contains four types of territories.

- a. Sand - yellow, orange or brown
- b. Rock - grey
- c. Stronghold - red
- d. Polar Sink - blue

2. The map is also divided by longitude lines into 18 sectors that extend from the edge of the Polar Sink to the horizon.

3. Six player dots surround the map.

4. Places have been provided for the spice and treachery decks.

B. Six Character Sets

1. Each set is composed of three types of components:

- a. A playing shield bearing the likeness of the character and its advantages.
 - b. Five large discs - each showing a leader and its fighting strength.
 - c. Twenty small tokens (colored checkers preferred, some starred.)
2. All components of each player set have the same color for identification.

C. Two Battle Wheels (must be assembled and joined with a pound puppy eyeball.)

D. Two Decks of Cards

1. Spice Deck (double deck): 41 cards
2. Treachery Deck (modified double deck including module cards)

E. Spice Tokens (poker chips preferred, in denominations of one, two and four.)

F. A Storm Marker

G. Six Storm Counters (or 6/7 sided die)

H. Player Aid Pad (gecko special cheat sheet pads preferred.)

I. Instruction Manual (Dune Squad Rules preferred.)

J. Beer Pounding Poppa Smurf (keeper of the Polar Stink.)

K. Tanks (suitable receptacle for the dead.)

L. Traitor Bucket (Joe's hat preferred)