



EXPANSION

*To know a thing well,
know its limits*

“In bad times, there are no brothers.”

-Fremen Proverb

DUNE: EXPANSION FACTIONS

"Reason is the first victim of strong emotion." - Scytale

KULL WAHAD!!

Players seeking to add more players, or simply more variety to their Dune game can choose from any of these factions from Frank Herbert's universe.

The Bene Tleilaxu Although generally loathed by other factions in the Imperium because of their trade in dead and regenerated flesh, these small humans with their sharpened teeth are tolerated because of the genetic and regeneration miracles they are able to produce.

The House Ginaz A noble house renowned throughout the Imperium for its Swordmaster School. The Ginaz can lend their martial expertise to any friend - for as long as it serves their purposes.

The Iduali Tribe Long forgotten in their remote sietch, this renegade tribe preys on the unwary. Spice and even rival leaders are taken before these water-stealers vanish into the desert.

The Inquisitors of Ix The Ixians are technocrats who specialize in production and supply chains. The Ixians have a moveable stronghold on Arrakis, which is hidden from space. Their advanced technologies allow them to move this stronghold from one territory to another quickly and efficiently.

The Council of the Landsraad The assembled noble houses of the Imperium struck fear into all who dared oppose them - even the Emperor. Writs from the Landsraad can bar entry to any Territory - or permit the Landsraad to go places others may not.

The Ordos Cartel The reclusive and rapacious House Ordos single-mindedly pursues control over the spice melange. Their mercenary armies are vast, and their loyalties cannot be fully trusted.

YOU WILL BE ONE OF THESE CHARACTERS:



• Masters Council

The Tleilaxu control the Axlol tanks used to regenerate lost individuals and leaders as gholas for other factions and to secretly create and infiltrate other factions with deadly Face Dancers.



• Juan Ginaz VIII

Head of the peerless swordmasters of Ginaz.



• Namri

Member of the legendary Sietch Jacurutu. A tribe of outcasts seeking greater power over their world.



• Prince Rhombur Vernius

The Ixians are led by their human cyborg Prince possessing courage, a sharp mind, and technological secrets.



• Archduke Ecaz

One of the last surviving members of House Ecaz and powerful member of the Landsraad.



• Executrix

A plurality of rulers sharing a single consciousness. They collectively lead the reclusive and avaricious House Ordos.

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

GAME SETUP (With Expansion Rules)



1. The **Board** is set out on a flat surface.
2. All **Spice** tokens are placed in the Spice Bank.
3. **Shuffle Decks** The various card decks are shuffled and placed face down in the appropriate locations on and around the game board. Played cards will be discarded face up next to the decks.
4. Place the **Game Turn Token** on the turn track on the ONE space.
5. **Storm Marker** Place the Storm Marker in the Sector marked Storm Start.
6. **Assign Factions** Factions are randomly chosen by each player. Players may trade Factions with each other by mutual consent before play begins. If there are fewer than six players, you may agree to play an undrawn Faction. For any and all Factions that are not in play, remove all Leaders, Troop tokens, and Traitor Cards.
 - After Factions are assigned and before Faction tokens are placed on Player Dots, the Bene Gesserit Player makes their **Prediction**.
7. **Assign Faction Positions** Faction tokens are randomly assigned to Player Dots. This represents your seat at the table.
8. **Faction Setup** Players follow the AT START rules for their faction.
 - The Fremen Player must place their Troop tokens before the Bene Gesserit Player, and they may place **Fedaykin** Troop tokens with their initial setup.
 - If the Bene Gesserit Player places their Troop token in a Territory with another player's Troop tokens they must Co-Exist. This may be converted to Non-Co-Existing at the Start of the **Movement Round**.
9. **Determine Traitors** Deal four Traitor Cards to each player. Each player then examines their cards, picks one to keep, and returns the rest face down to the bottom of the deck.
 - The Harkonnen player receives their Traitor Cards first. If they receive 2 or more Traitor Cards with Harkonnen leaders, they may - at their option - return their Traitor Cards and receive four new Traitor Cards. When the Harkonnen has less than 2 Harkonnen leaders - or has opted to accept them - the Harkonnen keeps all four Traitor Cards. All four Traitors are in their pay.

Re-shuffle the remaining Traitor Cards before dealing Traitor Cards to other Factions.
 - The Bene Tleilaxu player does not receive Traitor Cards until all other Factions have selected their Traitors and all unused Traitors have been reshuffled into the Traitors Deck. Then the Bene Tleilaxu player draws the top three cards from the Traitor Deck. These are their **Face Dancers**.
10. **Conceal Faction Leaders, Spice and Tokens** Each player places their five Leader Discs behind their screen, along with any Spice, Troop tokens and other game paraphernalia they control, unless otherwise directed.
11. **Draw Treachery** Each player draws one starting Treachery Card.
 - If the Ixians are in the game, instead of each player drawing Treachery cards, the Ixian player draws one Treachery card for each Faction in the game. The Ixians look at all of the cards in secret and choose one to

keep. They then shuffle the remaining cards and deal them randomly to the other players.

- The Harkonnen Player receives two starting Treachery Cards instead of one.

TECH TOKENS - OPTIONAL RULES

SETUP

12. **Distribute Tech Tokens** to the following Factions, if they are present:

- Axlol! Tanks is given to the Bene Tleilaxu
- Heighliners is given to the Ixians
- Spice Production is given to the Fremen

If any of these Factions are not present, the unassigned Tech Tokens are given to Factions without Tech Tokens in Player Dot Order. If there is more than one Tech Token to distribute in this way, each player will draw one at random in Player Dot Order until all are distributed. No Faction may start with more than one Tech Token.

BIDDING ROUND



CHOAM Charity and the Spice Production Tech Token: During the Bidding Round, if at least one Faction other than the Bene Gesserit takes CHOAM Charity, the owner of the Spice Production Tech Token collects one spice for every Tech Token they control.

REVIVAL ROUND



Free Revival and the Axlol! Tech Token: During the Revival Round, if at least one Faction other than Bene Tleilaxu takes free revival, the owner of the Axlol! Tech Token collects one spice for every Tech Token they control.

MOVEMENT ROUND



Off-planet Shipments and the Heighliner Tech Token: If at least one Faction other than the Spacing Guild ships forces from off-planet, the owner of the Heighliner Tech Token collects one spice for every Tech Token they control.

BATTLE ROUND

During Battle Resolution, if a Faction controlling one or more Tech Tokens loses a battle, the winning Faction may take a single Tech Token from them. If the losing Faction had more than one Tech Token, the winner can choose the one they want. If a Battle ends without a winner (e.g. two Traitors), Tech Tokens remain with their current owners.

CONTROL ROUND

During the Control Round, if a single Faction controls all three Tech Tokens, that Faction (only) is considered to be in control of an additional Stronghold (e.g. if a Faction controlled all three Tech Tokens and **Arrakeen** and **Carthag** during the Control Round, it would effectively control three Strongholds and win the game).

Allies can not share control of Tech Tokens. To qualify as a stronghold, one player must control all three Tech Tokens.

THE BENE TLEILAXU MASTERS



Isolationism

Once per game, you may play a **Karama** Treachery Card at any time to prevent a player from performing a revival (Tokens or Leaders).



4: REVIVAL ROUND

Axlotl Tanks ☼

Whenever all other players pay for Spice to Revive Tokens or Leaders, they pay it directly and immediately to you instead of the Spice Bank.

Also, for each faction using free revival or the **Ghola** Treachery card, you take one spice from the Spice Bank.

Ghola Gift ☼

Upon request by a faction for a particular one of its leaders in the Tanks, you can set a price and, if met, revive that leader (whether it is face up or face down). You may do this, however, only when fewer than five of that faction's leaders are in the tanks. When all five of a Faction's Leaders are in the Tanks, normal revival rules apply.

Replication ☼

You have no revival limits, and make all your revival payments to the Spice Bank at half price (rounded up).

You may increase the 3 force revival limit for any other faction to 5.

Tleilaxu Ghola ☼

When you have fewer than five leaders alive, you may revive dead leaders of other factions at your discounted rate, and add them to your leader pool up to a limit of 5 total active leaders for your faction. At your option, other Factions may buy their leaders back from you if you agree on a price.



6: BATTLE ROUND

Zoal

Your leader **Zoal's** value in battle matches the value of the opponent's leader (zero against a Cheap Hero), and for collecting spice for his death.

Face Dancers

When another faction wins a battle you may reveal their leader to be a **Face Dancer**, and the following occurs:



1. The battle still counts as a win for that player (they keep or discard treachery cards, place tokens and killed leaders in the **Tleilaxu Tanks**, collect spice for any leaders killed, and claim a Tech Token if appropriate).
2. The **Face Dancer** leader is sent to the tanks if it was not already killed, but no spice is collected for it.
3. The remaining forces in the territory go back to their reserves and are replaced up to the total of those forces with your Tleilaxu forces from your reserves and/or from anywhere on the planet.

Once revealed you do not replace a **Face Dancer** (Traitor Card) until you have revealed all 3. When that happens, place all 3 cards in the Traitor deck, shuffle, and draw 3 new Face Dancers.

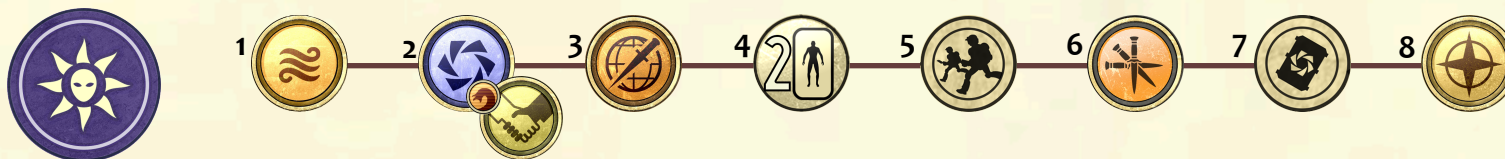


8: CONTROL ROUND

Tleilaxu Tricks ☼

During the **Control Round**, if there is one unrevealed **Face Dancer** you wish to replace, you may discard that **Face Dancer** (Traitor Card). Shuffle it into the Traitor Deck and draw a new **Face Dancer**.

THE BENE TLEILAXU MASTERS



AT START

- 20 Troop tokens in Off-Planet Reserves
- 5 Spice
- Axlol Tanks Tech Token



Face Dancers

At the start of the game you are not dealt Traitor Cards. After traitors have been selected and unused Traitor Cards returned to the deck, you shuffle the deck and take the top 3 cards. These are your **Face Dancers**.



Axlol Tanks Tech Token:

If at least one player, including the holder of this Tech Token, takes free revival, the owner of the Axlol Tech Token collects one spice for every Tech Token they control. However, if only the Tleilaxu player takes free revival, the owner does not collect this spice.

LEADER REFERENCE

BENE TLEILAXU

- Zoal X
- Hidar Fen Ajidica 4
- Master Zaaf 3
- Wykk 2
- Blin 1

IDUALI

- Korba 7
- Javid 5
- Sabiha 4
- Iduali Smuggler 3
- Water Seller 1

IX

- Tessia Vernius 5
- C'Tair Pilru 5
- Dominic Vernius 4
- Kailea Vernius 3
- Cammar Pilru 1

GINAZ

- Guard Commander 5
- Bashar 4
- Majordomo 4
- Fanatic 3
- Acolyte 2

LANDSRAAD

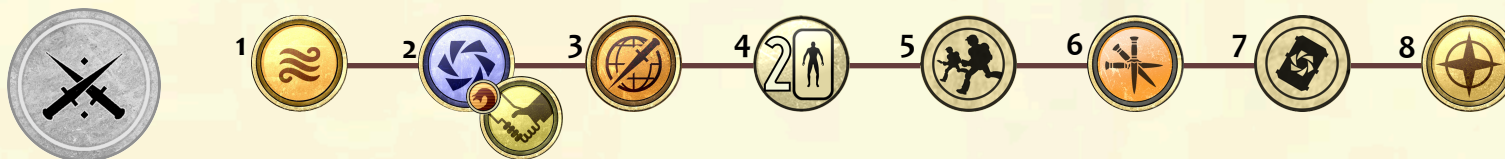
- Baron Moat 6
- Earl Viaconte 5
- Administrator 3
- Commissioner 2
- Representative 1

ORDOS

- Edric O. 3
- Ammon 2
- Roma Atani 2
- Doppelgänger 1
- Strategist 1

THE HOUSE GINAZ

By George Glass



Intensive Training

Once per game, you may play a **Karama** Treachery Card at any time to revive half (rounded up) of your starred **Swordmaster** Troop Tokens currently in the Tanks and place them in your Reserves.



4: REVIVAL ROUND



Elite School

Swordmaster Troop Tokens are each treated as one Token in revival but only two **Swordmaster** Tokens can be revived per Game Turn.



6: BATTLE ROUND



Command of the Council

Once per game, you may play a **Karama** Treachery Card any time before Battle Plans are revealed to double the Combat Strength of your Leader for that Battle.



Close Quarters Battle

Swordmaster Troop Tokens each have a Troop token Strength of two.



AT START

- 5 Troop Tokens in the Polar Sink or any single unoccupied Rock Territory
- 15 Troop Tokens in Off-Planet Reserves
- 20 Spice



Elite School

You have ten starred **Swordmaster** Troop tokens. Your **Swordmasters** may be used as part or all of your starting forces.

LEADER REFERENCE

GINAZ

- Guard Commander 5
- Bashar 4
- Majordomo 4
- Fanatic 3
- Acolyte 2

BENE TLEILAXU

- Zoal X
- Hidar Fen Ajidica 4
- Master Zaaf 3
- Wykk 2
- Blin 1

IDUALI

- Korba 7
- Javid 5
- Sabiha 4
- Iduali Smuggler 3
- Water Seller 1

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- Tessia Vernius 5
- C'Tair Pilru 5
- Dominic Vernius 4
- Kailea Vernius 3
- Cammar Pilru 1

LANDSRAAD

- Baron Moat 6
- Earl Viaconte 5
- Administrator 3
- Commissioner 2
- Representative 1

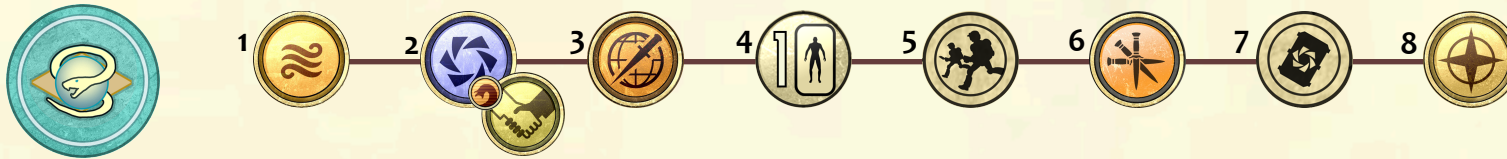
ORDOS

- Edric O. 3
- Ammon 2
- Roma Atani 2
- Doppelgänger 1
- Strategist 1

 Ability can be cancelled by **Karama**.

THE ORDOS CARTEL

By Alexander Stevens



2: SPICE BLOW ROUND

Divisive Tactics

Once per game, you may play a **Karama** Treachery Card during the **Spice Blow Round** to break an alliance between any two factions. They may not ally again for the duration of this Turn. You may not use this ability if there are no more possible **Nexus Rounds** in the game.

2A: NEXUS ROUND

Loose Loyalties

You may form and break alliances during the **Spice Blow Round** even if a Nexus does not occur. Other factions may break their alliances if they do so to join with you.

5: MOVEMENT ROUND

Mercenary Army

At the start of the **Movement Round** you must pay two Spice for each Territory in which you have Troop Tokens. For each Territory where you do not make this payment, remove all your Tokens in that Territory to the Tanks.

Desert Supply Limitations

You may not have more than 20 Troop Tokens in a single Territory at any time.

7: COLLECTION ROUND

Mercantile Monopoly

During the **Collection Round** you receive two Spice from the Spice Bank for each Stronghold under the control of factions other than yourself or your allies.

AT START

- 30 Troop Tokens in Off-Planet Reserves
- 10 Spice

LEADER REFERENCE

ORDOS

- Edric O. 3
- Ammon 2
- Roma Atani 2
- Doppelgänger 1
- Strategist 1

BENE TLEILAXU

- Zoal X
- Hidar Fen Ajidica 4
- Master Zaaf 3
- Wykk 2
- Blin 1

IDUALI

- Korba 7
- Javid 5
- Sabiha 4
- Iduali Smuggler 3
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GINAZ

- Guard Commander 5
- Bashar 4
- Majordomo 4
- Fanatic 3
- Acolyte 2

LANDSRAAD

- Baron Moat 6
- Earl Viaconte 5
- Administrator 3
- Commissioner 2
- Representative 1

 Ability can be cancelled by **Karama**.



2a: NEXUS ROUND

A Debt of Water

The first time the Fremen and Iduali become allied, a random Leader from each faction is selected and sent to the Tanks. When allied, Iduali Tokens count as Fremen Tokens for the purpose of the Fremen **Victory by Subterfuge**.

5: MOVEMENT ROUND

The Cast Out

Your Reserves are located On-Planet. You use a free Special Shipment each and every time you may make a Shipment. (You may not use the Standard Shipment unless you gain the ability to do so from some other source.)

You may make up to three Special Shipments per turn instead of only one but with each shipment you may only Ship one Troop Token. You may only Ship to Territories adjacent to the edge of the Map. You may make multiple Shipments into the same Territory.

Shell Game 🌀

Every time you have the option of making a regular Manoeuvre, you may instead choose two Territories in which you have Tokens and swap any number of the Tokens in them. The number of Tokens in each Territory must remain the same but you may switch real Troop Tokens and Decoy Tokens freely.

6: BATTLE ROUND

Water Insects

At the beginning of the **Battle Round**, you must reveal all your Decoys in **contested** Territories. Battle only proceeds if there are real units remaining.

Once a Decoy is revealed, it is shown to all players and immediately returned to your reserves.

If a Decoy Token would be sent to the Tanks for any reason, you must reveal it.

Water Thieves 🌀

When you win a Battle, gain Spice from the Spice Bank equal to the number of Troop Tokens sent to the Tanks by both sides.

We Have Your Water in Our Cup

You may play a **Karama** Treachery Card during a Battle you are in immediately after both sides have committed their Battle Plans but before they are revealed. The enemy Leader is removed from the Battle and Captured. Place it in front of your Player Shield. Resolve the Battle as if there was a Cheap Hero(ine) in the Captured Leader's place. This ability is not limited use. If you have a **Karama** card, you can use it to activate this ability.

7: COLLECTION ROUND

Water Price

During the **Collection Round**, you collect one Spice from the Spice Bank for each Captured Leader (via **We Have Your Water in Our Cup**) in front of your Shield. You may instead send any of the Leaders to the Tanks to collect Spice equal to their Strength.

You may return Captured Leaders to their owners at any time.

Poachers 🌀

At the end of the **Collection Round**, for each Territory in which you have Tokens, you may choose a faction with Tokens in an adjacent Territory and steal one Spice from that faction. If you have Troops in multiple Territories adjacent to the same faction, the same faction may be targeted from each of those Territories.

If the target Territory is not a Stronghold, send one of the Tokens owned by the target faction to the Tanks. (BG Coexistence does not prevent this.)

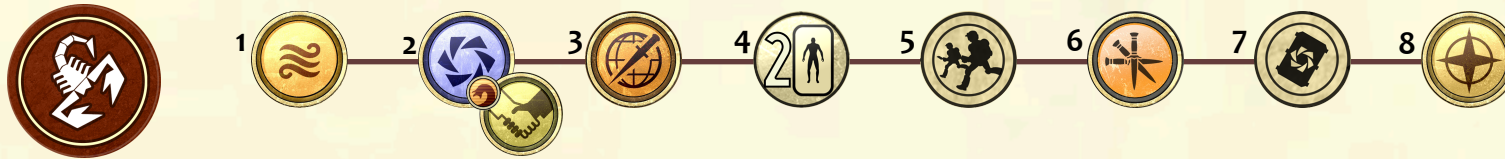
This ability may not be used out of or into the Polar Sink and may not be used against an ally.

Fade into the Desert

At the end of the **Collection Round** (after any use of **Poachers**), one of your Token groups may make a free Manoeuvre to an unoccupied Territory up to two Territories away.

🌀 Ability can be cancelled by **Karama**.

THE IDUALI TRIBE



AT START

- 0-4 Tokens freely distributed between **Imperial Basin, Bight of the Cliff, Pasty Mesa, and Habbanya Ridge Flat.**
 - If **Jacurutu** Overlay is used, all 4 Tokens are in **Jacurutu**
- 16-20 Troop Tokens in On-Planet Reserves
- 3 Spice



Water Insects

Half of your Troop Tokens are blank on one side. These Tokens are Decoys.
Place these Tokens with the blank side face-down and do not reveal them to other players.

As long as a Decoy is not revealed, it counts as being a regular Troop Token for **all** purposes.

At the beginning of the **Battle Round**, you must reveal all your Decoys in **contested** Territories.
Battle only proceeds if there are real units remaining.

Once a Decoy is revealed, it is shown to all players and immediately returned to your reserves.

If a Decoy Token would be sent to the Tanks for any reason, you must reveal it.

LEADER REFERENCE

IDUALI

- Korba 7
- Javid 5
- Sabiha 4
- Iduali Smuggler 3
- Water Seller 1

BENE TLEILAXU

- Zoal X
- Hidar Fen Ajidica 4
- Master Zaaf 3
- Wykk 2
- Blin 1

GINAZ

- Guard Commander 5
- Bashar 4
- Majordomo 4
- Fanatic 3
- Acolyte 2

IX

- Tessia Vernius 5
- C'Tair Pilru 5
- Dominic Vernius 4
- Kailea Vernius 3
- Cammar Pilru 1

LANDSRAAD

- Baron Moat 6
- Earl Viaconte 5
- Administrator 3
- Commissioner 2
- Representative 1

ORDOS

- Edric O. 3
- Ammon 2
- Roma Atani 2
- Doppelgänger 1
- Strategist 1

THE INQUISITORS OF IX



1: STORM ROUND

No-chamber ☼

Before the storm movement is revealed, as long as Ixian forces occupy it, you may move your Hidden Mobile Stronghold up to 3 territories pointing at a sector within any non-stronghold territory. It cannot move into, out of or through a storm. When you move into, from, or through a sector containing spice, you may immediately collect 2 spice per force in your stronghold. You may not collect spice multiple times from the same Territory in the same Storm Round. No other faction can move this stronghold.



3: BIDDING ROUND

Supreme in Machine Culture ☼

Before the **Bidding Round** begins, draw one more Treachery Card than the number up for bid, and look at all of them. Put one card of your choice face down either on the top or bottom of the deck. Then shuffle the remaining cards and place them face down for the bidding round.

Weapons Supplier ☼

Once, during the **Bidding Round**, before bidding begins on a card and before Atreides gets to look at the card, you may take the Treachery Card about to be bid on, replacing it with one from your hand.



4: REVIVAL ROUND



Cyborgs

Each Cyborg Troop Token costs 3 Spice to revive.



5: MOVEMENT ROUND



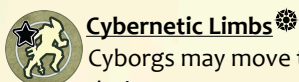
No-ship

Once per game, you may play a **Karama** Treachery Card on your turn during the **Movement Round** to move the **Hidden Mobile Stronghold** up to two territories in addition to your normal movement.

No-chamber

You may ship forces directly into the **Hidden Mobile Stronghold**. The Bene Gesserit may ship Spiritual Advisors along with these shipments. No other faction may ship directly into the stronghold.

Other Factions in the same territory as the **Hidden Mobile Stronghold** during the **Movement Round** may use one movement to move into the stronghold.



Cybernetic Limbs ☼

Cyborgs may move two Territories during movement.



Suboids

Suboids, if accompanied by at least one Cyborg to their destination, may move two Territories. Otherwise, they may only move one Territory during movement.



6: BATTLE ROUND



Shock Troops ☼

Your 7 Cyborg forces each have a Troop token Strength of two in battle.



Suboids

Your 13 Suboid forces each have a Troop token Strength of ½ in battle and never require Spice support. When dialing ½ for a Suboid use the hash marks between battle wheel numbers as needed.



Drones ☼

Suboids can also be used to absorb losses after a battle. After battle losses are calculated, any of your surviving Suboid forces in that territory can be exchanged for Cyborgs you lost in that battle.



7: COLLECTION ROUND

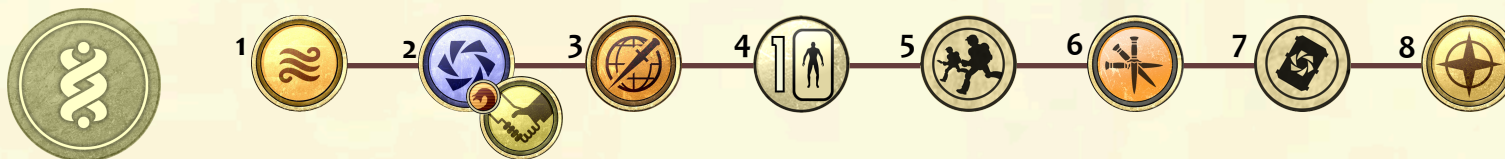


Enhanced Endurance

Cyborgs can collect three spice each during the **Collection Round**.

☼ Ability can be cancelled by **Karama**.

THE INQUISITORS OF IX



AT START

- 3 Cyborg and 3 Suboid Troop Tokens in the **Hidden Mobile Stronghold**
- 4 Cyborg and 10 Suboid Troop Tokens in Off-Planet Reserves
- 10 Spice
- Heighliner Tech Token

Technocracy

Before Treachery Cards are dealt, draw one Treachery Card for each faction in the game. Choose one to keep, shuffle the remaining cards, and deal one to each of the other players.

No-room

After the first storm movement at the start of the game, place your **Hidden Mobile Stronghold** (and its assigned Troop Tokens) by pointing it at a sector within any non-stronghold territory. This stronghold counts towards the game win and is protected from worms and storms.



Heighliner Tech Token

If at least one player, including the holder of this Tech Token, ships forces from off-planet, the Heighliner owner collects one spice for every Tech Token they control. However, if only the Spacing Guild ships forces from off-planet, the owner does not collect this spice.

LEADER REFERENCE

IX

- Tessia Vernius 5
- C'Tair Pilru 5
- Dominic Vernius 4
- Kailea Vernius 3
- Cammar Pilru 1

BENE TLEILAXU

- Zoal X
- Hidar Fen Ajidica 4
- Master Zaaf 3
- Wykk 2
- Blin 1

GINAZ

- Guard Commander 5
- Bashar 4
- Majordomo 4
- Fanatic 3
- Acolyte 2

IDUALI

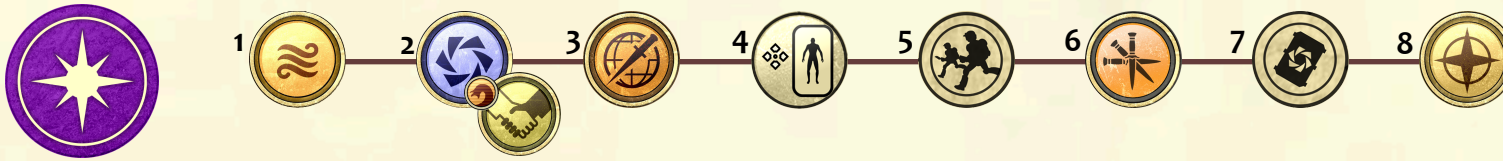
- Korba 7
- Javid 5
- Sabiha 4
- Iduali Smuggler 3
- Water Seller 1

LANDSRAAD

- Baron Moat 6
- Earl Viaconte 5
- Administrator 3
- Commissioner 2
- Representative 1

ORDOS

- Edric O. 3
- Ammon 2
- Roma Atani 2
- Doppelgänger 1
- Strategist 1

**Weapons Treaty**

Once per game, you may play a **Karama** Treachery Card *at any time* to select a player and inspect all **Family Atomics** and **Weapon** Treachery Cards they possess. You may place one card in the discard pile before returning the rest to their owner.

**4: REVIVAL ROUND****Garrisons and Infighting**

During the **Revival Round** your free Revival rate is based upon the number of Troop Tokens in your Reserves.

- 15+ No free Revivals
- 5+ One free Revival
- 0+ Two free Revivals

**5: MOVEMENT ROUND****Writ of Access**

At the start of the **Movement Round**, you may select one Stronghold. For this Turn your Troops may ignore occupancy restrictions to enter that Stronghold.

One of your Leaders must be placed face-down in the Stronghold to enforce the Writ of Access. That Leader may be used for combat there but may not fight in any other Territory this Turn. If a Lasgun/Shield explosion occurs in the Stronghold, your Leader is sent to the Tanks. If the Leader is still alive during the **Collection Round**, it is returned to your Reserves.

If a **Karama** Treachery Card is used to cancel this ability, the Leader enforcing the Writ must remain in the Territory.

Writ of Restriction

At the start of the **Movement Round** you may declare any one Territory restricted. All players Shipping or Manoeuvring into that Territory must pay you one Spice for every two Troop Tokens (rounded up) that enter the Territory on this Turn.

One of your Leaders must be placed face-down in the Territory to enable the Writ of Access. That Leader may be used for combat there but may not fight in any other Territory this Turn. If a Lasgun/Shield explosion occurs in the Territory, your Leader is sent to the Tanks. If the Leader is still alive during the **Collection Round**, it is returned to your Reserves.

If a **Karama** Treachery Card is used to cancel this ability, the Leader enforcing the Writ must remain in the Territory.

Desert Supply Limitations

You may not have more than 20 Troop Tokens in a single Territory at any time.

**7: COLLECTIONS ROUND****Wealth of the Far Fiefs**

During the **Collection Round**, you receive Spice from the Spice Bank according to the number of Troop Tokens in your Reserves.

- 30 Six Spice
- 25+ Five Spice
- 20+ Four Spice
- 15+ Three Spice
- 10+ Two Spice
- 5+ One Spice
- 0+ Zero Spice

THE COUNCIL OF THE LANDSRAAD



AT START

- 20 Troop Tokens in Off-Planet Reserves
 - If **Advanced Combat** rules are used: 30 Troop Tokens
- 10 Spice

LEADER REFERENCE

LANDSRAAD

- Baron Moat 6
- Earl Viaconte 5
- Administrator 3
- Commissioner 2
- Representative 1

BENE TLEILAXU

- Zoal X
- Hidar Fen Ajidica 4
- Master Zaaf 3
- Wykk 2
- Blin 1

IDUALI

- Korba 7
- Javid 5
- Sabiha 4
- Iduali Smuggler 3
- Water Seller 1

IX

- Tessia Vernius 5
- C'Tair Pilru 5
- Dominic Vernius 4
- Kailea Vernius 3
- Cammar Pilru 1

GINAZ

- Guard Commander 5
- Bashar 4
- Majordomo 4
- Fanatic 3
- Acolyte 2

ORDOS

- Edric O. 3
- Ammon 2
- Roma Atani 2
- Doppelgänger 1
- Strategist 1

**ARTILLERY STRIKE**• **Weapon - Special**

Play as part of your **Battle Plan**.

Kills both Leaders (no spice is paid for them).

Both players may use Shields to protect their Leader against the Artillery Strike. Surviving (shielded) Leaders do not count towards the Battle total, the side that dialed higher wins the Battle.

BASILIA WEAPON• **Weapon - Poison**

Play as part of your **Battle Plan**.

Kills enemy **leader** before the Battle is resolved.

May be countered by a Snoopers **Defense** Card.

If you win the Battle, you may keep this card.

HUNTER SEEKER• **Weapon - Projectile**

Play as part of your **Battle Plan**.

Kills enemy Leader before the Battle is Resolved.

May be countered by a Shield **Defense** Card.

If you win the Battle, you may keep this card.

POISON BLADE• **Weapon - Special**

Play as part of your **Battle Plan**.

Kills enemy Leader before the Battle is Resolved.

Counts as **both** a projectile and poison weapon.

If you win the Battle, you may keep this card.

POISON TOOTH• **Weapon - Poison - Special**

Play as part of your **Battle Plan**.

After Battle Plans are revealed, you may choose to not use this weapon. Kills both Leaders before the Battle is Resolved. Poison Tooth is not countered by a Snoopers **Defense** Card.

Discard this card after use.

WEIRDING WAY• **Weapon - Defense - Special**

Play as part of your **Battle Plan**.

Counts as a projectile **Weapon**, unless played with another **Weapon**. In that case, it counts as a projectile **Defense**.

If you win the Battle, you may keep this card.

CHEMISTRY• **Defense - Weapon - Special**

Play as part of your **Battle Plan**.

Counts as a poison **Defense**, unless played with another **Defense**. In that case, it counts as a poison **Weapon**.

If you win the Battle, you may keep this card

SHIELD• **Defense - Projectile**

Play as part of your **Battle Plan**.

Protects your Leader from an enemy's Projectile **Weapon** in this Battle.

If you win the Battle, you may keep this card.

SHIELD SNOOPER• **Defense - Special**

Play as part of your **Battle Plan**.

Counts as **both** a projectile **Defense** and a poison **Defense**.

If you win the Battle, you may keep this card.

SNOOPER• **Defense - Poison**

Play as part of your **Battle Plan**.

Protects your Leader from an enemy's Poison **Weapon** in this Battle.

If you win the Battle, you may keep this card.

AMAL• **Special**

At the beginning of any Round, cause all players to discard half of the Spice behind their shields, rounded up, to the **Spice Bank**.

HARVESTER• **Spice Blow - Special**

Play during the **Spice Round**, after the Spice card has been revealed.

Double the amount of Spice placed in a single Territory revealed during this **Spice Round**.

THUMPER• **Spice Blow - Special**

Play at beginning of Spice Blow Round instead of revealing the Spice Blow card.

Causes a Shai-Hulud to appear.

Play proceeds as though Shai-Hulud has been revealed.

KULL WAHAD• **Worthless Card**

Play as part of your **Battle Plan** in place of a **Weapon** or **Defense** Treachery Card.

This card has no effect in play. It can only be discarded by playing it as part of your **Battle Plan**.

The Bene Gesserit may use this card as a Karama card.

KARAMA SPECIAL EFFECTS

BENE TLEILAXU - SPECIAL KARAMA EFFECT



Isolationism

Once per game, the Bene Tleilaxu may play a **Karama** Treachery Card at any time to prevent a player from performing a revival (Tokens or Leaders).

HOUSE GINAZ - SPECIAL KARAMA EFFECT



Intensive Training

Once per game, the House Ginaz may play a **Karama** Treachery Card at any time to revive half (rounded up) of their starred **Swordmaster** Troop Tokens currently in the Tanks and place them in their Reserves.



Command of the Council

Once per game, the House Ginaz may play a **Karama** Treachery Card any time before Battle Plans are revealed to double the Combat Strength of their Leader for that Battle.

IDUALI - SPECIAL KARAMA EFFECT



We Have Your Water in Our Cup

The Iduali may play a **Karama** Treachery Card during a Battle they are in immediately after both sides have committed their Battle Plans but before they are revealed.

The enemy Leader is removed from the Battle and Captured. Place it in front of the Iduali's Player Shield. Resolve the Battle as if there was a Cheap Hero(ine) in the Captured Leader's place. This ability is not limited use. If they Iduali have a **Karama** card, they can use it to activate this ability.

IXIANS - SPECIAL KARAMA EFFECT



No-ship

Once per game, you may play a **Karama** Treachery Card on your turn during the **Movement Round** to move the **Hidden Mobile Stronghold** up to two territories in addition to your normal movement.

LANDSRAAD - SPECIAL KARAMA EFFECT



Weapons Treaty

Once per game, the Landsraad may play a **Karama** Treachery Card to select a player and inspect all Family Atomics and Weapon Treachery Cards they possess.

The Landsraad player may place one card in the discard pile before returning the rest to their owner.

ORDOS CARTEL - SPECIAL KARAMA EFFECT



Divisive Tactics

Once per game, the Ordos Cartel may play a **Karama** Treachery Card during the **Spice Blow Round** to break an alliance between any two factions.

They may not ally again for the duration of this Turn. The Ordos Cartel may not use this ability if there are no more possible **Nexus Rounds** in the game.

ALLIANCE ABILITY DETAILS

BENE TLEILAXU - ALLIANCE ABILITY



An ally of the Bene Tleilaxu may revive their forces and leaders at half price (rounded up). ☼

GINAZ - ALLIANCE ABILITY



The Ginaz may loan one starred **Swordmaster** Troop Token to an Ally each turn, up to a maximum of five Tokens.

Loaned Tokens are placed in the Ally's Reserves and treated as one of their Tokens for all purposes until the Alliance is broken or they are sent to the Tanks, at which point all Tokens revert back to Ginaz control. The Ginaz may choose to resume control of any of their Tokens at any time.

IDUALI - ALLIANCE ABILITY



While allied with the Fremen, Iduali Tokens count as Fremen Tokens for the special conditions for the Fremen Victory by Subterfuge.

IX - ALLIANCE ABILITY



An Ally of the Ix, after purchasing a Treachery Card during bidding, may immediately discard it and draw the top card from the deck. ☼

LANDSRAAD- ALLIANCE ABILITY



An Ally of the Landsraad may perform a **Writ of Access** with one of their leaders each turn. ☼

ORDOS - ALLIANCE ABILITY



An Ally of the Ordos may occupy the same Territories as Ordos Tokens without combat ensuing.

The faction with more Tokens in a Territory (the Ally wins ties) is considered to have control of it for the purposes of Spice collection and any Bonus Cards. If the controlling faction fails to collect all Spice in a Territory, the other may harvest any remaining.

In Strongholds, only the controlling faction counts toward the occupancy limit.

FACTION ABILITIES vs KARAMA

“Deep in the human unconscious is a pervasive need for a logical universe that makes sense...”



If a Faction plays Karama to cancel another Faction's ability, that ability cannot be used by that Faction for the rest of the current round.



At Any Time / All Rounds

Isolationism Once per game, prevent a player's revival.

Intensive Training Once per game, revive half of their **Swordmaster** Troop Tokens (rounded up).

Weapons Treaty Once per game, inspect a player's **Weapons** & discard 1.



1. Storm Round

No-chamber Move Hidden Mobile Stronghold up to 3.



2. Spice Blow Round

Divisive Tactics Once per game, and only if future **Nexus Rounds** are possible, break one alliance between any two factions.



2a. Nexus Round

A Debt of Water On first alliance with Fremem, each Faction loses a random Leader to the Tanks.

Loose Loyalties Forms and breaks alliances without **Nexus Round**.



3. Bidding Round

Supreme in Machine Culture Draws cards for auction and an extra one, choses one to place on top or bottom of Treachery Deck.

Weapons Supplier Before bidding starts on a card (or **Spy Network**) can swap own Treachery card for the one up for bid.



4. Revival Round

Axlotl Tanks Other Factions pay revival costs to Bene Tleilaxu. Gains 1 Spice for free revivals or **Ghola** use by other Factions.

Ghola Gift May revive leaders of other factions for an agreed on fee.

Replication No limit on own revivals. Pay half price to Spice Bank for own revivals. May increase another Faction's revival limit from 3 to 5.

Tleilaxu Ghola May revive and use leaders from other Factions.

Elite School Only two **Swordmasters** can ever be revived this round.

Cyborgs Each Cyborg costs 3 Spice to revive.



5. Movement Round

Writ of Access Cancels occupancy limits for a Stronghold.

Writ of Restriction Charges Spice fees to enter one Stronghold.

Desert Supply Limitations Maximum limit of 20 Troops per Territory.

The Cast Out Iduali may ship a single Troop token to a Territory adjacent to the edge of the map. They may do this 3 times.



5. Movement Round (continued)

Shell Game Instead of a Manoeuvre, swaps own Troop tokens between two different Territories.

No-ship Once per game, play **Karama** to move the Hidden Stronghold 2.

No-chamber Ship Troops directly into the Hidden Stronghold.

Cybernetic Limbs Cyborgs can move 2 Territories

Suboids Can move 2 only if accompanied by Cyborg to their destination.

Desert Supply Limitations Maximum limit of 20 Troops per Territory.

Mercenary Army Pays 2 Spice for each Territory with their Troops, otherwise those Troops are sent to the Tanks.



6. Battle Round

Zoal This leader's value matches their opponent's leader.

Face Dancers Replaces a winning opponent's Troops with Tleilaxu Troops if they are led by a Face Dancer.

Command of the Council Once per game, double the Combat Strength of their leader before revealing their **Battle Plan**.

Close Quarters Battle Each **Swordmaster** has a strength of two.

Water Insects Decoy Troops function as regular troops unless revealed.

Water Thieves After winning a battle, gets Spice from Spice Bank equal to the number of Troops lost by both sides.

We Have Your Water in Our Cup Plays **Karama** before Battle Plans are revealed to capture opponent's Leader.

Shock Troops Each **Cyborg** has a strength of two.

Suboids Each **Suboid** always has a strength of 1/2.

Drones Substitutes **Suboids** for **Cyborg** losses in battle.



7. Collection Round

Water Price Collects 1 Spice from Spice Bank for each captured Leader.

Poachers Steal 1 Spice from Territories adjacent to their Troops.

Fade Into the Desert 2-territory Manoeuvre into unoccupied Territory.

Enhanced Endurance Each **Cyborg** can collect three spice.

Wealth of the Far Fiefs Gains spice based on size of reserves.

Mercantile Monopoly Receives 2 Spice from the Spice Bank for each Stronghold controlled by Factions not allied with Ordos.



8. Control Round

Tleilaxu Tricks Discards one unrevealed Face Dancer and draw a replacement from the Traitor Deck.

A Debt of Water When allied with the Fremem, Iduali Troop tokens count as Fremem for the purposes of the Fremem **Victory by Subterfuge**.

“... But the real universe is always one step beyond logic.” - From ‘The Sayings of Muad’Dib’ by The Princess Irulan

Ability can be cancelled by **Karama**.

CREDITS

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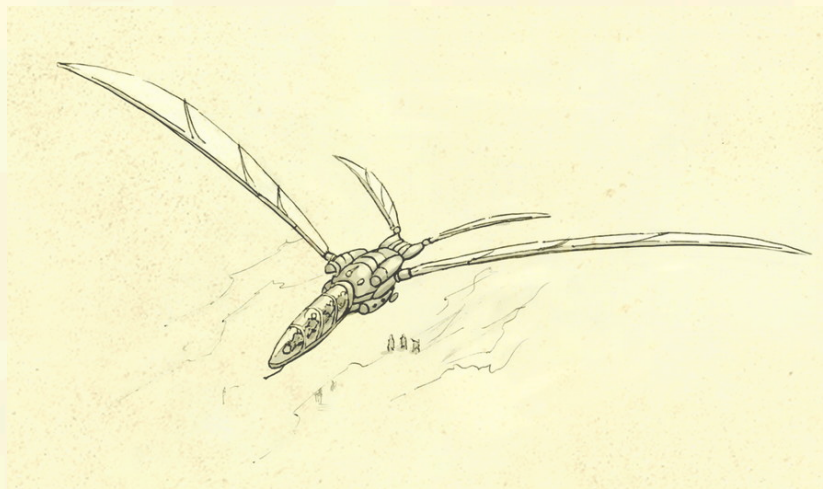
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Note on this version:

The **June 2020 edition** incorporates the two factions added in the Ixians and Tleilaxu House expansion from GF9, as well as the Tech Token optional rules.

This collection of faction rules are an extension of the player aids I put together in 2017. It is an attempt to better integrate their format and visual language with the original content. All credit for the original content belongs to the people listed above. They got us here.

-murphzero



GAME TURN SUMMARY

SEQUENCE OF PLAY

“One does not risk everything to settle a score prematurely.” - Staban Tuek

DUNE is played in turns to a maximum limit of ten Game Turns.

Each Game Turn is composed of several specific Rounds that must be completed in the exact sequence presented below, with each player acting in turn within that Round.



1. Storm Round

Advance the Game Turn token one space.

- Reveal Storm card from the Storm Deck for this turn. Move the Storm Marker that many Sectors around the map in a counter-clockwise direction.
- Return the card to the Storm Deck and re-shuffle.
- Draw and place the Storm Card for the next turn.



2. Spice Blow Round

The top card of the Spice Deck is turned over

- For **Territory** cards: Spice tokens are placed in the Territory and Storm Sector indicated.
- For **Shai-Hulud** cards: Remove all Troop and Spice tokens from the Territory shown on the Spice Card that preceded the Shai-Hulud.
 - Continue drawing Spice Cards until a Territory is drawn.
 - A Shai-Hulud triggers a **Nexus Round**, which occurs after all Spice cards are resolved for this round.



2a. Nexus Round

This round only occurs if one or more Shai-Hulud Spice Cards were drawn from the Spice Deck during the **Spice Blow Round**.

- All players may form new Alliances and/or break existing ones.



3. Bidding Round

CHOAM Charity: Any Faction with zero or one Spice may gain two Spice directly from the Spice Bank.

- Deal a number of face-down **Treachery Cards** onto the table equal to the number of players allowed to bid.
- Starting with the First Player, bid on the first **Treachery Card** using Spice.
- Continue bidding on each card, with the first bid passing to the next player immediately counter clockwise for each new card up for bid, until all cards have been purchased or passed on.



4. Revival Round

Each player may reclaim up to three Troop tokens from the Bene Tleilaxu Tanks.

- Each player may reclaim one Leader disc from the Tanks if all five of their Leaders are (or have been) in the Tanks at a cost of the Leader's Strength value in Spice.



5. Movement Round

Each player, in turn, makes one Shipment of Troop tokens onto the board from their Reserves, and then performs one Manoeuvre with one group of Troop tokens.



6. Battle Round

Battles occur in **Disputed Territories** that contain Troop tokens of more than one faction.

1. Choose **Battle Plan**
 - Choose **Spice Support**
 - Set **Total Troop Token Strength**.
 - Select a Leader.
 - Choose Treachery Cards; **Weapons** and **Defense**.
2. Commit **Battle Plans**
3. Battle Resolution



7. Collection Round

Starting with the First Player, any player with Troop tokens in a Territory in which there are Spice tokens may now collect that Spice at a rate of two Spice per Troop token.

- Factions controlling Arrakeen or Carthag may collect Spice at a rate of three Spice per Troop token.
- Bonus Spice from the Spice Bank is awarded for control of: Arrakeen (2 Spice), Carthag (2 Spice), or Tuek's Sietch (1 Spice).



8. Control Round

Players may collect any Spice gained via **Spice Bribes**.

- Players check to see if anyone has gained control of Dune and won the game.

LEADER REFERENCE - CORE FACTIONS

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

GUILD

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

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1