



DUNE

ADVANCED GAME

PLANS WITHIN PLANS

Version 2.9c

EQUIPMENT

On Dune, more intrigue than ever before stirs. New factions plot to gain control of the Spice, and new stratagems are formulated to overcome all resistance.

Now you can take to the field personally to lead your armies, make use of new weapons, engage your enemies in duels to the death, and inflict economic woe on those who cross you.

The advanced game adds not only new play options, but three new Factions to play:

- **Speaker of the Landsraad Council** -- with the Great Houses of the Landsraad, the Imperial governing body, behind you the benefits of numbers and the advantages of the legal system make others wary of your power.
- **Scytale of the Tleilaxu** - as a force beyond the Imperium's normal boundaries you delve into taboo subjects, such as recreating the dead from as little as a singe cell, your mystical presence is pervasive.
- **Inquisitor of Ix** -- you come from a system whose strength is derived from manufacturing things, from the exotic to the mundane. You find mobility and technology easy to come by and hold the keys to new frontiers.

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

Introduction

In over three decades of play, enthusiasts of "classic" Dune have come to a general consensus that the best the game has to offer is to be found within the rules presented in rules presented in the original Avalon Hill release.

In the years that followed, Avalon Hill controversially released four expansions while two other semi-official expansions were also released, all without necessarily adding many elements that improved upon the original release in the minds of many.

The Advanced Game Compendium provides details of this expansion material, each element with a brief summary of the impact upon "classic" Dune.

Further suggestions and alternative guidelines are also provided in an effort to make the material better compliment the original game.

Expansion Equipment

The Duel.

- Main Leader Discs, one each of the six main characters. Every leader has a value of 10;
- Duelling Deck of 50 Cards;
- The Duelling Arena;
- Six Block Markers to inhibit movement in the arena.

Spice Harvest

- A Harvest Deck of 14 cards;
- An Access Deck of 36 stronghold and troop cards;
- Three optional Harvest Cards;
- A Shares Deck of 30 cards;
- Voting Cards, 5 'yes', and 5 'no';
- Six Planet Cards.

Extra Faction Sets

For the Landsraad, Ix, and Bene Tleilaxu, composed of:

- A game shield bearing the faction's emblem;
- Six large discs - each showing a leader and his fighting strength (except the Tleilaxu). The highest numbered disc is the Main Leader, and is only used in the advanced game. Note that the discs with values of ten and eight are not used in the basic game.
- Twenty small Army Tokens (except the Tleilaxu).
- Seven Alliance Cards
- Markers and Cards used by certain factions (Landsraad Hold cards and Restricted markers, Tleilaxu Gholia deck and Trap cards).

All components of each player set have the same colour for identification.

Further additional basic game equipment is provided in the form of Alliance cards for the basic factions, and extra Bene Gesserit Prediction Cards.

Additional Treachery Cards

Three sets of expansion Treachery cards (each with a different letter (D/G/S) in the bottom right).

Combat Cards

Additional Combat Cards add fractional values to the game.

Variant Effects

Modified Hold Cards and Screens, along with an extra set of Treachery Cards (V) for the various variant rules.

Advanced Faction Abilities

Abilities and Karama Powers listed for the Advanced Game may be used as indicated on the Player screens and the Almanac, providing more options during play and helping balance the powers of each faction.

The “optional” character abilities were grafted into the original rules set by the Avalon Hill development team in an effort to provide a deeper theme to the original game concept. Without question, they constitute the single most popular addition to the original game design by providing more strategy options during play, enhancing player enjoyment for little effort. Since 1979, most Dune players have come to embrace this option set in its entirety as part of “classic” Dune.

Collections Bonuses

Advanced rules for the **Collection Round** may be used, which allows easier spice collection for controlling certain territories. This adds additional revenue streams and makes the holding of certain territories even more key.

When players claim Bonus cards in the **Storm Round**, the player who controls *Tuek’s Sietch* claims the Smugglers Bonus cards in a similar manner, and the controllers of *Carthag* and *Aarakeen* claim Carryall Bonus cards in addition to those others.

- Each player with a Carryall claims an additional two Spice directly from the Spice Bank for each such Bonus card in the **Collections Round**;
- Each player with a Smugglers Marker claims an additional two Spice directly from the Spice Bank for each such Bonus card in the **Collections Round**;

The collection bonus was added during the game’s development to increase the importance of holding the city territories and to alleviate the spice-poor condition of the original game. As the additional revenue stream via occupation and conquest enhances play value at no cost, it has become part of the “classic” Dune rules set.

Advanced Combat

An amount of Spice is included as part of the Battle Plan to support the attack, between zero and the number of your Army Tokens in the territory the battle occurs in. For each Spice spent in this way, one Army Token is supported. Leaders are supported for free.

The Battle Strengths of all Army Tokens who are not supported are halved. You may select half-values on your battle plan in this case, using the half-value Combat cards.

While normally, only one Spice blow occurs each Spice Blow Round, instead two will occur. The procedure for this depends on how many Spice Decks your game set has.

With two decks, the top Card of the Spice deck is turned over. Each deck will have its own discard, and does not affect any other deck.

With a single deck, two cards are drawn, each to a different discard pile. Once the deck runs out, all but the top-most card showing spice are removed from each discard pile and the cards re-shuffled into a new draw deck.

In both cases, it is possible for both Cards to have a Spice blow in the same territory on the same turn. This then counts as a single Card with the combined total, and any game effects apply against this single “Card”.

Advanced Combat was introduced by Avalon Hill during development, and represents the most controversial element to “classic” Dune. The original game as submitted by Future Passtimes suffered from two items the publishers considered to be flaws, (1) drawing only one spice territory per turn occasionally leads to long droughts between nexus, which in turn severely hindered alliance evolutions and (2) without the additional element of spice, combat was too predictable.

The ‘fix’ by Avalon Hill enhanced strategy on the game board (by adding another contested territory each turn), in player interaction (by increasing the utility of spice), and in battle (by making uncertain each player’s ‘best’ Battle Plan). It was controversial because (1) some players found the calculation requirements created additional complication without enhancing play, (2) it caused play imbalance by weakening the Fremmen and (3) while the original game suffered from being spice-poor, the advanced game suffered from being spice-rich, (which caused drag to determining victory by seeing surplus spice make its way into the hands of any player trying to stop the win).

Players of “classic” Dune remain divided into two camps, one which sees advanced combat as a needless complication and the other which views the difference between the basic and advanced game as similar to the difference between draughts and chess.

Expanded Treachery

One or more of the three extra sets of Treachery Cards (Marked with an icon (D, S or G) in the bottom-right corner) may be mixed in with the basic set. For balance purposes it is suggested that any sets are added in their entirety. Experienced players who understand the balance matters may find it is not necessary to use the whole of any given set, and some groups will prefer to add only certain cards.

Note that while the letters indicate the Expansion those cards originate from (The Duel, Spice Harvest and Grand Dune), their content is sufficiently divorced from the material found in those expansions that they can be used as you wish.

Altering the original 33-card treachery deck can have an impact ranging from negligible to considerable upon game strategy and play balance, depending on the mix of cards selected. Because alterations to the deck can enhance strategy without adding complexity or playing time, it is an intriguing method to enhancing the enjoyment of "classic" Dune. However, the wrong mix of treachery cards can be detrimental to a good game of Dune, so cautious experimentation is advised.

Diversified Victory

To enhance the flow of the game especially when playing with six or more:

- The *Harg Pass* territory is changed to *Harg Pass Stetches* territory. Use the overlay marker to show this change, which makes the territory into a Stronghold worth one *Control Point*.
- *Carthag* and *Arrakeen* are worth two *Control Points* each, rather than one.
- Use the following Control Point chart

Control Points Needed For Victory

| Players | Alliance Size | | |
|---------|---------------|---|----|
| | 1 | 2 | 3+ |
| 2 | 6 | - | - |
| 3 | 6 | 7 | - |
| 4+ | 5 | 6 | 7 |

Main Leaders

Main Leaders (with a strength of ten) may be used giving you a total of six leaders. This gives each faction a better selection of leaders, however the loss of Main Leaders in battle will cost your faction greatly, and can slow your advancement towards your goals.

Should your Main Leader be killed, your faction (and possibly even your allies) will loose access to certain of your special abilities until such time as they are revived from the tanks, as detailed in the Almanac. A Main Leader may be revived even if any or all other Leaders are alive. This counts as that player's Leader Revival for that turn, but does not affect the order of future revivals of normal leaders.

When all of a player's normal Leaders AND Main Leader are in the *Axlotl Tanks* at the same time, that faction is out of the game. All of that faction's Army Tokens are removed from the board and all Treachery Cards are discarded. Spice is returned to the Spice Bank. Any Leaders of that faction that are prisoners remain prisoners until used and if directed to be returned to that faction they are removed as well.

These rules integrate two later errata to those found for Main Leaders in The Duel expansion. The originals are included in the variants section.

The main leaders as they originally appeared were too unbalancing in favour of factions that could protect their leaders in battle. The adjustments corrected this problem to an extent, but did not diminish the basic hurdle, which was that the additional pieces were unnecessary and did not enhance game strategy.

The Duel

The Duel adds extra steps to various points in the game to allow for Leader versus Leader combat. Duels are highly thematic but can add extensively to the game time in certain situations. A more detailed explanation is given later.

The Duel was a poorly conceived expansion that heavily detracts from Dune by adding game time and diverting play into what amounts to an entirely different game. In trying to make a two-player Duel interesting for six players sitting at the table, the designers resorted to imposing serious consequences for all players (the loss of multiple leaders and significant alterations in spice holdings), such that it caused confusion in basic game objectives; do you use The Duel to play Dune, or do you play Dune to use The Duel? The most common solution to these problems is not to use The Duel when playing Dune.

Spice Harvest

The “Spice Harvest” advanced set-up options, may be used, allowing the initial game state to be changed. These can take some time to implement, unless you use the “rapid access” rules option, but adjust the initial balance of power to keep the game fresh. A more detailed explanation is given later.

The Spice Harvest is an interesting game in and of itself. Unfortunately, it is not well recommended as an addition to the main game of Dune on account of the fact that alterations to ‘at start’ positions arising from it can have a serious impact on play balance.

Advanced Factions

Players may use the Landsraad, Ix or Tleilaxu factions, allowing a greater variety of faction match-ups, and even to play games with up to nine players. These factions, the Tleilaxu in particular, are somewhat complex to play and can extend the game time in the hands of the inexperienced.

Note that these extra factions from do not receive dots, but sit in fixed places to determine player order. If you are using multiple such factions, it is advised you spread them out evenly around the table and any Tleilaxu player is seated adjacent to the ‘Tanks’. This means that these three will never be the First Player. Further, the Tleilaxu have access to a Victory by Subterfuge.

These three expansions are amongst the most controversial of those published. We have included the errata versions, although the “Faction Power Increase” variant allows you to use the originally published versions.

The main complaint about these factions is that they are either unbalanced or overly complex compared to the other six.

Grand Dune

Grand Dune is a variant in which the three variant factions are used in a nine-player game with *all* the other rules shown above.

The grand Dune expansion was a source of much of the errata. It is thus incompatible with the variant rules at the end of this volume, save for the Extra Treachery Cards

While the writers at Avalon Hill certainly recommended this version as the “ultimate” Dune experience, the unpopularity of the expansion material in the main has caused this version to be almost entirely ignored by fans, and no real consensus has ever been formed on it as a result. What is certain is that it takes a long time to play and is only recommended for players fully familiar with the game.

THE DUEL

Two different types of Duel may be fought in the game, although the set-up for each will be slightly different.

Invoking Kanly

After a Kanly has been invoked the Duelling Arena is now used and each of the two players involved in the Kanly Duel secretly chooses a leader to enter the arena. At the beginning of the Duel, the identity of each player's leader disc is kept secret. The leader discs are placed face down on the outer edge of the Duelling Arena.

First, the player who threatened Kanly places their Leader disc, still face down, into any outer section of the arena; then the other player places their leader disc face down on any other available outer ring sector of the arena.

Each player may now set out to the side of their shield an amount of personal Spice to "back up" his or her leader (do this simultaneously). The maximum Spice is equal to the value of the highest strength leader in the game (whether they are alive or in the tanks).

The player who threatened Kanly moves first.

Supporters

Every other player must now choose sides. Players place one of their leaders face down next to the player shield of the side they are supporting. If the side you support wins, you regain your leader and collect the value of the leader in any combination of Spice from the Spice Bank, troop Army Tokens from the 'tanks' or leaders from the 'tanks'. If the side you supported loses, your leader is killed and goes to the 'tanks'. You do not have to send a supporter if you have only your Main Leader left.

War of Assassins

When a War of Assassins is declared from the optional rules, it proceeds following the rules for a Kanly duel except that all of the players have Leaders in the arena participating in a free-for-all duel. The *first player* moves first, then the player to their right, etc. There is no Spice backing the Leaders (their Spice total counts as zero) and there are no supporters. Only one Leader will leave the arena alive. A player who can neither play a Card nor move must forfeit their remaining actions for that turn.

INTEGRATING THE DUEL

Set-up

- When setting up for The Duel, each player draws one Duelling Card from the Duelling Deck (except Tleilaxu). Each player may hold a maximum of *four* Duelling cards at any one time.
- The Duelling Arena is placed to the side of the main board along with the six Block markers.

Nexus Round

When a **Nexus Round** occurs, every player who has one available must place a leader in an outer sector of the duelling arena face down while alliance discussions are taking place. The *first player* places first and so on to the right (if more than five players, then place leaders on the inner sectors as well). If no alliances are in place by the end of the **Nexus Round**, a War of Assassins is declared as per the Duelling rules.

The Bidding Round

The Vendetta: In the **Bidding Round** each turn after CHOAM Charity has been declared but before the Auction takes place, a special stack of the "Yea"/"Nay" vote Cards are shuffled and handed out to the players. This special stack has a number of 'Nay' Cards equal to the number of players, or one less if the Tleilaxu are playing. There is also one 'Yea' Card in the deck. A Card is given to each player (except the Tleilaxu) and one Card is not distributed. The player with the 'Yea' Card (if any) will keep this Card and all other players will hand their 'Nay' Cards back in.

The Rest of the Game

Invoking Kanly: At any time in the game, any player with a "Yea" Vote Card may *Invoke Kanly* against one other player of choice who has Leader discs available. When a player chooses to *Invoke Kanly*, a duel is fought between one of their leaders and one of their opponent's leaders, with both players choosing in secret.

In this way, the threat of Kanley allows you to keep an opponent at bay for risk of losing a Leader in a Kanley Duel.

Fighting the Duel

Leaders can not be declared as traitors when they are in a Kanly Duel or a War of Assassins as fighter or as supporters. *Cheap Hero(ine)* Treachery Cards cannot be substituted for a leader in a Duel.

Turns alternate between players. A player may make one or two actions during a turn. An action may be either physically moving your leader from one space of the Arena to another or playing a Duelling Card. Thus you may move twice, play two Cards or move and play a Card. You may not move your leader into a space already occupied by another player.

Whenever you move your Leader in toward the centre of the arena, you collect a Duelling Card from the top of the deck. However, no players may have more than *four* Duelling Cards at any one time. If you have four, you may not collect another Card until you have spent one. A leader may be moved out and then moved back in again just so you can collect another Duelling Card.

Leaders in the arena are always considered to be facing in towards the centre. This allows players to always know the right and left side of each leader in the arena.

Duelling Cards

There are four types of Duelling Cards:

- Attack Cards allow you to attack a leader who is in a sector of the arena which is adjacent to you, as detailed on the Card. They allow you to injure the enemy.
- Defence Cards are played only in response to an attack and must be played from the correct relative position. They allow you to injure an enemy when they attack you
- Blocking Cards allow you to manipulate the block counters in the Duelling Arena. Players can not attack or move across a border with a Block Marker on it. Players may use the *Jump Block* Card to go over a block in their way or a *Remove Block* Card to take a block out of the arena.
- General Cards have a variety of effects, simply follow the instructions on the Card.

Once you have used a Duelling Card, you must discard it. Whenever the Duelling Deck becomes depleted, immediately collect and re-shuffle the Cards to start a new deck. At the end of the Duel or War of Assassins all Duel Cards in a player's hand remain there for future use.

The Outcome of the Attack

When you make an attack, you must reveal your leader. Your leader's Strength determines the strength of your

attack. The Strength of your leader is deducted from any Spice backing your opponent. If this total is already zero, or there is less Spice than the Strength of your attack, the leader is directly injured.

Leaders injured for the first time are placed face-up if not already, and an amount of Spice equal to their Strength is taken from the Spice Bank and placed to the side of their owner's shield.

If the Leader was injured as a result of an attack with a higher value than their Spice Backing, the Spice in front of their owner's shield is reduced by the difference, such that the attacker has received Spice equal to the strength of the attack, or all the Spice in front of the shield, whichever is the lesser.

If the Leader was injured when they had no Spice back-up or where already injured, the Spice in front of their owner's shield is reduced by the strength of the attack, or all the Spice in front of the shield, whichever is the lesser.

All Spice removed as a result of the attack is added to the attacking player's pool of Spice and does not affect the battle further.

An injured leader has a Strength equal to the value of Spice placed in front of their owner's shield. If their strength is ever zero or less, they are removed to the tanks.

Defending

When you are attacked, you may play a defence Card from the appropriate position. When you play a defence Card, you must reveal your leader if still face down.

The value of your leader is then deducted from the attacker's backing Spice and Spice-worth as if they were being attacked by you.

Attacks and defences are presumed to occur simultaneously. The outcome could be the simultaneous demise of both leaders.

Survivors

Leaders surviving a Duel once again regain their full face value.

SPICE HARVEST

RAPID ACCESS SETUP

If you don't have time for a full fledged Spice Harvest, this variant cuts out the five Harvest Turns.

Each player is dealt five Access Cards.

The game then starts at the Trading Game Turn.

Certain factions have rules which modify this:

Atredies: After Access cards are dealt, you may then pick a random card from any other player, and give that player a chosen card from your own hand.

Emperor: After Access cards are dealt, you may draw an extra card.

Fremen: If the Harkonnen player discards any Access Cards, you openly select one of them and add it to your hand.

Harkonnen: After Access cards are dealt, you may decide to receive two extra cards, but in that case you must draw an additional card randomly from the Harvest Deck. If that card is a Shai-Hulud, you forfeit and discard all your Access Cards including the two extra ones. If it is not a Shai-Hulud, discard that card alone.

These rules take the place of the regular setup in the game. Players will not initially place troops on the planet according to the basic set-up rules, but rather use these rules.

They will engage in a preliminary economic and political intrigue which focuses on the management of the Dune Spice harvests and the assignment of profits to the Emperor, the Great Houses, and the other powerful members of the CHOAM.

The objectives of these economic intrigues is control of the best starting positions and superior troop strengths on the planet-- the best foothold on Arrakis to begin the strategic and treacherous contest for the ultimate goal, control of Dune itself.

The First Manager of Dune

One player will have an opportunity to start this expansion set game as the "Manager" of the Dune Spice Harvest. A canny Manager will be able to maximize personal gain and keep other players poorer.

To determine who gets to be Dune's first Manager, each player secretly commits an amount of Spice they would be willing to pay for this honour by hiding that number of Spice Markers in hand. Players simultaneously reveal their Spice commitment and the player who reveals the highest Spice value gets to be the first Manager of Dune.

This player, however, must pay all Spice he reveals to the player who reveals the next highest amount of Spice. All other players keep their Spice. Ties may be settled by any agreeable method.

Spice Harvest Play

Five Harvest Game Turns will take place during this initial part of the game.

The five harvest turns each consist of a Manager's Harvest Report, a CHOAM Meeting, and a Bid for Power in which Access Cards are sold to the highest bidder.

After the fifth Harvest Game Turn, the Trading Game Turns which follows allows players an opportunity to trade Access Cards.

The Access Game Turn allows players to commit their resources to Dune before commencing the main Dune game.

Setting up the Spice Harvest

Each player claims ten Spice from the Spice Bank, and two Vote Cards, one each of "Yay" and "Nay". They place their Planet Card face up in front of them.

The Harvest and Access decks are shuffled and placed in easy reach of the players along with the Share deck.

THE HARVEST GAME TURN

1. The Manager's Harvest Report

As Manager, you must first pay the Emperor (or the Bank if there is no Emperor player) one Spice. If you do not have a Spice to pay, then the player anti-clockwise from you becomes the Manager and must pay.

The manager now draws the top Card from the Harvest Deck and secretly reads the amount shown on the Card. This number represents how much Spice was harvested this year. The manager must make the annual harvest announcement to CHOAM (the other players). At this time you publicly state how much Spice was harvested. You may tell the truth or you may lie and claim a lower number to try and embezzle more Spice. You may not claim a higher number.

Next, the Manager must inform each other player what his share of the harvest is. To do this, the Manager decides how much of the harvest they want to give each player. These amounts may vary from player to player.

The Manager gives each other player Share Card(s) showing the total amount they have decided that player should receive. Cards are placed face down in front of each player. Players may look at their Share Cards but may not show them to the other players at this point. They may keep the amount secret from other players, reveal the truth or lie about it, so long as they do not show the other players their Cards.

The shares the manager passes out may equal the amount drawn, the amount announced or may add up to a lower number. The Manager does not receive any Share Cards. You are limited to the number of Cards in the Share Deck. This will make distribution a problem if you are trying to use the same numbered Cards over and over. You may not distribute Shares that total more than the Harvest.

2. The CHOAM meeting

After the Manager has made the Harvest Report and after any discussion with one another, each other player must accept or reject the report by playing a "yea" or "nay" Voting Card face down:

- If you think that the Manager both announced and distributed the same amount of Spice as was harvested, or think they lied but you like the result anyway, play a "Yea" Card face down in front of you;
- If you think that the Manager did not announce or did not distribute the same amount as was harvested, play a "Nay" Card face down in front of you.

After all players have committed their Voting Cards, the Cards are turned over simultaneously.

First, the Manager reveals the Harvest Card they drew, collects that amount of Spice from the Spice Bank plus an additional three Spice, and sets it out in front of the manager.

Each player who played a "Yea" Card now gives their share Cards to the Manager and collects the amount of Spice on that Cards from the Spice set out in front of the manager.

Now count the vote Cards:

- If the "Nay" votes win, and the manager has not been honest in their report, (that is, that they announced a lesser amount of Spice or that all handed-out shares equal less than that number in total), then the "Nay" voters divide the remaining Spice between themselves as evenly as possible, with any excess returning to the Spice Bank. The Manager is now Fired, and the player to their right becomes manager.
- If the "Nay" Votes win, but the manager was honest, or if the "Yay" votes win, then the "Nay" voters return their Share Cards but receive no Spice from them. The remaining Spice is added to that personally held by the Manager.

3. The Bid for Power

After each harvest, players compete to buy Access Cards which represent the strategic strongholds on DUNE and certain troop strengths. The number of Cards available for purchase after each harvest is equal to the number of players in the game.

The Manager deals this number of Cards off the top of the Access Card deck, sets them face down to one side, and offers them sight unseen one by one for bidding.

Players bid and pay using Spice. Bidding starts with the player to the right of the Manager and continues anti-clockwise. The bidding for each Card continues until the Card is bought by the highest bidder. Spice used to purchase Cards goes into the Spice Bank. Players should be given a reasonable amount of time to bid. Each new bid must raise the value in Spice by at least one or that player drops out of the bidding for this Card.

After you buy Access Cards, you may look at them but must keep them secret and set them aside face down until they are used in the Access Game Turn. Access Cards will be used to determine initial placement on Dune to begin the game.

There are two types of Access Cards, Stronghold and Troops. Stronghold Cards represent the cities and sietches on Dune. Troop Cards indicate numbers of troops you may use to occupy a stronghold.

TRADING GAME TURN

After the five Spice harvests turns have been played, a Trading turn occurs in which you may trade your Access Cards with other players. Trades may be sight unseen or may be verified in advance (players show each other the Card(s) they intent to trade). Whether a Card is a troop or sietch Card does not restrict tradability.

After all trades have been completed, players return any leftover Spice to the Spice Bank.

ACCESS GAME TURN

Players now commit troops to the planet Dune. Players place face down any Access Cards representing strongholds on DUNE they wish to occupy. Next to each stronghold, they place face down one or more troop Cards. Note that the total number of troops committed by a player to all strongholds can not exceed 20.

Players now convert any uncommitted troop Access Cards to Spice on a one to one basis by discarding each Card and drawing the amount of Spice showing on the Card from the Spice Bank. At this time, all players also collect their regular Spice allotment for their characters as stated on their shield.

Each stronghold on DUNE is now read out in counter-clockwise order, starting with Carthag and ending with Arrakeen. As each name is called, any player who has committed troops to that stronghold, reveals the stronghold Card and the troop Card(s) backing it up.

If only one player has committed for a stronghold, that player places the number of his Army Tokens which shows on the troop Cards he revealed on that stronghold.

If no players commit for a stronghold, that stronghold is vacant at the start of the game.

If two players commit for the same stronghold, the player with the highest number of committed troops gets the stronghold, but that player must subtract the number of troops the other player committed from the number of troops he committed to determine how many Army Tokens he can place on the stronghold. Troop Army Tokens that counter-eliminate each other from this process are placed in "reserves" not the tanks.

DEPLOYMENT

Players now complete their set-up as instructed on their shield, except for initial troop placement, and play moves on to Game Turn one.

PLAYING WITH TWO OR THREE

These rules are designed to allow two or three players to play a fully immersive game of Dune.

Each player will have one or two allied factions, and will, as a result, play as all the factions they control at that time, who act as an alliance. The player's originally selected Faction is their *Primary Faction*. Alliances win as normal. *The Tleilaxu cannot be used in the two-player game variant.*

At the start of the game, each player will pick a second Faction for their alliance. In a two-player game, a third faction is then chosen randomly. Allied factions are chosen in reverse order, starting with the player who chose their faction last.

Primary Factions must be evenly spaced around the board. In the initial set-up, friendly allied factions may not be placed adjacent to each other.

Play proceeds from faction to faction as normal with players moving around the board to take turns as the faction they are controlling.

During the **Nexus Round**, control of the allied factions changes. This replaces the standard nexus and as a result there can never be a War of Assassins. In a three player game, control of the three allied factions pass one space to the right. In a two player game, each player picks one faction and swaps it with the other player. This may not be a faction they gained control of last **Nexus Round**.

OPTIONAL HOUSE RULES

These rules represent popular and recommended rules from the Dune player community, as have been developed over the years. These in no way have ever been officially

Shorter Game Length

The game length is changed, usually to ten turns. This still provides plenty of time for an interesting game without an over-long play time.

Harkonnen Karama

The Harkonnen use of Karama Treachery Cards to take Treachery Cards from another player is limited to *two* cards.

Fremen Combat

The Strategic Combat rules greatly disadvantage the Fremen. To compensate the Fremen gain an additional ability:

- During any Battle in any non-Stronghold territory, your units count as supported without any expenditure of Spice.

Fremen Alliance

Fremen allies receive an additional ability:

- Allies of the Fremen increase their Army Token free revivals by one.

Faster Duelling

The rules in The Duel provide for too much, too high a stake duelling. Remove Supporters from Kanley Duels.

Definitive Victory

In the case of a stalemate or some other event that leaves you with no winner, the winner is defined by most *Control Points*, with ties going to most Army Tokens on board, then most Spice held, then most Treachery cards in hand and finally most leaders alive.

published or incorporated into the game but are presented here as the best options out there that make the game more balanced or interesting.

Changed Treachery Cards

Several cards are poorly balanced, and have their texts changed as follows:

Cone of Silence

Reduce the power of this card to only affect a single player.

Residual Poison

This Treachery card has its effects changed to: You may play this card when Battle Plans are revealed for a Battle you are not involved in, and a Poison Defence card is used. Both this card and the Poison Defence are discarded before the battle is resolved.

If this option is used, Worthless cards may no longer be used as a Residual Poison bluff.

Semuta Drug

This Treachery card has its effects changed to: Counts as a Poison Card, but does not kill the Leader in Battle if used successfully. Instead, after the battle is resolved, the leader is killed and sent to the tanks.

Break Imperial Conditioning

If this Treachery Card from the Variant Rules at the end of this volume is used, it may be treated as a Worthless Card if you wish, in addition to its normal abilities.

Main Leader Power Reduction

Main Leaders have their Strength reduced to eight.

VARIANT GAME RULES

These rules represent legacy effects that were available in earlier editions of the game. They are included here for completeness, rather than value.

Diplomatic Auction

After each card is sold in the Action, the role of Auctioneer passes to the right. If this causes the first bidder to be auctioneer, the player to their right becomes the first bidder.

Diplomatic Storm

If the Fremmen are not playing then in the second and all subsequent **Storm Rounds**, instead of a Storm Card, the two players who last resolved a combat will independently select a combat value from one to three, simultaneously reveal the numbers, add them and advance the storm marker from its current position anti-clockwise that number of sectors around the map.

Extra Treachery Cards

A number of extra Treachery Cards (marked with a “V” icon in the bottom right-hand corner) are available and may be added piecemeal or wholesale.

Faction Power Increase

These rules increase the abilities of the Tleilaxu, Landsraad and Ix over some factions while reducing their power over other factions. They may lead to a very imbalanced game.

- Landsraad Restricted markers are ALL removed each turn rather than being turned over to “Free Movement”;
- Landsraad Restricted markers do not affect Ix;
- The Landsraad may use the more powerful cards (two supplied rather than three);
- Ix may revive any and all Leaders for free every Revivals Round;
- Ix may not improve their Battle Strength with a Karama Card unless playing with the Optional Rules for supporting troops in Battle;
- All factions must pay the Tleilaxu for their Main Leader Revivals, overriding their special ability to pay the Spice Bank instead;
- The Tleilaxu may make Traitors out of Main Leaders.

Fragile Leadership

If a Main Leader is ever killed, the owning player is out of the game. Their armies and Leaders are removed from the board. Their Alliance Cards are returned. Any Traitor, Duelling and Treachery cards they hold are discarded and their Spice is returned to the Spice Bank.

Increased Spice Blow

Use the double spice-blow from the Advanced Game’s “Advanced Combat” without the other “Advanced Combat” rules.

The Long Game

If players wish to play a longer game, they might choose to use any the following modifications.

- Eliminate alliances or restrict them to no more than two players.
- Increase the number of Control Points needed for victory by one.
- The Shield Wall worth one Control Point, but is not treated as a stronghold: it retains its identity as a rock territory.

Large Game Adjustments

In a six to nine player game:

- Change the *False Wall East* territory to *False Wall East Sietches* instead of changing *Harg Pass* territory, or change no territory at all. Note that if the False Wall East Sietches are adjacent to the Polar Sink and to the Shield Wall as well. Neither of these are vulnerable as a result of the Shield Wall’s demise to Family Atomics.
- Reduce the Control Point requirement by one
- *Carthag* and *Arrakeen* are returned to being worth one Control Point each

Smaller Duelling Deck

When using The Duel with fewer than six or fewer players, half the size and content of the Duelling Deck.

CREDITS

ORIGINAL GAME DESIGN

Bill Eberle
Jack Kitterdige
Peter Olotka

ADDITIONAL GAME DESIGN

Alan Arvold
Kenneth Burke
Kirby Lee Davis
Stuart K Tucker
Paul Snow
Brad Johnson
Joel K

RULE BOOKS WRITTEN BY

Slev

PROOFING

Glenn McMaster
Brad Johnson
John Eskioglou
Joel K
Vangelis

REFERENCE MATERIALS

Colin Stobbe
Jeffery Vaca
Brad Johnson

GAME ART

Ilya Baranovsky
Scott Everts
Jean Baer
Christophe Peulvast
Fabrice Lamy
Olivier Vatine
Mick Uhl
Chris White

