



D U N E

I M P E R I U M

I M M O R T A L I T Y

EXPANDING THE IMPERIUM

The Bene Tleilax, or Tleilaxu, are a powerful fringe society in the Imperium, specializing in genetic engineering. House leaders must carefully consider the costs of dealing with them, both financial and ethical. Tleilaxu replacement organs are widely used throughout the Imperium, but their genetic grafting programs and hybrid creations are looked upon with suspicion.

Human life cultivated in the mysterious Axolotl tanks is most controversial of all. At the time of Duke Leto Atrides, Face Dancers were a closely held Tleilaxu secret, used as spies and assassins. Gholas were new versions of people crafted from dead flesh. While lacking the memories of their former selves, they did provide some comfort to the grieving through a twisted form of immortality...



GAME COMPONENTS



Bene Tleilax board



30 Imperium Deck cards



Research Station overlay



18 Tleilaxu Deck cards
Their backs are identical to Imperium cards.



1 Reserve card
Reclaimed Forces



15 Intrigue cards

PLAYER COMPONENTS



Family Atomics token



2 starting cards
Experimentation



2 discs

1 Research token
1 Tleilaxu token

These come in different colors for each player. Only red is shown.

Used only in a Solo Game



4 House Hagal cards

SETUP

When playing with *IMMORTALITY*, these steps modify and add to the setup of the original game.

- 1 Shuffle the 30 Imperium cards into the Imperium Deck (before forming the Imperium Row).

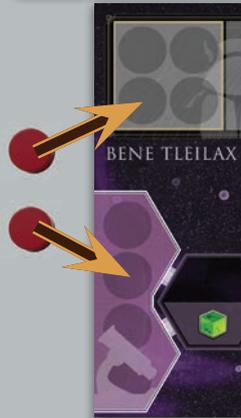


- 2 Place the Bene Tleilax board above the Imperium Row and Reserve cards.

Place 2 spice from the bank on the fourth space of the Tleilaxu track.



Each player takes the two new discs of their color, then places one as a Tleilaxu token on the leftmost space of the Tleilaxu track and one as a research token on the leftmost space of the research track.



Do you prefer to learn by watching a video?



- 3 Create a Tleilaxu Row above the Imperium Row.

Place the *Reclaimed Forces* card to the left of the Bene Tleilax board.



Shuffle the Tleilaxu Deck and place it face down above the Imperium Deck. From it, deal two cards face up next to *Reclaimed Forces*.

You may position the Bene Tleilax board and Tleilaxu Row elsewhere, to better suit your playing space. We recommend that the Imperium and Tleilaxu Rows be kept close to each other.

4

Place the Research Station overlay on top of the Research Station space of your original game board.

5

Each player takes a Family Atomics token and places it in their supply.



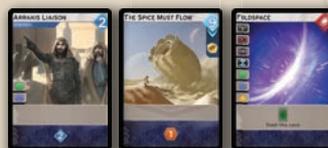
3



2



1



6

Add the other new cards to those from the original game:

Each player removes the two copies of *Dune, the Desert Planet* from their starting deck (returning them to the game box) and replaces them with two copies of *Experimentation*.



Shuffle the 15 Intrigue cards into the Intrigue Deck.

4



For Solo games, see the additional rules on page 13 (which includes setup for the new House Hagal cards).

THE BENE TLEILAX BOARD

The Bene Tleilax board tracks each player's relationship with the shadowy Tleilaxu in two ways: the research track and the Tleilaxu track.

THE RESEARCH TRACK

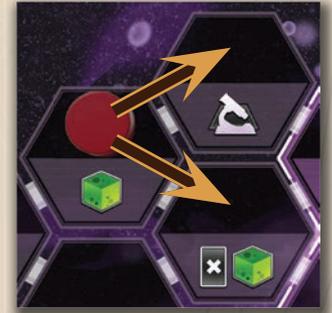
The research track charts each House's scientific gains from their involvement with the Tleilaxu.



Each time you trigger the **Research** icon, advance your research token one space to the right. Often, but not always, you will have a choice between two rightward directions. You may never move straight up or down, nor to the left.

When you advance to a research space, immediately gain the bonus shown there.

Carmen gains a research icon and advances her research token. She may either move it down and right, trashing a card and generating a specimen, or up and right, triggering another research icon and immediately advancing her token again.



Genetic markers represent significant technological breakthroughs you unlock as your research token advances.

When your research token reaches a column with a genetic marker at the bottom, for the rest of the game, any effects on cards marked with that icon are active for you. Some effects will work with just one genetic marker, while others require you to reach the second marker at the end of the research track.



In addition, once you reach the first genetic marker, for the rest of the game, you may put Tleilaxu cards you acquire on top of your deck.



Once you reach the second genetic marker, for the rest of the game, triggering the Research icon no longer advances your research token; instead, you draw a card.



TLEILAXU TRACK

Advancing on the Tleilaxu track represents embracing the most illicit creations that the Tleilaxu have to offer.



Each time you gain a **Tleilaxu** icon, advance your Tleilaxu token one space on the Tleilaxu track.



Whenever your Tleilaxu token reaches a space with a bonus, gain it immediately.

Each player gains a Victory Point when they reach this space. The **first** player to reach it takes an additional bonus: the 2 spice that was placed here during setup.

TLEILAXU CARDS

The unique creations of the Bene Tleilax are represented on Tleilaxu cards.



In many ways, Tleilaxu cards are similar to Imperium cards. You acquire them during your Reveal turn (placing them in your discard pile to later be shuffled into your deck). You play them during an Agent turn or reveal them during a Reveal turn. However, Tleilaxu cards come from the Tleilaxu Row and cost specimens to acquire rather than persuasion.



Whenever the specimen icon appears on a card or board space, you generate one specimen: take a troop from your supply and place it in the Axolotl tanks on the Tleilaxu board.



You can spend your specimens in the Axolotl tanks to acquire a Tleilaxu card in the Tleilaxu Row (paying the specimen cost shown in the top right corner) or to pay for an effect with a specimen cost on one of your cards. Whenever you spend a specimen, return it to your supply.



You may return any of your specimens to your supply at any time. (This could be useful if you need to recruit troops but have no more in your supply.)

The Tleilaxu Row must always have two cards plus Reclaimed Forces. Whenever it does not, replace missing cards from the top of the Tleilaxu deck. The Reclaimed Forces card is never removed from the Tleilaxu Row. When a player “acquires” it, they choose one of its effects (to recruit two troops, or advance their Tleilaxu token one space on the Tleilaxu track), but leave the card in place.



You can't acquire Tleilaxu cards using effects that acquire cards from the Imperium Row. Because Tleilaxu cards don't cost persuasion, you also can't acquire them using effects that refer to or modify a persuasion cost.

GRAFT

Some new cards have a modified Agent box with a special background and the word Graft above it. These cards combine with other cards in your hand to allow plays not otherwise possible.



- When you play a card with Graft during an Agent turn, it can't be played alone. You must play two cards (and only two) on that turn.
- You may either play two cards with Graft together, or one card with Graft and one without.
- You may use an Agent icon from either card to send your Agent to a board space.
- Both played cards are considered to have "sent" the Agent, no matter which card's icon you use.
- You gain the effects on both cards, in addition to the board space effects, in any order you choose.
- Graft cards may be revealed as usual during your Reveal turn, for the effects in their Reveal boxes.



Kris plays Unnatural Reflexes grafted together with From the Tanks. He may send his Agent to any  or  board space. He chooses the Imperial Basin and collects spice.

Since his research token has reached the first genetic marker on the research track, he draws two cards from Unnatural Reflexes.

He also recruits two troops using From the Tanks. Since he sent an Agent to a combat space, he chooses to deploy those troops to the Conflict, along with another two from his garrison.

When you play a pair of cards using Graft, both cards are considered to be “grafted” together. Additional effects can be triggered on some cards “if grafted.”

Carmen plays Ghola and Corrino Genes grafted together. She can send her Agent to a  or  board space. She decides to send it to Wealth. She gains 2 Solari and an Influence with the Emperor from the board space. She also advances her Teilaxu token twice on the Teilaxu track: once for Corrino Genes and once for Ghola, since Ghola “copies” the Agent box of Corrino Genes and both cards are considered grafted.



When a card refers to “the other grafted card,” it means the card it’s grafted to.

Candice plays Chairdog grafted to Arrakis Liaison to send an Agent to the Mentat. At the start of her Reveal turn that round, she returns Arrakis Liaison to her hand (and then immediately reveals it).

FAMILY ATOMICS

Each player receives a Family Atomics token during Setup. Once per game, you may spend yours during your turn (returning it to the game box) to remove all cards from the Imperium Row, then deal a new Imperium Row from the top of the Imperium Deck.



VARIANTS

IMMORTALITY* with Epic Game Mode from *RISE OF IX

If you choose to add *IMMORTALITY* to the *RISE OF IX* Epic Game Mode, do not replace any of the 10 starting cards with *Control the Spice*. Instead, each player places their *Control the Spice* in their discard pile at the start of the game.



Go to 11

With *IMMORTALITY* adding new deck-building options for players to explore, some groups may seek a slightly longer game to watch their Tleilaxu-fueled creations come to life. For those groups (and especially veteran and tournament players), we suggest playing to 11 Victory Points. (For a 4-player game, start at 0 and play to 10.)

ADDITIONS TO SOLO GAMES

New rules govern how Rivals in a solo game interact with elements of *IMMORTALITY*. Note that these rules don't apply to two-player games.

SETUP

Remove three of the original cards from the House Hagal deck: the three *Carthag* cards.

IMMORTALITY includes 4 new House Hagal cards to be shuffled into the House Hagal deck: three new *Carthag* cards and a *Research Station* card.



Place Tleilaxu tokens for each Rival at the start of the Tleilaxu track. Do not place tokens for your Rivals on the research track. Rivals don't use it.

If you'd like your solo games to allow a little more time for maneuvers and schemes, consider using the "Go to 11" variant on page 12.

NEW HOUSE HAGAL CARDS

The new House Hagal cards give Rivals access to one new board space and change another.



Tleilaxu track — If a Rival uses a House Hagal card with a Tleilaxu icon to send an Agent, it also advances one space on the Tleilaxu track, gaining any bonus on the new space.



Tleilaxu Row — These icons on a House Hagal card reference two of the cards in the Tleilaxu Row (not Reclaimed Forces). Whenever a Rival uses such a card to send an Agent, remove and replace the card corresponding to the crossed-out icon (either the left or the right card).

CLARIFICATIONS

Clandestine Meeting — To play this card on an Agent turn, you must add at least one Agent icon to it somehow. (For example: by grafting it.)

Dispatch an Envoy — If you play two cards grafted together to send an Agent, you choose which card gains the Agent icons.

Ghola — If you graft this card with *Power Play* to send an Agent to a faction board space, you gain only 2 Influence with that faction, the same as if you'd played *Power Play* alone.

Ghola copies the entire Agent box of the card it's grafted to, including effects like "Trash this card."

If you graft *Ghola* to a Bene Gesserit card with an effect that checks "if you have a Bene Gesserit card in play" (such as *Reverend Mother Mohiam*), the *Ghola*'s version of the effect will count that Bene Gesserit card in play. However, *Ghola* can't be counted by other cards looking for a Bene Gesserit card, since it is not itself a Bene Gesserit card.

If you graft *Ghola* to *Weirding Way* (from *RISE OF IX*), you may take two extra turns in a row.

Ilesa Ecaz — When you graft a card to the one you set aside using this Leader (from *RISE OF IX*), you receive 1 spice or 1 Solari depending on the icons of the card you set aside, even if you send your Agent to a board space allowed by the other grafted card.

Kwisatz Haderach — This card's Agent effect replaces the normal rules for sending an Agent to a board space. If you graft another card to it, you still only send one Agent that turn. Even *Ghola* won't allow you to send a second Agent in a single turn.

Spaceport — This Tech tile (from *RISE OF IX*) allows you to put Tleilaxu cards you acquire on top of your deck, even if your research token hasn't reached the first genetic marker.

Usurp — You may graft this to another card in your hand instead of grafting it to a card in the Imperium Row. A grafted card in the Imperium Row isn't considered to be "in play."

Trashing a card with *Usurp* does trigger effects like *Replacement Eyes* and cards with Unload (from *RISE OF IX*).

For the latest rulings and clarifications, check the Frequently Asked Questions document at:

<http://www.duneimperium.com/FAQ>

CREDITS

DIRE WOLF DIGITAL

Game Design

Paul Dennen

Executive Producer

Scott Martins

Art and Graphic Design

Clay Brooks, Nate Storm

Card Illustration

Clay Brooks, Atilla Guzey, Derek Herring,
Kenan Jackson, Raul Ramos, Dan Taylor

Production

Evan Lorentz

Game Development

Justin Cohen, Paul Dennen

Additional Game Development

Phil Amylon, Julia Duga, Evan Lorentz,
Kevin Spak, Yuri Tolpin, Jay Treat, Caleb Vance

GALE FORCE 9

Producer & Brand Manager

Joe LeFavi

Genuine Entertainment

Co-Producer

John-Paul Brisigotti

Special thanks to all those involved in the creation of this game:
Brian Herbert, Kevin J. Anderson, and the Herbert Properties Team.
Our wonderful partners at Legendary and the extraordinary filmmakers
without whom this game could not have been made.

All of the awesome Dire Wolf Digital team members, and their
friends and families, who helped to playtest *DUNE: IMPERIUM*.
And Frank Herbert, author and creator of the *Dune* Universe,
whose singular vision and imagination have inspired us all.



www.direwolfdigital.com

[/direwolfdigital](https://www.facebook.com/direwolfdigital)

[@direwolfdigital](https://www.twitter.com/direwolfdigital)



LEGENDARY



GENUINE
ENTERTAINMENT

Published by: Dire Wolf Digital
© 2022 Dire Wolf Digital, LLC. All rights reserved.
DUNE: IMPERIUM is published under license from Gale Force Nine, a Battlefront Group company.
DUNE © 2022 Legendary. All rights reserved.

NEW ICONS



Combat — You may deploy troops to the Conflict this turn as though you'd sent your Agent to a combat board space.



Genetic markers — Effects with these icons aren't active until your research token has reached the corresponding column on the research track.

Once you reach the first genetic marker, for the rest of the game, you may put Tleilaxu cards you acquire on top of your deck.



Once you reach the second genetic marker, for the rest of the game, the research icon no longer advances your research token; instead, you draw a card.



Immortality — This icon appears on the lower right corner of all cards in this expansion. It is purely for reference.



Research — Advance your research token one space *to the right* on the research track. You may move to either of the two connected hexagonal spaces (in some cases, there is only one choice of where to advance). You may never move straight up or down, nor to the left.



Specimen — Place a troop from your supply in the Axolotl tanks on the Bene Tleilax board. To pay for a card or effect with a specimen cost, return your troop(s) from the Axolotl tanks to your supply.



Tleilaxu — Advance your Tleilaxu token one space on the Tleilaxu track. Collect any bonus shown on the new space you move into.



Trash an Intrigue card of your choice from your hand.

REVISED BOARD SPACE



Research Station

Agent icon: City

Combat space

Cost: 2 water

Draw two cards and research.