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Game: **DUNE: WAR FOR ARRAKIS**

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DUNE
✦ WAR for ARRAKIS ✦

One player is the **Atreides** faction (House Atreides & Fremen ally), and the other is the **Harkonnens** (House Harkonnen & Corrino ally).

The board is divided into 8 **sectors**, with 8 **air zones** on the borders between sectors which affect all areas within both sectors. The 4 sectors adjacent to the North Pole are **central sectors**, and the 4 at the edges of the board are **outer sectors**.

Sectors are divided into **areas** (mountain, plateau, minor erg, and deserts). Desert areas adjacent to the edges of the board are **deep desert**. The **north pole** is a mountain area that is part of all 4 central sectors; all air zones are connected to it.

Areas separated by an **impassable** (thick red/white) border are not adjacent for ground movement purposes.

An area is **free** for a player when it doesn't contain enemy units or settlements, or sandworms. An area is **empty** when it contains no figures nor tokens of any kind. An area containing only an ecological station or a harvester is considered free for all players.

Deploy means to take game pieces not on the board (except from the *regeneration tank*) and put them on the board. **Place** means to take game pieces from wherever they are (except from the *regeneration tank*) and place them on the board (if they are already on the board, they can be relocated).

SETUP

Shuffle the 8 **sietch tokens** and randomly place 1 facedown on each indicated area on the board. Only the Atreides player can inspect their hidden side at any time during the game.

Shuffle the **Atreides starting deployment tokens** facedown and place 1 token and 1 Naib Leader figure in each area containing a sietch.

Shuffle the **Atreides standard deployment tokens** and keep them facedown next to the Atreides player.

Place the 6 **Harkonnen settlement tokens** (Arrakeen, Carthag, and 4 Pyon villages) on the indicated areas. Their rank can be inspected at any time by all players.

Shuffle the 2 sets of **Harkonnen starting deployment tokens** and randomly place 1 token of each type facedown in each area containing a Harkonnen settlement. Flip them faceup and replace them with the corresponding Harkonnen figures.

Shuffle the 6 **ecological testing station tokens** and randomly place 1 facedown on each of the indicated areas. Their hidden side is secret to all players and is revealed only if an Atreides legion enters the area.

Place the **supremacy marker** on the 0 space of the supremacy track. Place the 3 **prescience markers** on the 0 space of the prescience track. Shuffle all prescience cards into a facedown deck and place it next to the board.

Shuffle the 16 **wormsign tokens** facedown to form the wormsign tokens pool.

Take your faction's **dashboard**. Place all **named leader cards** marked as *in play at the start of the game* faceup (special action showing) on the action boxes matching their action symbols. Set aside the corresponding **leader figures**. Both players keep **generic leader cards** and figures (Naib and Bashar) nearby, as well as all remaining named leader figures and cards (keep facedown).

The Harkonnen player places the **Spice Must Flow board** next to the **Giedi Prime dashboard**, lining up the 3 Imperium markers next to the highest step.

Shuffle the **planning cards** into 4 separate decks based on their backs. The Harkonnen player takes the House Harkonnen and Corrino Ally decks. The Atreides player takes the House Atreides and Fremen Ally decks.

The Atreides player shuffles the 6 **secret objective cards** and draws 1 of them (set aside the 5 remaining cards). This card is kept hidden from the Harkonnen player for the entire game.

Players take their faction's **figures**, sets of **action dice**, **combat dice**, additional **tokens**, and **reference cards**.

The Atreides player starts with 1 **Bene Gesserit token**. The remaining 4 tokens form the Bene Gesserit tokens reserve.

GAME ROUND
START OF THE ROUND

Each player draws 2 planning cards, one from each of their decks, into their hand. **Draw 3 prescience cards** and place them faceup in a row next to the deck, within view of all players.

1. VEHICLE PLACEMENT

Harkonnen player only. Find the **active row** (where the lowest Imperium marker is positioned) on the *The Spice Must Flow* board.

Place an action die on each empty slot of the first column, on the active row and the rows above it. These dice won't be used this round. Any action dice below the active row are then removed from the board and will be available this round.

Then, take a number of vehicles as indicated on the 3 dedicated columns on the active row and place them on the board. **Harvesters** 🏭 are placed in free desert areas, 1 figure per area. **Ornithopters** 🚁 and **carryalls** 🚁 are placed in air zones, 1 figure per zone. If an air zone is already occupied and you want to place a different vehicle there, remove the current vehicle. Vehicles never move from their location.

2. ACTION RESOLUTION

Both players roll action dice. The Atreides player rolls 4 dice, while the number of dice available to the Harkonnen player is depends on the *Spice Must Flow* board.

Players then place their dice on their dashboards in the action boxes corresponding to their results. There are slots for a maximum of 3 dice per result on the Harkonnen dashboard, and 2 on the Atreides one.

Each die exceeding the allowed maximum must be changed, choosing other available results, starting with those with the most free slots available. New die results are chosen one at a time, in turns starting with the Harkonnen player.

If the Harkonnen player has any Bene Gesserit tokens, they may use 1 (only) as a temporary action die for the round, placing it on a free action slot. Then, the Atreides player has the same choice.

Players alternate turns taking 1 action each, starting with the Atreides player. You may either spend 1 action die to execute 1 of the actions shown on your dashboard corresponding to its result, or **spend any 1 action die to play a planning card from your hand** (apply the effects of the card, then discard it to a discard pile).

If you have 2 or more options on your dashboard, choose only 1.

If the Atreides player has fewer unused action dice than their opponent, they may take a **DESERT POWER** action.

Move spent action dice to the used action dice slots.

The effects of an action are never mandatory. They can be carried out fully, partially, or even not at all.

When the Harkonnen player has completed the action of their last action die, the Action Resolution phase ends.

ACTION DIE RESULTS

✦ **Strategy action**
Move 2 different legions *OR* attack with 1 legion.

👑 **Leadership action**
This can be employed only if the affected legions contain at least 1 leader (generic or named). Move 2 different legions with a leader *OR* make a *surprise attack* with a legion with a leader.

🝔 **Deployment action (Atreides only)**
Draw a random deployment token, look at it, and place it facedown with 1 leader (Naib or named) in an area containing a sietch token.

🝔 **Deployment action (Harkonnen only)**
Deploy 3 regular units and 1 leader (Bashar or named) across 1 or more settlement tokens of your choice.

◆ **Mentat action**
Draw 2 planning cards from your decks into your hand: either 2 cards from the same deck or 1 from each deck (choose before drawing).

▲ **House action (Atreides only)**
Use this as any action die result of your choice.

▲ **House action (Harkonnen only)**
Replace 2 regular units with 2 elite units *OR* place 2 vehicles of your choice on the board.

◉ **Desert Power action (Atreides)**
This action doesn't require spending an action die to be performed, but it can only be performed if the Atreides player has fewer unused action dice than the Harkonnen player, or as part of a planning card effect or special action.

Place 2 wormsign tokens in any desert areas without a wormsign, sandworm, or sietch, 1 token per area *OR* move 2 different sandworms on the board *OR* attack with 1 sandworm on the board.

NAMED LEADER SPECIAL ACTIONS

Each named leader card is associated with a specific action die result. Place a named leader card that enters play faceup on your dashboard, on the action box with the corresponding action symbol.

Unless they are in the regeneration tank, leaders allow you to choose from additional or enhanced options (in green for Atreides, and in red for Harkonnen) when spending a matching die result to execute an action. You can always choose between a regular action and a special one.

Once you have fully performed a leader's special action, pull the leader card out of the dashboard and flip it facedown. That card is now spent and its special action is not available until the beginning of the following round.

FREE ACTIONS

Free actions allow you to act without spending an action die or a **DESERT POWER** action. They can be performed at any time during your turn, multiple times and in addition to (not instead of) normal actions, even interrupting them. These are also free actions:

Guerrilla training (Atreides only)
The Atreides player can reveal any number of deployment tokens on the board. Flip the token and replace it with the corresponding units. Then remove the revealed token from the game.

Scouting (Harkonnen only)
The Harkonnen player can remove 1 ornithopter from the board to chose an area in a connected sector, and reveal any sietch and all deployment tokens in that area. Flip the sietch token faceup, and place the corresponding units (remove the deployment tokens from the game).

PLAYING PLANNING CARDS

Planning cards can be played during the action resolution phase by spending any 1 action die.

They are always discarded openly. If a deck is exhausted, do not reshuffle the discards; you can no longer draw cards from that deck.

3. DESERT HAZARDS
1. PLACE AND RESOLVE WORMSIGNS

1. Discard all wormsign tokens in areas containing Atreides legions or sandworms, shuffling them back facedown into the wormsign pool.

2. The Atreides player places random wormsign tokens facedown on the board without looking at them, 1 in each desert area that contains a Harkonnen legion or harvester and that does not already contain a wormsign token or sandworm.

3. They then flip all wormsign tokens on the board faceup and resolve their effects in any order:

    Sand: False alarm; discard the token.

    Sandworm: Place a sandworm there, then discard the token.

    Burrowing sandworm: If the token is in a deep desert area, place a sandworm there, then discard the token. Otherwise, discard the token.

Each sandworm appearing as the effect of wormsign must be placed, either from off the board, or relocating it from somewhere.

If the Wild Maker is in play, the Atreides player can place its figure instead of a normal sandworm.

During the Desert Hazards phase, a maximum of 4 wormsign tokens (5 if the Wild Maker is in play) can cause the appearance of sandworms: the Atreides player chooses and discards those in excess.

After all sandworms are placed:
If the area contains only a harvester, remove it (unless a carryall saves it).

If the area contains a Harkonnen legion, it must **retreat**. If the legion can't retreat, the sandworm attacks it. If the area also contains a harvester and the legion either retreats or is eliminated, remove the harvester (unless a carryall saves it).

After all wormsign tokens have been resolved, shuffle them facedown into the wormsign pool.

Carryalls
Only during this phase, if the placement of a sandworm causes the destruction of a harvester, the Harkonnen player can remove a carryall from a connected air zone instead. The harvester is not removed and a sandworm is still placed in the area (unless it attacked a legion there).

2. RESOLVE CORIOLIS STORMS

All plateau, minor erg, and desert areas on the board are exposed to the coriolis storms, except for the 5 central plateau areas.

For each Harkonnen legion in such an area, the Atreides player rolls 2 combat dice (Atreides legions are unaffected).

The attack inflicts 1 hit on the enemy legion for each 🗡 and a variable number of hits for each 🌀 based on the terrain type:

Deep desert: 2 hits.
Desert: 1 hit.
Minor erg or plateau: No hits.

The Harkonnen player must immediately remove any casualties.

4. SPICE HARVESTING

The Harkonnen player removes harvesters still on the board to collect spice. The amount collected by each surviving harvester depends on the area it was on:

Desert: 1 spice point.   **Deep desert:** 2 spice points.

The Harkonnen player immediately spends the collected spice points to keep the imperium markers on The Spice Must Flow board on their current position, or to raise them up 1 step:

- It costs 2 points to keep an imperium marker in the position it currently occupies.
- It costs 3 points to raise a marker up 1 step. Each marker can be raised a maximum of 1 step during the same spice harvesting phase.
- Markers that are neither kept in place nor raised automatically move down 1 step. This causes the activation of **imperium bans**.

Imperium markers cannot be moved above the top step or below the bottom step; movement that would cause this is ignored.

Stockpiling

If the current position of the supremacy marker is at step 5 or lower on the track, the Harkonnen player can choose to **spend 3 spice points to earn 1 supremacy point** (instead of keeping an imperium marker in place or raising it). The Harkonnen player cannot gain more than 1 supremacy point per spice harvesting phase in this way. This option is no longer available once the supremacy marker is at step 6 or above of the track.

Spice reserve

The Harkonnen player may choose to save a maximum of 1 spice point to spend in a following round: take the spice reserve token and place it on the Spice Must Flow board as a reminder.

Imperium bans

Imperium bans are activated at the end of the spice harvesting phase. Activate all bans corresponding to any imperium markers on the bottom step of the Spice Must Flow board, plus all bans corresponding to markers that just moved down. A ban remains active until the beginning of the next round's harvesting phase.

When a ban is active, the Harkonnen player must apply the effect described on the corresponding reference card, at all times during the round. An active ban is always considered to be in effect.

END OF THE ROUND

1. The Atreides player checks whether the requirements of any revealed *end of the round* prescience cards can be met. They perform any instructions found on the cards they wish to claim and advance the prescience markers accordingly (**a maximum of 2 prescience cards can be claimed in the same round**). Regardless of the number of cards claimed in the round, if all the scores indicated on the secret objective card are met, the atreides player wins the game. If not, the game continues.

2. **Remove any ornithopters and carryalls** from the board.

3. If they have **named leaders** on the board, starting with the Harkonnen player, both players may remove any of them from the board and deploy a generic one in place of those removed.

4. Flip faceup and place back on their corresponding action boxes all 'spent' leader cards (leaders in the regeneration tank are flipped faceup but not placed on the dashboards).

5. Both players check their hand of planning cards and **discard down to 6 cards** (if needed), choosing which cards to discard.

6. The Atreides player chooses whether to **remove from the game or reshuffle back into the deck** any revealed but unclaimed prescience cards.

7. Both players recover their used action dice from their dashboards and a new round begins.

MOVEMENT

A moving legion moves from the area it occupies to an adjacent free area (containing no enemy settlements, enemy units, or sandworms). A legion can't move between areas separated by an impassable border, unless using troop-transport.

You may split your legion, choosing to move only some of them, and leaving behind the rest.

All areas on the board can contain a maximum of 6 units. If this limit is exceeded at any time, the controlling player must immediately remove any excess units of their choice. An area can contain any number of leaders (they are not units). **An Atreides deployment token counts as 1 unit for movement and stacking limit purposes.**

Leaders cannot move by themselves and must always be accompanied by at least 1 unit. If you use a leadership action to move a legion and that legion is split, at least 1 leader must accompany the moving units.

When you move multiple legions, you may not move the same figure twice with the same action. All movements allowed by the same action are considered simultaneous.

If a legion moves across more than 1 area, it cannot pick up or drop figures during its movement. If it moves across areas that contain other friendly legions, the stacking limit is only checked after the full movement has been completed.

The Atreides player cannot take an ecological testing station if their legion is moving across multiple areas and doesn't stop in the station's area.

Sandriding (Atreides only)

An Atreides legion adjacent to an area containing a wormsign token or sandworm can **move or attack** across any number of adjacent, consecutive areas containing wormsign or sandworms, ending their movement or attacking an enemy legion in an area adjacent to one of these wormsign tokens or sandworms.

The final destination may contain a wormsign token but not a sandworm.

A sandriding legion cannot move or attack across areas containing enemy legions. Harvesters do not block sandriding.

Troop-transport (Harkonnen only)

The Harkonnen player can use 1 (only) ornithopter in an air zone connected to the sector where a legion starts its movement (regardless of the sector where the movement ends). Remove the ornithopter and either **move or attack** with the legion up to 1 additional area away.

This allows a legion to move across impassable borders, areas containing enemy legions, and sandworms.

A legion cannot use more than 1 troop-transport per turn.

BATTLES

An attacking legion can target an enemy legion in an adjacent area (but not across impassable borders, unless using troop-transport).

The attacking legion remains in its current area for the duration of the battle, and all figures in an attacking legion are involved.

The Atreides player can attack an enemy legion in an area they can reach by **sandriding**.

The Harkonnen player can attack an enemy legion they can reach by **troop-transport**.

At the beginning of the battle, if the defending legion is in an area containing an **unrevealed sietch token**, flip the token faceup to reveal its rank. Also flip any **deployment tokens** involved in the battle, replacing them with the corresponding units.

Battle sequence

The battle is fought in a series of combat rounds. Each round:

1. Starting with the attacking player, both players may discard planning cards from their hand to **add 1 combat die to their combat roll for each discarded card**.

2. Both players roll a number of their **combat dice** equal to the number of units in their legion, plus the number of planning cards they discarded.

   If the defending legion is in an area with a settlement, in each round of the battle the defending player rolls a number of **additional combat dice equal to the settlement's rank**.

   You may never roll more than 6 combat dice.

   Surprise attack: When making a surprise attack, for the first round of the battle only, the attacking player adds 1 ⚔ to their combat roll.

   Each **hit** 🗡 inflicts 1 hit.

   Each **shield** 🛡 cancels 1 opponent's hit.

   Each **special** ⚔ may generate 🗡 or 🛡 results, but only if leaders are involved.

3. Starting with the attacker, both players **remove casualties**. For each hit scored by your opponent, either remove 1 regular unit, *or* replace 1 elite unit (special or not) with 1 regular unit (if available, otherwise remove it), *or* remove 1 leader (generic or named).

   If all units in a legion are eliminated, also remove any surviving leaders. All removed units and generic leaders become available for future deployments. **Named leaders go to the regeneration tank.**

   Any remaining hits and shields are then discarded.

4. The attacking player must then decide whether or not to continue the battle:

   If the defending legion is in an area containing a settlement, the attacking player must additionally take 1 hit (resolving the casualty immediately) to continue the battle. Otherwise, the attacker must cease the attack: the battle ends and all figures remain where they are.

   If the defending legion is not in an area containing a settlement, the battle continues unless the attacking player chooses to cease the attack.

   If the battle continues, the defending player may choose to **retreat**. If the defending player does not choose to retreat, a new battle round starts.

Leader combat abilities

All leaders have a **combat ability** which can be activated in battle when a combat roll generates ⚔ results.

- For each **generic leader** in the battle, that player considers 1 ⚔ result as 1 🗡.

- For each **named leader** in the battle, that player considers 1 ⚔ as a specific number of 🗡 and/or 🛡, as indicated at the bottom of that leader card.

If a combat roll generates more ⚔ results than the number of leaders in the legion, the excess are considered to be **miss** results.

A player whose legion includes more leaders than the number of rolled ⚔ results must choose which leader's ability to apply for each ⚔. If this happens to both sides of the battle, the attacking player chooses first.

Sardaukar and Fedaykin units

Immediately before removing casualties, each **Sardaukar** or **Fedaykin** cancels 1 🛡 result from the opponent's combat roll (including any 🛡 generated by ⚔).

Retreat

If a legion retreats, the opposing player moves the retreating legion to an adjacent area of their choice.

This area must be empty or considered free for the retreating legion and cannot contain a wormsign token if the legion is Harkonnen (and if there is no such adjacent area, the defender cannot choose to retreat).

End of the battle

A battle ends if the attacker ceases the attack, the defender retreats, or any legions are completely destroyed.

- If the defending legion retreats or is eliminated (and the attacking legion is not destroyed), the attacking player wins.

- If the attacking player ceases the attack or the attacking legion is eliminated (and the defending legion is not destroyed), the defending player wins.

- If both legions are destroyed, nobody wins the battle.

Advancing after a battle

If the attacking player wins, the attacking legion (all units and leaders) can be moved into the attacked area or remain where it was. If a victorious legion advances into an area with a settlement, the settlement is destroyed.

If a victorious Atreides legion advances into an area with a harvester, remove the harvester.

If a victorious Harkonnen legion advances into an area with a wormsign, immediately reveal and resolve it.

Destroying settlements

To destroy a settlement (even when undefended) you must attack it with a legion and win the battle.

Special attacks that are not made with a legion cannot cause the destruction of a settlement (eg, sandworms, coriolis storms, or planning cards).

If a settlement is undefended, the battle is automatically won by the attacker (no combat roll is required).

When a sietch is destroyed, the Harkonnen player immediately gains supremacy points equal to its rank. Remove the sietch token is from the board.

When a Harkonnen settlement is destroyed, the Atreides player immediately advances each prescience marker a number of steps equal to the settlement's rank. The settlement token is removed from the board. If Arrakeen is destroyed, the Atreides player checks if they reached the score in their secret objective card, and if they did, they immediately win.

When a settlement is destroyed, the corresponding area is no longer considered to contain a settlement for any purposes.

The regeneration tank

When a named leader is removed from the board as a casualty or by the effect of a card, its figure is placed on the leftmost slot of their regeneration tank track and they become inactive.

Their leader card is pulled off the dashboard and cannot be used (faceup cards remain faceup, and spent cards remain spent).

If the leftmost regeneration tank is already occupied, move the figure currently there 1 step to the right to make space. That figure may likewise bump a figure next to it, if there is one.

Each time a player spends 1 action die (or 1 Bene Gesserit token) for their action turn and places it in the used action dice box, all figures already in their regeneration tank are immediately moved 1 step to the right (taking **DESERT POWER** actions doesn't advance the regeneration tank).

When a leader on the rightmost slot of the regeneration tank is moved, it leaves the regeneration tank and will be available for placement and deployment starting from the following turn.

PRESCIENCE

The Atreides player's prescience score is tracked using 3 markers: the **Kwisatz Haderach** marker (green), the **Sand Dwellers** marker (orange), and the **Jihad** marker (red).

The prescience markers advance on the track whenever:

- **The Atreides player claims a prescience card:** Advance the markers indicated on the card by the number written on it.
- **An Atreides legion takes an ecological testing station:** Advance 1 step the prescience marker whose symbol is on the back of the station's token.
- **A Harkonnen settlement is destroyed:** All prescience markers advance a number of steps based on the rank of the destroyed settlement: 3 for Arrakeen, 2 for Carthag, 1 for a Pyon village.

The aim of the Atreides player is to reach (or exceed) a precise score with each of the 3 prescience markers, as indicated on their secret objective card drawn at the beginning of the game.

Prescience cards

The Atreides player can claim a maximum of 2 prescience cards each round (no matter what phase of the round they were claimed). Each prescience card specifies the phase of the round and the requirements to be met in order to claim it:

- **Action resolution phase:** The Atreides player can claim these only during phase 2 of the round, as soon as the requirements are met (either during an Atreides turn or a Harkonnen turn).
- **End of the round phase:** The Atreides player can claim these cards only at the start of that phase if the requirements are met.

To claim a card requiring to *'spend 1 action die'*, the Atreides player must spend 1 unused action die as their action for the turn, forfeiting its corresponding actions.

To claim a card with a requirement, the Atreides player must perform what is described, regardless of whether the card is claimed during the action resolution phase or during the end of the round phase.

To claim a card specifying a number of conditions, the Atreides player must verify if they apply to the current circumstances.

At the end of the round, the Atreides player must permanently discard all claimed prescience cards plus any number of the unclaimed ones, returning them to the box. Any remaining cards are then reshuffled into the prescience deck for the following round. Prescience cards are always discarded openly.

The advancement of the prescience track grants the Atreides player additional benefits:

STEP 3: Desert leaders
- If the Jihad marker reaches this step, Chani enters play.
- If the Kwisatz Haderach marker reaches this step, Paul-Muad'Dib enters play.
- If the Sand Dwellers marker reaches this step, Reverend Mother Jessica enters play.

STEP 6: Pre-born leader
If any prescience marker reaches this step, Alia enters play.

STEP 8: Family atomics
If any prescience marker is on this step or higher of the track, the Atreides player may detonate the **family atomics** as a free action during any of their turns. If more prescience markers reach the step containing the atomics symbol after family atomics have already detonated once, there are no additional effects.

WORMSIGNS AND SANDWORMS

If a Harkonnen legion enters an area containing a **wormsign token** (even if it advances after a victorious battle), the token is revealed and resolved. This does not apply if a wormsign token is placed directly in an area already containing a Harkonnen legion or harvester (as with a **DESERT POWER** action). Atreides legions never cause a wormsign token to be revealed.

If a wormsign places a **sandworm** in the same area as a Harkonnen legion, the legion must retreat (same rules for retreating in battle). If the legion can't retreat, the sandworm attacks it. If the same area also contains a harvester and the legion retreats, the harvester is removed (the Harkonnen player cannot use a carryall to save the harvester; carryalls are only used during the desert hazard phase).

Sandworms mainly appear during the desert hazards phase. If a sandworm is placed on the board during action resolution, follow the same rules as desert hazards. The Atreides player can move sandworms on the board and attack with them taking a **DESERT POWER** action during action resolution.

Sandworm movement

The Atreides player can move sandworms **up to 2 desert areas**. The destination area cannot contain figures or tokens of any kind (with the exception of ecological testing stations). If the sandworm moves 2 areas, the traversed area can contain any number of tokens and/or figures, friendly or enemy.

Sandworm attack

To attack with a sandworm, the atreides player removes its figure and targets an area up to 2 areas away. **If the sandworm attacks at a distance of 2 areas, the first area must be a desert.** The target of the attack can be an enemy legion and/or a harvester in any desert area or, in case of a legion, also in any plateau or minor erg area within range, though not in a mountain area.

If a sandworm attacks an area that contains only a harvester, both the harvester and the sandworm are removed (no roll required).

Discarding a carryall to save a harvester from a sandworm is applicable only during the desert hazards phase, not in case a sandworm attacks during action resolution.

If a sandworm attacks an area containing an enemy legion, the Atreides player rolls 4 combat dice for a regular sandworm or 6 Combat dice for a Wild Maker, inflicting 1 hit on the enemy legion for each 🗡 and a variable number of hits for each ❋ result, based on the terrain type of the attacked area:

Deep Desert: 2 hits.
Desert: 1 hit.
Minor erg or plateau: No hits

The Harkonnen player must immediately remove any casualties. If the attack eliminates all enemy units in an area and the area contains a harvester, the harvester is also removed (unless this happens during the desert hazards phase and a carryall saves it).

If a sandworm attack targets a legion in an area containing a Harkonnen settlement (after the Atreides family atomics are detonated), even if all units are eliminated, the settlement is not considered conquered (and is not removed from the board).

Harkonnen or Atreides legions can ever enter or attack areas containing a sandworm. They can, however, traverse an area containing one using the sandriding or troop-transport rule.

ECOLOGICAL TESTING STATIONS

When an Atreides legion ends its movement in (or advances into after a battle) an area containing an ecological testing station, the Atreides player removes it from the board and reveals the hidden symbol, then advances the corresponding marker 1 step on the prescience track.

THE FAMILY ATOMICS

When the family atomics are detonated, the Atreides player chooses 1 of the 3 **family atomics tokens** and places it over the board so that the borders of the corresponding areas match. Return the remaining tokens to the box.

If the area contains a legion, all figures are moved to an adjacent free area chosen by the opposing player. If no such area is available, the legion is destroyed.

The atomics token causes the change of a mountain area into a desert area. The Atreides player can then place wormsign tokens in this area and move sandworms into it. It also makes the plateau area(s) adjacent to it vulnerable to coriolis storms.

Depending on the area, for the rest of the game:

Splintered rock: Harkonnen legions in the Hagga Basin area are exposed to attacks from coriolis storms and sandworms.

Hole in the rock: Harkonnen legions in the Imperial Basin area are exposed to attacks from coriolis storms and sandworms.

Splintered rock: Harkonnen legions in the Imperial Basin and the Arrakeen areas are exposed to attacks from coriolis storms and sandworms.

HARVESTERS

Once placed, harvesters on the board cannot be moved (not even as part of a moving or retreating legion). **A harvester does not affect battles or the movement of any legions in any way.**

If an Atreides legion ends its movement in an area containing only a harvester, the harvester is removed (this is not an attack).

If an Atreides legion, after a victorious battle, advances into an area containing a harvester, the harvester is removed.

If the Atreides player moves a deployment token into an area containing a harvester to remove it, the token is not revealed (as the removal of harvesters is not considered an attack)

BENE GESSERIT TOKENS

At the beginning of the action resolution phase, after rolling action dice and placing them on their dashboard, you may take 1 Bene Gesserit token (only 1) you possess and place it on an empty action slot, as if it were an action die. **This slot must match the result on the dashboard that has the fewest action dice** on it (choose if there is a tie).

The token is considered a temporary action die that you can use as you prefer during the current round: to take an action corresponding to the result where it's placed, to play 1 planning card, or for any other use that requires spending an action die. It is considered to be an action die for all rules regarding action dice.

Once used, a Bene Gesserit token is removed from play.

The **Atreides** player starts the game with 1 Bene Gesserit token. Another 2 tokens are obtained through the Harkonnen's advancement on the supremacy track: each time the supremacy marker reaches a step containing the Bene Gesserit symbol, the Atreides player takes 1 token from the reserve.

The **Harkonnen** player starts the game with no Bene Gesserit tokens. They receive 1 token when *Gaius Helen Mohiam* enters play and another one can be gained by playing the *Corrino Ally Breeding Program* planning card.

NAMED LEADERS

When a named leader enters play, immediately place their leader card faceup on the corresponding action box of your dashboard. Its figure is set aside, to be used when you deploy or place the named leader on the board.

Jessica and Paul

If Reverend Mother Jessica enters play, her figure and card immediately replace those of Lady Jessica, which are removed from the game. They are placed in the same position as the replaced ones: the figure either on the board, set aside, or on the regeneration tank; the leader card either faceup or facedown.

The same applies when Paul-Muad'Dib enters play. The card and figure of the replaced Paul Atreides are removed from the game.

If a planning or prescience card refers to Paul, it is applicable to both Paul Atreides or Paul-Muad'Dib. If a card refers to Jessica, it is applicable to both Lady Jessica and Reverend Mother Jessica.

Thufir Hawat and Gaius Helen Mohiam

If Thufir Hawat is in play, the Harkonnen player can remove him permanently from the game by discarding 2 or 3 *Hawat's Scheming* planning cards from their hand as a free action.

As soon as Thufir Hawat is removed from the game, Gaius Helen Mohiam enters play.

If Thufir Hawat has been removed from the game and the Harkonnen player has a *Hawat's Scheming* card in their hand, they can no longer discard it.

Beast Rabban and Feyd-Rautha

If Feyd-Rautha enters play, Beast Rabban is immediately removed from the game (remove his card and figure).

Gurney Halleck

When Gurney Halleck first enters play, the Atreides player places his figure directly on the board. Gurney Halleck has no leader special actions.

Wild Maker

This giant sandworm enters play if the Atreides player plays 1 of the 3 *Shai-Hulud Fremen Ally* planning cards. Immediately place its figure in an empty desert area of the board (Atreides player's choice), and its leader card facedown (spent) next to the Atreides player's dashboard, below the **DESERT POWER** action box.

The Wild Maker does not follow the same rules as other leaders. It is instead considered a sandworm for all rules and effects. It can be placed on the board, moved, used for sandriding, or to attack like any other sandworm (though its attacks are more lethal).

During any end of the round phase, the Wild Maker can be left on the board or replaced with a standard sandworm.

HOW TO WIN

The Harkonnen player records their **supremacy points** with the supremacy marker on the **supremacy track**. If the marker reaches the end of the track, the Harkonnen player immediately wins the game. The track also indicates when *Thufir Hawat* and *Feyd-Rautha* enter play and when the Atreides gain additional Bene Gesserit tokens.

The Atreides player records their **prescience points** on the **prescience track** using 3 markers. If, at the end of any round *or immediately after destroying Arrakeen,* the markers have reached the scores indicated by the **secret objective card** drawn at the start of the game, the Atreides player wins. The position of the markers indicates when *Paul-Muad'dib, Reverend Mother Jessica, Chani,* and *Alia* enter play and when the Atreides' Family Atomics can detonate.

DUNE
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SMUGGLERS EXPANSION

ADDITIONAL SETUP

Place the **smugglers board** next to the main board, with 1 **smuggler regular unit** on it, as well as Gurney Halleck. Place the Staban Tuek figure on step 7 of the prescience track.

Remove the 3 *Smugglers* planning cards in the House Atreides deck from the game, replacing them with the 3 *Drone Ornithopters* cards in this expansion.

The Harkonnen player takes the 3 **smuggler harvesters** and the **smuggler carryall**. The Atreides player takes the Gurney Halleck and Staban Tuek cards, and the 3 **smuggler ornithopters**.

CHANGES IN THE GAME ROUND

Add these rules to the phases of the round:

START OF THE ROUND

Smugglers neutral: Add 1 smuggler regular unit to the smugglers board.

Smugglers allied with Atreides: No changes.

1. VEHICLE PLACEMENT

Smugglers are neutral: In addition to their own vehicles, the Harkonnen player must place all available smuggler harvesters and the smuggler carryall on the board.

Smugglers allied with Atreides: The Atreides player places all available smuggler ornithopters on the board (before the Harkonnen player places their ornithopters).

2. ACTION RESOLUTION

Smugglers neutral: No changes. The Atreides player can enter the areas containing smuggler harvesters to capture them.

Smugglers allied with Atreides: The Atreides player rolls the smugglers action die with their other action dice, then places it on the smugglers board (the board shows all associated actions).

3. DESERT HAZARDS (ATREIDES ONLY)

Smugglers neutral: The Atreides player also places and resolves wormsign tokens in all areas containing smuggler harvesters. These are flipped and resolved as normal.

Smugglers allied with Atreides: No wormsign tokens are placed in areas containing smuggler units (if present, they are removed). Coriolis storms do not apply to smuggler units.

4. SPICE HARVESTING (HARKONNEN ONLY)

Smugglers neutral: Smuggler harvesters on the board collect spice for the Harkonnen player: 1 spice point for each harvester (whether in desert or deep desert).

Smugglers allied with Atreides: No changes.

END OF THE ROUND

Remove all smuggler vehicles still on the board

SMUGGLERS NEUTRAL

SMUGGLER HARVESTERS

The smuggler harvesters and the smuggler carryall can be used by the Harkonnen player in the same way and following the same rules as the corresponding Harkonnen vehicles, except that **each smuggler harvester always collects only 1 spice point** even if it is in a deep desert area.

Smuggler harvesters are used by the Harkonnen player but they are not Harkonnen vehicles. Except for those placed during the Vehicle Placement phase, the Harkonnen player cannot add smuggler harvesters to the board in any way.

The smuggler carryall can only save smuggler harvesters. Harkonnen carryalls cannot save smuggler harvesters.

Atreides planning cards referring to Harkonnen vehicles do not apply to smuggler harvesters.

Areas of the board containing smuggler harvesters are considered free for both players.

For Atreides legions, areas containing a smuggler harvester are considered as containing a Harkonnen harvester (follow the usual rules).

Harkonnen legions may enter and remain in the same area as a smuggler harvester.

If an Atreides legion ends its movement in an area containing a smuggler harvester (either by moving or after a victorious battle), the harvester is captured and permanently removed from the game. **For each smuggler harvester removed this way, move the Staban Tuek figure on the prescience track down 1 step.**

A smuggler harvester is only permanently removed from the game by Atreides legions. If it is removed by other effects, it remains available to the Harkonnen player on the next round.

SMUGGLERS ALLY WITH ATREIDES

Move the leader figures of Staban Tuek and Gurney Halleck and all smuggler regular figures that are on the smugglers board to the area containing the **smugglers base**.

The smugglers faction allies with the Atreides when any prescience marker reaches (or surpasses) the Staban Tuek figure on the prescience track.

The Atreides player can lower the position of the Staban Tuek figure in 2 ways:

- Playing the *Drone Ornithopters* Atreides planning cards. Move the Staban Tuek figure down 1 step for each of these cards played.
- Capturing smuggler harvesters placed on the board. Move the Staban Tuek figure down 1 step for each harvester removed by Atreides legions.

When the smugglers ally with the Atreides, follow these steps:

- Immediately and permanently remove from the game all smuggler harvesters and the smuggler carryall (they can no longer be used by the Harkonnen player)
- The Atreides player places the smugglers base figure in any empty desert area of one of the four lowest sectors of the game board (below the North Pole).
- Move the leader figures of Staban Tuek and Gurney Halleck and all smuggler regular figures that are on the smugglers board to the area containing the smugglers base.
- The Atreides player adds the **smugglers action die** to their available action dice (to roll at the start of the next Action Resolution phase).

Smugglers base

The smugglers base has a rank of 3. During a battle, they follow the same rules as a settlement. The Harkonnen player does not gain supremacy points by destroying the smugglers base, though it does eliminate the smugglers from the game.

Smugglers action die

Roll the smugglers action die together with the other 4 Atreides action dice at the start of the Action Resolution phase. Once rolled, it is placed on the smugglers board.

During their turn, the Atreides player may use the smugglers action die instead of an Atreides action die, however it cannot be used to play a planning card (except for a **MENTAT** result).

The possible results of the Smugglers Action die are similar to those on the Atreides Action die, but the associated Actions are less powerful:

Strategy action
Move a legion *OR* move 2 different legions, both containing a smuggler unit.

Leadership action
Move 2 legion with a leader *OR* attack with a legion containing a smuggler unit.

Deployment action
Place 2 smuggler units in the area containing the smugglers base.

Mentat action
Play 1 planning card *OR* draw 2 planning cards from the Atreides deck. Keep one card and discard the other.

House action
Use this result as any other smugglers action die result.

The smugglers action die is counted for determining the number of DESERT POWER actions available to the Atreides player.

Smuggler units and leaders

From the moment the smugglers ally with the Atreides, the Atreides player can use smuggler regular units and the Staban Tuek Leader as if they were Atreides figures, following all usual rules.

Smuggler units

Smuggler units are considered regular units. They cannot be placed on the board until the smugglers faction allies with the Atreides.

When the smugglers ally with the Atreides, the smuggler regulars on the smugglers board are placed in the area containing the smugglers base. From that moment on, they are considered Atreides regular units.

Smugglers and Atreides units and leaders can be part of the same legion, with no special limitations.

Staban Tuek

When the smugglers ally with the Atreides, Staban Tuek enters play: place his leader card on the **DESERT POWER** action box of the Atreides player's board and his figure in the area containing the smugglers base.

Staban Tuek is considered an Atreides leader.

If removed from the board, place the Staban Tuek figure on the regeneration tank. When Staban Tuek returns to play from the tank, place his figure with any Atreides legion on the board (Atreides player's choice).

Gurney Halleck

When the smugglers ally with the Atreides, Gurney Halleck enters play: place his figure in the area containing the smugglers base.

Gurney Halleck is an Atreides leader who has no leader abilities (use the same figure and card).

SMUGGLER ORNITHOPTERS

Each time the Atreides player plays a *Drone Ornithopter* planning card, add a **smuggler ornithopter** to those available to the smugglers faction (on the smugglers board).

Once the smugglers ally with the Atreides, the Atreides player can use all available smuggler ornithopters, placing them during the Vehicles Placement phase and using them during the Action Resolution phase.

Smuggler ornithopters placement

During the Vehicles Placement phase, the Atreides player can place all available smuggler ornithopters on air zones of their choice (1 vehicle per zone), before the Harkonnen player places their carryalls and ornithopters. Smuggler ornithopters occupy their air zone (no other ornithopters or carryalls can be placed there).

Thopter battle: After the placement of smuggler ornithopters is completed, the Harkonnen player can choose to forfeit 1 of their available ornithopters for the round to remove 1 smuggler ornithopter from an air zone of their choice (so that they can place another available Harkonnen ornithopter there, for example).

This is the only way for the Harkonnen player to remove a smuggler ornithopter from the board. The player can make this choice every time they place ornithopters on the board (for example, when using **HOUSE** results or some planning cards).

Using smuggler ornithopters

When the Atreides player takes an action to move a legion, they can remove a smuggler ornithopter from a connected air zone to move or attack with the legion up to 2 areas away.

This movement allows a legion to cross impassable borders, areas containing enemy legions, and sandworms.

SMUGGLERS ARE DEFEATED

If a Harkonnen legion destroys the smugglers base, the smugglers faction is out of the game.

- Remove the smugglers base from the board (its destruction does not grant the Harkonnen player any supremacy points).
- Discard the smugglers action die (whether used or not). The smugglers die is no longer added to the available Atreides action dice on subsequent rounds.
- Permanently remove all smuggler units, vehicles, and Staban Tuek from the game (whether or not they are on the board).

OLD MAN OF THE DESERT (OPTIONAL)

During a game using this rule, **the Atreides player can never gain or use Bene Gesserit tokens**.

If there is at least 1 sandworm on the board, the Atreides player may use a **DESERT POWER** action to remove *all* sandworms and wormsign tokens from the board, and places all sandworms removed in this way in front of them.

Then, the player places the **Old Man of the Desert** (OMOTD)figure in an outer sector of their choice. While on the board, the OMOTD is not considered to occupy any particular area.

All areas in the sector containing the OMOTD are considered to contain a wormsign for the purposes of sandriding.

While the OMOTD is on the board, no sandworms or wormsign tokens can be placed on the board in any way.

The OMOTD is removed from the board at the start of the Desert Hazards phase, and all sandworms still in front of the Atreides player are discarded, immediately available to be placed on the board again. The OMOTD may be placed on the board again starting on the next round.

During their turn, the Atreides player may use a **DESERT POWER** action and discard 1 sandworm from those in front of them to:

- Move the OMOTD to an adjacent outer sector.
  OR
- Attack an unprotected harvester in the OMOTD's sector.
  OR
- Attack a Harkonnen legion in the OMOTD's sector.
  Use the same rules as if attacking with the Wild Maker.

The OMOTD is never removed from the board after attacking.

SPACING GUILD EXPANSION

The Spacing Guild expansion is not compatible with the Mahdi solo mode.

SETUP

Place the **space board** on one side of the main board, with the Atreides and Harkonnen **heighliner boards** at the ends matching the sitting position of the respective players.

Place the **heighliner figures** on the starting space of their corresponding heighliner board.

Each players attaches a color base of their faction to 2 **houses major troops** and places them on the space of their heighliner board with the Landsraad symbol.

Keep the **space frigate figures**, the remaining houses major troops and color bases, and the **guild navigator's card and figure** nearby.

Shuffle this expansion's **planning cards** into their corresponding decks (3 for each deck). When a card marked *stays in play* is played, it is left faceup next to the board and its effect lasts for the rest of the game.

ADDITIONAL RULES

Players of both factions can use special **imperium actions** to recruit houses major troops or space frigates and to move heighliners faster on their route to Arrakis.

There are 3 types of imperium actions, each associated with one of the great powers of the Empire: CHOAM, the Landsraad, or the Spacing Guild.

⬥ **Spacing guild action:** Advance your **heighliner** 1 step on the space board.

⬥ **CHOAM action:** Place 1 **space frigate** on your heighliner board (in the area with the CHOAM symbol).

⬥ **Landsraad action:** Attach a color base of your faction to 2 **houses major troops** and place them on your heighliner board (in the area with the Landsraad symbol).

The Atreides player takes an imperium action of their choice immediately after using one of their legions to destroy a Harkonnen harvester at any time during the round. Using a sandworm to destroy a harvester doesn't grant an imperium action.

The Harkonnen player may only take imperium actions during the Phase 4: Spice Harvesting, based on the spice points they spend per imperium marker:

• If they spend 2 spice points to keep any imperium marker in the position it currently occupies, they additionally take 1 imperium action associated to that marker.

• If they spend 3 spice points to raise an imperium marker up 1 step, they additionally take 2 imperium actions associated to that marker.

HEIGHLINERS

Heighliners carry the **space frigates** and **houses major troops** that players recruit during the game. When you recruit space frigates and houses major troops, place them on your heighliner board.

Each faction is in control of a heighliner figure: 1 for the Atreides and 1 for the Harkonnens. Heighliner figures move on the space board towards Arrakis, requiring 4 steps to reach their destination.

• They automatically move 1 step at the end of each round (after Phase 4).

• Additionally, they may be moved 1 step for each spacing guild action their player takes.

LANDING PHASE

When a heighliner figure arrives at the last step of the space board (representing Arrakis), immediately resolve a special **landing phase**, interrupting whatever other phase of the game was in progress.

If the heighliners of both players arrive on Arrakis at the same time, resolve the Harkonnen player's landing phase first.

During the landing phase, the corresponding player takes all figures stored on their heighliner board (houses major troops and/ or space frigates) and immediately places them on the main board.

Houses major troops: Place all troops in any empty area of your choice that is not adjacent to any enemy legions or settlements.

If there are more than 6 houses major troops to be placed, you must choose 2 different adjacent areas, dividing them as you wish (both areas must not be adjacent to enemy legions or settlements).

Space frigates: Place all frigates in different free air zones of your choice.

At the end of the landing phase, move the Heighliner figure back to the starting space of its heighliner board. Then resume play as normal.

HOUSES MAJOR TROOPS

When you recruit a **houses major troop**, attach your faction's color base to it, then place the figure on your heighliner board.

If players run out of houses major troop figures to recruit, or if they have no more color bases available, they cannot recruit more troops (a player can recruit just 1 troop if that's all that's available to them).

While on the game board:

• Houses major troops with Harkonnen color bases are considered to be Harkonnen units and can be mixed in a legion with Harkonnen units.

• Houses major troops with Atreides color bases are considered to be Atreides units and can be mixed in a legion with Atreides Units, but they **can't use sandriding**. They must be left behind if they are mixed in a legion with Atreides units that uses sandriding.

• Each houses major troop is considered a regular unit. It is also considered a **generic leader** for movement and combat purposes, with a combat ability of 1 hit.

When a houses major troop is removed, return its color base to the player and put the figure back in the general reserve.

SPACE FRIGATES

Each faction can gain control of their own space frigate figures: 3 for the Atreides and 3 for the Harkonnens. When you build a space frigate figure, place it on your heighliner board. If you run out of space frigate figures in your reserve, you cannot build more.

While on the game board, players can remove their Space Frigates to trigger their Superior Troop-Transport ability or Aerial Bombardment ability (see below).

Space frigates still on the board at the end of the Action Resolution phase are removed before the start the Desert Hazards phase.

When a space frigate is removed, it goes back to its player's reserve so it can be built again.

Space frigates cannot be placed on or removed from the board through actions, cards, or abilities that refer generically to "vehicles" (for example, using a House Harkonnen result).

Superior troop-transport

When a player moves or attacks with a legion, they can remove 1 of their space frigates in a connected air zone and move or attack with that legion up to 3 areas away (for example, from the Imperial Basin Area directly to the North Pole Area).

As with ornithopters, this ability also allows the legion to move beyond impassable borders, units, and sandworms, and it can't be used in the case of a retreat after a battle.

Aerial bombardment

As a free action, a player can remove 1 of their space frigates from the board and make a special attack against an area in a connected sector that contains a harvester and/or an enemy legion.

• If the attack is made against an area containing only a harvester, that harvester is removed. (This doesn't allow the Atreides player to take an imperium action, as the harvester isn't destroyed by an Atreides legion.)

• If the attack is made against an area containing an enemy legion, the player rolls 3 combat dice.

The attack inflicts 1 Hit on the enemy Legion for each D, and i result. The opposing player must immediately apply the losses. If all enemy Units in the Area are removed, a Harvester in the same Area is also removed.

As with other special attacks, Aerial Bombardment cannot destroy a Settlement.

THE GUILD NAVIGATOR

The Guild Navigator is a new Harkonnen **special leader** that can only be placed in free air zones of the board.

It is placed as soon as one of the 3 Corrino ally *The Guild Navigator* planning cards is played and is removed together with other vehicles at the end of the round. It can then come back into play again only by playing another *The Guild Navigator* planning card.

The Guild Navigator has this special ability:

Watcher in the Skies: You can remove the Guild Navigator from the board and use it as if it were an ornithopter. Alternatively, you can use an ornithopter anywhere on the board and remove the Guild Navigator instead of that ornithopter.

The Guild Navigator cannot participate in combat and has no combat ability.

POSSIBLE FUTURES

There 7 Possible Futures modules. Before starting a game, players can choose a module to use; some can be combined with others.

If you end up with 2 different leader cards in the same action box of the player dashboard, you can use an action die of the corresponding type to execute any of the 2 leader's special actions (spending only that Leader's card).

1. LONG LIVE THE DUKE

Special setup

Duke Leto is in play for the Atreides from the start. Piter De Vries is in play for the Harkonnens from the start. Remove Thufir Hawat from the game.

Replace the 3 *Hawat's Scheming* Planning cards in the House Harkonnen deck with the 3 *Twisted Mentat* cards.

Special rules

In the first round of the game, the Harkonnen player draws 1 additional House Harkonnen planning card.

Gaius Helen Mohiam enters play for the Harkonnens at step 8 of the supremacy track (place her figure on the corresponding step of the track as a reminder).

2. THE MASTER OF ASSASSINS

Special setup

Thufir Hawat (Atreides version) is in play for the Atreides from the start; remove the Harkonnen version of Thufir Hawat from the game. Lady Jessica starts the game in the regeneration tank.

Replace 3 *Hawat's Scheming* planning cards in the House Harkonnen deck with 3 *Guard Captain* cards.

Special rules

In the first round of the game, the Harkonnen player draws 1 additional House Harkonnen planning card.

Gaius Helen Mohiam enters play for the Harkonnens at step 8 of the supremacy track (place her figure on the corresponding step of the track as a reminder).

3. THE JUDGE OF THE CHANGE

Special setup

Liet-Kynes starts the game in the regeneration tank. The Atreides player replaces 1 Naib leader of their choice on the board with Jamis.

The Harkonnen player deploys 1 additional elite unit in a settlement of their choice and draws 1 additional Corrino ally planning card.

Special rules

Paul Atreides is not replaced by Paul-Muad'Dib when the Kwisatz Haderach marker reaches step 3 of the prescience track.

4. THE BARON IS DEAD

Special setup

Remove Baron Harkonnen from the game. Count Fenring is in play for the Harkonnens from the start. Remove Thufir Hawat from the game.

Replace 3 *Hawat's Scheming* planning cards in the House Harkonnen deck with 3 *Trained in the Bene Gesserit Ways* cards.

Special rules

Gaius Helen Mohiam enters play for the Harkonnens at step 8 of the supremacy track (place her figure on the corresponding step of the track as a reminder).

5. THE SWORDMASTER OF GINAZ

Special setup

The Atreides player replaces 1 Naib leader of their choice on the board with Duncan Idaho.

The Harkonnen player deploys 1 additional Sardaukar in a settlement of their choice.

6. THE REDEMPTION OF DR. YUEH

Additional setup

The Atreides player deploys Dr. Yueh in a sietch of their choice.

The Harkonnen player deploys 1 additional elite unit in a settlement of their choice.

Special rules

No hits can ever be assigned to Dr. Yueh. If, at any point in the game, the legion containing Dr. Yueh is defeated (whether it is destroyed or it retreats), his loyalty passes to the opposing player and his figure is added to the winning legion. This can happen multiple times.

7. THE PRINCESS STEPS IN

Special setup

Remove Gaius Helen Mohiam from the game.

Special rules

When Thufir Hawat is removed from the game by using the *Hawat's Scheming* planning cards, Princess Irulan enters play for the Harkonnens instead of Gaius Helen Mohiam.

DUNE
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3-4 PLAYERS MODE

3 players: 1 player plays Atreides or Harkonnen, and the other 2 players share the opposing faction (Harkonnen recommended).

4 players: Both factions are shared between 2 players each.

Sharing the Harkonnen faction: One player controls the House Harkonnen subfaction (red leader cards) and the other controls the Corrino Ally subfaction (gray leader cards).

Sharing the Atreides faction: One player controls the House Atreides subfaction (green leader cards) and the other controls the Fremen Ally subfaction (yellow leader cards).

SETUP

Set up a 2 player game, with these changes:

Sharing the Harkonnen faction: Replace the Giedi Prime player dashboard with the 3-4 players dashboards for House Harkonnen and Corrino Ally. House Harkonnen starts the game with Baron Harkonnen and Beast Rabban in play. The Corrino Ally starts with Captain Aramsham in play. Take 3 Harkonnen **cone of silence tokens**.

Sharing the Atreides faction: Replace the Sietch Tabr player dashboard with the 3-4 players dashboards for House Atreides and Fremen Ally. House Atreides starts the game with Paul Atreides and Lady Jessica in play. The Fremen Ally starts with Stilgar in play. Take 3 Atreides **cone of silence tokens**.

SHARED FACTION GAMEPLAY

Players sharing a faction play cooperatively, and win the game together if their faction achieves its victory conditions.

All units and leaders belonging to a faction can be employed by both players, regardless of their subfaction affiliation.

CONE OF SILENCE

Players sharing a faction must communicate openly at all times. They cannot discuss their strategies in secret or show their planning cards to each other. If they wish to share any secret information, they must discard 1 of their 3 **cone of silence tokens**.

Players discarding a cone of silence token can share any type of information about the game in progress, and can confer in secret (eg, leaving the room for a few minutes). If a precise duration is required, a cone of silence can be considered to last for 3 minutes.

PLANNING CARDS

At the start of each round, players in a shared faction each draw 1 card from their respective subfaction deck.

During the game, they can only draw and play planning cards from their own deck, with the exception of House Atreides, which can also draw from the Fremen Ally deck. If they do, they must pass the card to the Fremen Ally, but they can look at it before doing so (without having to use a cone of silence).

The maximum hand size for each player of a shared faction is 4 cards. As normal, any excess cards must be discarded at the end of a round.

During a battle, both players of a shared faction can discard planning cards to add combat dice when attacking or defending.

If there are 2 opposing players (the enemy faction is shared) and a planning card refers to *your opponent*, the text is applied as if the 2 players were one.

ACTION RESOLUTION

The phase starts as usual, with players rolling their action dice (players sharing a faction decide who physically makes the roll).

After the roll, the die results must be divided among the 2 players sharing a faction. Use this procedure:

1. All action dice results appearing exclusively on a subfaction dashboard are placed by the players on the corresponding action slots. Any die results in excess of the allowed maximum for each action box are set aside.

2. Action dice results appearing on both dashboards are distributed between players, placing them so that the total number of dice on both players' dashboards are as even as possible.

3. Any set-aside dice are distributed between players so that the total number of dice available to each player is as even as possible.

4. Players change the set-aside dice they received, choosing other available results, starting with those appearing in the fewest number on their dashboard (new die results are chosen one at a time).

When distributing dice results, ties are broken in favor of House Harkonnen for the Harkonnen faction, and House Atreides for the Atreides faction.

ACTIONS TURNS

Players alternate in taking action turns based on their faction, with the Atreides faction going first, as usual.

If a faction is shared, the 2 players are free to choose which of them takes the action each turn; they don't have to alternate.

The chosen acting player is in charge of all decisions concerning the action but can freely consult with the partner.

House Atreides die result

If the Atreides faction is shared, the House Atreides player can use a 🌀 **HOUSE** action die result in the usual way. But, if the player chooses an action that only appears in the Fremen Ally dashboard, the action will be performed by the other player.

Desert power action

To check whether the Atreides faction can perform a **DESERT POWER** action, take into consideration the total number of unused action dice of each faction (not the individual players).

Named leaders special actions

While all leaders on the board can be used by either player in a shared faction, only the player controlling the subfaction the named leader belongs to can make use of its special action.

PLACEMENT AND DESERT HAZARDS

If the Harkonnen faction is shared, the **Vehicles Placement phase** is carried out by the House Harkonnen player.

If the Atreides faction is shared, all decisions during the **Desert Hazard phase** are taken by the Fremen Ally player.

REGENERATION TANKS

Leaders in the regeneration tank of any shared faction dashboard are moved 1 step to the right of the track whenever *either* player of the shared faction spends 1 action die for the turn.

IMPERIUM BANS

If the Harkonnen faction is shared, the active imperium bans are applied to both Harkonnen players.

BENE GESSERIT TOKENS

Bene Gesserit tokens gained by a shared faction can be used by either player at the start of an Action Resolution phase, regardless of how they were obtained, but each faction can still only use 1 token per round.

MAHDI SOLO MODE

One player controls the Atreides as in a 2 player game but also plays out the actions of the Harkonnens.

These rules can also be used by 2 players, one as House Atreides and the other as the Fremen ally, applying the 3-4 player rules for shared faction gameplay (without the cone of silence tokens).

When presented with multiple options to meet the criteria for the actions of the Harkonnens, you may choose any option that gives you the greatest advantage.

SETUP

Set up a 2 player game, with these changes:

Shuffle the 8 **tactical cards** into a facedown tactical deck and place it nearby. Each card indicates a sector and a sietch (for the 2 central sectors cards, all 4 central sectors must be considered as if they were a single sector).

Leave the sietch and Atreides deployment tokens facedown (revealing these tokens has a game effect). You can inspect them at any time.

GAME ROUND SEQUENCE

Apply the regular sequence, with these changes:

START OF THE ROUND

Draw and reveal **2 prescience cards** (instead of 3).

Draw a tactical card and place it faceup. This is the Harkonnen **harvesting sector** for the round.

Then, draw a second tactical card and place it faceup to the right of the first one. This is the Harkonnen **target sietch** for the round.

If the sectors on the cards are the same, or the sietch specified on the card has been destroyed, discard the card and draw another (until the drawn card shows a different sector or a sietch still in play).

If at any time during a round the target sietch is destroyed, discard its card and draw another (meeting the same requisites).

Finally, draw 1 planning card from the Corrino ally deck and 1 from the House Harkonnen deck and place them facedown to form the Harkonnen **reinforcements deck**.

1. VEHICLE PLACEMENT

Check The Spice Must Flow board to see how many vehicles are available and how many Harkonnen action dice can't be used this round, as usual. Then, place all vehicles on the board in this order, using these criteria:

Place harvesters

Place all available harvesters in areas contained in the harvesting sector for the round, following this priority order:

1. All empty deep desert areas not adjacent to an Atreides legion or sietch.

2. All empty desert areas not adjacent to an Atreides legion or sietch.

3. All remaining free deep desert areas.

4. All remaining free desert areas.

If there aren't enough eligible areas inside the harvesting sector, place any remaining harvesters in areas of an adjacent sector of your choice, following the same priority order. This adjacent sector cannot be the one on the target sietch order.

Place carryalls

Place all available carryalls in the air zones that protect the highest number of harvesters.

Place ornithopters

Place all available ornithopters.

1. If there are any Harkonnen legions exactly 2 areas away from sietches they can attack (respecting the **attack a sietch criteria**), place 1 ornithopter in each unoccupied air zone connected to the sector where those legions are. Keep doing so until there are no more free air zones or Harkonnen legions that fulfill the requirement, or you run out of available ornithopters.

2. Place any remaining ornithopters in unoccupied air zones connected to the sector where the target sietch is located.

If at any point during the placement, there are no more free air zones connected to the sector where the target sietch is located, place the remaining ornithopters in the air zones connecting sectors adjacent to the target sietch, prioritizing air zones connecting central sectors with other central sectors.

Ornithopters cannot be used for scouting when playing solo.

2. ACTION RESOLUTION

As the Atreides, play as normal.

For the Harkonnen, don't roll the Harkonnen action dice at the same time but instead:

- After each of your action turns, roll 1 unused Harkonnen action die and immediately use it to take the corresponding action, according to the **Harkonnen actions criteria**. Advance any Harkonnen named leader in the regeneration tank, as usual.

- Place the spent action die in a used action dice slot on the Harkonnen dashboard, making sure it shows the die face you just used (do not flip the die). If there are ever 3 spent action dice on the Harkonnen dashboard showing the same result and you get that result rolling an unused action die, you must roll it again until you get a different result.

3. DESERT HAZARDS

Play this phase as usual. Apply Hits from coriolis storms following the **Harkonnen combat criteria**.

4. SPICE HARVESTING

Play this phase as usual, applying these criteria.

- When using carryalls, always prioritize harvesters in deep desert areas.

- Always spend the collected spice, including the spice reserve, to prevent the imperium markers from decreasing, starting from the lowermost ones.

- If there is more spice than the amount needed to prevent all of the imperium markers from decreasing, spend it to increase the lowermost one(s).

- If all of the imperium markers are already on the highest step of The Spice Must Flow board and there is more spice than the amount needed to prevent all of the imperium markers from decreasing (7+ spice), the Harkonnen scores 1 supremacy point instead.

Do not use the stockpiling rules. The spice reserve rules apply when 1 or more spice points cannot be spent to meet all the above criteria.

END OF THE ROUND

Apply these 2 steps after the usual ones.

Advance the supremacy marker by 1 step.

Reshuffle all 8 tactical cards to form a new facedown tactical cards deck.

Never discard planning cards that are in the reinforcements deck, and never replace Harkonnen named leaders that are on the board.

HARKONNEN ACTIONS CRITERIA

As a general rule, when you take an action for the Harkonnen, always activate a named leader's special action instead of the regular ones, if possible. Then spend the leader card, as normal.

LEADERSHIP AND STRATEGY ACTIONS

To resolve a **LEADERSHIP** or **STRATEGY** result, follow these criteria in this order. For **LEADERSHIP** actions, the criteria must only consider legions containing 1 or more leaders.

1. Attack a sietch

If it is possible to attack a sietch (any sietch, not just the target sietch), attack it with the nearest legion. The attacking legion must possess a combat power greater than that of the legion defending the sietch (see to the right). Use an ornithopter only if necessary.

If there are 2 or more sietches eligible for attacking, or 2 or more legions can attack one or more sietches, apply the following priority order:

1. Attack the sietch with the highest rank (even if the token has not been revealed).
2. Attack using the legion with the greatest combat power difference relative to the legion defending the sietch (check the difference using the **combat power rules**).
3. Attack with a legion that doesn't require using an ornithopter.
4. Attack the target sietch.

An attacking harkonnen legion must always possess a combat power greater than that of a defending Atreides legion.

2. Attack a legion

If it is not possible to attack a sietch and one or more Harkonnen legions are adjacent to Atreides legions, attack one of the adjacent Atreides legions. The Harkonnen legion must have a combat power greater than the Atreides legion.

Ornithopters cannot be used to attack legions when playing solo.

If there is more than 1 Atreides legion eligible for attacking, apply this priority order:

1. Attack the Atreides legion with the highest combat Power (the attacking Harkonnen legion must still have a greater combat power, as usual).
2. Attack the Atreides legion containing a named leader.

3. Move the legions

If it is not possible to attack either a sietch or an Atreides Legion, move the legions following the **Harkonnen movement criteria**.

COMBAT POWER

The **combat power** of a legion is 1 point for each unit and 2 points for each deployment token, plus 1 point for each leader (generic or named).

On a tie (or if you need to consider the combat power of individual units), count 1 point for a generic leader, 2 points for a regular unit or named leader, 3 points for an elite unit, and 4 points for a Sardaukar or Fedaykin Unit.

The rank of a sietch has no impact on combat power.

DEPLOYMENT ACTION

Deploy the units and 1 named leader in the same Harkonnen settlement. Beast Rabban and Feyd-Rautha must be deployed before any other named leader. If no named leader is available, deploy 1 Bashar leader instead. Choose the settlement(s) where to deploy applying this priority order:

1. The settlement containing the legion with the highest combat power.
2. The settlement closest to the target sietch.

You cannot exceed the stacking limit. Deploy any excess units in another settlement, still respecting the priority order.

Whenever a type of unit is not available, place an equal number of available units having a combat power immediately higher. If there are no units with a higher combat power, place units having a combat power immediately lower.

MENTAT ACTION

Draw the cards and play them immediately, alternating between the House Harkonnen and Corrino Ally decks.

Draw in an order dictated by the card on the top of the discard pile: if it is a Harkonnen card, start drawing from the Corrino deck, and if it is a Corrino card, start drawing from the Harkonnen deck. If there are no cards in the discard pile, start drawing from the House Harkonnen deck.

If a card lets the Harkonnens:

- **Deploy, move, or attack**, refer to the rules for **deployment actions** or **leadership and strategy actions**.
- **Place or replace units**, refer to the rules for the **house action**.
- **Place vehicles**, refer to the **vehicle placement** rules.
- **Draw cards**, draw them alternating between the Harkonnen and Corrino decks as above) and place them on the reinforcements deck.
- **Play a card**, immediately draw *and* play a card alternating between the Harkonnen and Corrino decks as above.

The effect of a planning card that is not analogous to any type of action should be resolved by making it take place as close as possible, or towards, the target sietch.

If it is not possible to resolve any part of a card, the card has no effect and is placed on the reinforcements deck instead.

HOUSE ACTION

Apply both effects described in the **HOUSE** result, starting from the top one, and applies this priority order:

1. Replace regular units in the Harkonnen legion(s) closest to a sietch.
2. Replace regular units in the Harkonnen legion(s) with the highest combat power relative to the combat power of the Atreited legion defending that sietch.
3. Replace regular units in the legion closest to the target sietch.

When placing vehicles, always place 1 harvester and 1 ornithopter, respecting the **vehicle placement** rules.

HARKONNEN MOVEMENT CRITERIA

Whenever moving Harkonnen legions, move them one at a time towards the target sietch, starting from the one closest to it, following the route with the least number of free areas to cross (the shortest path), and using ornithopters if available. If there are multiple legions at the same distance, move the one(s) with the highest combat power first.

Moving legions must have a combat power greater than that of any atreides legion defending the target sietch. If no legion meets this requirement, that sietch is no longer considered the target sietch for the purpose of movement. A temporary target sietch meeting the combat power requirement must be designated, using this priority order:

1. The sietch closest to the target sietch.
2. The sietch with the highest rank (even if unrevealed).

This temporary target sietch remains so for the duration of that turn. During the next turn, check the conditions for selecting the target sietch again.

Choosing the shortest path

If there are 2 or more shortest paths, choose applying this priority order:

1. The path that lets the legion end its movement in an area occupied by another Harkonnen legion that has not reached its stacking limit. Move a number of units up to the stacking limit, starting from those with the highest combat power, plus all leaders.
2. The path that lets the legion end its movement in the area closest to a sietch.
3. The path that lets the legion end its movement in a mountain area.
4. The path that lets the legion end its movement in a plateau or minor erg area.
5. The path that lets the legion end its movement in a desert or deep desert area without wormsign tokens.

The Harkonnens ignore impassable borders.

There are 2 additional criteria:

- Do not use more than 1 ornithopter on the same turn.
- Do not move legions that are adjacent to the target sietch unless they are also adjacent to another Harkonnen legion. In that case, move 1 legion (or more, if possible) to merge into a single legion closest to the target sietch and with the highest possible combat power.

Placing Harkonnen deployment tokens

When a Harkonnen legion leaves an area containing a settlement, place 2 Harkonnen deployment tokens there.

HARKONNEN COMBAT CRITERIA

If a battle starts and there are cards in the reinforcements deck, during each round of the battle, discard as many cards from the reinforcements deck as necessary for the Harkonnens to reach 6 combat dice.

When applying hits to a Harkonnen legion, apply this priority order:

1. Eliminate leaders, starting with Bashar leaders, until only 1 leader (named, if possible) remains in the legion.
2. Replace elite units with regular units.
3. Replace Sardaukar units with regular units.
4. Eliminate regular units, unless there is still a leader remaining and the hits would eliminate all regular units. In that case, eliminate the leader first.

End of the battle

Harkonnen legions never retreat during a battle, and cease an attack only when, at the start of any combat round, they have a combat power equal to or less than half the combat power of the opposing legion (considering the combat power of individual units).

If the Atreides player wants to retreat, the Atreides player decides where, but must prioritize empty areas (if any).

The Harkonnens do not need to take 1 hit to continue the battle when attacking a sietch.

SPECIAL RULES

Harkonnen Bene Gesserit tokens

When the Harkonnens would gain a Bene Gesserit token, take 1 action die from The Spice Must Flow board instead and put it among the unused Harkonnen action dice.

If there are no available dice, advance the supremacy marker by 1 step instead.

Harkonnen deployment tokens

The 2 sets of Harkonnen starting deployment tokens form a pool in the solo game and are used whenever a Harkonnen legion leaves an area containing a settlement.

When this happens, immediately place 2 deployment tokens there, 1 black and 1 silver, facedown. They are considered units, and follow all the standard movement and stacking rules, plus:

- *All* Harkonnen deployment tokens have a combat power of 2 and count as 1 unit for movement and stacking limit purposes.
- Deployment tokens are revealed only when they attack or are attacked, or if the effect of any planning card or action die makes it necessary for them to be revealed. If the stacking limit is exceeded when they are revealed, remove any excess unit starting from those with the lowest combat power. Shuffle revealed deployment tokens back in the pool.
- If there are no more deployment tokens available and you must place some, reveal 2 tokens of your choice (1 black and 1 silver) on the board, placing the corresponding units. Then place those tokens where they were required.

Harkonnen planning cards

Whenever a Harkonnen deck runs out of cards, shuffle all discarded cards and form a new deck.

Harkonnen unused action dice

Harkonnen unused action dice are the ones that have not been rolled yet and that are not on The Spice Must Flow board. Refer to these dice to see if the Atreides player can perform **DESERT POWER** actions.

Ornithopters special rule

You can never reveal a sietch or an Atreides deployment token voluntarily using **guerrilla training** if it is in a sector connected to an air zone with an ornithopter (you must still reveal them if they are attacked).

Revealing a sietch or a deployment toren

For each sietch or Atreides deployment token revealed voluntarily, add 1 Harkonnen planning card to the reinforcements deck (alternating between the Harkonnen and Corrino decks, as usual). Do not do this if the Spacing Guild ban is active.

Landsraad ban

As long as the Landsraad ban is active, the Harkonnens cannot discard cards from the reinforcements deck to gain additional combat dice.

Thufir Hawat

Thufir Hawat's special ability changes:

Draw 3 House Harkonnen planning cards and play them immediately.

Gaius Helen Mohiam

Gaius Helen Mohiam's special ability changes:

Draw 3 Corrino Ally planning cards and play them immediately.

Truthtrance (House Atreides planning card)

Change the effect of the *Truthtrance* card:

Choose a Harkonnen action die result (you cannot choose a result if there are 3 spent action dice on the Harkonnen dashboard showing that result, or 2 in case of **DEPLOYMENT** *and* **HOUSE** *results).*

Play the next Harkonnen turn as if you rolled that result on the Harkonnen action die, spending the die as usual. Then, draw 2 planning cards or play 1 planning card.

Hawat's Scheming (House Harkonnen planning card)

When the first of these cards is played, place it near the game board instead. If a second one is played, discard both and apply the usual effect.