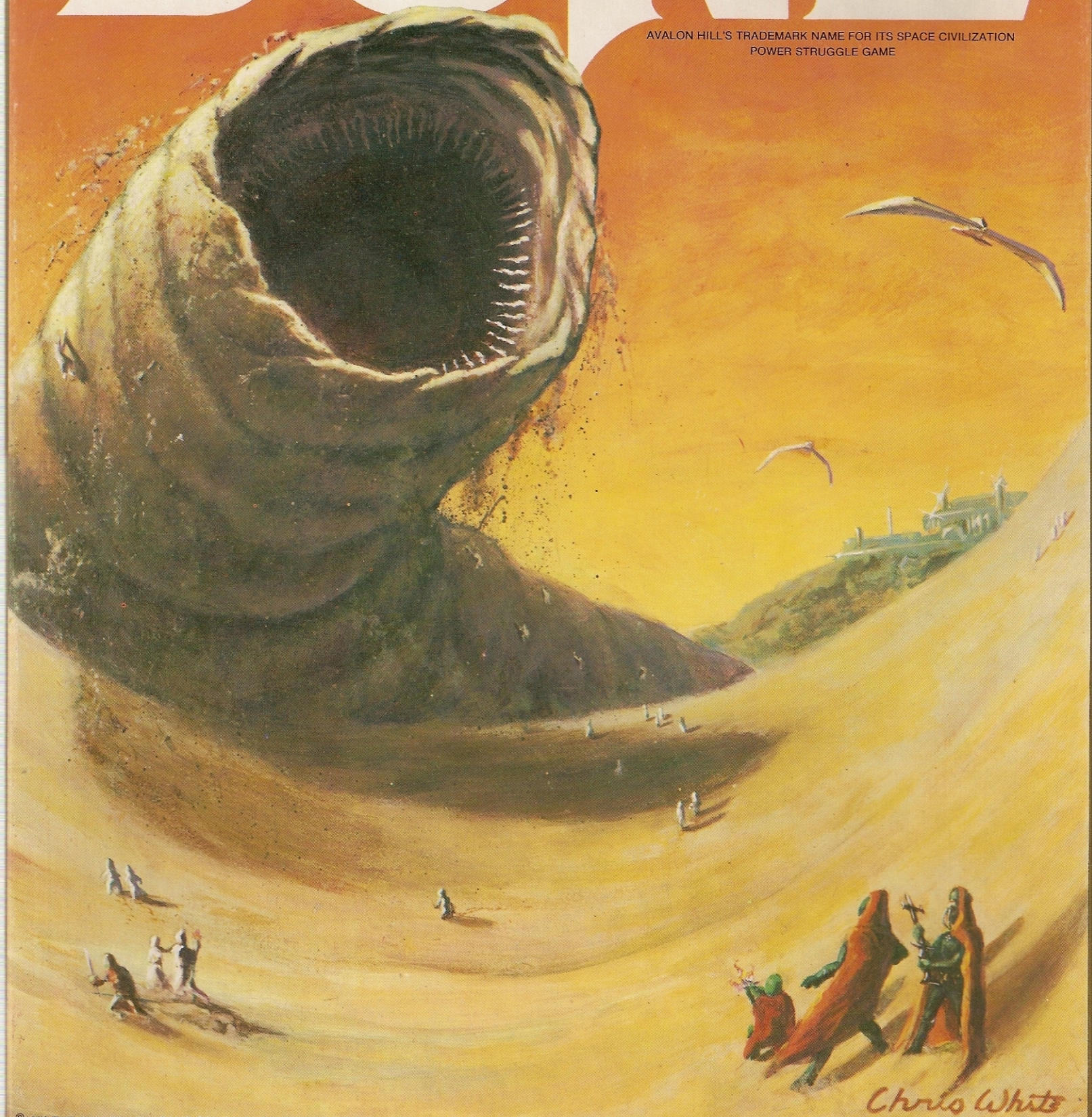


FRANK HERBERT'S DUNE

AVALON HILL'S TRADEMARK NAME FOR ITS SPACE CIVILIZATION
POWER STRUGGLE GAME



Chris White

FRANK HERBERT'S

DUNE

Rules

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INSTRUCTIONS FOR PLAY OF DUNE

A Game for 2 to 6 players. Average playing time 1 to 3 hours—for ages 12 and up.

I. INTRODUCTION

Frank Herbert's classic science fiction novel *Dune* will live for 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 giant 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.

But 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.

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

DUNE has been divided into a Basic and Advanced Game. Learn and play the Basic Game several times before venturing into the Advanced Game.

II. EQUIPMENT

A. Game Board

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

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

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

3. Six player dots surround the map.

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

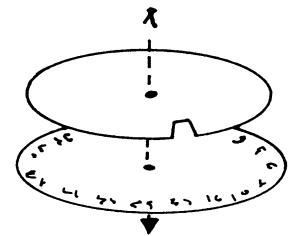
B. Six Character Sets:

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

- a. A *playing shield* bearing the likeness of the character and its advantages.
- b. 5 *large discs* - each showing a leader and his fighting strength.
- 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: (must be assembled and joined with the center pin included in game).



D. Two Decks of Cards

1. *Spice Deck* containing 21 cards.
2. *Treachery Deck* containing 33 cards.

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

F. A Storm Marker

G. Six Storm Movement Markers (numbered 1 through 6).

H. Player Aid Pad

I. Instruction Manual.

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 shield's instructions and sets up his character as follows. (Note: A character has special powers that may contradict the rules. Its particular powers always have precedence over the rules.)

1. He places his shield (folded as shown on back of the box) at the closest player dot to his seat at the table.

2. All leader discs 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 each player.

4. Spice tokens equal to the amount indicated on each shield are removed from the spice bank and placed behind each shield.

5. Each player's tokens are placed on the board as indicated by his shield. All tokens in reserve are placed behind the shield.

6. 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. The *winner* is the first player

to occupy *at least* three strongholds (red territories with *at least* one of his tokens at the end of any turn in the game. In a two player game, the number of strongholds needed to win is increased to four.

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 simultaneously revealed, 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.

D. During the first turn's spice blow only, all worm cards turned over are reshuffled back into the spice deck.

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 immediate 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 he has.

D. In subsequent bidding that round, the first player who can bid to the right of the player who opened the bid for the previous card begins the bidding for the next card. 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 everyone during the bidding round. Nobody is allowed to hide the number of cards that he holds.

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 within five seconds of the previous player or he is assumed to have passed.

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 can never revive more than three tokens per turn except by *treachery card*.

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

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 into any other territory. The Fremen player does not have to pay as his reserves are on the far side of Dune.

c. No player may ship into a sector in storm or into 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. Thus, for 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. Many territories occupy several sectors, so that a player may move into and out of a territory which is partly in the storm 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, a player must pay that 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 sector in storm. Their tokens can remain the same territory at the end of the round.

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

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

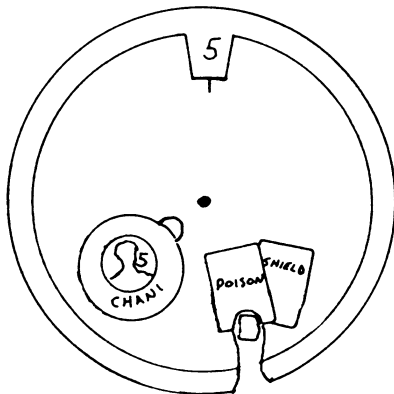
4. If three or more players are in the same territory, the aggressor picks who he will battle first, second, etc., for as long as he survives.

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.

C. Battle Resolution :

1. The winner is the player with the higher total of number dialed plus leader's fighting strength.

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 can be killed and neither count in the battle.

4. Any leaders killed are immediately placed in

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

5. The losing player loses all the tokens he had in the territory to the '*tanks*' and must discard *every treachery card* he used in his battle plan.

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 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 gets any spice.

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 Fremmen.

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.

3. The members of an alliance must be revealed to all. Alliances cannot be secret.

4. Several alliances can be formed during a *nexus* but no player can be a member of more than one.

5. Once all players have had a chance to ally, no further alliances can be made until the next *nexus*.

D. Breaking An Alliance :

1. Any player may break an alliance during a *nexus*. He just announces that he is breaking from the alliance.

2. Players who break from an alliance have an opportunity to immediately join or form a new alliance.

E. How an Alliance Functions

1. Allied players' tokens are considered the same for purposes of victory. If, together, they hold three 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 (except the *Polar Sink*) in which one of their allies already has a token(s) and, thus, may never battle one another.

6. Allies may assist one another as specified on their 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 in the pocket of the shield. The number of treachery cards held must be kept open during the bidding round but can be kept secret at all other times.

C. Players can make any kind of verbal deals or bribes between one another. Once made, these deals and bribes must be stated aloud and must be honored. A player cannot renege on a deal or bribe. Spice can be part of the bribe or deal.

D. A deal or bribe cannot involve 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

After becoming totally familiar with the Basic Game, players may wish to add any or all of the following rules to the game.

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 Fremen 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 lasegun/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 Fremen 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 Fremen 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 Fremen player is not in the game, it is suggested that this rule not be used.

XVII. SPECIAL KARAMA POWERS

A. In addition to the 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 may use one or both of the following modifications.

1. Eliminate alliances.

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.

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.

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.

1. Two distinct piles must be maintained by the spice deck. They must be labelled '1' and '2'.

2. During each spice blow, cards are turned over until a *territory card* appears and spice is placed. All turnovers are placed on discard pile 1. The same procedure is now repeated for discard pile 2.

3. For the first round only, all worm cards turned over are shuffled back into the spice deck.

4. Worm cards for one discard pile have absolutely no effect on the other discard pile.

B. 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.

1. Any cards remaining in the spice deck are *worm cards* which must be turned over and will affect discard pile 2. Once the deck has been completely used up, all *spice cards*, including the territory card last turned up, are reshuffled to restock the *spice deck*.

2. Cards are turned over from the spice deck until a *territory card* appears for discard pile 2. It can even be the same card that was last turned over for

discard 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.

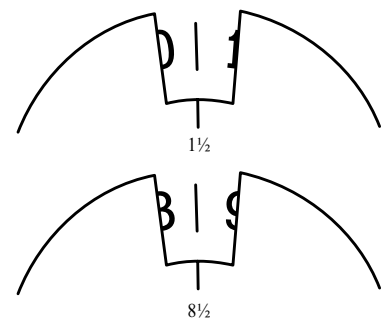
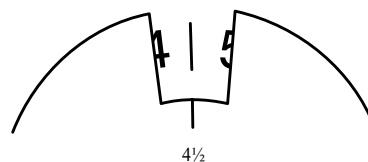
XXII. ADVANCED COMBAT

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 (preferably in his hand) the amount of spice he intends 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 a battle plan, one-half increments can be indicated by lining up the line between the numbers with the line under the window of the battle wheel. Some examples are shown below.



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.

XXIII. COLLECTION ROUND

Optional Rule IXI. *Increased Spice Flow*, must be used in the Advanced Game.

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.

Character Strategy Tips

Fremen— 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.

Bene Gesserit— 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.

Guild— 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.

Atreides— 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.

Emperor— 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.

Harkonnen— 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.



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 warlike 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, but 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 of 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 galaxies.



XXV. QUESTIONS AND ANSWERS

A. TREACHERY CARDS

1. Does the 'Family Atomics' have an immediate effect if blown when the storm marker is over Arrakeen, Imperial Basin or Carthag?

Answer—When the 'Family Atomics' is blown, the sector which the storm currently occupies is never affected. All appropriate sectors into which it moves will be affected.

2. Can the "Family Atomics" be exploded if the Shield Wall or if the adjacent territory from which the explosion is being initiated is in storm?

Answer—Yes, in both cases.

3. Does the lasgun/shield explosion destroy the spice in the territory as well as the tokens?

Answer—Yes. Please note also that all tokens in the territory are lost, including those of players who were not involved in the battle.

4. If a Karama card is played to prevent the Atreides player from looking at treachery cards, does it affect just one card or all cards up for bid?

Answer—All cards up for bid.

5. Can a 'Bene Ghola' card allow a leader to fight in the same round in which he was killed?

Answer—No, a leader revived during a battle round cannot be used until the next battle round at the earliest.

6. Is the Ghola 5 token revival free?

Answer—Yes.

7. (Optional) If the Bene Gesserit is stopped from playing a worthless card as a Karama card by another player's Karama card, can she retrieve her card?

Answer—No. Both cards played must be discarded.

8. (Optional) Does the Karama worm called by the Fremen signal a Nexus?

Answer—No. A Nexus is signalled only by a Shai-Hulud worm card.

B. BATTLE

1. Can a player's tokens which have moved into different sectors of the same territory at different times battle as a group? Can they move or ship as a single group?

Answer—They must move and ship independently of one another. They must fight as a single group (if storm permits).

2. Can a player substitute a cheap hero(ine) for a weapon or defense card in order to get rid of it or must he only play it in the place of a leader?

Answer—No, he cannot substitute a cheap hero(ine) for a weapon or defense card. It may only be played as a substitute for a leader.

3. May the same weapon or defense card be played in more than one battle, if victorious? More than one battle in the same round, if victorious?

Answer—Yes to both questions.

4. (Advanced Game) Must the Fremen or Emperor pay 2 spice to use a Fedaykin or Sardaukar token at full strength in battle?

Answer—No, just one spice per token.

5. (Advanced Game) Can you give some examples of determining strength in an advanced battle?

Answer—OK. For example, a player who has 10 tokens in a battle territory and he wants to use 9 tokens ensuring that one will remain if he wins. If he has one spice to expend in the battle, he dials 5 on his battle wheel, one token at full strength and eight at half strength. If he has three spice to expend in battle, he dials '6' on his battle wheel, three tokens at full strength and six tokens at half strength. If he has six spice to expend in battle, he dials '7½' on his battle wheel, six tokens at full strength and three tokens at half strength. If he expends nine spice, he dials '9' on his battle wheel.

6. What happens if truthtrance, Bene Gesserit 'voice' and Atreides 'prescience' or some combination thereof, are being used in the same battle?

Answer—The Bene Gesserit 'voice' must always be used before the Atreides 'prescience'. Truthtrance can be played at any time in this interaction. Please note that a player has the ability to alter his battle plan after 'voiced', 'prescinded' (sic) or 'truthtranced'.

7. Can a player voluntarily refuse to reveal a traitor if played against him in battle?

Answer—Yes. If your traitor appears in battle against you, you need not reveal him as your traitor. Also, by common consent, players may choose not to play a leader even if available. If done, it must be announced before the battle plans are completed, and only the token strength can be used in the battle plans as explained in *X.C.10*.

C. MOVEMENT

1. Does a worm move count as the one group move allowed to the Fremen each turn?

Answer—No. In fact, the worm move is made in the spice blow and not in the movement round.

2. Do sectors affect movement?

Answer—Only in the case explained in *battle question one*. Sectors function to regulate the movement and effect of storms and the placement and collection of spice. They do not affect movement.

3. If a storm is over Arrakeen or Carthag does it affect the three territory (ornithopter) move?

Answer—No, except of course, into, out of, or through the storm.

D. REVIVAL

1. Are revived leaders still subject to turning traitor?

Answer—Yes. Once a leader is in a player's pay, he (she) is in his pay for the entire game even if revived.

2. (Advanced Game) Can players revive leaders if others have been captured by Harkonnen?

Answer—Yes. A player can begin to revive his leaders if he doesn't have any of his own leaders available to play in battle (this includes Harkonnen, too).

E. MISCELLANEOUS

1. Do allies pay the Guild for all of their shipments?

Answer—Yes.

2. What is the exact rate for the Guild shipment back to his reserves—1 spice per two tokens, or half of that?

Answer—One spice per two tokens.

3. What happens if at the end of the play, no one has won and the Guild are not in play?

Answer—The Fremen wins. If he is not in play, the player occupying the most strongholds. If several qualify, all who qualify to win.

4. (Advanced Game) When reshuffling the Spice Dec, must you reshuffle the entire deck?

Answer—Yes.

5. (Advanced Game) Does the Fremen get the worm bonus if a second worm appears in a spice round but at the second discard pile?

Answer—No, each discard pile is treated separately and the worm card played on one has no effect on the other.

6. How does the Guild pay for an odd token shipment?

Answer—All fractional costs are rounded up. So a five token shipment costs the Guild three spice; a one token shipment costs him one spice; etc.

7. When the Fremen brings reinforcements, must he include the Great Flat when counting the two territory range from the Great Flat?

Answer—No. Never include the Great Flat when counting the two territory range.

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SEQUENCE OF PLAY

1. Storm Round
2. Spice Blow
3. Bidding Round
4. Revival and Movement Round
5. Battle Round
6. Collection Round

DUNE PLAYER AID PAD (front)

TURN TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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(optional rule) **ATREIDES TOKEN LOSS**

1	2	3	4	5	6	7
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TREACHERY CARDS

A. These 25 cards can be played only in battle.

1. **4 Projectiles**—used as a weapon during battle.
2. **4 Shields**—defends your leader against any projectile used by your opponent in battle.
3. **4 Poisons**—used as a weapon during battle.
4. **4 Snoopers**—defends your leader against any poison used by your opponent in battle.
5. **1 Lasegun**—a special weapon. There is no defense against a lasegun, i.e., it automatically kills an opponent's leader. But, should you or your opponent play a shield in the same battle, a nuclear explosion occurs and all tokens and spice (even those not involved in the battle) in the territory are lost to the 'tanks' as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.
6. **3 Cheap Hero(ines)**—played in place of a leader in battle (this is the only time a player may play 3 cards in a battle: cheap hero, weapon, and defense). The cheap hero has no value to add to your total. Must be discarded when played.
7. **5 Worthless Cards**—Kulon, Trip to Gamont, La La La, Baliset and Jubba Cloak. They have no value in play. Played in place of a weapon, defense or both. This is only way they may be discarded from hand. (Optional Rule) Bene Gesserit may use a worthless card as a Karama Card.

B. These 8 cards may be played at certain times during the game and then must be discarded.

1. **2 Truth Trances**—played at any time against any player. Forces that player to answer truthfully any one "yes" or "no" question concerning the game that you ask him.
2. **1 Weather Control**—played at the start of a storm round, it

enables the player to control the storm that round and move it from 0 to 10 sectors in a counterclockwise direction.

3. **1 Hajr Card**—played during a player's movement round enables that player to make an extra on-planet group move, subject to the normal movement rules.

4. **1 Ghoia Card**—played at any time. It allows the player either to immediately recover one leader from the 'tanks' without payment, or to revive up to 5 tokens from the 'tanks' to his reserves.

5. **1 Family Atomics**—played just after the storm has been dialed but before it has been moved (optional rule-played just after storm movement marker is revealed), 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 the board by the Shield Wall to indicate that it has been destroyed.

6. **2 Karama Cards**—When played can do any one of the following:

A. Prevent other players from using some of their advantages once as explained below.

1. prevents the Atreides from seeing the future, once; or (optional rule) prevents the Atreides from using Kwisatz Haderach once.
2. prevents the Harkonnen from taking a second free treachery card, once; or (optional rule) prevents Harkonnen from capturing a leader once.
3. prevents the Bene Gesserit from accompanying one shipment; using the 'voice' once; or (optional rule) using worthless card as a Karama card once.

4. prevents the Fremmen 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.

5. 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.

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

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

1. **Harkonnen**—You may use a Karama card to take without looking any number of cards, up to the entire hand of anyone player of your choice. For each card you take you must give him one of your cards in return.
2. **Atreides**—You may use a Karama card to look at any one player's entire battle plan.
3. **Guild**—You may use a Karama card to stop one off-planet shipment of any one player.
4. **Bene Gesserit**—You may use any 'worthless' card as a Karama card.
5. **Fremmen**—You may use Karama card to cause a worm to appear in any territory that you wish. The worm is not drawn from the spice deck. A worm cannot devour tokens if not in a desert territory.
6. **Emperor**—You may use a Karama card to revive up to three tokens or one leader for free.

LEADERS

Fremmen

1. Stilgar-7
2. Chani-6
3. Ortheym-5
4. Shadout Mapes-3
5. Jamis-2

Harkonnen

1. Feyd-Rautha-6
2. Beast Rabban-4
3. Piter DeVries-3
4. Cpt. Nefud-2
5. Umman Kudu-1

Guild

1. Staban Tuek-5
2. Esmar Tuek-3
3. Master Bewt-3
4. Soo Soo Sook-2
5. Guild Rep-1

Emperor

1. Count Fenring-6
2. Cpt. Aramsham-5
3. Burseg-3
4. Caid-3
5. Bashar-2

Atreides

1. Thurfir Hawat-5
2. Lady Jessica-5
3. Gurney Halleck-4
4. Duncan Idaho-2
5. Dr. Yueh-1

Bene Gesserit

1. Princess Irulan-5
2. Mother Ramallo-5
3. Alia-5
4. Lady Fenring-5
5. Wanna Marcus-5

BENE GESSERIT PREDICTION

player

turn

DUNE PLAYER AID PAD (back)

TURN TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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(optional rule) ATREIDES TOKEN LOSS

1	2	3	4	5	6	7
---	---	---	---	---	---	---

ADDITIONAL CHARACTER ADVANTAGES (OPTIONAL RULE)

Emperor

1. Your five starred tokens (elite Sardaukar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremen. Your starred tokens are worth just one token against Fremen. They are treated as one token in revival. Only one starred token can be revived per turn.

Guild

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

Bene Gesserit

1. You have the power to coexist. (See Optional Rules in instruction folder for further description).

Fremen

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 of 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.

Harkonnen

1. Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the tanks for 2 spice; or use the leader once in a battle after which you must return him (her) to the original owner. If all of your own leaders have been killed, you must return all captured leaders immediately to their original owners. Killed captured leaders are put in the 'tanks' from which the original owners can revive them (subject to the revival rules). A captured leader is automatically in the pay of the original owner.

Atreides

1. 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 heroine is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by laser gun-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.

SEQUENCE OF PLAY

1. Storm Round
2. Spice Blow
3. Bidding Round
4. Revival and Movement Round
5. Battle Round
6. Collection Round

BENE GESSERIT PREDICTION

_____ player _____ turn

LEADERS

Fremen

1. Stilgar-7
2. Chani-6
3. Ortheym-5
4. Shadout Mapes-3
5. Jamis-2

Harkonnen

1. Feyd-Rautha-6
2. Beast Rabban-4
3. Piter DeVries-3
4. Cpt. Nefud-2
5. Umman Kudu-1

Guild

1. Staban Tuek-5
2. Esmar Tuek-3
3. Master Bewt-3
4. Soo Soo Sook-2
5. Guild Rep-1

Emperor

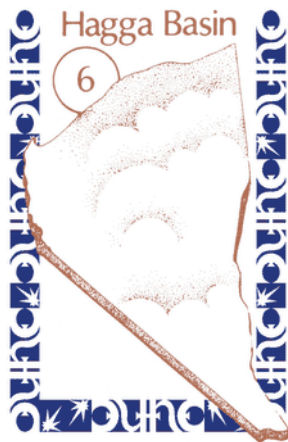
1. Count Fenring-6
2. Cpt. Aramsham-5
3. Burseg-3
4. Caid-3
5. Bashar-2

Atreides

1. Thurfir Hawat-5
2. Lady Jessica-5
3. Gurney Halleck-4
4. Duncan Idaho-2
5. Dr. Yueh-1

Bene Gesserit

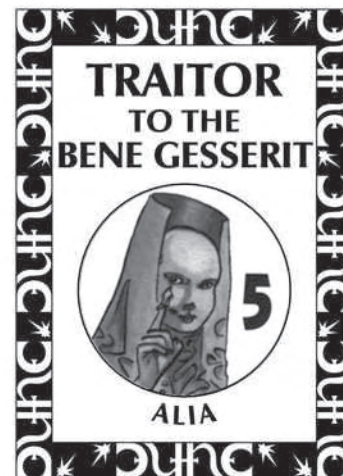
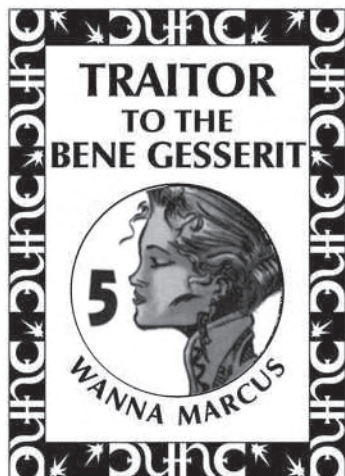
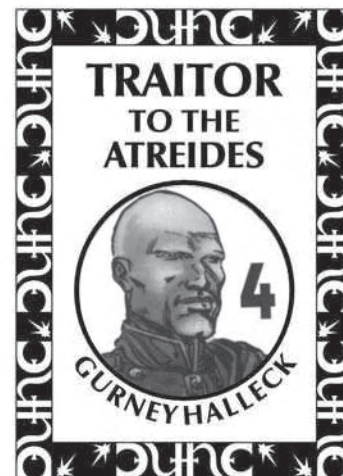
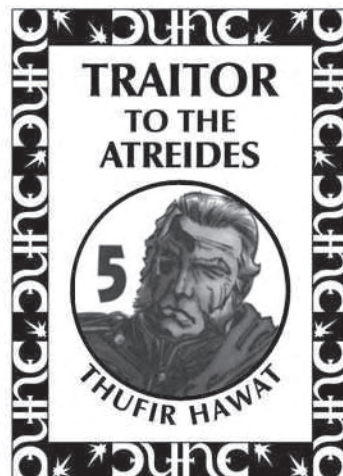
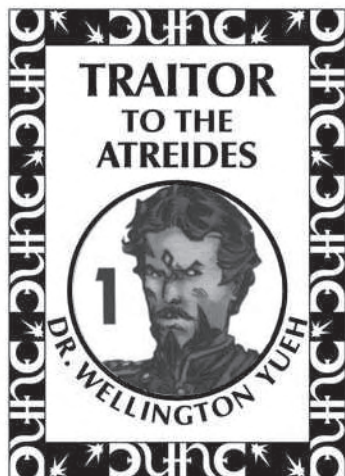
1. Princess Irulan-5
2. Mother Ramallo-5
3. Alia-5
4. Lady Fenring-5
5. Wanna Marcus-5

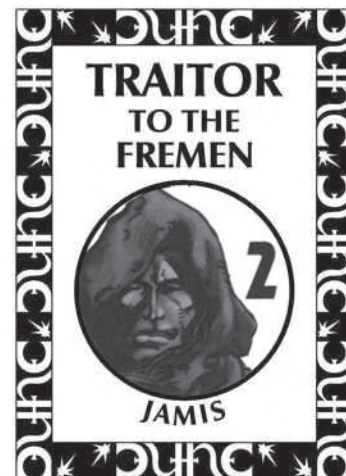
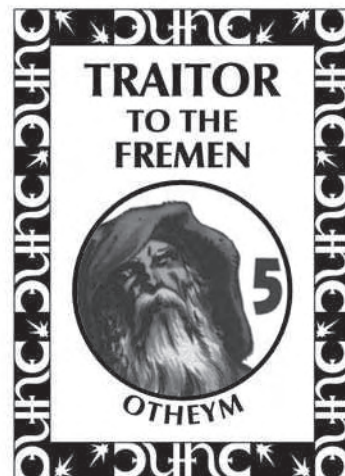


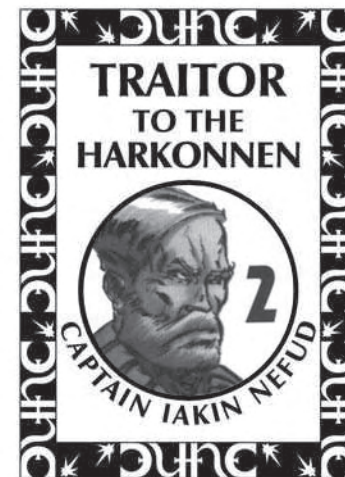
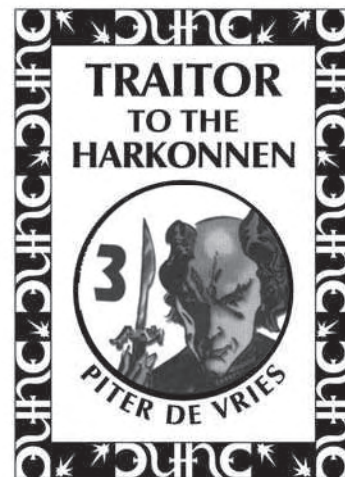
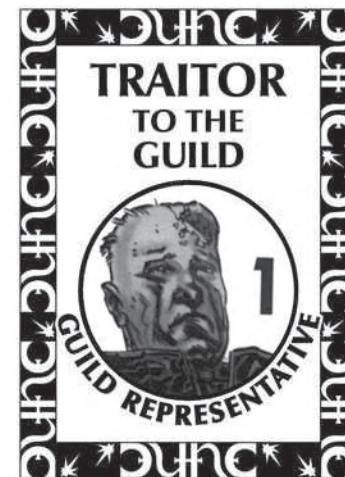
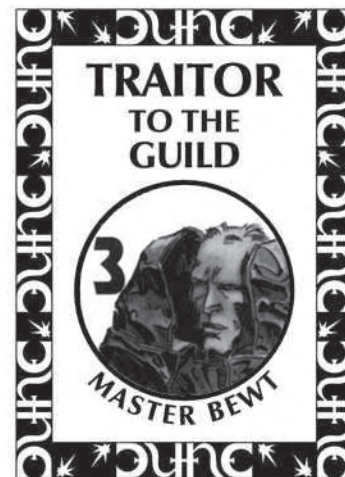
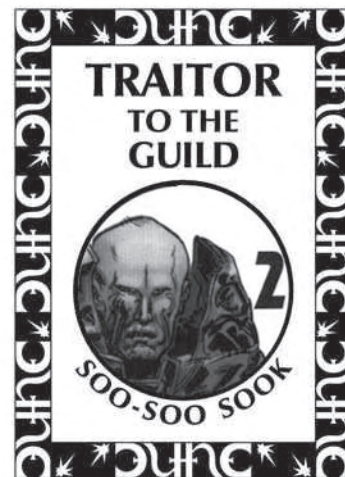
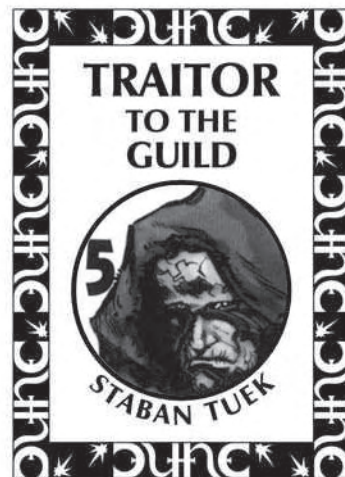
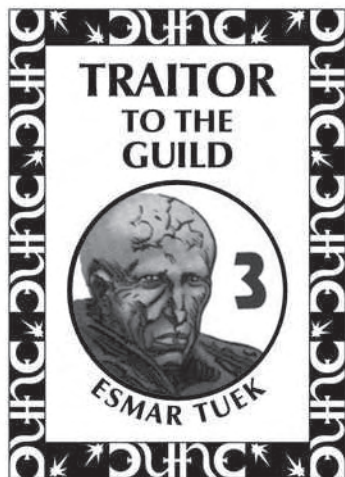




















Baliset



POISON
WEAPON

Chaumas



POISON
WEAPON

Chaumurky



Cheap Hero



Cheap
Heroine



PROJECTILE
WEAPON

Chrysknife



CONE OF SILENCE



POISON
WEAPON

Ellaca Drug



Family
Atoms

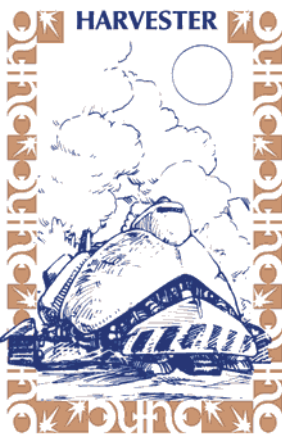


POISON
WEAPON

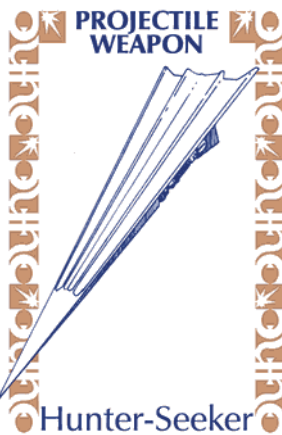
Gom Jabbar



Hajr



HARVESTER



PROJECTILE
WEAPON

Hunter-Seeker



Jubba Cloak



Karama

KULL WAHAD



Kulon



La, La, La



Lasegun



PROJECTILE WEAPON



Maula Pistol

RESIDUAL POISON



PROJECTILE DEFENSE



Shield

PROJECTILE WEAPON



Slip-Tip

POISON DEFENSE



Snooper

PROJECTILE WEAPON

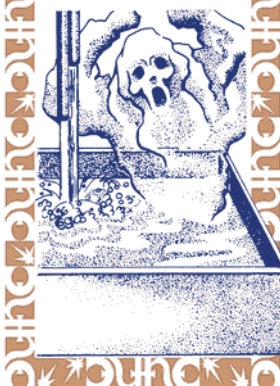


Stunner

THUMPER



Tleilaxu Ghol



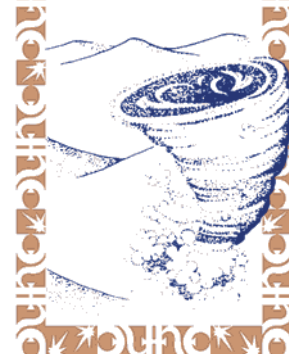
Trip to Gamont



Truthtrance



Weather Control





Shield



Shield



Shield



Snooper

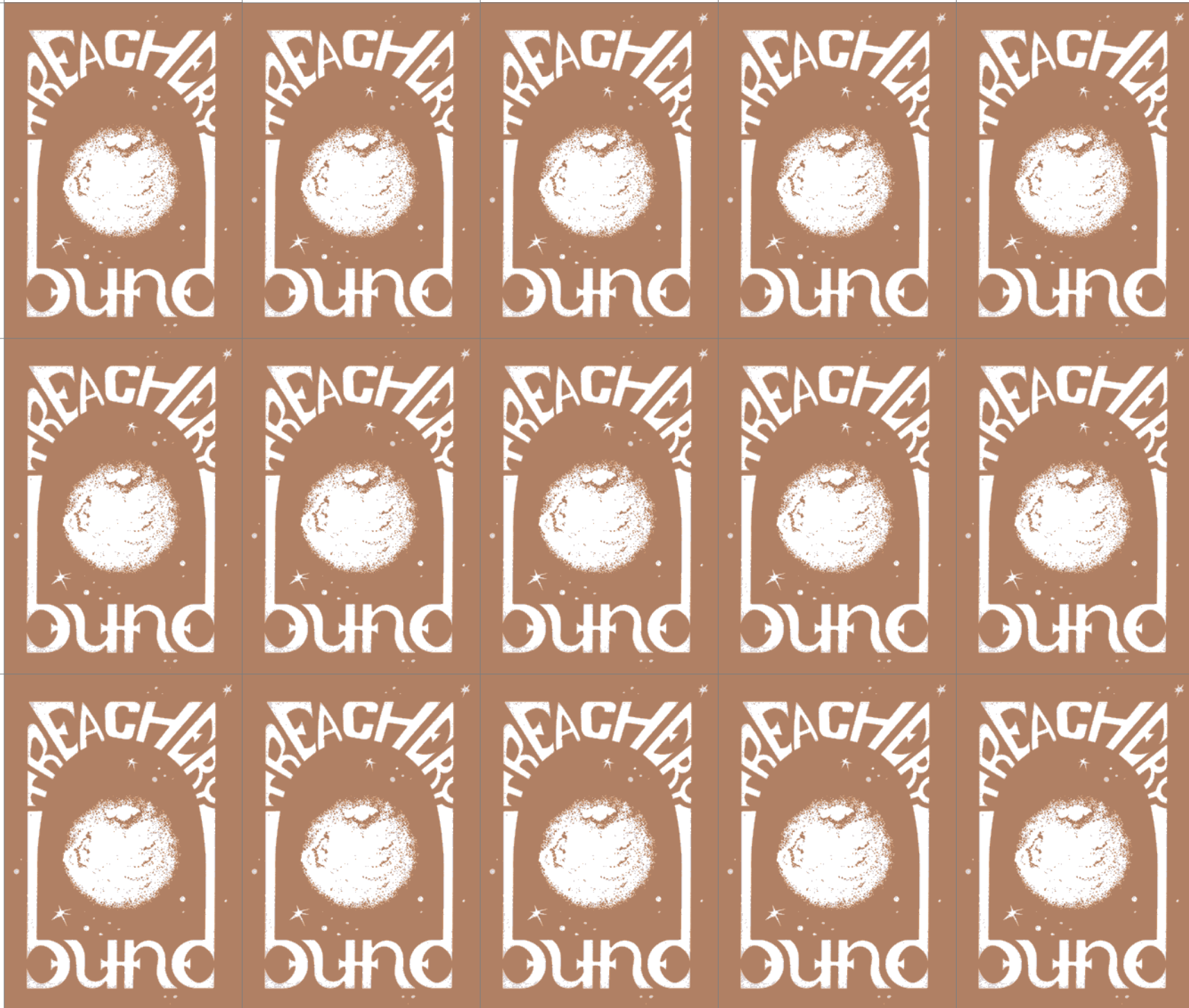


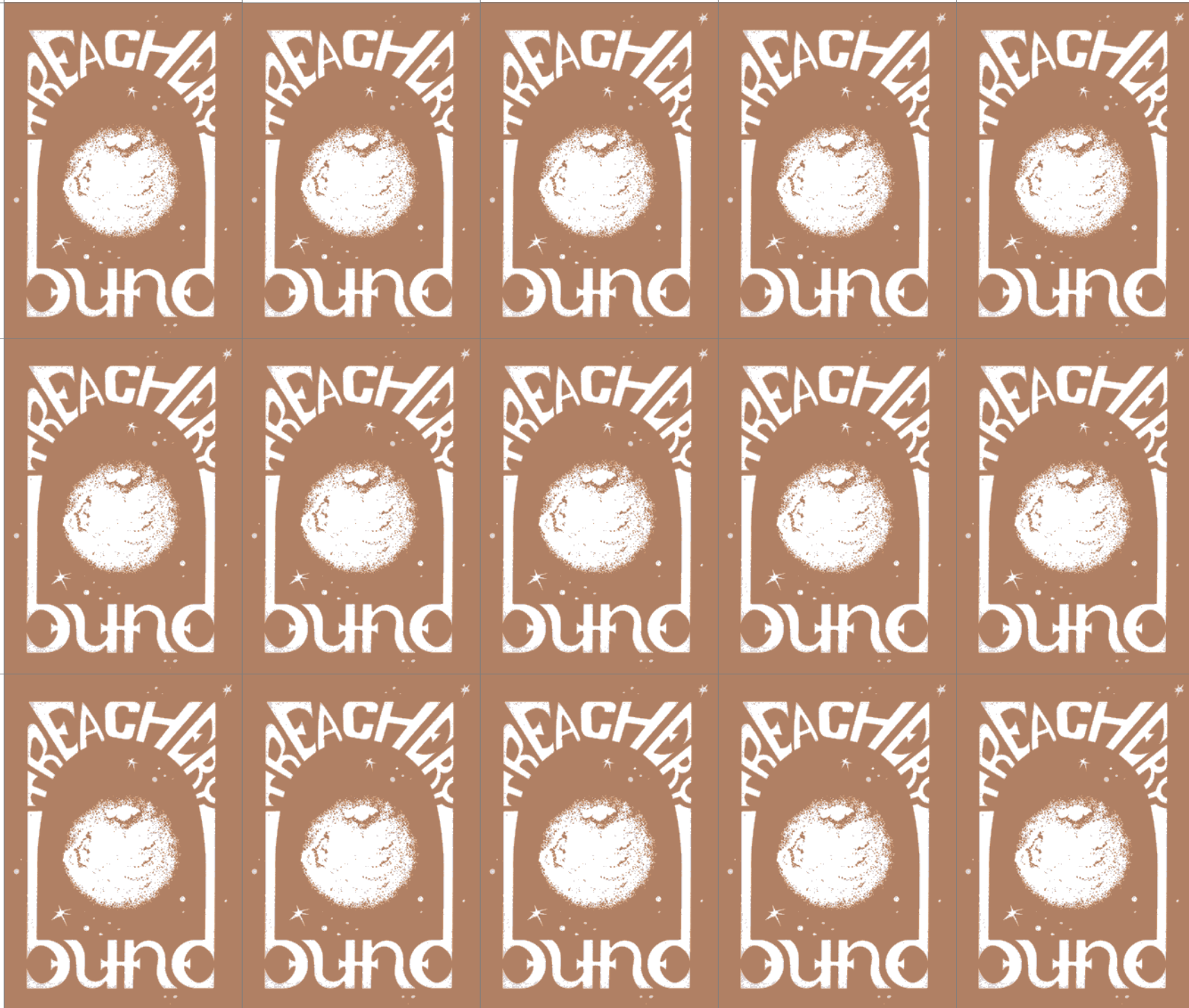
Snooper

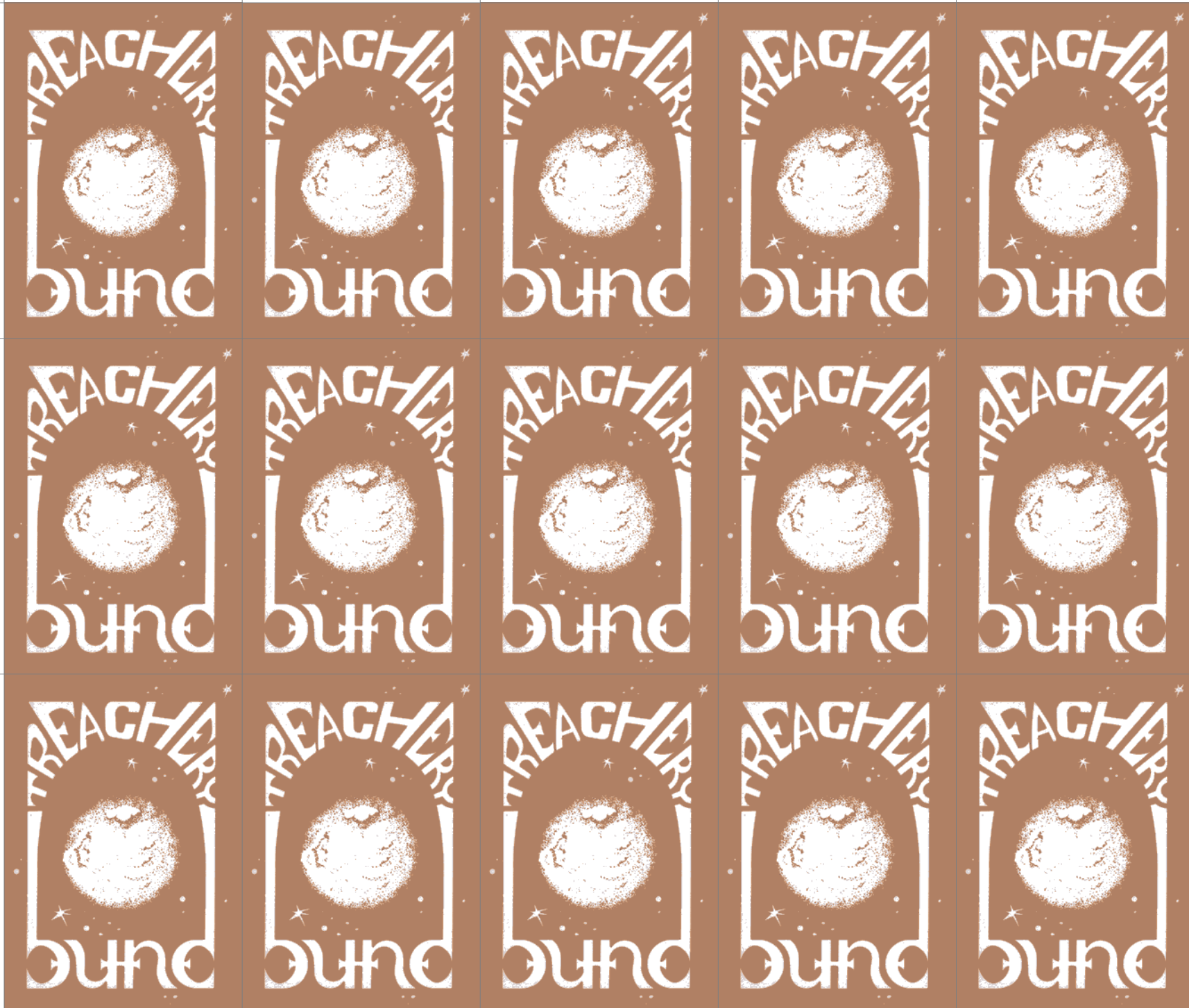


Snooper







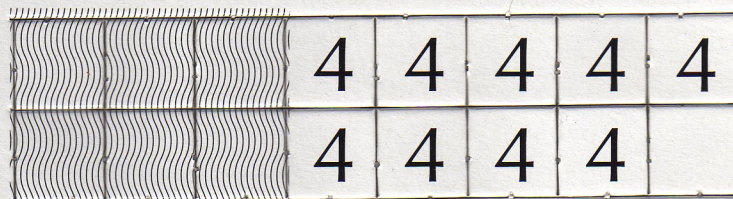


ENHANCED DUNE SPICE TOKENS

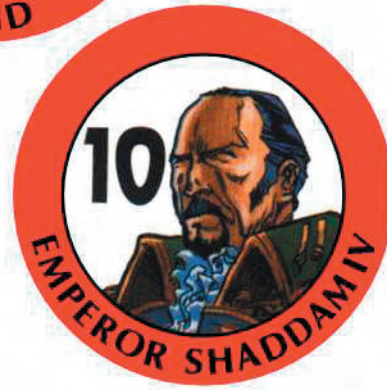
BY GREG NICHOLS

Mount the token bricks back to back using heavy shirt board or 1/4" foam board as the base material. Enjoy!



[illegible]









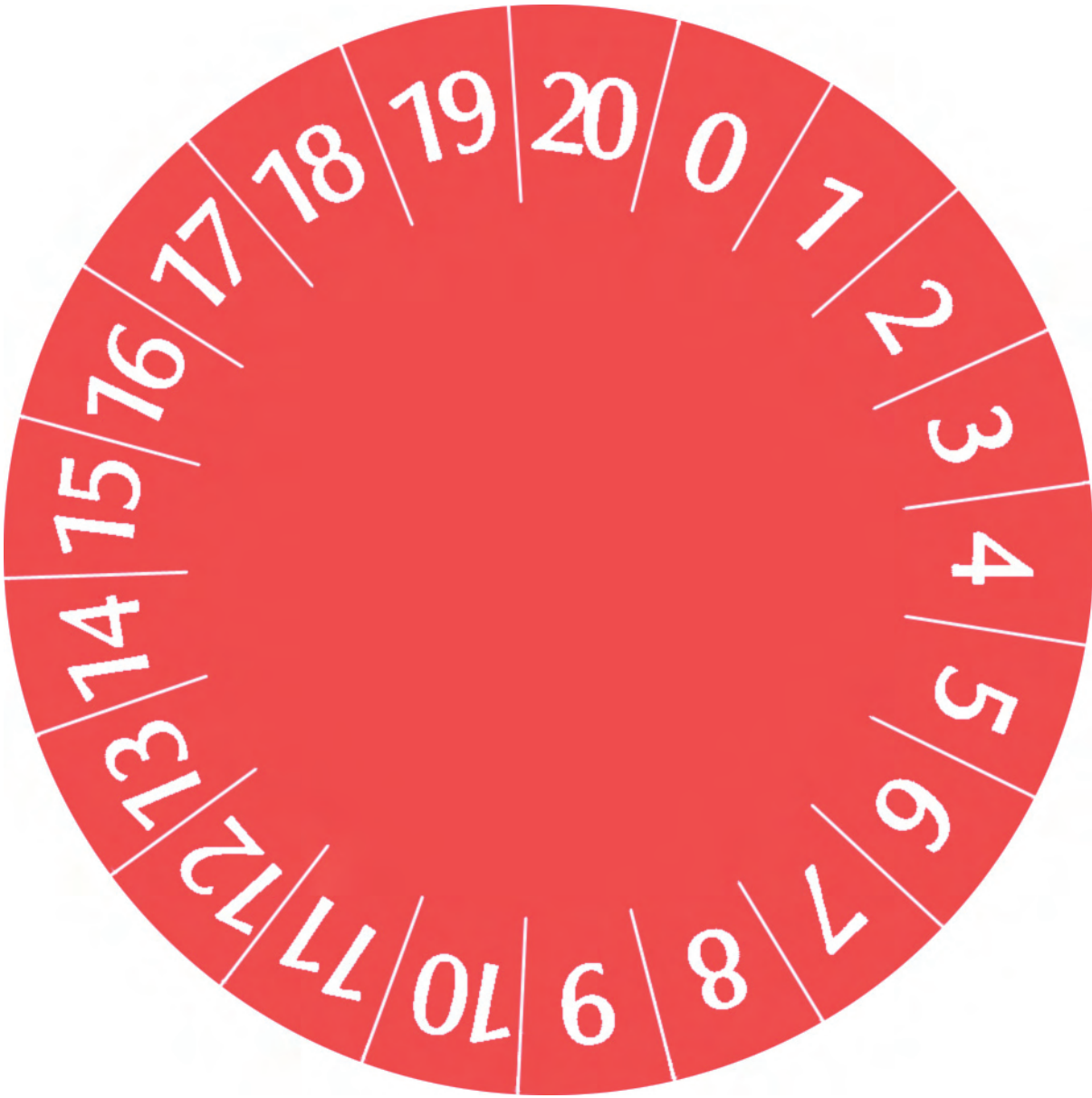
DUNE

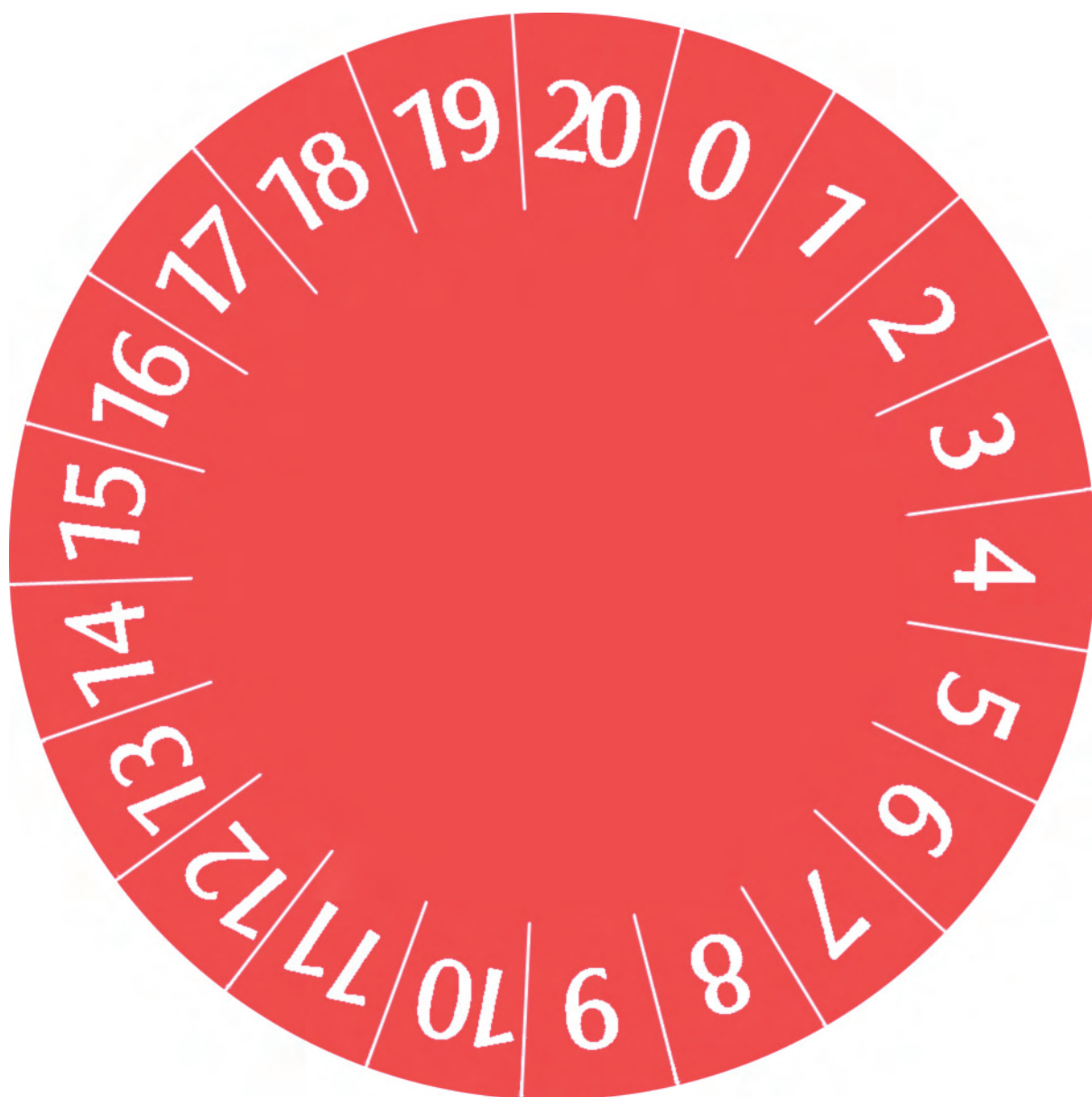
Combat Wheel

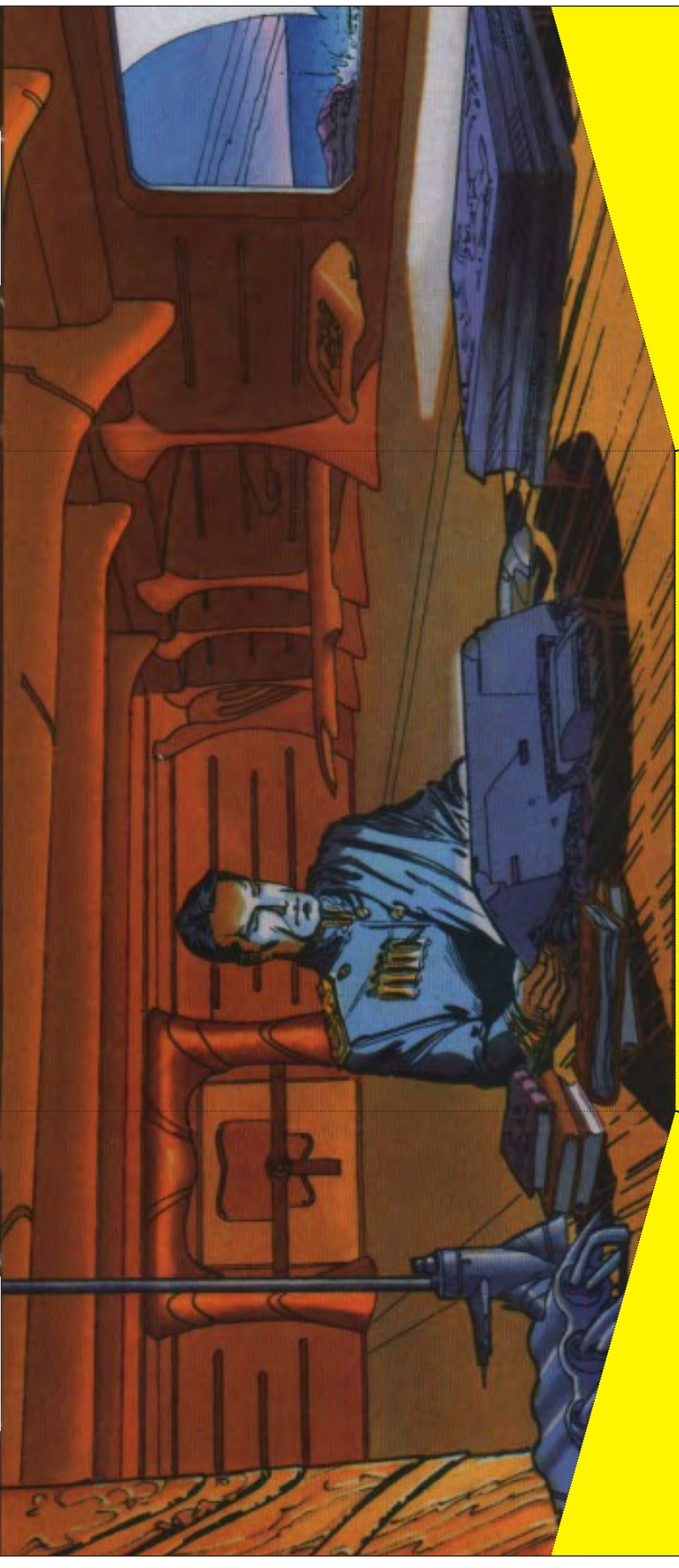


DUNE

Combat Wheel







ATREIDES

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

FREE REVIVAL — 2 tokens.

ADVANTAGES — You have limited prescience.

1. During the bidding round, you may look at each treachery card as it comes up for purchase before any player bids on it.

2. At the start of the movement round, you may look at the top card of the spice deck.

3. During the battle round, you may force your opponent to show you your choice of **one** of the four elements he will use in his battle plan against you; the leader, the weapon, the defense or the number dialed. If your opponent shows you that he is not playing a weapon or defense, you may not ask to see another element of the plan.

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



BENE GESSERIT

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

FREE REVIVAL — 1 token.

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

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

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

3. 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 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.



EMPEROR

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

FREE REVIVAL — 1 token.

ADVANTAGE — You have access to great wealth.

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

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



FREMEN

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

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

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

1. You may move your token group two territories instead of one.
 2. You may bring any or all of your reserves onto any territory within two territories of and including the Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any way other than this.
 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 Sletch Tabr and Habbanya Ridge Sletch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sletch, 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.



GUILD

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

FREE REVIVAL — 1 token.

ADVANTAGE — You control all shipment onto and off Dune.

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

2. You need pay only half the fee when shipping **your** tokens. The cost for shipping to your reserves is one spice for every two tokens shipped or fraction thereof.

3. When any other player ships tokens onto Dune from off-planet reserves, he pays the spice to you instead of to the spice bank.

4. If no player has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.

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



HARKONNEN

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

FREE REVIVAL — 2 tokens.

ADVANTAGES — You excel in treachery.

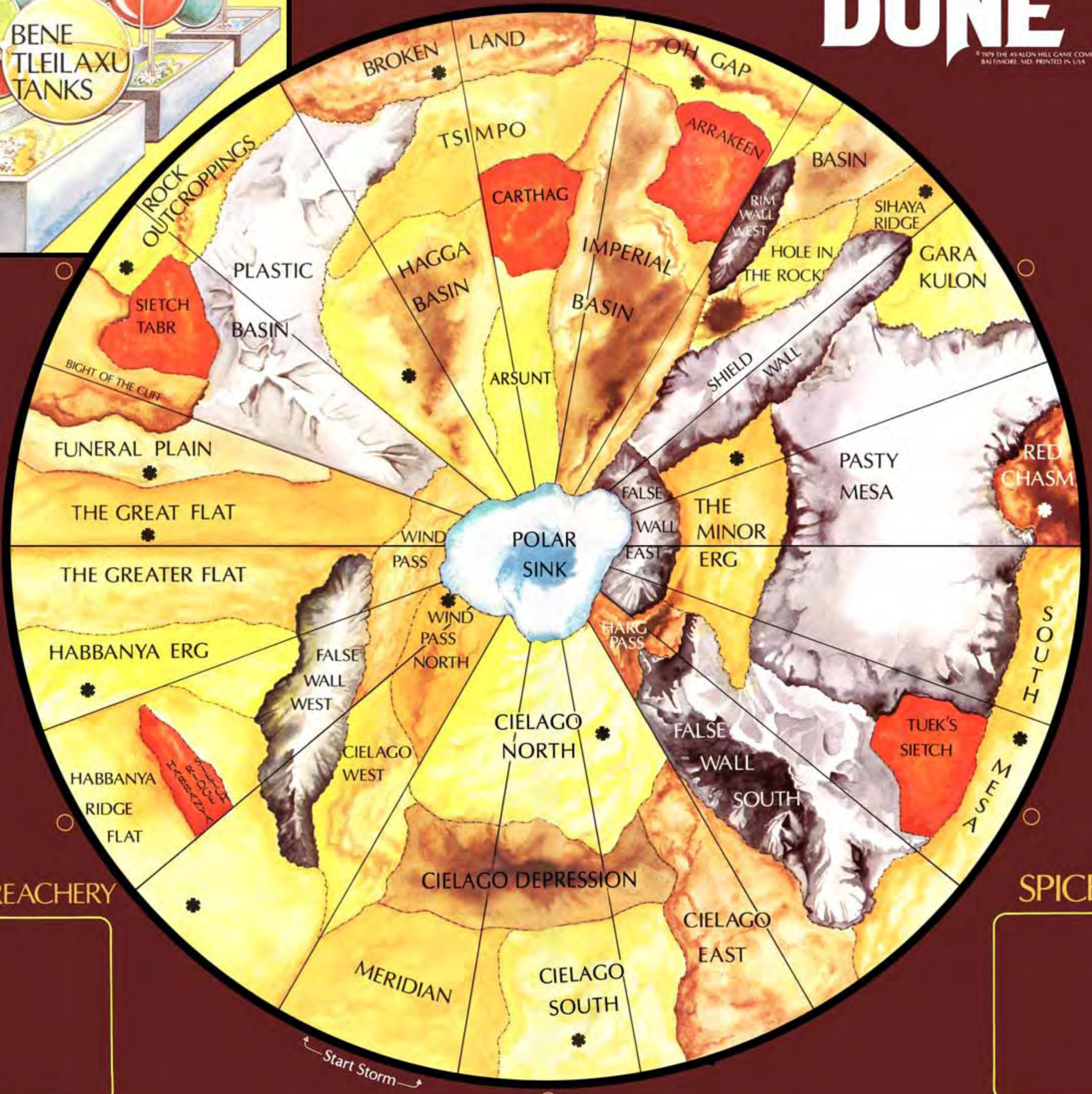
1. At the start of the game you write down the name of **all** leaders belonging to other players which you draw. All are in your pay.

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.

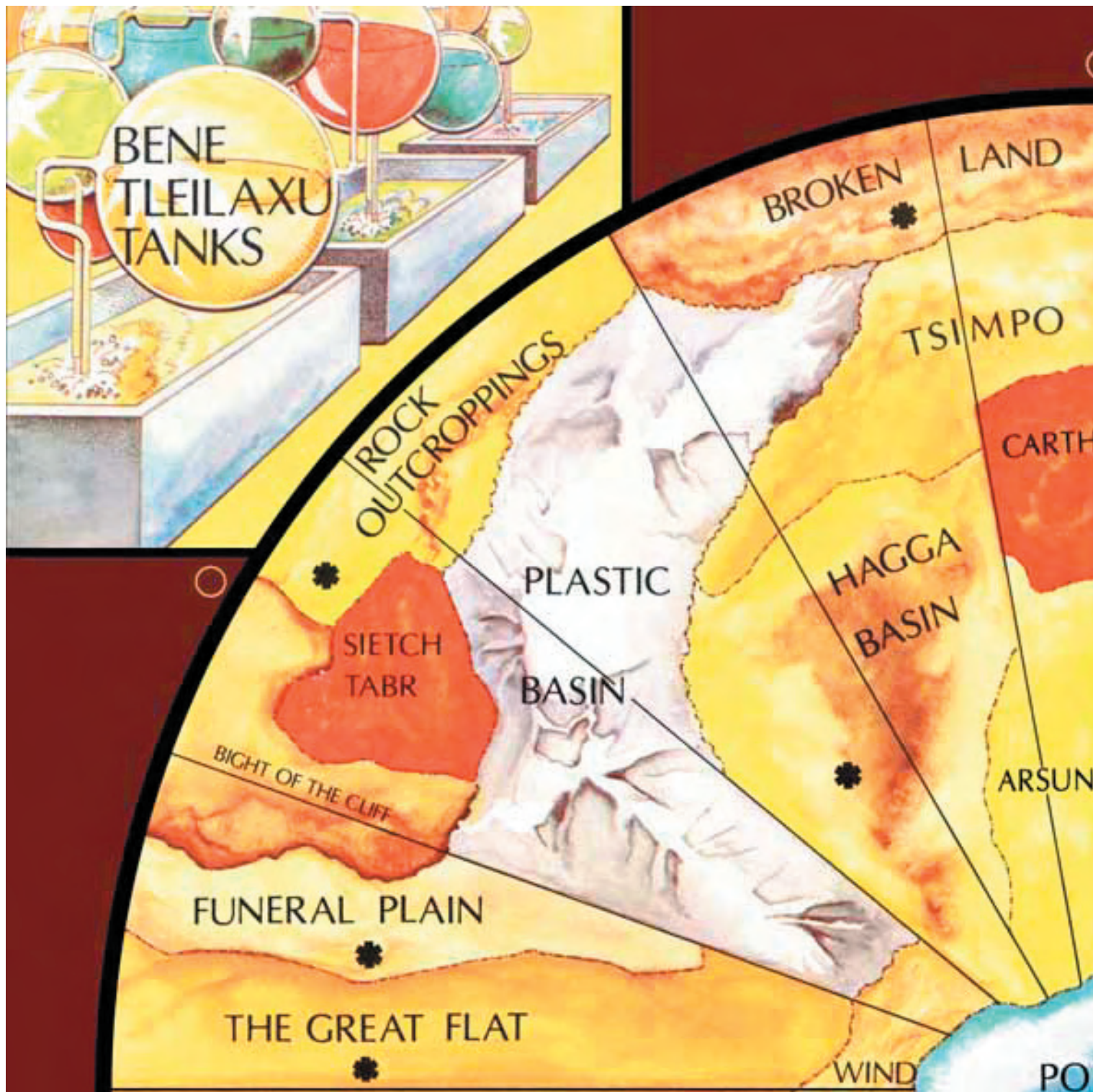
DUNE

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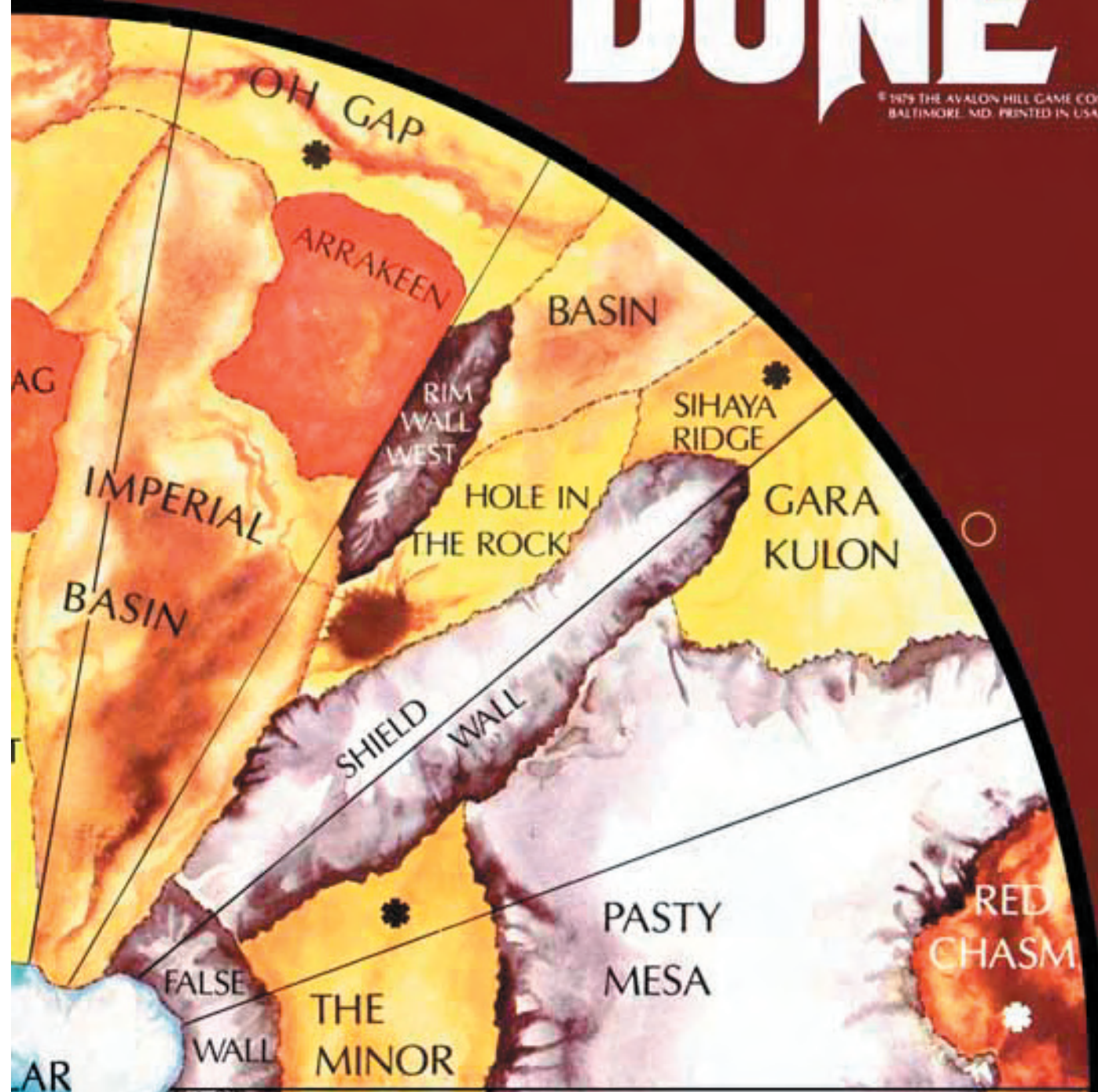
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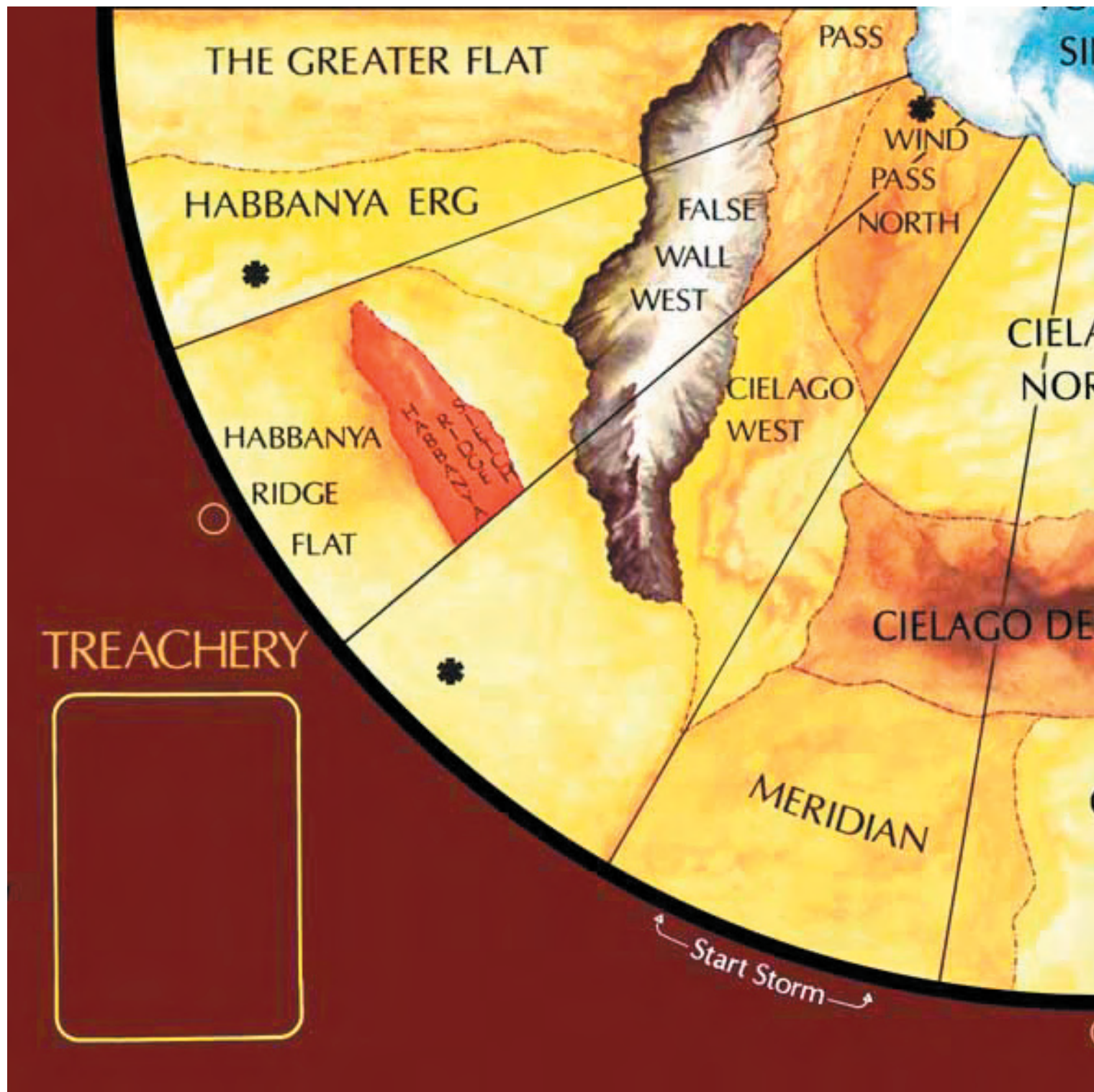
SPICE

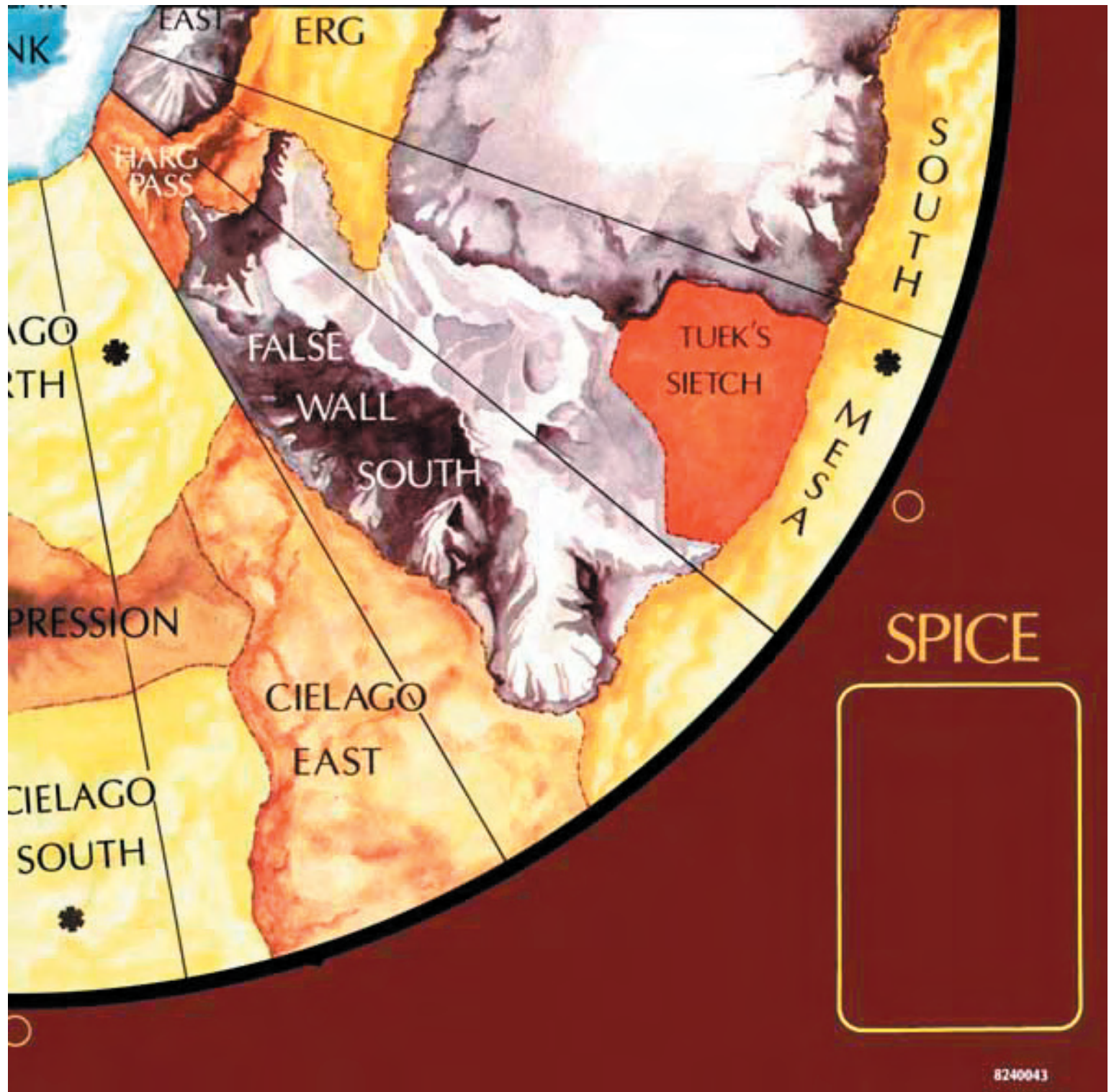


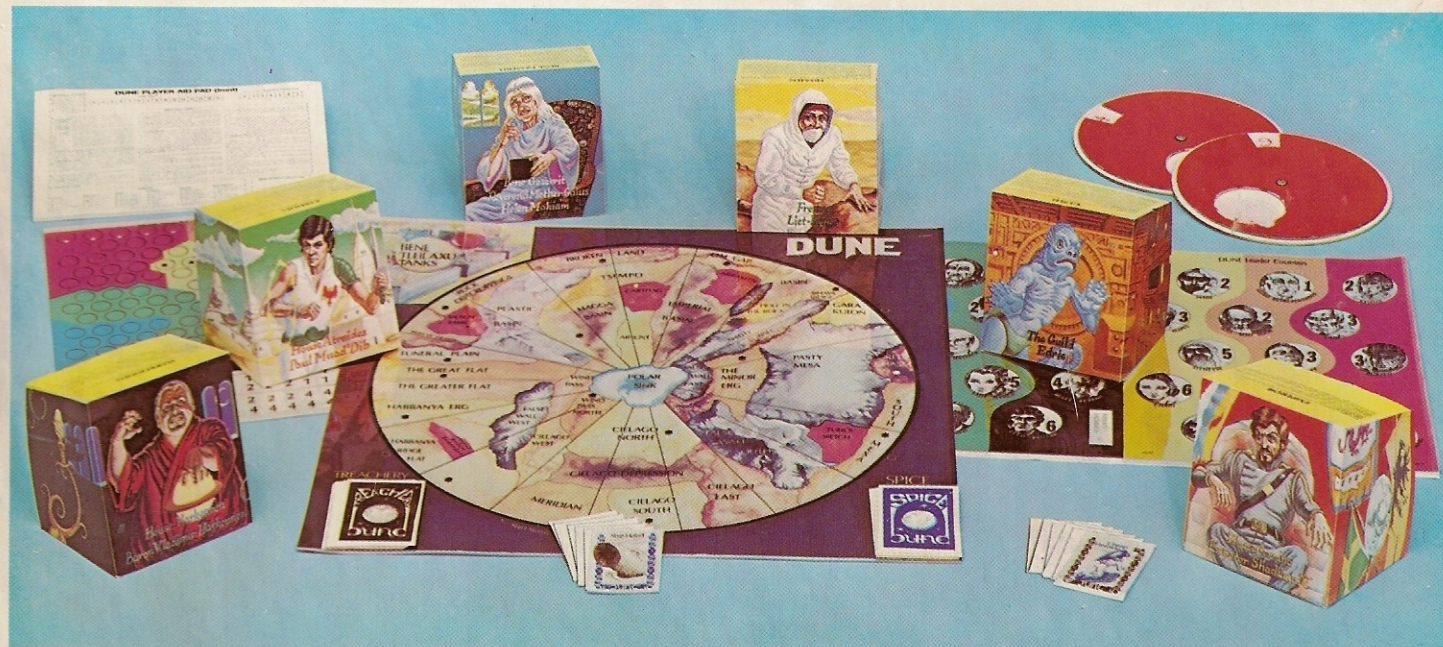
DUNE™

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FRANK HERBERT'S

DUNE

SPACE CIVILIZATION POWER STRUGGLE GAME

Among the countless planets inhabiting the galaxies of the universe, there exists a small and inconspicuous bit of rock and sand known to its inhabitants as **Dune**. It boasts practically no vegetation and so little water that a man exposed on its surface would dehydrate in minutes. Its scarred terrain is swept by wind storms of super-hurricane velocity and inhabited by giant sandworms often a quarter mile in length who devour anything that moves in the open.

Dune is the battleground in a power struggle among the worlds' most powerful factions. It, alone, is the source of melange, a spice which prevents aging and confers prescient abilities to its consumer, essential to deep space navigation upon which civilization depends for its continued existence. **Whoever controls Dune and its spice, has the power to rule the universe.**

In each game you get:

- Full Color Mapboard of the planet, Dune
- 6 Shields each with a full color illustration of the player's character
- 120 Circular Counters representing the armies involved in the battle for Dune
- 60 ½" Square Counters used to count spice
- 30 2" Discs each with an illustration of a military leader
- Deck of 33 Treachery Cards
- Deck of 21 Spice Cards
- 2 Battle Wheels
- Player Aid Pad
- Rules Manual

You choose one of the six warring factions to lead in the conquest of Dune.

Liet Kynes—After generations of habitation on Dune's harsh surface, your Fremen warriors are inured to all hardships. They are the greatest fighters of all. You are now ready to throw off the yoke of alien domination.

Baron Nadimir Harkonnen—You have governed and exploited Dune for many years. Your domination is now being threatened, but You have had time to infiltrate your enemies' forces and prepare traps. You are not about to give up the spice without a fight.

Paul Muad'Dib—As the new ruler of Dune, your father was treacherously slain by Baron Harkonnen. You must now carry on his work with a loyal band of well-trained warriors. Your greatest assets are your, as yet, untapped leadership abilities which will eventually propel you to master of the universe.

Emperor Shaddam IV—Years of over-confidence in your galaxial police—the feared Sardaukar—and your secret pact with the Harkonnens have robbed you of your alertness. The situation upon Dune now demands your immediate attention. Will your Sardaukar be able to prevent another group from taking over Dune and using the spice to wrest away your power?

Edric—Your guild monopoly on space travel depends entirely upon an uninterrupted flow of spice to your navigators. It is now in danger. You must make sure no one can use it to blackmail you. Armed invasion may be your only solution.

Reverend Mother Gaius Helen Mohian—You and your sisters in the Bene Gesserit have spent thousands of years grooming the various civilizations and worlds for a messiah which will bring you to power. The unplanned appearance of the messiah in the person of Paul Muad'Dib has precipitated you to action before you're ready. But your powers of mysticism and mind control are secret abilities which allow you to make inroads on Dune without open aggression.



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