

DUNE®

INTRIGUE AND CONQUEST IN FRANK HERBERT'S UNIVERSE

CONTENTS

DUNE BASIC GAME & ADVANCED GAME:
 1 Mapboard Showing the planet Dune
 6 Character Sets, consisting of: A Playing Shield, 5 Leader Disks,
 20 small tokens to mark controlled territories
 2 Decks of Cards: a Spice Deck and a Treachery Deck
 2 Battle Wheels
 54 Spice Tokens: 18-Ones, 17-Twos, and 19-Fours
 1 Storm Marker
 6 Storm Movement Markers
 1 Player Aid Pad
 1 Rulebook

DUNE EXPANSION SET - THE DUEL:
 5 Main Character Leader Disks
 1 Dueling Arena
 1 Deck of 25 Dueling Cards
 6 Block Tokens for use in Duels
 5 New Treachery Cards

DUNE EXPANSION SET - SPICE HARVEST:
 30 Spice Tokens: 15 each of Ones, Twos and Fours
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 1 Deck of 30 Share Cards
 1 Deck of 10 Voting Cards
 1 Deck of 6 Planted Cards
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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.

- The youthful Paul Atreides (Muad'ib) - 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 Eridic (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.

DUNE is a game of diplomacy, political intrigue and control. Players use various means of treachery to undermine their opponents and destroy their houses. You must choose your battles carefully, because you never know if there is a traitor in your own household. The object of the game is to gain control of the planet Arrakis (commonly known as DUNE). Once you have control of DUNE, you control the flow of Spice. And, as we all know, He who controls the spice controls the Galaxy...

WARNING: This is a French Language edition of DUNE. The Components are all in French. However this rule book and the play-aids included make it very easy to understand how to play. Most of the game components are language neutral, and only show terms in the language of DUNE, so no difficult translation is necessary.

DUNE was produced under license from Avalon Hill, and is the same game. However, this edition includes the hard to find Dune Expansions Spice Harvest and The Duel. We have also included in the translation three new Houses that are not in the game, but were published as variant rules in issues of Avalon Hill's General and Heroes magazines.

Statistics:

Number of Players: 2-6 (but best with 6)
 Ages: 14 and up
 Difficulty: 4 on a scale of 1-7
 Playing Time: 2-3 hours





I. INTRODUCTION

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 signaled 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 regrown.

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.

Optional Houses not included in the game

- *Speaker of the Lansraad House* - with the Great Houses of the Lansraad, the Imperial governing body, behind you the benefits of numbers and the advantages of the legal system make others wary of your power.

- *Scytale of the Bene Tleilax* - as a force beyond the Imperium's normal boundaries you delve into a good deal, from recreating the dead from as little as a single cell, your mystical presence is pervasive.

- *Inquisitor of Ix* - you come from a system whose strength is derived from manufacturing things, from the exotic to the mundane. You find mobility and technology easy to come by and hold the keys to new frontiers.

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. *DUNE* has been divided into a Basic Game, and Advanced Game, and Optional Rules. Learn and play the Basic Game several times before venturing into the Advanced Game. The Optional Rules add extra flavor to the game.

II. EQUIPMENT

A. Game Board:

1. Printed on the board is a map of the planet *DUNE*. The map contains 42 territories of four different types: Sand (yellow, orange or brown), Rock (gray), Stronghold (red), Polar Sink (blue).
2. The map is also divided by longitude lines into 18 sectors which extend from the edge of the Polar Sink to the horizon.
3. Six player dots surround the map. (One is missing in the bottom center of the board by Cielago Sud).
4. The two spaces at the bottom of the board are for the Treachery (*Traitrise*) and Spice (*Epice*) Decks.
5. The space in the top Left of the board is the Bene Tleilax regeneration tank.

B. 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. *5 large discs* - each showing a leader and his fighting strength from 1-5 (the sixth "10" disk is not used in the Basic Game).

- c. *20 small tokens* (the starred tokens have no significance in the Basic Game).

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

C. Two Battle Wheels: Marked "Roue de Bataille"

D. Card Decks:

- *DUNE* includes a number of card decks:

1. Spice (*Epice*) Deck - 21 cards:
2. Basic Treachery (*Traitrise*) Deck - 33 cards

- *Spice Harvest Expansion decks:*

3. Spice Harvest Deck (*Recolte*) - 14 cards
4. Voting Deck (*Vote*) - 10 cards
5. Shares Deck (*Partage*) - 30 cards
6. Access Card Deck (*Acces*) - 36 cards
7. Planet Cards (*Planete*) - 6 cards
8. New Treachery Cards (*Traitrise*) - 5 cards

- *The Duel Expansion decks:*

9. Dueling Card Deck (*Duel*) - 25 cards
10. New Treachery Cards (*Traitrise*) - 5 cards

F. Spice Tokens: (in denominations of 1, 2 and 4 and printed on both sides).

G. Storm Marker: A brown storm marker to denote the section of *DUNE* currently under storm.

H. Storm Movement Markers: Six storm movement markers numbered 1-6, these have solid black printed on the back.

I. Player Aid Pad & Instructions: One translated sheet is supplied, the pad is in French.

E. Block Tokens: Printed with little wavy lines. Only used with the Duel Expansion.

F. Dueling Arena: For use with the Duel Expansion.

G. Rule Book & Player Aids: You are reading it.

BASIC GAME

III. SET-UP FOR PLAY

- A. The board is set out on a flat surface
- B. All spice tokens are located in a convenient place hereafter known as the *spice bank*.
- C. The spice and treachery decks are shuffled and placed face down in the appropriate location on the game board. Played cards will be piled face up next to the decks and discards reshuffled to restock the treachery deck as necessary.
- D. Each player gets one *Player Aid Sheet*.
- E. Each player selects *one character set*. If players cannot agree on the selections, each player chooses a character randomly. He reads the player shield's instructions (see Player Info section below for translation) and sets up his character as follows. (Note: A player character has special powers that may contradict the rules. Its particular powers always have precedence over the rules.)
 1. Players place their shield on the closest player dot to where they are sitting.
 2. All leader discs (except the main character [which have a 10 value], these are used in the expansion rules) are placed face down in the center of the board and thoroughly mixed. Each player then draws *four discs* at random from the pile and secretly selects *one* of the opponents' leaders (if he drew one) to be in his pay as a traitor. The

traitor's name is then circled on his Player Aid Sheet. All leaders are returned to the pile which is then re-mixed. The leader discs are then turned face up and recovered by the owning player.

3. Spice tokens equal to the amount indicated on each player shield are removed from the Spice Bank and given to that player.
4. Each player's tokens are placed on the board and in reserves as instructed.
5. One card from the treachery deck is dealt to each player.

IV. 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. Consult the following chart to determine the number of strongholds needed to win.

Cities Needed For Victory			
	Faction Size		
# of Players	1	2	3+
2	4	-	-
3	4	5	-
4	3	4	5

V. SEQUENCE OF PLAY

DUNE is played in turns to a maximum limit of 15 turns. Each turn is composed of six specific rounds that must be completed in the exact sequence presented below.

A. Storm Round

The storm marker is moved around the map.

B. Spice Blow

The top card of the spice deck is turned over and spice tokens are placed in the territory indicated.

C. Bidding Round

Players bid spice to acquire treachery cards.

D. Revival and Movement Round

First, players reclaim tokens from the 'Bene Tleilaxu Tanks'. Then each player, in turn, lands and moves his tokens on the map.

E. Battle Round

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

F. Collection Round

Tokens in territories which contain spice may collect the spice.

VI. STORM

- A. In the first storm round only, the storm marker is placed at a random location along the map edge using the following procedure. The player whose player dots are nearest on either side of the storm 'at start' sector will independently dial a number from 'zero' to 'twenty' on the wheels. The two numbers are revealed simultaneously, totaled, and the storm marker moved from the 'at start' sector *counterclockwise* that number of sectors around the map.
- B. In all subsequent storm rounds, the two players who last used the wheels will independently dial a number from '1' to '3', simultaneously reveal the numbers, add them and advance the storm marker from its current position *counterclockwise* that number of sectors around the map.

- C. Any tokens in a sector of sand territory (except the Imperial Basin) over which the storm passes or stops are sent to the 'Tleilaxu Tanks'. Any spice in a sector over which a storm passes or stops is removed to the *spice bank*.

VII. SPICE BLOW

- A. The top card of the spice deck is turned over.
 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 asterisk. If the asterisk sector is currently in storm, no spice is placed that turn.
 2. If it is a *worm card*, all spice and tokens in the territory last turned up in the *spice deck* are removed to the *spice bank* and *tanks*, respectively, AND another card is turned over, and so on, until a *territory card* appears and spice is placed.
- B. If a *worm card* appears, a *Nexus* occurs immediately during which alliances can be formed and broken. (See XII. Alliances).
- C. If a worm card is drawn, any additional worm cards drawn that round are ignored (excepting the Fremen free ride benefits)
- D. During the first turn's spice blow only, all worm cards turned over are reshuffled back into the spice deck. A *nexus* will not occur on turn 1.

VIII. BIDDING ROUND

- A. One of the players deals from the *Treachery Deck* a number of card *equal* to the number of players who can bid for *Treachery Cards* this round. A player cannot bid for *Treachery Cards* if he already holds 4 *Treachery Cards*.
- B. The dealt cards are placed face down in a row along one board edge. The first card in the row is now auctioned for spice.
 1. The player whose player dot the storm next approaches begins the bid for the first card.
 2. The first player may bid one or more spice or pass. Bidding then proceeds to the player to his right who may raise the bid or pass and so on around the table until a top bid is made and all other players pass. The top-bidding player then pays the number of spice he bid into to the *spice bank* and takes the card.
- C. No player may bid more spice than they have.
- D. In subsequent bidding that round, the first player to the right of the player who opened the bid for the previous card begins the bidding for the next card. In this way every player gets a chance to open the bidding for a *Treachery 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.
- F. The number (not the type) of *Treachery Cards* each player holds must always be open to the other players during the bidding round. Nobody is allowed to hide the number of cards he hold at this time.
- G. A player can never have more than four cards in his hand at any one time. If he has a full hand, he must pass on all cards up for bid.
- H. Each player must bid quickly after the previous player or he is assumed to have

passed. Five seconds is the recommended time frame.

- I. **CHOAM Charity:** At the start of the bidding round, any player who has no spice may collect two spice from the *Spice Bank* by calling out "CHOAM Charity".
- J. A description of each Treachery Card is given in the Player Aid Pad.

IX. MOVEMENT

A. The player whose player dot the storm next approaches is termed the '*first player*'. He always opens the bidding for the first *Treachery Card* and makes the first move in a turn. If a storm is on the player dot, it is considered to have passed that player.

B. **Token Revival:** Before any movement is made, all players may revive up to three tokens from the 'Tleilaxu Tanks'.

1. A certain number of tokens are revived for free as stated on the shield Any additional tokens that may be revived must be done at a cost of two spice per token. All spice expended for token revival is placed in the *spice bank*.
2. A player cannot revive more than three tokens per turn (excepting Treachery Card usage or Bene Tleilaxu alliance)
3. Revived tokens must be placed in that players' Reserves.
- C. The '*first player*' takes his move first. Play then proceeds to the right until all players have taken their moves. Each player's moved is composed of two segments.

1. Shipment:

- a. A player may make one shipment of any number of tokens from his reserves to any one territory on the map.
- b. A player must pay spice to the *spice bank* for his shipment. The cost of shipping off-planet reserves is one spice per token shipped into any stronghold and two spice per token shipped to any other territory. The Fremen player does not have to pay as his reserves are on the far side of DUNE. Please see his instructions regarding limitations on which areas may be shipped to.
- c. No player may ship into a sector in storm or a stronghold already occupied by two other players. Otherwise, shipments may be placed in any territory.
- d. No player may ship tokens from the board back to his reserves.

2. Token Movement:

- a. Each player may move, as a group, any number of his tokens from one territory into one other territory.
 - 1) A player who starts his move with one or more tokens in either Arrakeen, Carthag, or both has access to ornithopters and may move his token group through up to three adjacent territories. The token group does not have to be in Arrakeen or Carthag to make the three territory move. The location of the storm marker on the map does not deprive the owning players of this benefit. *Example:* A player with one or more tokens in Arrakeen would be able to move tokens starting in Tuek's Sietch through Pasty Mesa and Shield Wall to the Imperial Basin where they must stop.
 - 2) A player without a token in either Arrakeen or Carthag at the start of his move does not have access to

ornithopters and can only move his token group by foot to one adjacent territory.

- b. Each player may make only one move per turn
- c. Sectors have no effect on movement, i. e. , tokens can move into or through a territory ignoring all sectors. As 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 (including non-sand territories). 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.
- d. When ending a move in a territory lying in several sectors, a player must make clear in which sector of the territory he chooses to leave his tokens.
- e. The polar sink is never in storm.
- f. Tokens do not block movement with one exception: Like shipment, tokens cannot be moved into or through a stronghold if tokens of two other players are already there. Otherwise, tokens are free to move into, out of, or through any territory occupied by any number of tokens.

D. Leader Revival

- 1. If all 5 of a player's leaders are in the 'tanks', a player may revive one leader per turn until all of his leaders have been revived.
- 2. To revive a leader the player must pay the leader's fighting value in spice to the *spice bank*.
- 3. A revived leader can be played normally and is still subject to being a traitor.
- 4. A player may revive a leader only at the end of his move.
- 5. 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.

X. BATTLES

A. Battle Determination

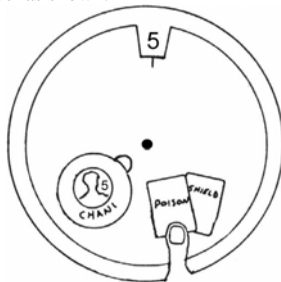
- 1. Battles must occur between players whose tokens occupy the same territory.
- 2. Battles continue until just one player's tokens or no tokens remain in all territories on the map with two exceptions:
 - a. Players cannot battle one another in a territory if their tokens are separated by a storm sector. Their tokens can remain the same territory (in separate sectors) at the end of the round.
 - b. 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.
- 3. When resolving battles, the 'first player' is named the aggressor until all of his battle 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 battle situations are resolved.
- 4. If three or more players are in the same territory, the aggressor picks who he will battle first, second, etc. , for as long as he survives.

B. Battle Plan

- 1. 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 he has in the disputed territory.

- 2. One leader disc is selected and placed face up in the slot on the wheel.
- 3. He may play either a weapon or defense Treachery Card or both by holding them against the wheel as shown.



- 4. When both players are ready, the battle plans are revealed simultaneously.
- 5. If the Bene Gesserit 'voice' and the Atreides 'prescience' are both present in the same battle, the 'voice' is used first, the 'prescience' second.
- 6. A Truth Trance Treachery Card if available could be played at any point in this procedure.

C. Battle Resolution

- 1. The winner is the player with the higher total of number dialed plus leader's fighting strength (value).
- 2. In the case of a tie, the aggressor has won.
- 3. 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 his total. Both leaders may be killed and neither count in the battle. Both leaders could survive and be counted.
- 4. Any leaders killed are immediately placed in the 'tanks'. The winner receives their value (including his own leader, if killed) in spice from the spice bank. Surviving leaders are retained by their owner.
- 5. The losing player loses all the tokens he had in the territory to the 'tanks' and must discard all Treachery Cards he used in that battle.
- 6. The winning player loses only the number of tokens he dialed from the territory to the tanks. He may keep or discard any of the Treachery Cards he played.
- 7. Note that the loser does not lose his leader as a result of battle. Leaders are killed only by weapon Treachery Cards.
- 8. No player may use a surviving leader in battle in another territory during the same round. The leader may be played in another battle in the same territory, however.
- 9. 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.
- 10. If a player cannot play a leader in battle, i. e. , they are all in the 'tanks' or have fought in another territory that round, he must still battle but he must declare that he is without a leader and he cannot play any Treachery Cards as part of his battle plan. His total is simply the number of tokens he dials.

D. Traitors

- 1. If during a battle, the player's opponent displays a leader as part of his battle plan which the player selected as a traitor in his pay at the start of play, he immediately calls out, 'Treachery' and reveals the circled name on his Player Aid Pad. The player immediately wins the battle and the opponent must lose all of his

tokens in the territory and the traitorous leader to the 'tanks' and discards all cards he played.

- 2. The player loses nothing, regardless of what was played in the battle plans. He also receives the traitorous leader's fighting strength in spice.
- 3. 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 receives any spice from this.

XI. SPICE COLLECTION

- A. 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 *Carthag* or *Arrakeen*. It is two spice per token if the player does not occupy *Carthag* or *Arrakeen*.

- B. Uncollected spice remains where it is for future turns.

XII. ALLIANCES

- A. Once a worm (*Shai-Hulud*) spice card is turned over on the second or subsequent turns, a *nexus* occurs and play stops immediately.

- B. 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 Fremen.

- 1. If using the optional Kanly (Duel) rules, a War of Assassins occurs if no alliances exist at the conclusion of the nexus.

C. Forming an alliance

- 1. Players may discuss among themselves the advantages and disadvantages of allying and with whom.
- 2. An alliance may contain any number of players although a larger number will require more sietches for victory (see Rule IV).
- 3. 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.
- 4. Several alliance may be formed at a nexus but no player may belong to more than one alliance.
- 5. Once all players have had a chance to ally, no further alliances can be made until the next nexus.

D. Breaking An Alliance

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

E. How an Alliance Functions:

- 1. Allied players tokens are considered the same for purposes of victory. If, together, they hold the required strongholds at the end of the turn, they have jointly won the game.
- 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 movement round, allies may pay for each other's shipments.
- 5. Allies may not enter any territory (excepting 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 shields.

XIII. BRIBERY

A. Players are never required to keep secret the strength of their reserves, cards, or spice held, or traitors selected although they are never obligated to reveal this information.

B. All reserves and spice should be kept behind 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 may 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 the 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.

OPTIONAL RULES

XIV. INTRODUCTION

Each of the optional rules stands by itself. These may be added in part or in aggregate.

XV. ADDITIONAL CHARACTER ADVANTAGES

A. Players may include the additional character advantages listed on the back of the Player Aid Sheet with their regular character powers.

B. Because a description of the Bene Gesserit ability to coexist is somewhat detailed, it is presented here rather than in the Player Aid Pad.

- 1.** You start one token in any territory of your choice (instead of just the Polar Sink). This is done after the Fremmen placement.
- 2.** Beginning with the second turn, you automatically receive *CHOAM charity* each bidding round whether you have spice or not.
- 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. 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 lasgun/shield explosions.
- 5.** 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 have no tokens or another player moves his tokens into a territory only you occupy, you must announce immediately whether or not you will coexist there. You cannot ship with another player (as spiritual advisors) into a territory in which you have stated (or intend to state when you land) that you are not in coexistence that turn. Those territories in which you choose to be (or remain) in coexistence must stay in coexistence for the rest of the turn. Your tokens in territories not

in coexistence are treated as normal tokens. It is assumed you are in coexistence unless you state otherwise.

XVI. WEATHER

A. After the first turn's placement of the storm marker by the battle wheel, all subsequent weather movement is determined randomly.

B. In the first turn during the storm round, the Fremmen player randomly selects one weather movement marker from the six placed in a coffee cup. He looks at it and places it face down on the margin of the game board.

C. In the next storm round the number is revealed; the storm is moved *counterclockwise* that number of sectors; and the number marker is returned to the cup. The Fremmen player then selects a number marker for the next turn's storm movement. This is repeated each turn. After the first turn the battle wheels are no longer used to move the storm.

D. If the Fremmen player is not in the game, it is suggested that this rule not be used.

XVII. SPECIAL KARAMA POWERS

A. In addition to regular *Karama* powers listed in the *Player Aid Pad*, each character has a unique power that can be used when a player plays a *Karama card*.

B. When playing a *Karama card*, a player may now use it to prevent one opponent from using one of his character's advantages or he may use it to implement his character's special *Karama* power once.

XVIII. LONGER GAME

A. If players wish to play a longer game, they might use one or both of the following modifications.

- 1.** Eliminate alliances or restrict them to no more than two players.
- 2.** Increase the number of strongholds needed for victory by one from three to four or (for two players) from four to five.

B. If players find it too difficult to win by occupying four or five strongholds, they may add the Shield Wall as an additional territory for victory. Now players need occupy four of six territories for victory. The Shield Wall is not treated as a stronghold. It retains its identity as a rock territory.

C. In a larger game (i. e. with 6 or more players) the False Wall East territory may be changed to False Wall East Sietches. This is changes the territory to a stronghold. Alternately the Harga Pass Sietches may be used. This is to decrease the high density of players and units with expanded number of players involved. Changing the number of strongholds needed for victory is not changed. Note that if the False Wall East Sietches are used it is adjacent to the Polar Sink and to the Shield Wall as well. Neither of these are vulnerable as a result of the Shield Wall's demise to Family Atomics. Neither sietch will provide ornithopters.

1. Use both of the sietches as outlined, increase the number of strongholds required for victory by two but an alliance/player may count *either* Carthag or Arrakeen as double.

D. Optional Rule: Change the Main Character values to "8" instead of "10". This means they are not quite as strong as all 20 tokens in unsupplied combat (advanced game). The Kanly rules should restrict protection to "8" spice

instead of "10". This means the other characters are also not extremely far away from the Main Character values.

XIX. INCREASED SPICE FLOW

During every collection round, each occupant of *Carthag* and *Arrakeen* collects 2 spice and the occupant of *Tuek's Sietch* collects one spice. To qualify for collection, a player needs to occupy the stronghold only at the time of collection. If a player occupies two or all three of these strongholds, he collects spice for each that he occupies.

ADVANCED GAME

XX. INTRODUCTION

The *Basic Game* is changed by increasing the number of spice blows and altering the combat system somewhat.

XXI. SPICE BLOW

A. Instead of revealing one territory card each spice blow, two territory cards are now turned over. Two sets of spice blow cards may be used to accomplish this or make two sets of discard piles and reshuffle the cards on turn 8 when they run out. For the first round, all Shai Hulud cards are reshuffled back into the deck. Worm cards showing up for one discard pile have no impact on the other discard pile.

B. If using one deck of spice blow cards with two discard piles then on turn 8, only one territory card will remain in the Spice Deck. This will be placed on discard pile #1 and the spice placed at that location on the map. Any cards remaining in the spice deck will be worm cards and will affect discard pile #2. Once the deck has been completely used up, all spice cards including the territory card just turned over for discard pile deck #2 are reshuffled to restock the spice deck. Cards are turned over until a territory appears for discard pile #2. It can be the same territory as was turned over for pile #1. In this case, the territory gets a second spice blow. Any worm cards turned over are not reshuffled back into the deck and do affect the last territory turned over in the previous turn. The reshuffled deck will last until the end of turn 15.

C. If two separate Spice Decks are used it is possible for both cards to have a spice blow in the same territory on the same turn. If the Spice Harvester Treachery Card is played on the spice blow the combined total is doubled! Kull Wahad.

XXII. ADVANCED COMBAT

A. Spice now plays an important role in the combat procedure.

- 1.** Each token used in a battle is valued at its full strength if one spice is expended to support it. A token used in a battle which is not supported by one spice is valued at half strength.
- 2.** When formulating a battle plan, a player must put aside the amount of spice to expend in the battle. If a traitor comes up, the winner does not have to expend any spice. Otherwise, spice used in the battle plan must go to the spice bank, win or lose.

B. When dialing the Battle Plan, one-half increments can be indicated by lining up the line between the numbers with the line under the window of the battle wheel as shown.

C. When the winner takes his losses he may do so in any manner as long as it agrees with the strength dialed and the spice expended. For example, the Fremen player has one Fedaykin (worth two tokens) and five ordinary tokens in a territory in battle. He dials a strength of “3” and expends one spice. He wins the battle. He may lose one Fedaykin token at full strength (2) and two ordinary tokens at half strength ($\frac{1}{2} + \frac{1}{2}$) or he may lose one ordinary token at full strength and four tokens at half strength ($\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2}$). In once case, he loses a Fedaykin and two ordinary tokens and in the other case he loses five ordinary tokens. Either choice fulfills his spice/strength requirement. Note that the Fedaykin counts as two tokens in combat but requires only 1 spice for supply.

XXIII. COLLECTION ROUND

During every collection round, each occupant of Carthag and Arrakeen collects 2 spice and the occupant of Tuek’s Seitch collects one spice. To qualify for collection, a player needs to occupy the stronghold only at the time of collection. If a player occupies two or all three of these strongholds he collects the spice for each that he controls.

XXIV. THE DUEL EXPANSION SET

“What do you despise. By this are you truly known.” – *From the Manual of Muad’Dib, by Princess Irulan*

This expansion module may be used or deleted in the entirety. The game is complete without it but the expansion module introduces the intrigue and suspense of a Dueling Arena to the struggle for control of DUNE. During the game, players may threaten Kanly against each other. To Threaten Kanly, a player names a specific action and a specific player. If the player who has been named in the Kanly threat takes the action specified in the Kanly threat, Kanly is called. Kanly is a formal blood feud between two major houses and results in a duel to the death between two leaders. Leaders from the other players must attend the duel as seconds and will gain spice or lose their lives according to the results.

And when Shai’Halud appears, a Nexus occurs and each player must send a leader to the Arena as a negotiator. If no alliances are formed, a War of Assassins takes place among all of the leaders. Only one leader can leave the Arena alive.

In addition, this expansion includes a set of Main Character Leader Disks which may be used in battles on DUNE and in the Kanly Duels or the Wars of Assassins. These Main Character Leaders are more powerful than any other leader token; however, if a Main Character loses his or her life, the player who is playing that main Character is eliminated from the game.

This Expansion contains the following items:

1) A Dueling Deck Contains the following 25 cards:

Card	Type	Qty
Attack Out	Attack	3
Attack In	Attack	3
Attack Left	Attack	3
Attack Right	Attack	3
Throw Knife	Attack	1
Parry Attack From In	Defense	1
Parry Attack From Out	Defense	1
Parry Attack From Left	Defense	1
Parry Attack From Right	Defense	1
Attack or Move 3	General	1
Flee Arena with Honor	General	1
Place Block	Block	4
Pick up Block	Block	1
Jump Block	Block	1

2) Six block Tokens - To inhibit movement in the Arena.

3) Five additional Treachery Cards - Poison Weapon-Elacca Drug (*Poison Arme: Ellaca Drug*), Poison Snooper (*Poison Defense: Gôûte-Poison*), Cone of Silence (*Cone de Silence*), Residual Poison (*Poison Résiduel*), Kull Wahad.

Add these steps to the normal set-up for the main game:

- Shuffle the additional Treachery Cards into the main Treachery Deck.
- Set the Dueling Arena to one side.
- Shuffle the Dueling Cards and deal to each player one card face down, and set the rest of the Dueling Cards face down to one side. Players must keep their Dueling Cards secret. Dueling Cards may never be traded.
- Set the Block Tokens to one side.
- Each player takes their Main Character Leader Disc. During play, Main Character Leader Disks are treated the same as the regular leader disks except that they are not allowed to be included when traitors are selected during the main game set up.

KANLY

During the game you may threaten that a state of Kanly will exist between you and another player if that player takes a certain action which you name. To threaten Kanly, you name a specific action and a specific player. If the player named takes the action you named, a Kanly Duel is fought. Note! You may threaten Kanly only once per turn and you are bound to duel in only one Kanly which has been threatened against toy during a turn. The threat of Kanly for the action you name remains in effect only for the duration of that turn. You may not threaten Kanly against an ally. Threats may not be repeated by other players in the same turn.

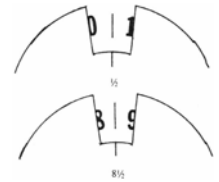
Example: “I threaten Kanly against the Atréides if they move a single troop token into Arrakeen this turn.”

If the Atréides don’t move into Arrakeen, then there will be no Kanly. If the Atréides do move into Arrakeen against your wishes, you must declare “Kanly” and regular play is suspended while a Kanly Duel is fought.

A. The Arena

After a Kanly has been declared the Dueling Arena is now set out and each of the players involved in the Kanly Duel secretly chooses a

leader to enter the arena. At the beginning of the Duel, the identity of each player’s leader disc is kept secret. The leader discs are placed face down on the outer edge of the Dueling Arena.



First, the player who threatened Kanly places his or her leader disc, still face down, into any outer section of the arena; then the other player places his or her leader disc face down on any other available outer ring sector of the arena. Each player may now set out in front of his or her shield from 1 to 10 personal spice to “back up” his or her leader (do this simultaneously).

B. Supporters

Every other player must now choose sides. Players place one of their leaders face down next to the player shield of the side they are supporting. If the side you support wins, you regain your leader and collect the value of the leader in any combination of spice from the Spice Bank, troop tokens from the ‘tanks’ or leaders from the ‘tanks’. If the side you supported loses, your leader is killed and goes to the ‘tanks’. You do not have to send a supporter if you have only your main character left. Leaders can not be declared as traitors when they are in a Kanly Duel or a War of Assassins as fighter or as supporters.

C. The Duel

The player who threatened Kanly moves first. Turns alternate between players. A player may make one or two moves during a turn. A move may be either physically moving your leader from one sector box of the Arena to another or playing a Dueling Card. Thus you may move twice, play two cards or move and play a card. You may not move your leader into a sector box already occupied by another player.

Whenever you move your leader in toward the center of the arena, you collect a Dueling Card from the top of the deck. However, no players may have more than four Dueling Cards at one time. So, if you have four, you may not collect another card until you have spent one. A leader can be moved out and then moved back in again just so you can collect another Dueling Card. Concerning orientation, leaders in the arena are always considered to be facing in towards the center. This allows players to always know the right and left side of each leader in the arena. To make this orientation even simpler to visualize, each sector has its sides identified Left (L), Right (R), In and Out.

D. Dueling Cards

There are four types of Dueling Cards: Attack Cards, Defense Cards, Block Cards, and General (Purpose) Cards.

- Attack and Defense Attack cards allow you to attack a leader who is in a sector of the arena which is adjacent to you; in, out, right or left. The throwing knife allows you to attack a leader who is anywhere one or two sectors away from you.

Note! The “Move or Attack Three” card allows you to make, as one of your two normal moves, up to 3 additional moves in your turn – that is 3 physical moves, 3 attacks or a combination of both attacks and moves (i.e. 2 moves and 1 attack).

2. Defense Cards are played only in response to an attack and must be played from the correct relative position. For example, remembering that each leader is facing the center of the arena, if your leader is attacked by a leader to your leader's left, you may play "Parry Attacker From Left". The attacking leader would have played "Attack Right" since your leader would have been on his (her) right. There is no defense card for the thrown knife.

E. The Outcome of the Attack

When you make an attack, you must reveal your leader. Your leader's value determines the strength of your attack. The value of your leader is deducted from any spice backing your opponent and then from the value of your opponent's leader and that amount of spice comes to you.

Example: You attacked with lady Jessica (5). Your opponent had 2 spice "backing up" her leader. The 2 spice go to you, but there are 3 more spice to pay on the debt. This forces your opponent to reveal her leader as Stilgar (7). Stilgar's worth must be decreased by the 3 that is owed to you. Your opponent takes Stilgar's spice-worth (7 spice) from the box and pays you 3 spice. The remaining 4 spice are placed on the Stilgar Disc to show Stilgar's new value. Stilgar now has a value of 4. Any attack where the attacker's value is equal to or greater than 4 will mean the end of Stilgar, and when Stilgar attacks, his opponent will lose only 4 spice.

The spice which you win in an attack is placed behind your shield as part of your personal spice reserves. It is not counted as part of the spice you have "backing up" your leader in the duel.

When an attack has a value equal to or greater than the worth of the leader plus any backing spice, then the attacked leader is killed and removed to the 'tanks'. The attacking player collects whatever spice is available and any spice-worth the leader has. In the example above; if the Lady Jessica attacked again, Stilgar would be killed and the Atreides player would get the last 4 spice from Stilgar.

F. Defending

When you are attacked, you may play a defense card from the appropriate position. The value of your leader is then deducted from the attacker's backing spice and spice-worth. The process of showing the diminishing value of the attacker is the same as in the above example. When you play a defense, you receive the value of your defender from the attacker in spice, first from any backing spice and then from the leader as described above.

Attacks and defenses are presumed to occur simultaneously. The outcome could be the simultaneous demise of both leaders. For example, if Stilgar has lost 2 (and is worth 5) and attacks Jessica at her full value and Jessica plays the appropriate poison attacker card, Stilgar will lose 5 and so will Jessica. Both will be dead. The spice will still go to both players. The seconds get nothing, but then, they don't forfeit their lives, either. When you play a defense card, you must reveal your leader if still face down.

G. Survivors

Leaders surviving a Kanly Duel once again regain their full face value.

H. Blocking

As one of the moves on your turn you may play a "Place Block" card. Discard the card and select a block counter. Place the block on any vertical border (straight line) in the arena. Consider your cards and anything you know about your opponent and place blocks where you can use them to your strategic advantage. Players can not attack or move across a border with a block token on it. You may use the Jump Block card to go over a block in your way or a Remove block card to take a block out of the arena. You may never have more than six block tokens in the arena at one time.

I. General

Flee Arena With Honor: Play this card to escape the arena with no loss to yourself or your seconds. The opponents second's collect nothing. It ends your participation in the Kanly Duel or the War of Assassins. This card may not be played by players acting as seconds.

J. Duel Deck

Once you have used a Duel card, you must discard it. Whenever the Duel Deck becomes depleted, immediately collect and re-shuffle the cards to start a new deck. At the end of the Duel or War of Assassins all unused Duel Cards in a player's hand remain there for future use.

K. Cheap Hero(ine)s

Cheap Hero(ine)s cannot be substituted for a leader in either the Kanly or War of Assassins.

L. Optional Kanly Rule

Instead of the normal Specific player and action method, player could use the following method:

At the beginning of the Bidding Round each turn a special stack of the yes/no vote cards are shuffled and handed out to the players. This special stack has a number of 'no' cards equal to the number of players. There is also one 'yes' card in the deck. Make sure the configuration is like this each turn. A card is given to each player (no charge) and one card is not distributed. The player with the 'yes' card will hang on his card and all other players will turn their 'no' cards back in. The 'yes' card represents the opportunity to declare Kanly and enter the dueling arena. Players hang onto their 'yes' cards until they declare a Kanly and then they must turn one card in. These cards may be traded and may be held and accumulated. There is always one opportunity for a new 'yes' card to be drawn each turn.

War of Assassins

During the Spice Blow if a Shai Hulud card is drawn and a Nexus occurs but no Alliances are formed OR maintained, then a War of Assassins occurs. Each player must send a leader to the arena. The War of Assassins is between all leaders and continues until only one leader is left in the arena, there are no 'seconds'. Each player starts the game with one Dueling card.

If a *Nexus* occurs (i. e. Shai Hulud appears in the Spice Deck), every player must place a leader in an outer sector of the arena face down while alliance discussions are taking place. The player who plays first in the turn places first and so on to the right (if more than five players, then place leaders on the second level sectors as well). If no alliance is achieved, a War of Assassins is declared and proceeds following the rules for a duel except that all of the players have leaders in

the arena participating in a free-for-all duel. Again the player who plays first in the turn moves first, then the player to his right. There are no spice backing the leaders and there are no supporters. Only one leader will leave the arena alive. A player who can neither play a card or move must forfeit his remaining move(s) for that turn.

XXV. OPTIONAL MODULE SPICE HARVEST

“... consider all the Houses that depend on CHOAM profits. And think of the enormous proportion of those profits of those dependent on a single product – the spice. Imagine what would happen if something should reduce spice production.” – Duke Leto to his son Paul, just before their migration to the spice planet, Arrakis (Commonly known as DUNE).

This expansion module takes the place of the regular setup in the game. Players will not place troops on the planet according to the starting positions and allotments on the player shields. Instead they will engage in a preliminary economic and political intrigue which focuses on the management of the DUNE spice harvests and the assignment of profits to the Emperor, the Great Houses, and the other powerful members of the CHOAM (the Combine Honnete Ober Advancer Mercantiles). The objectives of these economic intrigues is control of the best starting positions and superior troop strengths on the planet-- the best foothold on Arrakis to begin the strategic and treacherous contest for the ultimate goal, control of DUNE itself.

The object is to acquire spice and outbid competitors in buying access to strategic positions and superior troop strengths on DUNE.

This Expansion contains the following:

- 1) 45 Extra Spice Tokens: 15 of each, 1s, 2s and 4s.
- 2) 14 Harvest Cards (*Recolte*): 2 each - 5s, 8s, 10s, 12s, 15s, Worms, and 1 each, 25 and 40.
- 3) 36 Access Cards (*Acces*): Stronghold Cards - 2 for each DUNE city and sietch; and troop cards - 4 each of 1, 2, 3, 5, and 7 troops, and 3 each of 8 and 10 troops.
- 4) 30 Share Cards (*Partage*): 3 each of 0, 1, 2, 3, 4, 5, and 2 each of 6, 7, 8, 10, 12, and 15.
- 5) 10 Voting Cards: 5 “Yes” (*Pour*), and 5 “No” (*Contre*).
- 6) 6 Planet Cards (*Planete*): One home planet for each major character.
- 7) 5 extra Treachery (*Traîtrise*) Cards for use in the main game: Projectile Arm: Hunter-Seeker (Projectile Arme: Tuer-Chercheur), Projectile Defense: Shield (*Projectile Defense: Bouclier*), Harvester (*Moissonneuse*), Thumper, Ya! Ya! Yawm!

A. Setting up the Game using the Spice Harvest

Each player draws a Planet Card to determine his or her main character (or by another method chosen by the players to determine who is playing whom). The Planet Cards show “home” planets for each main character. Special abilities for each character are printed on the character’s home Planet Card for the Spice Harvest module. The abilities listed pertain to this module and will not be in effect during the main game. To begin, set your home Planet Card out in front of you, collect the rest of your components for your character and set up your character shield. Do not collect your main game spice allotment and do not locate your troops on DUNE.

1. **Spice Allotment:** Put all the spice tokens into the Spice Bank. Each player draws 10 spice from the Spice Bank. For the Spice Harvest module portion of the game the players will

not draw the spice allotment named for the main game.

2. **The Cards:** Separate the Spice Harvest cards into four piles: Harvest Cards, Access Cards, Share Cards, and Voting Cards. Shuffle the Harvest Cards and then the Access Cards and place them in separate piles face down and to one side. Place all Share Cards and Voting Cards to one side; Share Cards and Voting Cards need not be shuffled, they will be used by the Manager and other players.
3. **The First Manager of DUNE:** One player will have an opportunity to start this expansion set game as the “Manager” of the DUNE Spice Harvest. A canny Manager will be able to maximize personal gain and keep other players poorer.
4. **Determining the First Manager:** To determine who gets to be DUNE’s first Manager, each player secretly commits an amount of spice he would be willing to willing to pay for this honor by hiding that number of spice tokens in hand. Players simultaneously reveal their spice commitment and the player who reveals the most spice value gets to be the first Manager of DUNE. This player, however, must pay all spice he reveals to the player who reveals the next highest amount of spice. All other players keep their spice. Ties may be settled by a die roll or coin flip. After the Manager has been selected, the other players each take a “yes” and a “no” Voting Card. The Manager never needs to hold Voting Cards since he never votes.

B. Spice Harvest Play

Five DUNE spice harvests will take place during this expansion module. After the fifth harvest and the competitive set-up which follows, players will start the main DUNE game. The five harvest rounds each consist of a Manager’s Harvest Report, a CHOAM Meeting (accepting or challenging the Manager’s Report), and a Bid for Power in which Access Cards are sold to the highest bidder. The end game competition includes an opportunity to trade Access Cards, the return of all leftover spice, collection of spice for the main game, and a struggle for troop placement on DUNE using Access Cards.

1. The Harvest Manager’s Report

- a. Announcing the Harvest As Manager, you must first pay the Emperor (or the Bank if there is no Emperor player) one spice. If you do not have a spice to pay, then the player counterclockwise from you gets to be the Manager and must pay. Then you draw the top Harvest Card and secretly read the amount shown on the card. This number represents how much spice was harvested this year. Now, you must make your annual harvest announcement to CHOAM (the other players). At this time you publicly state how much spice was harvested. You may tell the truth or you may lie and claim a lower number.
- b. Distributing the Harvest: Next, you must inform each other player what his share of the harvest is. To do this, decide on how much of the harvest you want to give each player. These amounts may vary from player to player. Give each other player Share Card(s) showing the amount you decided that player should get. Place cards face down in front of each player. Players may look at their Share Cards but may keep the amount secret from other players.

The shares you pass out may equal the amount you announced or may add up to a lower number. You do not give yourself a share. You are limited to the number of cards in the Share Cards. This may make distribution a problem if you are trying to use the same number card over and over.

C. The CHOAM meeting

1. **Voting:** After the Manager has made the Harvest Report and after any discussion with one another, each other player must accept or reject the report by playing a “yes” or “no” Voting Card face down. If you think that the Manager both announced and distributed the same amount of spice as was harvested, play a “yes” card face down in front of you. If you think that the Manager did not announce or did not distribute the same amount as was harvested, play a “no” card face down in front of you. After all players have committed their Voting Cards, the cards are turned over simultaneously.

2. Distributing the Harvest

- a. First, the Manager reveals the Harvest Card he or she drew, collects that amount of spice from the spice reserves in the box, and collects an additional 3 spice from the box as an administrative fee. The Manager sets this Harvest Spice and the 3 administrative spice to one side as the “pot”.
- b. Each player who played a “Yes” card, gives his share card(s) to the Manager and collects the amount of spice on that card from the pot.
- c. Then, after the “Yes” voters have collected their spice, one of two events takes place: EITHER each player who played a “no” Vote Card turns in his Share Card to the Manager but collects nothing. OR;

I more players played “no” Vote Cards than “Yes” Vote cards AND, in fact the Harvest Report was dishonest (the amount on the Harvest Card was not the amount announced by the Manager OR;

The total of the shares passed out does not equal the amount announced by the Manager), then the players who played “No” Vote Cards divide the balance of the pot among themselves and the Manager gets nothing. If the pot cannot be divided equally among the players and they cannot all agree upon a fair distribution, the excess is returned to the reserves. When a majority of players vote “no” and the Manager’s report is dishonest, the DUNE Manager is relieved of his or her duties and the player to the right (counterclockwise) of the old Manager becomes the new DUNE Manager.

- d. So unless a majority of the other players vote “no” and the Manager’s Harvest Report is dishonest, the Manager keeps any spice left in the pot and continues as Manager by drawing the next Harvest Card and reporting and distributing the harvest as described above.

D. The Bid for Power

1. **Bidding:** After each harvest, players compete to buy Access Cards which represent the strategic strongholds on DUNE and certain troop strengths. The number of cards available for purchase after each harvest is equal to the number of players in the game. The Manager deals this number of cards off

the top of the Access Card deck, sets them face down to one side, and offers them sight unseen one by one for bid. Players bid and pay using spice. Bidding starts with the player to the right of the Manager and continues counterclockwise. The bidding for each card continues until the card is bought by the highest bidder. Spice used to purchase cards goes into the box. Players should be given a reasonable amount of time to bid (5 seconds).

- 2. Stockpiling Access Cards:** After you buy Access Cards, you may look at them but must keep them secret and set them aside face down until after the last (fifth) spice harvest and last Access Card purchase. Access Cards will be used to determine initial placement on DUNE to begin the game. There are two types of Access Cards, Stronghold and Troops. Stronghold Cards represent the cities and stetches on DUNE. Troop cards indicated numbers of troops you may use to occupy a stronghold.

E. Trading

After the five spice harvests have been reported and five Bids for Power have taken place you may trade our Access Cards with other players. Trades may be sight unseen or may be verified in advance (players who each other the card(s) they intent to trade). Whether a card is a troop or stetch card does not restrict tradability.

F. Returning the Spice

After all trades have been announced, players return any leftover spice to the Spice Bank.

G. Placement on DUNE

- 1. Committing Troops on DUNE:** Once all trades have taken place, players commit troops to the planet DUNE. The DUNE playing board is set out. Players place face down any Access Cards representing strongholds on DUNE they wish to occupy. Next to each stronghold, they place face down one or more troop cards. Note: the total number of troops committed by a player to all strongholds can not exceed 20.
- 2. Collecting Spice:** Players now convert any uncommitted troop Access Cards to spice on a one to one basis by discarding each card and drawing the amount of spice showing on the card from the Spice Bank. At this time, all players also collect their regular spice allotment for their characters as stated on their character shields.
- 3. Winning Strongholds:** Each stronghold on DUNE is now read out in counter-clockwise order, starting with Carthag and ending with Arrakeen. As each name is called, any player who has committed troops to that stronghold, reveals the stronghold card and the troop card(s) backing it up.
 - a.** If only one player has committed for a stronghold, that player places the number of his character's tokens (from the main game) which shows on the troop card(s) he revealed on that stronghold.
 - b.** If no players commit for a stronghold, that stronghold is vacant at the start of the game.
 - c.** If two players commit for the same stronghold, the player with the highest number of committed troops gets the stronghold, but that player must subtract the number of troops the other player committed from the number of troops he committed to determine how many tokens he can place on the stronghold. For example, if you committed 12 troops to

Arrakeen and another player committed 8 troops to Arrakeen, you would occupy the stronghold with (12-8) or 4 of your troop tokens. Troop tokens that counter-eliminate each other from this process are placed in "reserves" not the tanks.

H. Beginning the Game

Play now begins normally, except that the opening strongholds as specified on the character shields are ignored. The Harvest, Access, Share and Voting Cards are not used during the main game.

I. Special Abilities in Spice Harvest

Each major character has special abilities as outlined on his home Planet Card.

Atreides - As the Atreides, during each Harvest Report you may look at the Share Card(s) passed to one other player before making you decision on the validity of the harvest report. You may also look at one Access Card before it is bought during each Bid for Power.

Bene Gesserit - As the B. G. , you may look at all of the Access Cards that other players buy. You may tell any players anything you wish about your observations. You may make your B. G. prediction after you observe the opening positions on DUNE.

Guild - As the Guild, you may sell the Manager the right to draw an extra Spice Harvest card from the deck for an agreed upon fee of 4-8 spice. You may not look at this card. The Manager, now, "reports" on the combined amounts of the two Harvest Cards.

Fremen - As the Fremen, you automatically become DUNE's Manager whenever a worm comes up in the Harvest Deck. When the worm appears another Harvest card is drawn (there is at least one numbered harvest card per turn) You may start tokens in False Wall South and False Wall West without using Access cards provided you retain at least 10 tokens in reserve. If using access cards to make all token placements there is no reserve requirement.

Emperor - As Emperor, you collect a tax of one spice from the Manager before each harvest. If the Manager cannot pay you, the player to the right of the Manager becomes the new Manager and must pay you.

Harkonnen - As the Harkonnen, if you get caught presenting a dishonest Harvest Report as Manager, you can keep on being Manager - until you get caught a second time.

Optional Houses not included in the game

Lansraad - If a DUNE Manager relieved of his duties, the Lansraad player may block the appointment of the new Manager. In this case, then it is the second player to the right of the old Manager who becomes the new Manager. The Lansraad may not block the automatic appointment of the Fremen to the DUNE Manager position brought on by the appearance of a Worm in the Harvest Deck. The Lansraad has no "home planet" but do have a headquarters on Kaitain, the seat of the Imperial Court.

Ixians - If the Ixians are Manager, all Harvest Card values that the Ixians draw are increased by 50% (fractions round down). The home planet of the Ixians is Komos, better known as Ix [the ninth planet in their solar system].

Bene Tleilaxu - The Bene Tleilaxu may get their 10 spice like everybody else does in the module. They may give spice to one or more other players before the players determine who will be the first Manager of DUNE in return for future considerations during the game. Any spice left over at the end of the Spice Harvest module portion of the game does not have to be turned in; instead they

may keep it as additional spice to start the main game. The Bene Tleilaxu do not receive any spice during harvest distribution, and do not bid on any Access cards.

XXV. B. RAPID ACCESS VARIANT

If you don't have time for a full fledged Spice Harvest module try these rules out: Shuffle the Access Card deck and deal an equal number of cards to each player (five cards suggested). The Bene Tleilaxu receive none. The Emperor then draws an extra card. The Atreides player may then pick a random card from any other player, and give that player a chosen card from his own hand. The Harkonnen player may decide to receive two extra cards, but in that case must draw a card randomly from the Harvest Deck. If that card is a worm, he forfeits and discards all his Access Cards including the two extra ones. The Fremen player then openly selects one of the discarded Access Cards and adds it to his hand.

The Trading Access Cards step is conducted and players complete the Spice Harvest and deploy on DUNE as outlined above.

XXVI. OPTIONAL LEADERS - THE MAIN CHARACTERS

Included in the game are the main character discs for each faction. These are marked with a "10" numeral. These leaders are not included in the traitor selection process, i. e. your main character will never be a traitor. If your main character is killed (in battle, Kanly, war of assassins, etc.) your faction is not out of the game. You still maintain your holdings and all spice in your possession. However, your faction will lose certain advantages and/or have certain limitations laid on it. The advantages will be restored and limitations removed only when the Main Character Leader is revived from the 'tanks'. A player may revive (for the usual cost) his Main Character Leader on any turn in which he has at least one leader alive. If he has only his Main Character Leader left alive, he may start reviving his other leaders per the normal rules.

When all of the leaders, including the Main Character Leader, of a faction are in the tanks at the same time, that faction is out of the game. All of that faction's 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.

Paul Muad'dib Atreides is the gifted individual who give the Atreides faction its advantages. When he dies, all of those powers go with him and will not come back until he is brought back to life. If Paul Muad'dib Atreides is dead:

- The Kwisatz Haderach may not be used. Note: Paul is also killed when the Kwisatz Haderach is blown up in a lasergun-shield explosion
- Treachery cards may not be previewed.
- The top card of the Spice Deck may not be previewed.
- You may not force your opponent to show you any element of his battle plan or allow your allies the same privilege.

Baron Harkonnen holds all secrets to himself. While some of his lieutenants, such as Feyd-Rautha and Piter de Vries, may know some of those secrets, they are usually the same few secrets that the Baron will share. When the Baron dies, knowledge of traitors in his pay and of how to get extra weapons (treachery cards) is lost and can not be regained until the Baron is brought back to life. If the Baron dies:

- Only one of the four traitors picked at the beginning of the game may be used. The Harkonnen player must record which traitor is active at the time the Baron is killed. The others are inactive
- You may not pick up the extra treachery card when you buy one.
- You may not randomly select one leader from a loser of a battle for any purpose.

The Bene Gesserit Sisterhood will have an internal struggle for succession and may not provide a united front. If Reverend Mother Mohiam is dead:

- Your faction loses the power to co-exist with other factions in the same territory. All tokens on the board are treated as normal tokens.
- You may not use free shipments for your "spiritual advisors".
- You may not "voice" an ally's opponent.

Liet Kynes is a leader who brought all of the Fremen sietches together as a united whole. When he dies, various Fremen groups go back to their sietches. Only when Liet Kynes is brought back to life will the Fremen again have a fanatical leader to whip them up into a religious frenzy and transform the war into a Jihad. If Liet-Kynes is dead:

- Token revival isn't free, but instead costs two spice per token (to the spice bank)
- Fedaykin counters on the board are treated as regular troops. Fedaykin in reserve are placed in the tanks.

House Corrino has many contenders for the position of Emperor. If Emperor Shaddam IV is dead:

- All spice paid for Treachery cards goes to the spice bank
- Sardaukar tokens on the board are treated as regular tokens. Sardaukar in reserve are placed in the 'tanks'.

Edric is a third stage Guild navigator who is the manager of Guild operations on DUNE and in the surrounding space. In the event of his death, local Guild operations on DUNE will suffer disruption but not at a catastrophic level. The smugglers and lower level navigators take more than their share of spice, using the disruption as a cover for their embezzlements. If Edric is dead:

- You must take your move when it occurs in turn.
- Your allies must pay normal (rule) shipping rates and it is paid to the spice bank instead of the Guild.

Optional Houses not included in the game

The Lansraad has many houses and factions vying for political control. If the Speaker of the Lansraad House is dead:

- You lose the power to influence the other major powers during the revival/movement and battle rounds.
- You lost the power to restrict non-sietch territories to other major powers

The Bene Tleilaxu does not have Main Character Leader nor any other leader discs. The Bene Tleilaxu may not make traitors out of the Main Characters being revived from the tanks, and they receive the spice only for the Baron Harkonnen, Paul Muad'dib Atreides, and Liet-Kynes. The other Main Characters are revived by paying the spice bank. They do not participate in Kanly, War of Assassins or hold Dueling cards.

The Ixian Inquisitor coordinates the operations of all Ixian military forces. When she dies, the various military units act in an uncoordinated fashion and various Ixian functionaries embezzle spice into their own private fortunes. If the Inquisitor of the Ixian Confederacy is dead:

- Your tokens may only move one territory per turn
- You may not receive you automatic 10 spice per turn, they are considered to be lost.
- The Inquisitor cannot be revived for free.

XXVII. DUNE STRATEGY TIPS

Each player in DUNE must amass spice, convert it to effective weaponry, defenses, and other strategic aids, and then position himself with enough troops to be able to suddenly move into key strongholds and defend them. The game will be won by daring, strategy, mobility, and treachery.

The storm is important because it determines who is first player. Being first player is an advantage in battles (ties go to the first player) but being last is an advantage in movement (surprise takeovers by the last player cannot be countered that turn).

The spice blow is important because its location will help determine who gets new spice that turn. Worms are vital because only when they appear can the forces on the planet ally during the diplomatic nexus.

The bidding determines who will gain fighting strength (or the threat of it) that turn. It is wise to have several cards at all times to keep your opponents guessing, but it is also wise if you have off-planet reserves to retain enough spice to ship more troops onto the board.

The movement round determines battles, spice collection, and often the win. Players should always stay within striking distance of several strongholds, and may want to keep some forces mobile (the Polar Sink is ideal for this as it connects to most territories by short routes and is not affected by worm or storm). Sometimes a player who moves last may go for the win if earlier players have left strongholds unprotected. But generally it is not wise to move for the win

unless you can defend your forces against all players within range.

Battles are the key test of strength. With good weapons and defenses, and a good memory for what other players have, a player can swiftly reverse the balance of strength in the game. Strategic players will carefully watch what weapons and defenses have been played and discarded or retained, and by whom. He will also remember what leaders he can trust, and pit himself when he can against a player who has one leader who will betray him. Since the loser must discard his cards and the winner may keep his as well as render up any killed leader for his value in spice, battles are the turning point of the game. However, since worthless cards can only be discarded by playing them in battle, often a player with several will send one token against a large force, sacrificing a leader to rid himself of the cards. In such a case the opponent may not be sure what is going on and may spend several of his tokens in an unnecessary defense. Generally, any player with an advantage, whether it be cards, leaders, tokens, or strategic advantages, is well advised to press forward and force battles.

Collection of spice is of course advantageous, especially to those who need it, but also to those who want to keep others from having it to then use for cards or shipping. But collection carries with it the risks of destruction by storm or worm. Alliances will usually force an end to the game within a few turns. In larger games it is difficult to win alone, and alliances will be necessary. It is generally wise to ally with someone who can compliment your advantages. If you are strong on strategic ability but short on resources, seek an alliance with someone who has access to spice. If you are rich, look for strategy or treachery in your partner.

XXVIII. DUNE SYNOPSIS

The Atreides family had governed the planet, Caladon, for twenty generations. In that time, their continued impartial and efficient leadership had earned for them the respect of their noble peers throughout the galaxies and, gradually, they began to acquire more and more influence in the noble assembly, the Lansraad. The present head of the Atreides family, Duke Leto, had just been selected the unofficial spokesman for the Lansraad, its highest position.

This growing influence of the Atreides was viewed with great concern by a powerful personage of no less rank than the Padishah Emperor, Shaddam IV. Shaddam had grown politically warwise in a regime long hoary with intrigue and corruption. The emergence of the upright and charismatic Duke Leto as a powerful leader of the nobility, he realized, could be a very real threat to his own position.

His simplest solution would be to send his fanatical police army, the Sardaukar, to arrest Duke Leto. Unfortunately, the Duke's character was so exemplary that no believable pretext for his arrest could be devised. A more subtle and serviceable plan began to creep into his devious mind. Why not reward Leto for his services to the Empire with a promotion to the governorship of a new and more important planet, Arrakis. He knew that the present governor of Arrakis, Baron Harkonnen, would not give up this planet without a struggle and would prepare a trap to surprise the Duke and

his family when most vulnerable -just after arrival on their new planet. In fact, he would secretly aid the Baron by lading him Sardaukar disguised in Harkonnen livery. If Duke Leto refused the governorship, he would be ostracized by his fellow nobles and forced to become a renegade. Either way Shaddam IV would be rid of him.

For over two thousand years, the religious and semi-mythical sisterhood of the Bene Gesserit had groomed the peoples of the Empire to prepare for a messiah, a Kwisatz Haderach. To achieve this end, they had trained themselves to influence and impress the people by a combination of religious mysticism and the power of the 'voice' - the ability to control others merely by selected tone shadings of their voice. They also had secretly conducted a rigorous and careful genetic program to match mates with the ultimate object of producing a Kwisatz Haderach - one who through his genetically developed ability to contact higher dimensions could utilize the insights gained to bring a new order to the universe.

The Bene Gesserit were upset with one of their sisters, the formal concubine to Duke Leto Atreides, Lady Jessica. As one of the final agents in their breeding program, she had been instructed to bear a female child who was then to marry Feyd-Rautha Harkonnen, the Baron's nephew. There was a high probability that a male offspring of that union would be a Kwisatz Haderach. For some reason never quite understood, even by herself, Lady Jessica upset the program by bearing a son. This boy, named Paul, became the direct heir to the Atreides line and, along with his mother, was now accompanying his father to the new planet. The sisters would have to watch the events as they unfold on Arrakis very carefully or they might just lose their genetic investments.

Duke Leto was aware of the true significance behind the Emperor's magnanimous gesture. He and his human computer mentat, Thurfir Hawat had analyzed the situation and devised a plan - one that might bring them out of the danger alive. Very little concern had been given to the Fremen, the natives of Arrakis, by either the Emperor or Baron Harkonnen. In fact, they considered them little more than small bands of raiders not worth any serious consideration. Yet Thurfir Hawat discovered that these natives were much more numerous than ever supposed by the Imperium and it was well known that they hated the despotic rule of the Harkonnens. A secret alliance with these natives might be just enough to stave off the impending blow. The only real worry was gauging their fighting ability. Nothing was really known about the Fremen. They were as mysterious as the planet they inhabited.

Arrakis (or DUNE as it is referred to by all of its inhabitants) had one of the most inhospitable surfaces on any planet in the Imperium. There was practically no water to be found anywhere. Except in a few civilized areas into which tremendous amounts of water had to be continually imported at an exorbitant price, the only way a human could survive the aridity was by wearing a stillsuit. This unit would continually recycle the body's water thereby preventing any from escaping into the atmosphere. Without a stillsuit or an imported water supply, a body would be unable to replace

even the water lost through perspiration. In this dry environment, tremendous Coriolis sand storms often reached speeds of up to 700 kilometers per hour. They could eat flesh off bones and etch the bones to slivers. No being could survive these storms if caught in the open. There were also strange giant creatures often a quarter mile in length called Shai-Hulud by the Fremen or sandworms by everyone else. These worms lived in the deserts which covered most of the planet. The slightest noise or vibration would be sufficient to arouse and attract worms for miles around, any one of which could swallow a house without a moment's pause. Only in the towns and few rocky ridges which criss-crossed through the deserts was one safe from these monsters.

It would seem that such a forbidding place would hardly be the likely setting for the events that were about to transpire. Yet how often underneath a harsh surface is found a cache of great value. There was one item valued above all others in the universe and there was just one place where it could be found. The item was melange and the place was DUNE. Melange was a spice found only in the deserts - a by-product of the sandworm metamorphic life cycle. It awarded to its consumer prolonged life and prescient abilities. It was so highly prized that the entire economic structure of the Imperium was based upon it. Space navigation was not possible without the prescient abilities it conferred. Laws must be obeyed, properties must be observed but let no man restrict the flow of melange spice from DUNE for whatever reason.

Like the planet he lived on, the features of the Fremen were harsh, desiccated and uninviting. Yet, also like the planet, there was hidden a spirit inured to hardship and dedicated to the ideals necessary for survival. It was the stuff of which great fighters were made and it was this hidden asset that Duke Leto hoped to exploit to his advantage.

Even as Duke Leto was preparing for his journey to DUNE, yet another party was watching the situation very closely. The Guild had a monopoly on all space transport and along with the Emperor and the Lansraad formed the triumvirate that controlled the Imperium. The Guild guarded its monopoly zealously as it was its only basis for power. No one could travel anywhere through space except in a Guild spacecraft. Anyone who infringed upon its monopoly or broke its rules was immediately denied all space transport. The Guild had just one weakness, it could not navigate in space without the melange spice. It was more dependent upon the spice flow than all the others. They, too, would have to monitor the impending conflict on DUNE very closely and, perhaps, even actively interfere if the flow of spice were to be threatened.

As Duke Leto and his forces arrived at their DUNE residence, Arrakeen, nothing seemed amiss. Every object had been carefully checked for traps and poison by the advance party. Envoys sent to the Fremen reported back favorably in regards to the alliance against the Harkonnens. Perhaps the transfer of power would occur without difficulty after all. Suddenly, the blow struck and it came unexpectedly from within. Dr. Yueh, the family Suk doctor, and one who had undergone

Imperial conditioning (the highest conditioning against taking human life), had turned traitor. His training had been subverted by Baron Harkonnen who held the doctor's wife as hostage. The doctor secretly turned off the electronic sensors and drugged the Duke and his family to coincide with the Harkonnen surprise attack. He did his job well and the combination of surprise and the additional Sardaukar force was enough to overwhelm the defenders. The Duke was killed along with practically all of his forces. Paul and his mother, Lady Jessica, just barely escaped in an ornithopter, a bird-like flying machine, into the desert. For the Baron, victory was complete. From the triumvirate came a sigh of relief, the internecine squabble had been concluded and even though an important noble had been killed, the spice would continue to flow.

The baron was not finished, though. The Fremen had interfered with his destruction of the Atreides forces by aiding the remnants to get away. He decided to get rid of the native scum once and for all and gave his nephew, and Feyd-Rautha's brother, the 'Beast' Rabban Harkonnen, the power to initiate a pogrom to eliminate the Fremen from the face of the planet. The Emperor even loaned the Sardaukar (still disguised in Harkonnen livery) to help.

Several years passed and stories began to filter back to the Baron. The pogrom was not proceeding as well as expected. There were reports of raids of increasing intensity on the outlying villages conducted by specially trained Fremen troops called Fedaykin. These raiders were inflicting many more casualties than they were receiving, and the harvesting of spice was beginning to suffer. Especially alarming were the reports of a messianic leader called Muad'dib who was organizing, training and leading these Fremen to victory after victory. The cutback in spice was beginning to cause serious repercussion throughout the Imperium. A decision was finally made at the highest level for a cooperative and concerted effort by the emperor, the Lansraad and the Guild to aid Baron Harkonnen in destroying the Fremen resistance forever.

Meanwhile how had Lady Jessica and Paul fared? Having survived a sand storm and a sand worm, they were trapped by a band of Fremen who, following their law of survival, were about to kill them for their water. Although Paul had been specially trained since birth in weapons fighting, Mentat computing and the Bene Gesserit ways, he demonstrated an extraordinary ability to maintain control of the situation. He and his mother so impressed the band that they decided to take them back with them to their sietch, an underground stronghold where the Fremen make their home. Many centuries before, the Bene Gesserit had prepared the Fremen for the coming of the Kwisatz Haderach by a prophecy. 'A Bene Gesserit and her offspring would hold the key to the Fremen future.' Perhaps these visitors were the fulfillment of the legend. Whether or not they were, their abilities could be used to aid the fight against the Harkonnens.

Paul, himself, began to see strange visions and gradually became more and more aware of a great revolt, a jihad, that he would lead. This awareness of his own destiny began to confirm his own suspicion that he might be the Kwisatz

Haderach. A final test with the Water of Life convinced him that he was indeed the one the Bene Gesserit sought.

The next few years were spent in training and preparing the Fremen for the terrible purpose ahead. The final step would have been the restoration of himself as his father's son to his rightful place as Governor or DUNE. The sides had been chosen and the final confrontation was at hand.

On paper, the Harkonnen, Emperor, Guild and Lansraad alliance seemed overwhelming when compared to the Fremen forces that Paul could muster. But Paul had a few surprises of his own ready. Not all of the alliance force was on the planet, only enough deemed sufficient to stamp out the Fremen uprising. The remainder of the force was in orbit as an emergency reserve. Paul realized that by threatening to destroy all spice, he had the leverage to force the Guild to his side. The final result of this switch meant that none of the reserve would land on the planet because, of course, the troops were on Guild space ships. That reduced the strength imbalance considerably. Now he only had to deal with the advance force which was conveniently in camp preparing for their campaign.

Calling upon his newly realized powers, Paul summoned a tremendous sand storm to cover his ambush. Quietly and quickly he distributed his troops behind the Shield Wall which was protecting the Imperial forces and waited for the right moment. As soon as the sand storm passed over the wall and into the camp, Paul used his family atomics to blow a gaping hole in the wall. The Fremen poured through riding on the backs of the sand worms! The surprise was complete and the battle over quickly. Paul had regained his rightful title to DUNE. *So ends the first book of the DUNE trilogy. The second and third books continue the jihad as it spreads from DUNE across the*

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PLAYER INFO SHEETS

Feel free to photocopy these for ease of use by multiple players/galaxies.

Player Aid Pad (Aide de Jeu)

The player Aid Pads are used to keep track of the number of turns played, who your spies are the sequence of play, etc. It also has descriptions of each house and each Leader in the game. The information below as well as the following pages give translations of the information on those sheets.

AIDE DE JEU (recto) = Players Aid (front)

Sequence de Jeu = Sequence of Play

Compteur de tours = Game Turns

(*regle optionnelle*) Pertes des Atréides = (*optional rules*) Atréides Losses

Cartes Traîtrise = Treachery Cards

Chefs = Leaders

Prediction du Bene Gesserit = Bene Gesserit Prediction

Joueur = Player

Tour = Turn

Chefs = Leaders

AIDE DE JEU (verso) = Players Aid (Back)

Compteur de tours = Game Turns

(*regle optionnelle*) Pertes des Atréides = (*optional rules*) Atréides Losses

Atouts supplémentaires de personnage (*regle optionnelle* XV) = additional character assets (*optional rules* XV)

Prediction du Bene Gesserit = Bene Gesserit Prediction

Joueur = Player

Tour = Turn

TREACHERY CARDS

A. The first section of cards are used in combat and may be reused, see combat rules above. The cards that are specific to certain expansions are noted.

1. Projectile Weapons (*Projectile Arme*) [4 basic cards + 1 Spice Harvest] – Use as a weapon in combat, stopped by the Shield defense.

2. Shield (*Projectile Defense: Bouclier*) [4 basic cards + 1 Spice Harvest] – Defends a leader against projectile weapons in combat. See also Lasegun.

3. Poison Weapons (*Poison Arme*) [4 basic cards + 1 The Duel] – Use as a weapon in combat, stopped by the Snooper defense.

4. Poison Snooper (*Poison Defense: Goûte-Poison*) [4 basic cards + 1 The Duel] – Defends a leader against poison used in combat.

5. Lasegun (*Laser*) [1 card] – Use as a weapon in combat. There is no direct defense against a lasegun. 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.

The following are used once and discarded:

6. Cheap Hero / Heroine (*Héros / Héroïne de Pacotille*) [3 cards]-- Play in battle in place of a leader. This is permitted in addition to the defense and weapon card played (if any). The cheap hero has a 0 value for leadership. The cheap hero is used in the leader position and may not be discarded as a weapon or defense.

7. Worthless Cards [(In the Basic Game) Kulon, Trip to Gamont, La La La, Baliset, Jubba Cloak, (The Duel) Kull Wahad (Spice Harvest) Ya Ya Yawn, (6 + 2 all together)] These cards have no value in play. These cards may be discarded by using in the weapons or defense position in combat. They may also be disposed

of under the residual poison attack (see Residual Poison).

B. These cards may be played at certain times during the game and must be discarded after use.

1. Truth Trance (*Transe de Vérité*) [2 cards] – Played at any time against a player. Forces that player to answer truthfully any one "Yes/No" question concerning the game that you ask him.

2. Weather Control (*Contrôle Climatique*) [1 card] – Play at the start of the storm round, it enable a player to control the storm that round and move it from 0 to 10 sectors in a counterclockwise direction.

3. Hajr [1 card] – Play during a player's movement round enabling him to take an extra on-planet movement, subject to the normal rules.

4. Gholatleiaxu [1 card] – Play at any time, permits the player to immediately recover one leader from the 'tanks' without payment, or to revive up to 5 tokens from the 'tanks' to his reserves. A revived leader may not be used until the next battle round.

5. Family Atomics (*Atomiques de Famille*) [1 card] – Play just after the storm has been determined but before it moves by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it. 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 board near the Shield Wall to indicate it has been permanently destroyed. Since the Family Atomics card is played before the storm moves it will impact these areas only if the storm moves into them (not starts in them). The card may be played even if the areas in question are under storm.

6. Cone of Silence (*Cone de Silence*) [1 card The Duel] – Prevents any player(s) within its scope from buying cards, threatening Kanly or making an alliance. It may be played at any time upon any named player(s) and stays in effect until the end of the turn. You may direct it against as many of your opponents as you desire, but you can not use it against your allies.

7. Karama [2 cards] - When played can do any one of the following: a. Prevent other players from using some of their advantages once as explained below.

a. Prevents the Atréides from seeing the future, once; or (optional rule) prevents the Atréides from using the Kwisatz Haderach once.

b. Prevents the Harkonnen from taking a second free treachery card, once; or (optional rule) prevents Harkonnen from capturing a leader once.

c. Prevents the Bene Gesserit from accompanying one shipment; using the 'voice' once; or (optional rule) using a worthless card as a Karama card once.

d. Prevents the Fremens from controlling a worm once (their tokens in the territory are destroyed and taken to the tanks); or (optional rule) from counting Fedaykin bonus in one battle.

e. Enables a player to bid for and buy one treachery card without paying for it; or (optional rule) prevents the Emperor from counting Sardaukar bonus in one battle.

f. 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 the Guild. This takes the place of that player's normal shipment for that round. Or (optional rule) prevents the Guild from taking his move when he wants. He must make his move in his proper turn in the movement sequence.

Optional houses not included in the game

g. Prevents the Bene Tleilaxu from announcing a leader as a traitor. The leader reverts to his/her original allegiance. Or it taxes the BT ten spice which must be paid immediately to the spice bank. If the BT has less than ten spice he must pay what he has. Or (optional rule) it can destroy an untriggered trap.

h. Take all the spice owned by the Ixian player and put it back in the spice bank.

i. Prevents the Lansraad from using his power of Influence or optional "restriction" once. The card would be played right after the Lansraad ordered a player to hold in place or declared a territory restricted.

1) (Optional Rule) Allows players to use a special power suited to their character once.

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

Atreides - You may use a Karama card to look at one player's entire battle plan.

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

Bene Gesserit - You may use any 'worthless' card as a Karama card.

Fremen - You may use a 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.

Emperor - You may use a Karama card to revive up to three tokens or one leader for free.

Optional houses not included in the game.

Bene Tleilaxu - You may use a Karama card as a lasgun in an attack on a leader, or (optional rule) as both a lasgun and a shield when played as a trap.

Ixian - You may use a Karama card to make all Ixian tokens fight at full strength whether or not they are supplied by spice. If also supplied by spice each token counts as 1½ for combat (4 tokens counts 6).

Lansraad - You may use a Karma card once during the game to use your power of Influence during both the revival/movement *and* combat rounds of the same game turn. The card would be played at the start of the battle round.

8. Residual Poison (*Poison Résidual*) [1 card The Duel] – Played face down in front of a

players character shield. That player must pay you a bribe of 1-4 spice (you name the amount) on every turn it remains there. If the player fails to pay, then you reveal the residual poison card and that player loses any one leader of your choice (except the Main Leader). You collect the lost leader's value in spice from the spice bank. You may also bluff playing residual poison by playing a worthless card. If you are found to be bluffing before you can remove the residual poison card, then you must pay the offended player 3 times the amount of the bribe you are demanding. If you do not have enough spice, you owe that amount and must pay it as soon as you get it. You may retract the residual poison or bluff card during any of your moves whereupon it is discarded unseen in all cases.

9. Harvester (*Moissoneuse*) [1 card Spice Harvest] – Doubles the spice blow. Play just after a spice blow comes up. Place double the amount of spice in the territory.

10. Thumper [1 card Spice Harvest] – Play instead of turning up the next spice card. Acts as if a worm is revealed.

C. The following Treachery Cards are not in this edition of DUNE, but were in an old issue of Avalon Hill's General Magazine. They have been included for the sake of completeness:

1. Semuta Drug [1 card] – used as a poison weapon. This weapon is played in a battle normally and can be blocked by a snooper. If not blocked by a snooper, it does not immediately kill the opposing leader. Instead, it reduces the fighting strength of the leader by one. The Semuta card remains with the leader after the battle, unless the leader is killed. At the beginning of each following game turn, that leader's fighting strength is further reduced by one until the turn it reaches zero, in which case the leader is sent to the tanks and the Semuta card is discarded. Such a leader is revived normally and at full strength. Leaders who have a Semuta card on them lead battle and duel at their reduced strength. When the drugged leader is killed, the winner of the battle collects only the amount of spice equal to their current

reduced strength at the time of death. Semuta is a powerful narcotic derived from the Ellaca Drug. One dose causes permanent addiction. The drug causes the addict to slowly lose his or her abilities as the addict spends more and more time in drug-induced euphoria. Addicts do not die from the drug itself but from deprivation of food, sleep, and other necessities that the addict denies himself.

2. Stone Burner [1 card] – used as a special weapon. This weapon, played normally in battle, automatically kills an opponent's leader and all of his tokens in the territory, plus the friendly leader. Both players may use shields to protect their leaders against a stone burner, but all of the opponent's tokens are still removed to the tanks. A player who uses a stone burner in battle still loses the number of tokens he dials for the battle. If a lasgun/shield explosion occurs in the same battle, the lasgun/shield explosion takes precedence, destroying all leaders, tokens, and spice in the territory. Optional Rule: Unless a Karama card has been used in the same battle to prevent Atreides prescience, character Paul Muad'dib is not affected by the blast of a stone burner.

A stone burner is a small nuclear device which is used to bore through solid rock. While not a very powerful explosive device, it emits a particular radiation over a wide radius, which permanently blinds any unshielded person, thus neutralizing any force in the vicinity of the blast. In *DUNE Messiah*, Paul was so blinded, but used prescience and the eyes of his children to function.

3. Mercenary [1 card] – permits the addition of one mercenary leader or five mercenary tokens to the reserves. Fremen mercenaries must be shipped in from off-planet. The mercenary card may be played for you or for the benefit of another player. Lost units are placed back in the mercenary pool, i. e. they are not revivable by the player. Mercenary leaders are not included in the traitor selection process (unless all players wish to include them).

The following Are Translations of the Information on each of the Character Shields.

Copy then, cut them out and hand them to the appropriate player.

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.

ADDITIONAL CHARACTER ADVANTAGES: Every time you win a battle you can select randomly one leader from the loser (including the leader used in 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 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 the 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 at any number of cards, up to the entire hand of any one player of your choice. For each card you take you must give him one of your cards in return.

STRATEGY - Your major handicap is your difficulty in obtaining spice. You are at your greatest relative strength at the beginning of the game and should capitalize on this fact by quickly buying as many treachery cards as you can, and then surging into battle. Since you get 2 cards for every one you bid for, you can afford to bid a little higher than most, but if you spend too lavishly at first you will not have enough spice to ship in tokens or buy more cards at a later date. There is nothing so pitiful to see as a Harkonnen on Choam Charity. The large number of cards you may hold will increase your chances of holding worthless cards. To counteract this you should pick your battles, both to unload cards and to flush out the traitors in your pay.

ATREIDES

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

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 the plan.

ALLIANCE - You may assist your allies by forcing their opponents to show them one element of their battle plan.

ADDITIONAL CHARACTER ADVANTAGES: Any turn after losing a total of at least 7 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) 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 a lasegun-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 use a Karama card to look at one player's entire battle plan.

STRATEGY - You are handicapped by the fact that you must both purchase cards and ship onto DUNE, and you have no source of income other than the spice on the planet's surface. This will keep you in constant battles. Since you start from Arrakeen you have the movement advantage of 3 from the outset, and it is wise to protect this. Your prescience allows you to avoid being devoured by the worms and helps you to get some slight head start on the spice blow. In addition, you can gain some slight advantage over those who would do battle with you by your foreknowledge of one element of their battle plan.

GUILD

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

FREE REVIVAL - 1 token.

ADVANTAGE - You control all shipments 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 cost as you. They may win with you if no one else wins.

ADDITIONAL CHARACTER ADVANTAGES: You are not required to take your movement 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 one off-planet shipment of any one player.

STRATEGY - Your major handicap is your weak array of leaders and your inability to revive quickly. In addition, you usually cannot buy treachery cards at the beginning of the game. You are vulnerable at this point and should make your stronger moves after building up your resources. If players do not ship on at a steady rate you will have to fight for spice on the surface or collect only the isolated blows. Your major advantage is that you can ship on to DUNE inexpensively and can ship from any one territory to any other. This mobility allows you to make surprise moves and is particularly useful when you are the last player in the movement round. If the game is out of reach and well along, try suicide battles against the strongest players to weaken them and prevent a win until the spice deck runs out: the victory is then yours.

BENE GESSERIT

AT START - 1 token in the 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 whip free 1 token from your reserves (spiritual advisors) into the Polar Sink. 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, lasgun or worthless card. You cannot voice a cheap hero (ine) card. 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.

ADDITIONAL CHARACTER ADVANTAGES - You have the power to coexist.

1. You start one token in any territory of your choice (instead of just the Polar Sink). This is done after the Fremmen placement.
2. Beginning with the second turn, you automatically receive *CHOAM charity* each bidding round whether you have spice or not.
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. 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 lasgun/shield explosions.
5. 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 have no tokens or another player moves his tokens into a territory only you occupy, you must announce immediately whether or not you will coexist there. You cannot ship with another player (as spiritual advisors) into a territory in which you have stated (or intend to state when you land) that you are not in coexistence that turn. Those territories in which you choose to be (or remain) in coexistence must stay in coexistence for the rest of the turn. Your tokens in territories not in coexistence are treated as normal tokens. It is assumed you are in coexistence unless you state otherwise.

KARAMA POWERS - You may use any 'worthless' card as a Karama card.

STRATEGY - Your major handicap is your low revival rate. You must not allow large numbers of your tokens to be sent to the tanks or you may find yourself without sufficient reserves to bring onto the planet. Your strengths are that you have the ability to win by correctly predicting another winner and the secretly working for that player. In addition, you can be quite effective in battles by voicing your opponent and leaving him weaponless or defenseless. You can afford to bide your time while casting subtle innuendoes about which player you have picked to win.

FREMEN

AT START - 10 tokens distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 tokens in reserve (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 other way 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 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.

ADDITIONAL CHARACTER ADVANTAGES:

1. You select and may look at next turn's storm movement marker (used only with optional rule XVI).
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 your tokens are killed (any fractions are rounded up). You may bring your reserves into a storm at half loss.
4. Your three starred tokens (Fedaykin) have a special fighting capability. They are worth two normal tokens in battle and in taking losses. They are treated as one token in revival. Only one Fedaykin token can be revived per turn.

KARAMA POWERS - You may use a 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.

STRATEGY - Your major handicap is poverty. Usually you can't purchase treachery for several rounds, since the others will outbid you. You must be patient and move your forces into any vacant strongholds, avoiding battles until you are prepared. You can afford when you do battle to dial high and sacrifice your troops since they have a high revival rate and you can bring them back into play at no cost. To your advantage is better mobility than those without a city, and good fighting leaders. Your game plan will be to bide your time and wait for an accessible spice blow that no one else wants in order to build up your resources.

IXIANS

LEADER DISKS - Ixian Inquisitor (10), Erlin Malky (4), Bei Alenga (4), Glais Omer (4), Jarris Rondel (3), Pon Fenrhy (1)

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

FREE REVIVAL - 2 tokens.

ADVANTAGE - You control production and distribution of illegal machines.

1. Your tokens move 2 spaces per turn.
2. At the start of each spice collection round, you automatically receive 10 spice per turn in addition to any spice you would normally receive, Choam Charity included.

DISADVANTAGE - You must always move first.

ALLIANCE - Allies can take advantage of Ixian movement and spice bonuses.

KARAMA POWERS - You may use a Karama card to make all Ixian tokens fight at full strength whether or not they are supplied by spice. If also supplied by spice each token counts as 1 ½ for combat (4 tokens counts 6).

EMPEROR

AT START - 20 tokens in reserve (off-planet). Start with 10 spice.

FREE REVIVAL - 1 token.

ADVANTAGE - You have access to great wealth.

1. Whenever any other player pays for 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.

ADDITIONAL CHARACTER ADVANTAGES: 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 Fremmen. Your starred tokens are worth just one against Fremmen. They are treated as one token in revival. Only one starred token can be revived per turn.

KARAMA POWERS - You may use a Karama card to revive up to three tokens or one leader for free.

STRATEGY - Your major handicap is that you must ship in all of your tokens at the start of the game, and often this move requires a battle before you are prepared. Even though you do not need to forage for spice on the surface of DUNE often, you still are quite subject to attack since you are likely to concentrate on the cities for the mobility they give you. On the plus side you will never need spice badly, since the bidding will keep you supplied.

THE LANSRAAD

AT START - 20 tokens in reserves (off-planet). Start with 30 spice.

FREE REVIVAL - 3 tokens.

ADVANTAGE - You have Influence over almost all major powers (except the Fremmen and Bene Tleilaxu) on DUNE.

1. During a turn, you may use your power of Influence during the revival/movement or the battle round. You may not use the power of influence against the same player two turns in a row.

a. In the revival/movement round, you may order any player to "hold in place". That player will not be able to reclaim tokens from the tanks, ship tokens onto or off DUNE, or move his tokens on the mapboard during the round.

b. During a battle round, you may order any player to "hold in place". That player will not be able to attack anyone during that round, but may defend if attacked by another party.

ALLIANCE - You may not ally with the Fremmen. Allies may make use of the Lansraad "Optional Advantage" of restricting territories; the same conditions as to who may be affected is imposed.

ADDITIONAL CHARACTER ADVANTAGES - At the start of any turn, before the Storm marker position is determined, you may declare any non-sietch territory on the map board (except for the Polar Sink) "restricted". AU tokens that do not belong to the Lansraad player, a Lansraad-allied player, the Fremmen player, or are co-existing Bene Gesserit tokens must be moved out of this territory during the upcoming revival/ movement turns. Failure to do so results in the tokens being sent to the tanks. With the exception of the above-mentioned token types, tokens may not be moved into the territory during the entire turn. The Lansraad player may not declare the same territory "restricted" for two consecutive turns.

KARAMA POWERS - You may use a Karma card once during the game to use your power of Influence during both the revival/movement *and* combat rounds of the same game turn. The card would be played at the start of the battle round.

STRATEGY - Plentiful spice, a high revival rate, decent leaders, and a very effective special power are the Lansraad's good points; its starting with all its tokens off planet and commencing play with a natural enemy (the Fremmen) are its bad ones. If you decide to start a seven-player game with a sietch invasion, I advise against invading any Fremmen sietch. Any victory you gain against the desert dwellers will be short-lived. As time passes, the wise Lansraad player will join in an alliance, preferably of an anti-Fremmen nature. His power of "restriction" can allow his allies to cordon off spice territories for their own use. But, you must be careful who you pick as your friends and what they get out of the deal, for someday they may be your enemies.

BENE TLEILAXU

AT START - Start with 5 spice and 4 Treachery cards. They have no tokens, player dot, or traitors.

ADVANTAGE - The Bene Tleilaxu control the revived dead.

1. Whenever a player revives tokens or leaders, he pays spice to the BT player instead of to the spice bank.
2. After all other combat has been completed each turn, you may attack one leader of any player. The leader must have just led tokens in battle and must be attacked in the territory of the battle.
3. You may make a traitor of any one revived leader per turn. When your traitor is used in combat to gain a territory, you may announce your traitor and gain control of the territory. You do not receive your traitor's value in spice, but if the territory has spice, you may collect it. You do not have to announce stronghold betrayals immediately (see *Reviving the Ghol*a explanation).
4. You may win by spice count. At the end of any collection round you may place 35 spice in open view of all players. If at the end of the next collection round you still have over 35 spice and no one else has won, you win.

ALLIANCE - You may grant free revival of up to 6 tokens and 2 leaders (one may be made a traitor) per turn to each of your allies.

ADDITIONAL CHARACTER ADVANTAGES:

1. The BT can lay traps in strongholds which he controls or in unoccupied strongholds at the start of the game. These traps are Treachery cards laid face down outside the board sector containing the stronghold. The first tokens moved or shipped onto the stronghold trigger the trap. These tokens are frozen and may not move any farther that turn. At the beginning of the combat round, before all other combat, a leader of the triggering once is drawn at random. That leader is attacked by the trap. He may play a defense card. (NOTE: As the trap card has already been played, the Bene Gesserit CANNOT voice it. The Atrides player can, however, look at the card.) Combat is resolved normally, with the trap card being discarded afterwards. If the leader is killed, the BT gains his value in spice. Tokens in the stronghold are not harmed unless a lasegun/shield combination occurs.
2. In the Bidding round, AFTER Treachery cards are dealt face down but BEFORE bidding begins, the BT player can give Treachery cards in his hand to any other player. The BT cannot give a player more cards than he can hold. Opponents may not refuse to accept given cards.
3. Instead of playing a weapon card in a trap or leader attack, the BT may play a worthless card (Kulon, Trip to Gamont, etc.). The card either: (a) prevents the defender from shipping down any tokens during the next turn; or (b) prevents the defender from moving any on board tokens during the next turn. The BT can choose which power the card has when it is revealed.

KARAMA POWERS - You may use a Karama card as a lasegun in an attack on a leader, or (optional rule) as both a lasegun and a shield when played as a trap.

STRATEGY - The strength of the BT lies in two areas. The first is obvious they are unreachable. There are no BT tokens to blast to the tanks, no Tleilaxu leaders to turn traitor. The only ways the BT can be restrained are through Karama cards and the "voice" of the BG (Bene Gesserit). This strength is also a weakness. The BT has an incredibly hard time making their plans concrete. Their very intangibility makes the other players nervous and reluctant to freely go along with the BT whims. Association and alliance becomes a matter of cost, and even then the aloof mystique that surrounds the BT never diminishes.

The other unalienable strength is the tanks. As long as there is combat, spice will flow into the hands of the BT. The basic problem here is one of attrition only so much battling can be expected before players lose their combat potential. Luckily time has a way of solving these ills.

The most prominent problem with the BT is the multi- sided Tleilaxu paradox. This is first encountered through the BT's ability to ambush an opponent's leaders. This gives the BT the chance to fuel the tanks and doubly collect spice (once for killing the leader and again when the leader is revived). On the negative side, attacking leaders further alienates the player whose leader was liquidated. Such alienation cannot be avoided in the latter turns of the game, but as the game begins it can be damaging.

The strongest forte of the leader attack is the threat of a leader attack. The BT is not limited to movement and battle they can attack and withdraw unharmed no matter where or how strong the leader or his accompanying token force is. The defenders (all who participated in

combat that turn) must be prepared. In this way the leader attack also becomes a diplomatic tool. The BT can become the professional hit man, the ultimate assassin. It is a staggering threat.

In many ways the backbone of the BT is its traitors. Although they can be used to gain any territory, their main targets should be spice and strongholds (the only other logical area of attack would be the shield wall). In this way they grant the BT the chance for a normal win via three strongholds. Therefore the BT should try to build up a large number of traitors. The natural process of leader deaths to their revival and recirculation is long and tense. The manipulation powers of the BT must be used to spur early pitched battles that will quickly devastate at least one player's stable of leaders. A good byproduct of this is the filling of the tanks with tokens.

Revealing traitors can make or break the Tleilaxu cause. Ideally the BT could reveal three in stronghold victories all in one turn, but that is rare. The BT must face the unhappy prospect of defending his strongholds without tokens. He has three options: (1) laying a Karama trap to blast all who try to take the stronghold; (2) attacking the leader of one of the invaders and hoping for a lasegun/ shield combination; or (3) manipulating the invaders so that they will wipe each other out or again use a BT traitor in victory. All three options should be utilized, if possible. A trap, whether a Karama or not, should be played. It is a threat that probably will not deter determined players from the stronghold, but it may prompt a player to use another Karama to destroy it (and provide a good laugh when the player discovers it was a "shield" trap).

The second point, that of attacking a leader in hopes of a lasegun/shield combo, can be seen as a desperate act of guesswork. That does not have to be true. One of the coldest, yet most successful agreements is that of a player who lost in the stronghold battle sacrificing his leader to a BT attack. The sacrificed leader plays a shield defense to the BT lasegun attack, thereby wiping out the tokens in the stronghold. This act of revenge does not return the stronghold to the control of the BT, but it further strengthens the tanks

and thus future revenue through revival. This illustrates another facet of the Tleilaxu paradox, that of the failure of winning by strongholds strengthening the chance of winning by spice. The inverse of this is also true.

If the backbone of the BT is in traitors, the flesh is the BT's manipulative force. This has already been brought out through the threats of traps and leader attacks. The main strength of the BT arsenal of diplomatic ploys is in Treachery cards; indeed the cards are the physical extent of their power. It is also here that the Tleilaxu paradox strikes hardest. To attack leaders or to lay traps the BT must buy Treachery cards, thus draining their spice. Their main diplomatic tool also demands that they buy cards to give them away. The BT therefore continually needs to purchase cards. The costs of this, however, are not as damaging as it may seem.

First, it must be understood that the BT must give cards away. Out of the 33 cards in the deck, there are 14 the BT can use only as fake traps and discards. All are of value to the other players, and therefore bargaining power when the BT inadvertently buys one. Another result of the ability to give cards "AFTER Treachery cards are dealt face down but BEFORE bidding begins" is that it becomes easier to fill an opponents four card hand, leaving a Treachery card on the block that he can no longer buy. The card can then be picked up at a cheaper cost.

Still another result of the giving of cards is a knowledge of the other players' hands. Careful watch by the BT of how other players use their cards can lead to situations where the BT can guide players against each other and predict the results. The BT can also watch for defenses players have for their leaders in preparation for the BT leader attack.

The last factor to be observed in giving cards away is that it makes room for the purchasing of more cards, a good way to fill the BT hand with valuable cards. To this goal, it is also suggested that traps be laid during the bidding round if possible. The cost of this is spice. To survive as a player the BT must buy Treachery cards, which then lowers his chance for a spice win. The giving of cards counters this by coaxing players to battle.

The last power of the BT, the use of worthless cards as movement impairers, is a futuristic one. Timed correctly, this can isolate a token force for accumulated assault not unlike Custer's Last Stand. Occasionally this can be used to keep players from moving onto a BT stronghold. The main pull of this power, however, is as a diplomatic tool. It should not be underestimated.