

Dune—A Rules Guide v1.41

Set-Up and Object of Play

III.E.2. & Bene-Gesserit Shield, Advantages 1. Bene-Gesserit note down their prediction; and then traitors are drawn from among the leaders of factions in play.

IV. Bene-Gesserit tokens left alone in a coexisting territory during the Collection Round neither collect spice nor occupy it for determining victory.

Storm and Spice Blow

VI.C. Tokens and spice are not destroyed by the storm during the first game turn.

From turn two onward, the sequence is as follows

1. Play Weather Control;
2. If no Weather Control, reveal the storm movement marker;
3. Play Family Atomics;
4. Move the storm 0-10 sectors with Weather Control or 1-6 sectors according to the marker.

Player Aid (front), B.2. Weather Control does not call for any announcement of sectors to be moved.

Fremen Shield, Advantages 3. & Player Aid (back), Fremen 2. Tokens and spice are eaten when a worm turns up on, or is placed in, a territory: not when Fremen move there with one.

Bidding

VIII.A. If the treachery deck runs out of cards, reshuffle discards (except Family Atomics) back into it.

VIII.B.2. Players who pass on a card may re-enter the bidding for it.

Player Aid (front), B.6.A.5. Players can bid infinite spice if they intend to use a Karama to buy it. The first player to do so takes the card. Karama cannot buy a card on behalf of another player.

Atreides Shield, Advantages 1. Atreides cannot reveal cards dealt face-down for bidding, but he can make representations about those cards.

Revival and Movement

IX.C.1.c. 'No player may ship into [or from] a sector in storm...'

IX.C.2.a.1) All players with non-coexisting tokens in Arrakeen or Carthage at the start of their turn to move (**IX. step C.**) have access to ornithoptors: so up to four players may have them. This check happens before Shipment.

XV.B. Coexistence attaches to territories, not tokens; the option to coexist is triggered **anytime** Bene-Gesserit end their move in an occupied territory in which they previously had no tokens or another player moves tokens into a territory only they occupy. Coexistence is persistent: coexisting territories may stop coexisting at the beginning of any subsequent Movement Round.

XV.B.5.—*interpolation* Bene-Gesserit must remain in coexistence in strongholds containing tokens belonging to more than one other player at the beginning of the Movement Round.

Player Aid (front), B.3-4. Hajr and Ghola cannot be played on behalf of another player.

Player Aid (front), B.6.A.6. Karama cannot reduce shipment costs on behalf of another player.

Battles

X. The sequence of activities in a battle is

1. **XXV.B.6.** Bene-Gesserit Voice, then Atreides prescience;
2. **X.B.1-3.** Dial tokens, then select leaders, then play treachery cards;
3. **X.B.4.** Display wheels;
4. **Player Aid (front), A.5.** Lasegun-Shield explosion destroys tokens, spice, and leaders;
5. **X.D.** *Treachery* may be called;
6. **X.C.3.** Undefended weapons destroy leaders, then **X.C.1.** sum totals (adjust invalid dials to the maximum legally possible, up to the number dialled);
7. **X.C.4-7. and XXII.2** Claim or pay spice and remove losses.

Truth Trance and Karama cards can be played at any time in the above sequence.

XXV.B.7. The consent required is that of the players in the battle. Given mutual consent, either or both may fight leaderless.

X.D. & Player Aid (front), A.5. A Lasegun-Shield explosion forestalls any chance to call '*treachery*' (the leader is no longer present).

Player Aid (front), B.6. Truth Trance, see separate section below.

Player Aid (front), B.6. Karama cards may only be played at the moment they will take effect, such that no unspecified game events come between play and effect(s). If a Karama is to prevent a character advantage it must be played as the advantage is being exercised, e.g. in the Movement Round as Guild are choosing to take or defer their move.

Player Aid (front), A.7. Worthless Cards can replace both the weapon and the defence, such that two are played in the same battle plan.

Bene-Gesserit Shield, Advantages 3. & Player Aid (front), A.7. A player Voiced to play a Worthless Card chooses what it replaces, i.e. weapon or defence. They need not tell Bene-Gesserit which.

Player Aid (back), Guild 1. Guild's choice of when to move in the turn sequence does not affect the timing of their battles, nor their status as aggressor.

Alliances and Bribery

XII.E.2 Allies cannot make binding deals secretly.

XII.E.3-4. Spice to pay, or help pay for, bidding or shipments is paid directly to Emperor, Guild, or the spice bank, as may be appropriate, without delay. Allies gain no special fiat to transfer spice.

XII.E.5. Territories occupied by both Bene-Gesserit and their allies are forced to coexist. Subject to that ruling, Bene-Gesserit may move into territories occupied by allies, and allies may move into

territories that are coexisting. Allies may move into territories Bene-Gesserit solely occupy that have yet to coexist only if Bene-Gesserit will assent to do so.

Player Aid (front), B.6.A. When they are used to assist allies the following can be prevented by a Karama card—Atreides question, Bene-Gesserit Voice, Fremen worm control.

Guild Shield, Alliance When Fremen are allied with Guild they can use Guild's privileged modes of shipment, but not normal shipment.

X.III.C Stating a verbal deal or bribe aloud so that it becomes binding is a game event.

X.III.C. Deals may stipulate exchanges of spice to be made under the rules of **XII.E.3** and **4.**, and the **Emperor Shield, Alliance**. No other exchanges of spice as part of a deal are provided for.

Emperor Shield, Alliance Spice given by Emperor to his allies to purchase cards, revive tokens, or make shipments is transferred immediately, but cannot exceed the cost. Emperor can only give spice to pay the purchase price if won: so pays to the bank any spice bid over what an ally could afford. Allies helping Emperor bid for cards pay their spice to the spice bank.

Dune Player Aid (front) B.—the 8 Dune Special Cards

The 2 Truthtrances, Weather Control, Hajr, Gholā, Family Atomics, and 2 Karama cards follow these guidelines—

- no unspecified game events can come between their play and effect(s);
- if two or more are played simultaneously, randomly determine the order of resolution;
- cards falling later in the order remain in hands and can be lost or withdrawn prior to their turn for resolution.

Cards played invalidly are withdrawn, not discarded.

Dune Player Aid (front) B.1.—Truthtrance

Questions and answers are given over the table, so that all players can hear them—Truthtrance has no further effect once a question has been asked and an answer given. The double-injunction that the question can be truthfully answered using only yes/no means that

- You must honour your answer unless the play of a Treachery Card prevents it or the token counts, storm position, or spice quantities on Dune change except for things you cause to happen or that the question is expressly conditioned upon.
- Compound or paradoxical questions that require expansion on yes/no to be answered truthfully must be revised or the Truthtrance withdrawn.
- Answer questions conjoined with 'and' as if asked 'Are all of the following true...?', answer questions conjoined with 'or' as if asked 'Are any of the following true...?'; a respondent is not forced to identify which. Implied conjunctions also fall under these guidelines.

XXV.B.6. Battle plans cannot be altered so as to on revelation falsify an answer to a Truthtrance played during **X.B** regarding their formulation. *This produces rule 1. above.*

Note-taking and Information Sharing

Players may keep written notes during play, but non-allies cannot exchange such notes without disclosing the contents to all players—non-allies may not hold secret discussions. Players may show their treachery cards, traitors in their pay, and spice totals to one another, but non-allies cannot do so except by revealing them to the table as a whole. None of the aforementioned are game events.