DUNE

Player Screens

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Atreides

Sequence of Play

Storm Round
Move Storm Marker.

Spice Blow
Reveal top Spice Deck card & place Spice Tokens in Territory.

Bidding Round
Receive CHOAM Charity of 2 Spice if you have 0 Spice. Bid Spice for Treachery cards.

Revival & Movement Round
Reclaim Tokens from “Bene Tleilaxu Tanks”. Make 1 shipment of any # of Tokens from Reserves to any 1 Territory. Move any # of Tokens from 1 Territory into 1 other Territory.

Battle Round
Resolve battles in every Territory occupied by 2 or more Factions.

Collection Round
Tokens in Territories with Spice may collect 2 Spice per Token.

At Start — 10 Tokens in Arrakeen & 10 Tokens in Reserves (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 1 of the 4 elements opponent will use in battle plan against you; the Leader, the Weapon, the Defense, or the number dialed. If your opponent is not playing a Weapon or Defense, you may not ask to see another element of the plan.

Alliances — You may assist your allies by forcing their opponents to show them 1 element of their battle plan.

Revival — 2 Spice per Token or Leader value
Shipping — 1 Spice per Token (Stronghold)
2 Spice per Token (Elsewhere)

Optional Rules

Additional Advantages
Immediately after losing a total of at least 7 Tokens in battle(s), you may use the Kwisatz Haderach card.

It cannot be used alone in battle but may add its +2 strength to any one Leader or Cheap Hero(ine) per turn. If the Leader or Cheap Hero(ine) is killed, the Kwisatz Haderach has no effect in the battle.

Kwisatz Haderach can only be killed if blown up by Lasgun-Shield explosion.

A Leader accompanied by Kwisatz Haderach cannot turn traitor.

If killed, Kwisatz Haderach must be revived like any other Leader. If not killed, it has no effect on Atreides Leader revival.

Karama Powers
You may look at 1 player’s entire battle plan.

Atreides

Bene Gesserit

At Start — 1 Token in Polar Sink & 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 chosen) select a Faction & Turn Number which you think that Faction will win (you cannot predict the automatic Guild or Fremen victories 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 1 free Token from your Reserves (spiritual advisors) into the Polar Sink. You may also ship normally, of course.
3. During the battle round, you may "Voice" your opponent to do as you wish with respect to 1 of the cards opponent plays in battle plan, i.e., to play or not play a Projectile, Shield, Poison, Snooper, Lasgun, or Worthless card. You cannot "Voice" a Cheap Hero(ine) card. If opponent is not able to comply with your command, opponent may ignore it.

Alliances — In an alliance you may "Voice" an ally's opponent.

Revival — 2 Spice per Token or Leader value
Shipping — 1 Spice per Token (Stronghold)
2 Spice per Token (Elsewhere)

Sequence of Play

Storm Round
Move Storm Marker.

Spice Blow
Reveal top Spice Deck card & place Spice Tokens in Territory.

Bidding Round
Receive CHOAM Charity of 2 Spice if you have 0 Spice. Bid Spice for Treachery cards.

Revival & Movement Round
Reclaim Tokens from "Bene Tleilaxu Tanks". Make 1 shipment of any # of Tokens from Reserves to any 1 Territory. Move any # of Tokens from 1 Territory into 1 other Territory.

Battle Round
Resolve battles in every Territory occupied by 2 or more Factions.

Collection Round
Tokens in Territories with Spice may collect 2 Spice per Token.

Optional Rules

Additional Advantages
You start 1 Token in any Territory of your choice (instead of just the Polar Sink). This is done after the Fremen placement.

Beginning with the second turn, you automatically receive CHOAM Charity each bidding round whether you have Spice or not.

Whenever any other player ships Tokens to Dune from off-planet, you may ship, free, 1 Token from your Reserves (spiritual advisors) into the same Territory (instead of the Polar Sink).

Your Tokens may coexist peacefully with all other players' Tokens in the same Territory. While coexisting, your Tokens have no effect on the play of the other players whatsoever.

(See Optional Rules in Manual for complete description).

Karama Powers
You may use any Worthless card as a Karama card.

Bene Gesserit

Emperor

Sequence of Play

Storm Round
Move Storm Marker.

Spice Blow
Reveal top Spice Deck card & place Spice Tokens in Territory.

Bidding Round
Receive CHOAM Charity of 2 Spice if you have 0 Spice. Bid Spice for Treachery cards.

Revival & Movement Round
Reclaim Tokens from "Bene Tleilaxu Tanks". Make 1 shipment of any # of Tokens from Reserves to any 1 Territory. Move any # of Tokens from 1 Territory into 1 other Territory.

Battle Round
Resolve battles in every Territory occupied by 2 or more Factions.

Collection Round
Tokens in Territories with Spice may collect 2 Spice per Token.

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, you receive Spice instead of the Spice Bank.

Alliances — You may give Spice to your allies to purchase Treachery cards, to revive Tokens, & to make shipments. Their payment for any Treachery card, even with your own Spice, comes right back to you.

Revival — 2 Spice per Token or Leader value
Shipping — 1 Spice per Token (Stronghold)
2 Spice per Token (Elsewhere)

Optional Rules

Additional Advantages
Your 5 starred tokens (elite Sardaukar) have a special fighting capability.

They are worth 2 normal Tokens in battle & in taking losses against all opponents except Fremen. Your starred Tokens are worth just 1 Token against Fremen.

They are treated as 1 Token in revival.

Only 1 Sardaukar Token can be revived per turn.

Karama Powers
You may use a Karama card to revive up to 3 Tokens or 1 Leader for free.

Emperor

Fremen

Sequence of Play

Storm Round
Move Storm Marker.

Spice Blow
Reveal top Spice Deck card & place Spice Tokens in Territory.

Bidding Round
Receive CHOAM Charity of 2 Spice if you have 0 Spice. Bid Spice for Treachery cards.

Revival & Movement Round
Reclaim Tokens from "Bene Tleilaxu Tanks". Make 1 shipment of any # of Tokens from Reserves to any 1 Territory. Move any # of Tokens from 1 Territory into 1 other Territory.

Battle Round
Resolve battles in every Territory occupied by 2 or more Factions.

Collection Round
Tokens in Territories with Spice may collect 2 Spice per Token.

At Start — 10 Tokens distributed as you like on Sietch Tabr, False Wall South, & False Wall West; & 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 2 Territories instead of 1.
2. You may bring any or all of your Reserves onto any Territory within 2 Territories of & including The Great Flat (subject to Storm & occupancy). You may not move onto Dune in any way other than this.
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 1 Territory on the board (subject to Storm & occupancy).
4. If no player has won by the end of Turn 15 & the following conditions are met, you have prevented interference with your plans to alter Dune & you automatically win the game.
   - You (or no one) occupies Sietch Tabr & Habbanya Ridge Sietch.
   - Harkonnen, Atreides, & Emperor do not occupy Tuek's Sietch.

Alliances — Your allies are not devoured by Worms. They win with you if you win at the end of the last turn.

Revival — Leader value
Shipping — Free (Restricted to any Territory within 2 Territories of & including The Great Flat)

Optional Rules

Additional Advantages
1. You select and may look at next turn's Storm Movement Marker (used only with optional Storm movement rule).
2. During a Spice Blow, all additional Worms which appear after the first Worm can be placed by you in any Territory you wish. They cannot devour Tokens if not in a desert Territory.
3. If caught in a Storm, only half of your Tokens are killed (any fractions are rounded up). You may bring your Reserves into a Storm at half loss.
4. Your 3 starred Tokens (Fedaykin) have a special fighting capability. They are worth 2 normal Tokens in battle & in taking losses. They are treated as 1 Token in revival. Only 1 Fedaykin Token can be revived per turn.

Karama Powers
You may use Karama card to cause a Worm to appear in any Territory that you wish. The Worm is not drawn from the Spice deck. A Worm cannot devour Tokens if not in a desert Territory.

Fremen

Harkonnen

At Start — 10 Tokens in Carthag & 10 Tokens in Reserves (off-planet). Start with 10 Spice.

Free Revival — 2 Tokens.

Advantages — You excel in treachery.

1. At the start of the game keep 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 the start of the game you are dealt 2 cards instead of 1. Every time you buy a card you get an extra card free from the deck (if you have less than 8 total).

Alliances — Leaders in your pay may betray your allies opponents, too.

Revival — 2 Spice per Token or Leader value
Shipping — 1 Spice per Token (Stronghold)
2 Spice per Token (Elsewhere)

Sequence of Play

Storm Round
Move Storm Marker.

Spice Blow
Reveal top Spice Deck card & place Spice Tokens in Territory.

Bidding Round
Receive CHOAM Charity of 2 Spice if you have 0 Spice. Bid Spice for Treachery cards.

Revival & Movement Round
Reclaim Tokens from “Bene Tleilaxu Tanks”. Make 1 shipment of any # of Tokens from Reserves to any 1 Territory. Move any # of Tokens from 1 Territory into 1 other Territory.

Battle Round
Resolve battles in every Territory occupied by 2 or more Factions.

Collection Round
Tokens in Territories with Spice may collect 2 Spice per Token.

Optional Rules

Additional Advantages
Every time you win a battle you can select randomly 1 Leader from the loser (including the Leader used in the battle, if not killed, but excluding all Leaders already used elsewhere that turn).

You can immediately turn the Leader into the “tanks” for 2 Spice; or use the Leader once in a battle after which you must return him (her) to the original owner.

If all of your own Leaders have been killed, you must return all captured Leaders immediately to their original owners.

Killed captured Leaders are put in the “tanks” from which the original owners can revive them (subject to revival rules).

A captured Leader is automatically in the pay of the original owner.

Karama Powers
You may use a Karama card to take without looking any number of cards, up to the entire hand of any 1 player of your choice. For each card you take you must give the player 1 of your cards in return.

Harkonnen

Spacing Guild

Sequence of Play

Storm Round
Move Storm Marker.

Spice Blow
Reveal top Spice Deck card & place Spice Tokens in Territory.

Bidding Round
Receive CHOAM Charity of 2 Spice if you have 0 Spice. Bid Spice for Treachery cards.

Revival & Movement Round
Reclaim Tokens from "Bene Tleilaxu Tanks". Make 1 shipment of any # of Tokens from Reserves to any 1 Territory. Move any # of Tokens from 1 Territory into 1 other Territory.

Battle Round
Resolve battles in every Territory occupied by 2 or more Factions.

Collection Round
Tokens in Territories with Spice may collect 2 Spice per Token.

At Start — 5 Tokens in Tuek's Sietch & 15 Tokens in Reserves (off-planet). Start with 5 Spice.

Free Revival — 1 Token.

Advantages — You control all shipment onto & off Dune.

1. You are capable of making 1 of 3 possible shipments each turn.
   - Ship normally from off-planet Reserves to Dune.
   - Ship any number of Tokens from any 1 Territory to any other Territory on the board.
   - Ship any number of Tokens from any 1 Territory back to Reserves.
2. You need pay only half the fee when shipping your Tokens. The cost for shipping to your Reserves is 1 Spice for every 2 Tokens shipped or fraction thereof.
3. When any other player ships Tokens onto Dune from off-planet Reserves, the Spice goes to you instead of to the Spice Bank.
4. If no player has been able to win the game by Turn 15, you have prevented control of Dune & automatically win the game.

Alliances — Allies may use the same types of shipments & at the same costs as you. They win with you if no one else wins.

Revival — 2 Spice per Token or Leader value
Shipping — ½ Spice per Token (Stronghold)
1 Spice per Token (Elsewhere)

Optional Rules

Additional Advantages
You are not required to take your move when it occurs in the Turn Sequence during the Movement 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.

Karama Powers
You may use a Karama card to stop 1 off-planet shipment of any 1 player.

Spacing Guild