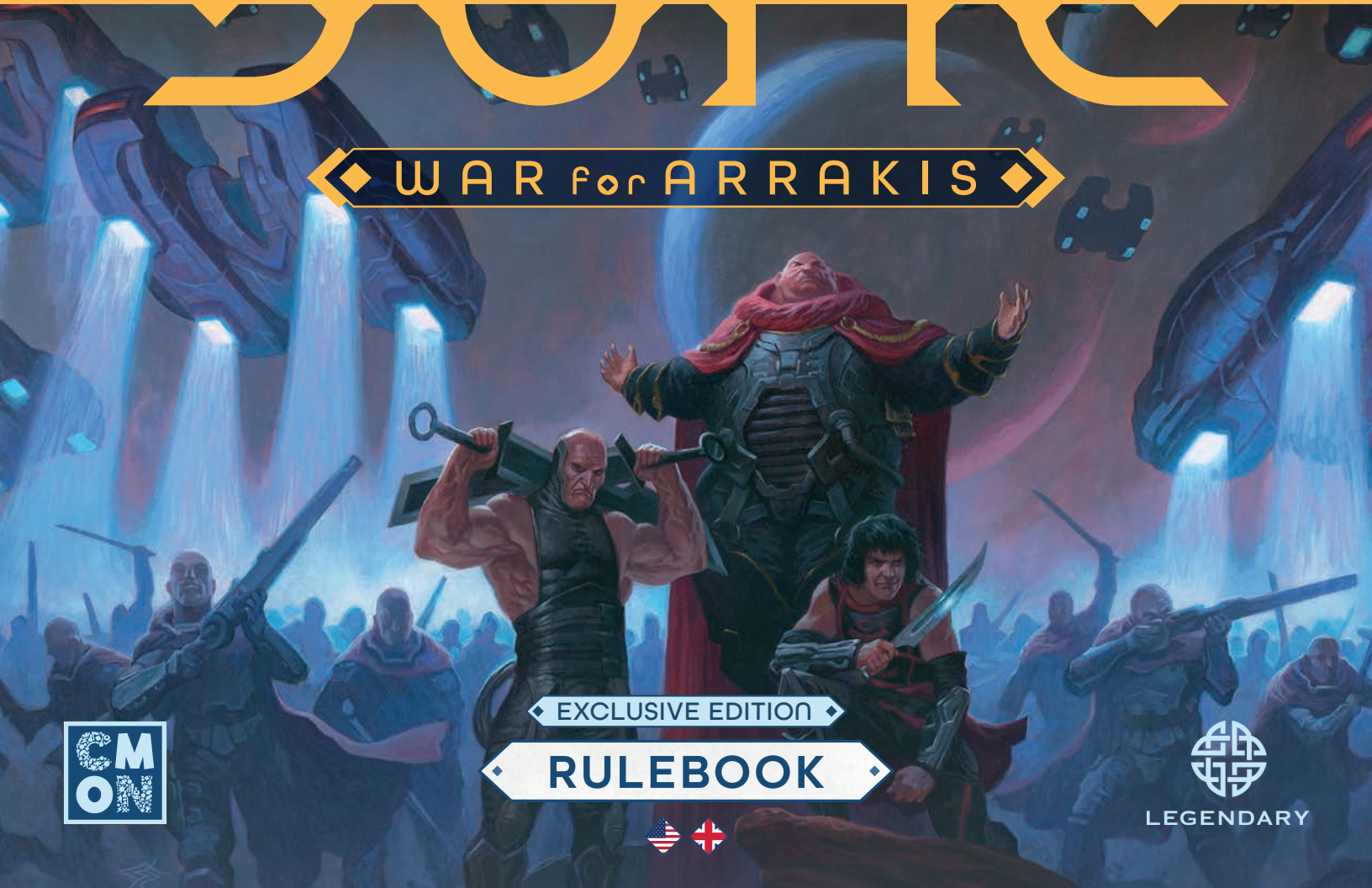
A game by
FRANCESCO NEPITELLO and MARCO MAGGI



DUNE

WAR for ARRAKIS



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RULEBOOK

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LEGENDARY

To attempt an understanding of Muad'Dib without understanding his mortal enemies, the Harkonnen, is to attempt seeing Truth without knowing Falsehood. It is the attempt to see the Light without knowing Darkness. It cannot be.

—from "Manual of Muad'Dib" by the Princess Irulan

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BARON HARKONNEN


BEAST RABBAN


FEYD-RAUTHA


CAPTAIN ARAMSHAM


GAIUS HELEN MOHIAM


SHADDAM IV


THUFIR HAWAT


x6
BASHAR LEADERS

ATREIDES FACTION

20 LEADERS


PAUL ATREIDES


PAUL-MUAD'DIB


LADY JESSICA


REVEREND MOTHER JESSICA


STILGAR


CHANI


GURNEY HALLECK


ALIA


X12
NAIB LEADERS

44 UNITS


x8


x8


x8
24 REGULAR


x6


x6
12 ELITE


x4


x4
8 SARDAUKAR

30 UNITS


x8


x8
16 REGULAR

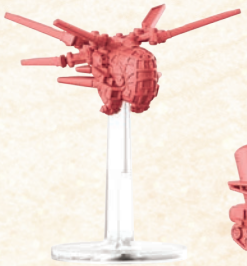

x4

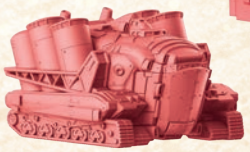

x4
8 ELITE

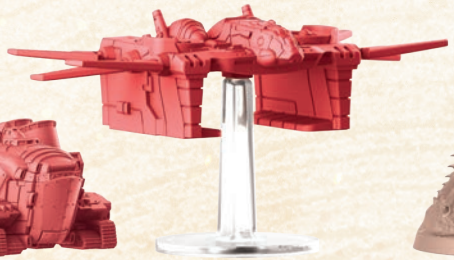

x3


x3
6 FEDAYKIN

17 VEHICLES


6 ORNITHOPTERS


8 HARVESTERS


3 CARRYALLS

OTHERS


4 SANDWORMS


1 WILD MAKER

1 THE SPICE MUST FLOW BOARD



1 HARKONNEN PLAYER DASHBOARD





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1 REBELS BAG

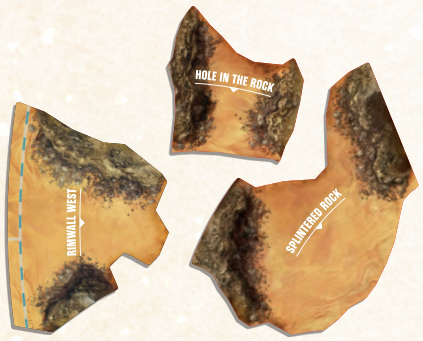




1 OLD MAN OF THE DESERT (OPTIONAL)

TOKENS AND MARKERS

3 FAMILY ATOMICS TOKENS



3 PRESCIENCE MARKERS



3 IMPERIUM MARKERS



1 SUPREMACY MARKER



1 SPICE RESERVE TOKEN



8 ATREIDES STARTING DEPLOYMENT TOKENS



8 ATREIDES DEPLOYMENT TOKENS



12 HARKONNEN STARTING DEPLOYMENT TOKENS



16 WORMSIGN TOKENS



5 BENE GESSERIT TOKENS



6 ECOLOGICAL TESTING STATIONS



14 SETTLEMENT TOKENS



1 ARRAKEEN
4 PYON VILLAGES
1 CARTHAG
8 SIETCHES

24 DICE

4 ATREIDES ACTION DICE



8 HARKONNEN ACTION DICE



6 ATREIDES COMBAT DICE



6 HARKONNEN COMBAT DICE



125 CARDS

36 ATREIDES PLANNING CARDS



1 HOUSE ATREIDES DECK (18 CARDS)



1 FREMEN ALLY DECK (18 CARDS)

36 HARKONNEN PLANNING CARDS



1 HOUSE HARKONNEN DECK (18 CARDS)



1 CORRINO ALLY DECK (18 CARDS)

10 ATREIDES LEADER CARDS



HOUSE ATREIDES (5): PAUL ATREIDES, LADY JESSICA, REVEREND MOTHER JESSICA, GURNEY HALLECK, ALIA



FREMEN ALLY (5): NAIB LEADERS, PAUL-MUAD'DIB, STILGAR, CHANI, WILD MAKER

8 HARKONNEN LEADER CARDS



HOUSE HARKONNEN (4): BEAST RABBAN, THUFIR HAWAT, BARON HARKONNEN, FEYD-RAUTHA



CORRINO ALLY (4): SHADDAM IV, GAIUS HELEN MOHIAM, CAPTAIN ARAMSHAM, BASHAR LEADERS

16 PRESCIENCE CARDS



6 SECRET OBJECTIVE CARDS



2 REFERENCE CARDS



PERILS OF ARRAKIS, ORNITHOPTERS

3 IMPERIUM BAN CARDS



CHOAM, SPACING GUILD, LANDSRAAD

8 SOLO MODE TACTICAL CARDS



ADDITIONAL COMPONENTS FOR POSSIBLE FUTURES

6 LEADERS



DUKE LETO | THUFIR HAWAT (ATREIDES) | DUNCAN IDAHO | DR. YUEH | LIET-KYNES | JAMIS

6 ATREIDES LEADER CARDS



HOUSE ATREIDES (4): DUKE LETO, THUFIR HAWAT, DUNCAN IDAHO, DR. YUEH FREMEN ALLY (2): LIET-KYNES, JAMIS

5 LEADERS



PITER DE VRIES | IAKIN NEFUD | LADY FENRING | COUNT FENRING | PRINCESS IRULAN

9 HARKONNEN PLANNING CARDS



9 HOUSE HARKONNEN PLANNING CARDS

5 HARKONNEN LEADER CARDS



HOUSE HARKONNEN (4): PITER DE VRIES, IAKIN NEFUD, LADY FENRING, COUNT FENRING CORRINO ALLY (1): PRINCESS IRULAN

ADDITIONAL COMPONENTS FOR 3-4 PLAYERS GAMES

6 CONE OF SILENCE TOKENS



4 PLAYER DASHBOARDS



INTRODUCTION

Dune: War for Arrakis is an asymmetric strategy board game for 1 to 4 players, based on Frank Herbert's award-winning science fiction novel, ***Dune***. Players recreate the ***Desert War***, the struggle for control of the planet Arrakis, the only source in the Imperium of the spice ***melange***, fought between House Atreides and House Harkonnen and their respective leaders and allies. At the time of the game, one year has passed since the ***Siege of Arrakeen*** — the assault that wrestled control of the planet from House Atreides and gave it back to House Harkonnen in the year 10191 AG.

- In a **2-player game**, each opponent leads one of the two factions, either the **Atreides** (*House Atreides* and *Fremen Ally*) or the **Harkonnens** (*House Harkonnen* and *Corrino Ally*).
- In a **3 or 4-player game**, the players are organized into 2 teams, each controlling 1 or 2 of the 4 powers.
- In a **Single-player game**, the Mahdi Solo Mode is used, with the player leading the **Atreides** while the **Harkonnens** are controlled by the game.

Players achieve victory by making the best strategic choices, always poised between the need to defend their own settlements and attack those of the enemy, to take control of territory and limit the resources of the adversary.

> *Please note that the rules throughout this rulebook refer to a 2-player game. Additional rules for 3 or 4 players can be found on page 38 and for the Solo Mode on page 41.*

OVERVIEW

The **Harkonnens** start the game controlling the main populated areas of Arrakis and must launch seek and destroy missions against the shelters of the Fremen rebels (their Sietches), at the same time devoting resources to harvesting as much spice as possible. The quantity of spice they produce determines the quality of the relations with the great powers of the Imperium (the Spacing Guild, Landsraad, and CHOAM). The Emperor (House Corrino) secretly supports the Harkonnens, providing additional military options and his soldier-fanatics, the Sardaukar.

- To win the game, the Harkonnen player must accumulate ***10 Supremacy Points***.

The **Atreides** fight against the harsh rule of the Harkonnens. Decimated by the initial attack, the surviving Atreides become a symbol of pride and resistance, and oppose the invaders with ruthless guerrilla warfare in a tight alliance with the local population of the Fremen. By completing missions and using their knowledge of the devastating natural forces of Arrakis, the Atreides and Fremen may succeed in fulfilling ancient prophecies. At that point, there will be no enemy capable of resisting them...

- To win the game, the Atreides player must reach or exceed a specific score on each of the three types of ***Prescience Points***, as indicated by a Secret Objective card drawn at the beginning of the game.

GAME BOARD

The board shows a view of the northern hemisphere of the planet Arrakis. A series of dotted lines divides it into 8 **Sectors**, a subdivision used in conjunction with the **Air Zones**, circular spaces used exclusively by the Harkonnen player to place flying Vehicles — Ornithopters and Carryalls. Each Air Zone is situated on the border between 2 Sectors and affects both (it is considered to be connected to all Areas within both Sectors).

Sectors are divided into Central Sectors: the 4 Sectors adjacent to the North Pole, and Outer Sectors: the 4 Sectors at the edges of the board.

Sectors are further divided into a variable number of territories called **Areas**, employed to regulate the movement of troops, the placement of Harvesters, etc. Areas can be of 4 different types, affecting the consequences of the Perils of Arrakis — the ***Sandworms*** and ***Coriolis Storms*** (see page 20). There are 4 types of Areas: **Mountain** Areas, **Plateaus**, **Minor Erg** Areas, and **Deserts**. Desert Areas that are adjacent to the edges of the board are considered ***Deep Desert***.

THE NORTH POLE AREA

The North Pole is a Mountain Area that is considered to be part of all 4 Central Sectors of the board. Thus, all Air Zones are connected to it.

If the border between two or more Areas is represented by a thick red/white line, it is considered to be **impassable**. Areas separated by an impassable border are not considered to be adjacent for ground movement purposes.

Free and Empty Areas

Rules and Planning cards may refer to a ***free*** or ***empty*** Area.

- *Free Area:* An Area is free for a player when it doesn't contain enemy Settlements, enemy Units, or Sandworms.
- *Empty Area:* An Area of the board that contains nothing, neither figures nor tokens of any kind.

Note: An area containing only an Ecological Station or a Harvester is considered free for all players.



A This is a Sector

B This is a Mountain Area

C This is a Plateau Area

D This is a Minor Erg Area

E This is a Desert Area

F This is a Deep Desert Area



- G This is an Impassable Border
- H This is an Air Zone
- I This is the Supremacy Track
- J This is the Prescience Track
- K These symbols indicate where Settlement and Ecological Station tokens must be placed

SUPREMACY TRACK

The Harkonnen player records any Supremacy points gained by moving the Supremacy marker on this track. If the marker reaches the end of the track, the Harkonnen player **immediately** wins the game.

Additionally, the track indicates when ***Thufir Hawat*** and ***Feyd-Rautha***, two important Harkonnen Leaders, enter play (as explained on their Leader cards) and when the Atreides gain additional ***Bene Gesserit*** tokens (see page 33).

PRESCIENCE TRACK

The Atreides player's Prescience points score is tracked using 3 different markers. If, either **at the end of any Round** or immediately after destroying the planetary capital **Arrakeen** (see below), the markers have reached the scores indicated by the Secret Objective card drawn at the start of the game, the Atreides player wins.

Additionally, the position of each of the 3 markers indicates when ***Paul-Muad'dib***, ***Reverend Mother Jessica***, ***Chani***, and ***Alia*** (important Atreides Leaders) enter play and when the Atreides' powerful ***Family Atomics*** can detonate (see page 29).



Supremacy Track *Prescience Track*



ECOLOGICAL TESTING STATIONS

6 Ecological Testing Station tokens are placed facedown randomly on the board, at the beginning of the game, covered by the plastic figures, in the Areas indicated by its symbol. They represent abandoned Imperial facilities. Taking them gains the Atreides player 1 Prescience point of the type specified on the Station's hidden side.



Ecological Testing Stations

SETTLEMENTS

Settlements represent populated locations that are vital to the faction they belong to. They are used to muster new forces, and their capture by the enemy hastens the defeat of a faction. All Settlements possess a numerical rank marked on one side. The **Pyon Villages** of Arsunt, Hagga Basin, Imperial Basin and North Pole, the city of **Carthag** and the planetary capital of **Arrakeen** are Harkonnen Settlements, while the 8 hidden **Sietches** are Atreides Settlements.



Sietches



Arrakeen



Carthag



Pyon Village

PLAYER DASHBOARDS

The two factions each have a dedicated dashboard — the **Giedi Prime** dashboard for the Harkonnen player and the **Sietch Tabr** dashboard for the Atreides player. During the game, players take turns performing **Actions** including moving their figures on the board to capture enemy Settlements, deploying new Units, drawing or playing Planning cards, etc.

All Actions are depicted on the middle section of each dashboard. The Actions that are possible each turn are based on the Action dice results obtained in the current round and on a player's available Leader cards. Lastly, a ***Regeneration Tank*** is used to keep track of how long an injured Named Leader remains out of the game.



◆ A Actions ◆ B Regeneration Tank

THE SPICE MUST FLOW BOARD

This table is used by the Harkonnen player to keep track of spice production, using 3 Imperium markers representing the interests of CHOAM, Spacing Guild, and Landsraad — the powers of the Imperium that are most hungry for the precious resource. The amount of resources available to the Harkonnen player each round is based on this.



PLAYING PIECES

The war for the control of Arrakis involves mainly troops (Units) and their commanders (Leaders). They are placed in Areas on the board. All Units and Leaders within the same Area are collectively called a Legion. Sometimes, Vehicles are involved in warfare, either as targets (Harvesters) or as transports (Ornithopters). Finally, the fearsome Sandworms can be maneuvered by the Atreides player to attack the enemy.

◆ UNITS

Units represent the ground forces employed by both factions. They are placed on the board within Areas. Different types of units represent ***Regular***, ***Elite***, and ***Special Elite*** forces (***Fedaykin*** for the Atreides or ***Sardaukar*** for the Harkonnens).

All Regular unit figures are distinguishable by their small, round bases. Elite unit figures have square bases. Special Elite unit figures have hexagonal bases.

Any Unit that gets removed from the board becomes available for future recruitment. Units are limited to the number in the game box. However, a player is free to use a Unit of a lower rank instead: a Regular instead of an Elite or Special Elite; an Elite instead of a Special Elite.

Regular Units



Elite Units



Special Elite Units





Sardaukar *Fedaykin*

ATREIDES DEPLOYMENT TOKENS

Atreides Units enter the game as Deployment tokens — Starting Deployment tokens and standard Deployment tokens. Both types are placed on the board facedown, but can be inspected by the Atreides player at any time.

Each Deployment token shows on its hidden side a variable combination of Regular, Elite, or Fedaykin Units. **A Deployment token counts as 1 Unit for movement and stacking limit purposes** (see pages 22 and 13, respectively).

The Atreides player can choose to reveal a Deployment token at any time (see Guerrilla Training, page 19). Tokens within an Area must be revealed forcibly instead if the Area is attacked in any way or scouted by an Ornithopter (see page 19).

Once revealed, Deployment tokens of any type are removed from the game. If the supply of Atreides Deployment tokens in the Rebels Bag runs out, the Atreides player can no longer deploy tokens on the board.



Atreides Starting Deployment Tokens



Atreides Deployment Tokens

LEADERS

Leader figures represent military commanders and important characters in the *Dune* universe. They are not Units and can be placed on the board exclusively in Areas containing friendly Units (if they are ever left alone, they are removed as casualties - see page 26). Leaders can be ***Generic*** (Bashar and Naib Leaders) or ***Named*** (for example, Paul Atreides and Beast Rabban). Both allow for a greater flexibility of employment of Legions, increasing their movement and attack capabilities.

Leaders are represented by figures on large round bases, with corresponding Leader cards detailing their Combat and Action special abilities. When a Named Leader enters play, its Leader card is immediately placed faceup on the corresponding Action box of the controlling player's dashboard. A Named Leader's card is considered 'faceup' when it shows the description of its special Action (the side with the monochrome artwork).

> **Note:** *Leaders belonging to the same faction may show different colors. This is only relevant for 3 or 4-player games.*

Generic Leaders



Naib Leader

Bashar Leader

Named Leaders



Beast Rabban

Facedown Card

Faceup Card



Paul Atreides



◆ UNITS STACKING LIMIT

All Areas on the board can contain a maximum of 6 Units. If this limit is exceeded at any time, the controlling player must immediately remove any excess Units of their choice. Leaders of both factions are not Units and thus do not count for this limit (i.e. an Area can contain any number of Leaders).



Remember that an Atreides Deployment token counts as 1 Unit for stacking limit purposes. For example, an Area can contain 4 Units and 2 Deployment tokens.

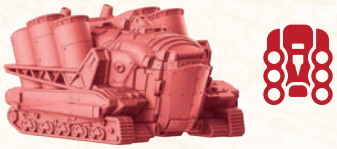
> **Note:** *The Atreides player should be careful about placing more than 3 Deployment tokens in the same Area, as overstacking could easily occur should those tokens be revealed, forcing the player to remove any excess Units.*

◆ VEHICLES

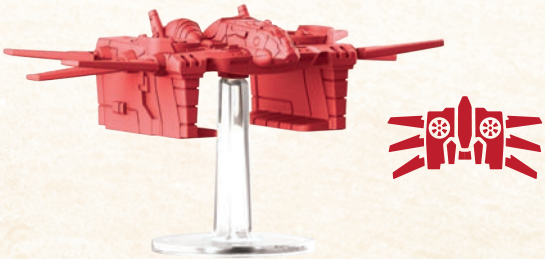
Vehicles include ***Ornithopters***, ***Harvesters***, and ***Carryalls***. They are employed exclusively by the Harkonnen player. Ornithopters and Carryalls are placed in Air Zones, and Harvesters are placed in Desert Areas. Vehicles never move from their location. Carryalls and Harvesters are used to collect spice, while Ornithopters are used to move legions faster or scout enemy Sietches and Legions. Vehicles are not Units.



Ornithopter



Harvester



Carryall

◆ SANDWORMS

Sandworms are placed on the board mainly as the consequence of spice harvesting. The Atreides player may then use them to attack enemy Legions, to hinder their movement, and to move Atreides Legions faster on the board. Sandworms are not Units.



Sandworm

SETUP

1. Arrange the two sections of the map board in the center of the game area.
2. Shuffle the 8 Sietch tokens and randomly place them facedown on the indicated Areas of the board, 1 token per Area, covered by the plastic figures. Only the Atreides player can inspect their hidden side at any time during the game.
3. Shuffle the Atreides Starting Deployment tokens facedown and place 1 token and 1 Naib Leader figure in each Area containing a Sietch.
4. Put the standard Atreides Deployment tokens inside the Rebels Bag and keep it next to the Atreides player.
5. Place the 6 Harkonnen Settlement figures (4 Pyon Villages, the city of Carthag, and the planetary capital of Arrakeen) on the indicated Areas of the board. Their rank is public and can be inspected at any time by all players.
6. Shuffle the 2 sets of Harkonnen Starting Deployment tokens and randomly place 1 token of each type facedown in each Area containing a Harkonnen Settlement. Flip them faceup and replace them with the corresponding Harkonnen figures (see legend on the next page).
7. Shuffle the 6 Ecological Testing Station tokens and randomly place them facedown on the indicated Areas of the board, 1 token per Area, covered by the figures. The tokens are secret to all players and are revealed only if an Atreides Legion enters the Area.
8. Place the 3 Prescience markers on the 0 space of the Prescience track. Place the Supremacy marker on the 0 space of the Supremacy track.
9. Shuffle all Prescience cards into a facedown deck, placing it next to the board.



10. Shuffle the 16 Wormsign tokens facedown to form the Wormsign tokens pool.

11. Take your faction's appropriate dashboard. Place all Named Leader cards marked as 'in play at the start of the game' faceup on the Action boxes matching their Action symbols. Set aside the corresponding Leader figures. Both players keep Generic Leader cards and figures (Naib and Bashar) nearby, as well as all remaining Named Leader figures and cards (keep facedown).

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

13. Shuffle the Planning cards into 4 separate decks based on their backs. The Harkonnen player places the House Harkonnen and Corrino Ally decks within reach. The Atreides player does the same with the House Atreides and Fremen Ally decks.

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

15. The players keep their faction's figures, sets of Action dice, Combat dice, additional tokens, and Reference cards within reach.

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

Harkonnen Deployment Token Symbols

Harkonnen Regular

Sardaukar

Harkonnen Elite

Bashar Leader



For example, this token deploys 1 Bashar Leader, 1 Sardaukar, and 1 Harkonnen Regular.

GAME ROUND

Dune: War for Arrakis is played over a series of rounds, which continue until one of the two factions wins the game. Each round is divided into phases, as follows.

START OF THE ROUND

- Each player draws 2 Planning cards, 1 card from each of their decks, into their hand.
- Draw 3 cards from the Prescience deck and place them faceup in a row next to the deck, within view of all players.

1. VEHICLE PLACEMENT (HARKONNEN ONLY)

The Harkonnen player checks the position of the lowest Imperium marker on The Spice Must Flow board to see how many of their Action dice can't be used this round and how many Vehicles are available. Then, the player places all Vehicles on the board — Harvesters in Desert Areas, Ornithopters and Carryalls in Air Zones.

2. ACTION RESOLUTION

- Both players roll their Action dice and then place them on their dashboards on the slots corresponding to the die results obtained.
- Starting with the Harkonnen, each player can place 1 Bene Gesserit token (if they have any) on their dashboard.
- Starting with the Atreides, the players take turns executing Actions. When the Harkonnen player has executed all their available Actions, the Action Resolution phase is over.

3. DESERT HAZARDS (ATREIDES ONLY)

- The Atreides player places 1 Wormsign token facedown in all Desert Areas containing a Harkonnen Legion or Harvester. Then, flip all Wormsign tokens on the board (both those just placed and any placed during the round) and resolve their effects.



Wormsign Tokens

- If there are Harkonnen Legions in Plateau, Minor Erg, or Desert Areas, the Atreides player rolls for the consequences of ***Coriolis Storms*** once for each Area.

4. SPICE HARVESTING (HARKONNEN ONLY)

- If there are Harvesters on the board, the Harkonnen player removes them to collect spice. The amount depends on the Area: 1 point for Desert, 2 for Deep Desert.
- The Harkonnen player immediately spends the collected spice points to keep the Imperium markers on The Spice Must Flow board in their current position, or to move them up one step. It costs 2 points to keep the position, 3 to move up 1 step. Otherwise, the markers move down 1 step.
- If the Supremacy marker is at step 5 or lower on the track, the Harkonnen player has the additional option to spend 3 spice points to gain 1 Supremacy point (once per Spice Harvesting phase).
- The Imperium Bans corresponding to each Imperium marker that is at the bottom step of The Spice Must Flow board are automatically activated. Also, if any Imperium markers move down, the corresponding Imperium Bans are activated (one for each marker that moved down).

◆ END OF THE ROUND

- The Atreides player checks whether the requirements of any revealed ***End of the Round*** Prescience cards can be met. They perform any instructions found on the cards they wish to claim and advance the Prescience markers accordingly (a maximum of 2 Prescience cards can be claimed in the same round). Regardless of the number of cards claimed in the round, if all the scores indicated on the Secret Objective card are met, the Atreides player wins the game! If not, the game continues.
- Remove any Ornithopters and Carryalls from the board.
- If they have Named Leaders on the board, starting with the Harkonnen player, both players may remove any of them from the board and deploy a Generic one in place of those removed.
- Flip faceup and place back on their corresponding Action boxes all 'spent' Leader cards (except for those of Leaders in the Regeneration Tank, which are flipped faceup but not placed on the dashboards).
- Both players check their hand of Planning cards and discard down to 6 cards (if needed), choosing which cards to discard.
- The Atreides player chooses whether to remove from the game or reshuffle back into the deck any revealed but unclaimed Prescience cards.
- Both players recover their used Action dice from their dashboards and a new round begins.

PHASE 1. VEHICLE PLACEMENT

Vehicle Placement is carried out exclusively by the Harkonnen player. To do so, the player must check The Spice Must Flow board and the position of the Imperium markers next to it. The **active row** is the one where the lowest Imperium marker is positioned. Other markers positioned above it are irrelevant.

- First, the Harkonnen player must place an Action die on each empty slot of the first column of The Spice Must Flow board, on the active row and the rows above it. These dice won't be used this round. Any Action dice below the active row are instead removed from the board and will be available this round.



- Then, the player takes a number of Vehicles as indicated on the 3 dedicated columns on the active row.

The Harkonnen player places the available Vehicles on the board, following the rules for each type of Vehicle:

- Harvesters are placed in free Desert Areas, 1 figure per Area. Harvesters never move and are used to gather spice during Phase 4: Spice Harvesting.
- Ornithopters and Carryalls are placed in Air Zones of the board, 1 figure per Zone. Ornithopters are used to transport Legions (see page 23) or to scout enemy Sietches and Deployment tokens (see page 19).

> **Note:** *If an Air Zone is already occupied and the Harkonnen player wants to place a different Vehicle there, the current Vehicle is simply removed.*

PHASE 2. ACTION RESOLUTION

The Action Resolution phase is the most important phase of the game. It is during this phase that the players carry out their plans by executing Actions, trying to achieve their victory conditions. The available Actions depend mainly on the results of the players' sets of Action dice, and include deploying or moving units, making attacks, using the special abilities of Leaders, and so on.

- The phase starts with both players rolling a number of Action dice. The Atreides player rolls 4 Action dice throughout the game, while the number of dice available to the Harkonnen player is affected by the Spice Must Flow board (see previous page).
- After rolling, the players place their dice on their respective dashboards in the Action boxes corresponding to the results obtained. There are slots for a maximum of 3 dice per result on the Harkonnen dashboard, and 2 on the Atreides one. Each die exceeding the allowed maximum must be changed, choosing other available results, starting with those with the most free slots available (the new die results are chosen one at a time, in turns starting with the Harkonnen player).
- If the Harkonnen player has any Bene Gesserit tokens, they can choose to use 1 (and only 1) as a temporary Action die for the round, placing it on a free Action slot (see page 33 for details). Then, the Atreides player has the same choice.



ACTION TURNS

Once both players have rolled their Action dice, they alternate turns taking 1 Action each, starting with the Atreides player. The available options are:

- Spend 1 Action die to execute 1 of the Actions corresponding to its die result.
- Spend any 1 Action die to play a Planning card from their hand.
- **(ATREIDES ONLY)** If the Atreides player has fewer unused Action dice than their opponent, they may take a Desert Power Action.

If a player chooses to spend a die to perform an Action, check the dashboard for its effects. Often, the same result allows the player to choose between 2 or more options. The player must choose only 1. For example, the ***Strategy*** Action allows the player to move 2 different Legions OR to attack with 1 Legion.

If a player chooses to spend a die to play a Planning card, they can choose any unused die, regardless of its result. Read the card text carefully and apply its effects. The card is then discarded to a discard pile next to the corresponding deck.

Spent Action dice are moved to the ***Used Action Dice*** slots on the dashboard. When a player has completed the chosen Action, the turn passes to the opposing player. When the Harkonnen player has completed the Action of their last Action die, the Action Resolution phase ends.

Elective Action Effects

The effects of an Action are never mandatory. They can be carried out fully, partially, or even not at all. This is especially important for Actions made possible by playing Planning cards. For example, if an Action allows a player to deploy Units and move a Legion, they can choose to only deploy Units, or only move a Legion.

ACTION DICE RESULTS

The symbols on the Action dice correspond to different types of Actions. While some Actions work the same way for both factions, some have different effects for each faction, and some are even exclusive to a single faction.

STRATEGY ACTION

The mainstay of all military operations, the **STRATEGY** Action can be used to move or attack with any Legion on the board. It allows to:

- Move 2 different Legions.
  OR
- Attack with 1 Legion.

LEADERSHIP ACTION

Together with the **STRATEGY** Action, this is the main way to move or attack using Legions on the board but can be employed only if the affected Legions contain at least 1 Leader (Generic or Named). It allows to:

- Move 2 different Legions with a Leader.
  OR
- Make a ***Surprise Attack*** with a Legion with a Leader.

DEPLOYMENT ACTION (ATREIDES VERSION)

The recruitment of fresh troops and commanders for the Atreides faction is accomplished by drawing a Deployment token from the Rebels Bag. The player inspects it and places it facedown in an Area containing a Sietch token. The **DEPLOYMENT** Action allows to:

- Deploy 1 random Deployment token and 1 Leader (Naib or Named) on the same Sietch token.

DEPLOYMENT ACTION (HARKONNEN VERSION)

The recruitment of fresh troops and commanders for the Harkonnen faction is accomplished by placing new Units and Leaders directly on the board. The **DEPLOYMENT** Action allows to:

- Deploy 3 Regular Units and 1 Leader (Bashar or Named) across 1 or more Settlement tokens of your choice.

MENTAT ACTION

A player's hand of Planning cards represents the range of plots and devious strategies at the disposal of their faction. The **MENTAT** Action allows to:

- Draw 2 Planning cards from their decks into their hand, either 2 cards from the same deck or 1 from each deck (choose before drawing).

HOUSE ACTION (ATREIDES VERSION)

The Atreides **HOUSE** Action goes a long way to make up for the faction's limited number of Action dice, reflecting their flexibility and capability for adaptation. The Atreides **HOUSE** Action allows to:

- Use this as any Action die result of the player's choice.

HOUSE ACTION (HARKONNEN VERSION)

The Harkonnen **HOUSE** Action represents the vast resources at the disposal of one of the most powerful of all Houses Major. The Harkonnen **HOUSE** Action allows to:

- Replace 2 Regular Units with 2 Elite Units.
  OR
- Place 2 Vehicles of the player's choice on the board.

DESERT POWER ACTION (ATREIDES ONLY)

This represents the control that the native Fremen exert over the gigantic Sandworms of Arrakis. This Action doesn't require spending an Action die to be performed. However, it can only be performed if the Atreides player has fewer unused Action dice than the Harkonnen player, or as part of a Planning card effect or special Action. A **DESERT POWER** Action allows to:

- Place 2 Wormsign tokens in any Desert Areas without a Wormsign, Sandworm, or Sietch, 1 token per Area.
  OR
- Move 2 different Sandworms on the board (page 31).
  OR
- Attack with 1 Sandworm on the board (page 31).

DEPLOY VS PLACE

Deploy means to take game pieces currently not on the board (except from the Regeneration Tank) and put them on the board.

Place means to take game pieces from wherever they are (except from the Regeneration Tank) and place them on the board. If they are already on the board, they can be relocated as if they were entering it for the first time.

NAMED LEADER SPECIAL ACTIONS

Each Named Leader card is associated with a specific Action die result. When they enter play, Named Leader cards are placed faceup on a player's dashboard, on the Action box with the corresponding Action symbol.

- Unless they are in the Regeneration Tank, Leaders allow the controlling player to choose from additional or enhanced options when spending a matching die result to execute an Action.

Leaders' special Actions are alternative options to the standard Actions allowed by a die result. This means players can always choose between a regular Action and a special one.

- Should a player decide to make use of a Leader's special Action, once the Action is fully executed, the Leader card is pulled out of the dashboard and flipped facedown. That card is considered 'spent' and the corresponding special Action is no longer available until the beginning of the following round.

Leader cards show their enhanced or additional Actions in green if it is an Atreides Leader, or in red in the case of a Harkonnen Leader.



FREE ACTIONS

Free Actions allow players to act without the need to spend an Action die or a Desert Power Action. Free Actions can be performed at any time during the player's turn, multiple times and in addition to (not instead of) normal Actions, even interrupting them. Besides those allowed by certain Planning or Prescience cards, the following two are also considered Free Actions:

GUERRILLA TRAINING (ATREIDES ONLY)

The Atreides player can reveal any number of Deployment tokens on the board as a Free Action. When this happens, the Atreides player simply flips it to show its hidden side, replacing it with the corresponding Units. Revealed tokens are then removed from the game.

SCOUTING (HARKONNEN ONLY)

The Harkonnen player can remove 1 Ornithopter from the board as a Free Action to choose an Area in a connected Sector, and reveal any Sietch and all Deployment tokens in that Area.

PLAYING PLANNING CARDS

Playing Planning cards from their hand allows the players to take special Actions, often twisting the basic rules of the game. Many of the best-known events and secondary characters from the Dune saga may enter the game through the appropriate use of these cards.

- Players draw cards at the beginning of each round and by taking the Mentat Action during the Action Resolution phase. Cards are played during the Action Resolution phase by spending any 1 Action die.
- Players also have the option of discarding Planning cards from their hand during a battle to boost their forces (see page 24).

Planning cards are always discarded openly. If a deck is exhausted, the discarded cards are not reshuffled. It is no longer possible to draw cards from that deck.

There are 4 decks of Planning cards: the House Harkonnen and Corrino Ally decks (used by the Harkonnen player), and the House Atreides and Fremen Ally decks (used by the Atreides player). Each deck comes with its own peculiarities:



- The **House Harkonnen deck** facilitates the entry of Harkonnen Leaders, ensures the arrival of reinforcements, and helps with the gathering of spice.



- The **Corrino Ally deck** greatly facilitates the movement and attacks of Legions, especially those that include Sardaukar, and forces the Atreides player to discard Planning cards, Prescience cards, and Action dice.



- The cards in the **House Atreides deck** include attack enhancements, Prescience card manipulations, and the deployment of the fearsome Fedaykin and the powerful Leader Gurney Halleck onto the board.



- The **Fremen Ally deck** is geared towards facilitating movement in the desert, and towards empowering and manipulating Sandworms and Coriolis Storms. Some cards allow the player to summon and control the deadly Wild Maker.

PHASE 3. DESERT HAZARDS

During the Desert Hazards phase, the Atreides player manifests the power of the Arrakis desert by placing Wormsign tokens and resolving their effects, as well as rolling for the consequences of Coriolis Storms. Note that Wormsign tokens can also be placed on the board by taking a Desert Power Action (see page 18).

◆ PLACE AND RESOLVE WORMSIGNS

First, discard all Wormsign tokens that are in Areas containing Atreides Legions or Sandworms, shuffling them back facedown into the Wormsign pool.

Then, the Atreides player draws random Wormsign tokens and places them facedown on the board without looking at them, 1 in each Desert Area that contains a Harkonnen Legion or Harvester and that does not already contain a Wormsign token or Sandworm.

Finally, the player flips all Wormsign tokens on the board faceup and resolves their effects in any order.

There are 3 types of Wormsign effects:



- **Sand.** False alarm. Discard the token.



- **Sandworm.** Place a Sandworm in the Area. Then, discard the token.



- **Burrowing Sandworm.** If the token is in a Deep Desert Area, place a Sandworm in the Area. Then, discard the token. Otherwise, simply discard the token.

> **Note:** *Each Sandworm appearing as the effect of Wormsign* ***must*** *be placed, either taking it from off the board, or relocating it from somewhere else. If the* ***Wild Maker*** *is in play (see page 32), the Atreides player can place its figure instead of a normal Sandworm. During the Desert Hazards phase, a maximum of 4 Wormsign tokens (5 if the Wild Maker is in play) can cause the appearance of Sandworms: the Atreides player chooses and discards those in excess.*

◆ EFFECTS OF SANDWORM PLACEMENT

After all Sandworms are placed, apply the following:

- If the Area contains only a Harvester, remove the Harvester (unless a Carryall saves it, see below).
- If the Area contains a Harkonnen Legion, the Legion must retreat (see Retreat, page 26). If the Legion can't retreat, the Sandworm attacks this Legion (see Sandworm Attack, page 31). If the Area also contains a Harvester and the Legion either retreats or is eliminated, the Harvester is removed (unless a Carryall saves it, see below).

After all Wormsign tokens have been resolved, they are shuffled back facedown into the Wormsign pool.

CARRYALL TO THE RESCUE

Only during this phase, the Harkonnen player can use Carryalls on the board to save Harvesters from Sandworms.

- If the placement of a Sandworm causes the destruction of a Harvester, the Harkonnen player can remove a Carryall from a connected Air Zone instead of removing the Harvester.
- When this happens, the Harvester is not removed and a Sandworm is still placed in the Area (unless it attacked a Legion there). The coexistence is short-lived, as the Harvester is removed the following phase.

◆ RESOLVE CORIOLIS STORMS

All Plateau, Minor Erg, and Desert Areas on the board are subject to the fury of the Coriolis Storms, **except for the 5 central Plateau Areas encircled by Mountains**.

- For each Harkonnen Legion in a vulnerable Plateau, Minor Erg, Desert, and Deep Desert Area, the Atreides player rolls 2 Combat dice (Atreides Legions are unaffected). The attack inflicts 1 Hit on the enemy Legion for each and a variable number of Hits for each based on the terrain type:

Deep Desert:	2 Hits
Desert:	1 Hit
Minor Erg or Plateau:	No Hits

The Harkonnen player must immediately remove any casualties (see Removing Casualties on page 26).

PHASE 4. SPICE HARVESTING

During this phase, the Harkonnen player removes Harvesters still on the board to collect spice. The amount collected by each surviving Harvester depends on the Area it was on:

Desert:	1 spice point
Deep Desert:	2 spice points

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

- It costs 2 points to keep an Imperium marker in the position it currently occupies.
- It costs 3 points to raise a marker up 1 step. Each marker can be raised a maximum of 1 step during the same Spice Harvesting phase.
- Markers that are neither kept in place nor raised automatically move down 1 step. This causes the activation of Imperium Bans (see next column).



Example: *The Harkonnen player has collected 4 spice points. They are spent to maintain the position of the CHOAM and Spacing Guild markers (2 points each). The Landsraad marker goes down by 1 step and the corresponding Ban is activated.*

> **Note:** *Imperium markers cannot be moved above the top step or below the bottom step. Any movement that would cause them to do so is ignored.*



◆ STOCKPILING

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

◆ SPICE RESERVE

The Harkonnen player may choose to save a maximum of 1 spice point to spend it for better effect in a following round. To do so, the player takes the Spice Reserve token and places it on The Spice Must Flow board as a reminder.

◆ IMPERIUM BANS

Imperium Bans are activated at the end of the Spice Harvesting phase. All Bans corresponding to any Imperium markers on the bottom step of The Spice Must Flow board are activated, plus all Bans corresponding to markers that just moved down. A Ban remains active until the beginning of the Harvesting phase of the next round.

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

GENERAL RULES

The following sections contain specific detailed rules.

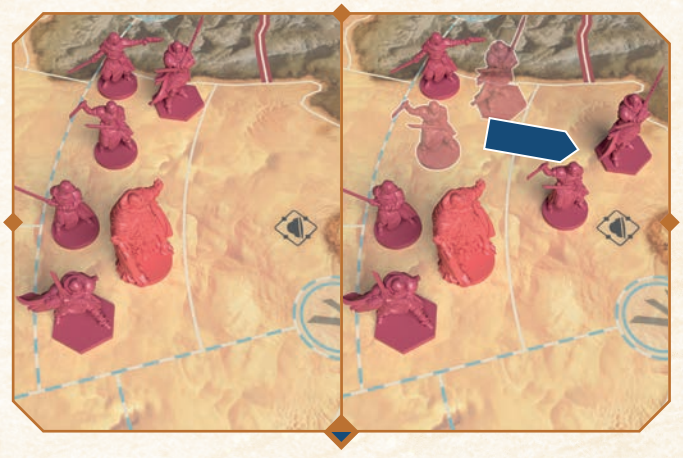
MOVEMENT

Legions can be moved around the board during the Action Resolution phase by performing a **LEADERSHIP** or **STRATEGY** Action (or by playing a Planning card that allows them to do so).

A moving Legion moves from the Area it occupies to an adjacent free Area (containing no enemy Settlements, enemy Units, or Sandworms). Note that a Legion can't move between Areas separated by an impassable border, unless using Troop-Transport (see next page).

It is not mandatory to move all figures composing a Legion. The acting player can split the Legion, choosing to move only some of them, and leaving behind the rest. Remember that Leaders cannot move by themselves and must always be accompanied by at least 1 Unit.

> **Note:** *If a player specifically uses a* ***LEADERSHIP*** *Action to move a Legion and that Legion is split, at least 1 Leader must accompany the moving Units.*

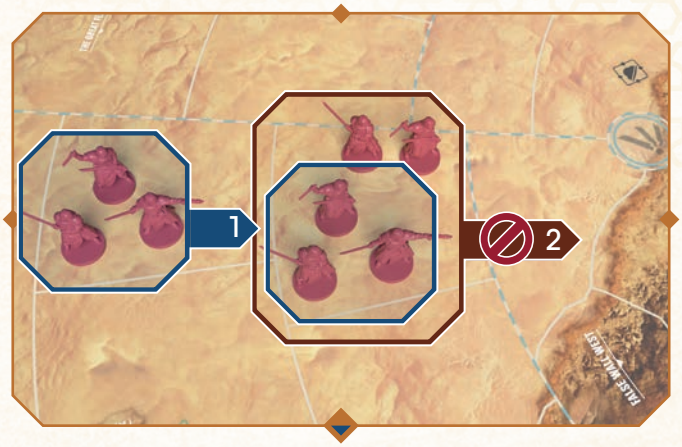


Example: *The Harkonnen players performs a* ***STRATEGY*** *Action. For the Action's 1st movement, the player takes a Legion composed of 5 Units and 1 Leader and decides to move only 2 of its Units, leaving the remaining Units and the Leader behind. For the 2nd movement granted by the same* ***STRATEGY*** *Action, the player can move any other Legion on the board, even the one composed by those figures that remained behind.*

MOVING MULTIPLE LEGIONS

Both the **STRATEGY** and **LEADERSHIP** Actions, and some Planning cards, allow the acting player to move 2 different Legions on the same turn (or even more).

> **Note:** *Players are free to move any Legion on the board, following the basic rules for movement described to the left, but must be careful not to move the same figure twice with the same Action. To avoid this, all movements allowed by the same Action should be considered simultaneous.*



Example: *During the same Action a player cannot first move a Legion into an Area containing another friendly Legion and, by now considering the two Legions as one, proceed to move all the figures again. This would move the figures of the first Legion twice with the same Action.*

MOVING A LEGION ACROSS MULTIPLE AREAS

If a Legion moves across more than 1 Area (for example, by Sandriding, Troop-Transport, or as the effect of a Planning card), apply the following rules:

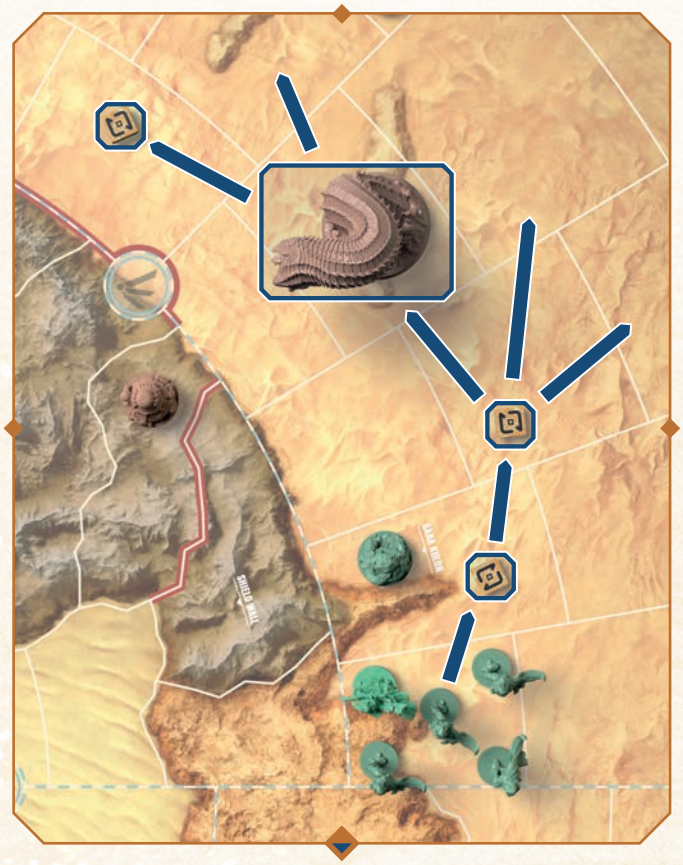
- The moving Legion cannot pick up or drop figures during its movement.
- If the Legion moves across Areas that contain other friendly Legions, the stacking limit is only checked after the full movement has been completed. This means an Area that troops simply move through can become overstacked with no consequences.
- The Atreides player cannot take an Ecological Testing Station if their Legion is moving across multiple Areas and doesn't stop in the Station's Area.

SANDRIDING (ATREIDES ONLY)

When the Atreides player performs an Action to either move or attack with a Legion, they can increase its movement or the range of its attack by exploiting the presence of Wormsign tokens and Sandworms on the board.

An Atreides Legion adjacent to an Area containing a Wormsign token or Sandworm can move or attack across any number of adjacent, consecutive Areas containing Wormsign or Sandworms, ending their movement or attacking an enemy Legion in an Area adjacent to one of these Wormsign tokens or Sandworms. The final destination may contain a Wormsign token but not a Sandworm.

A Sandriding Legion cannot move or attack across Areas containing enemy Legions (Harvesters do not block Sandriding, however).



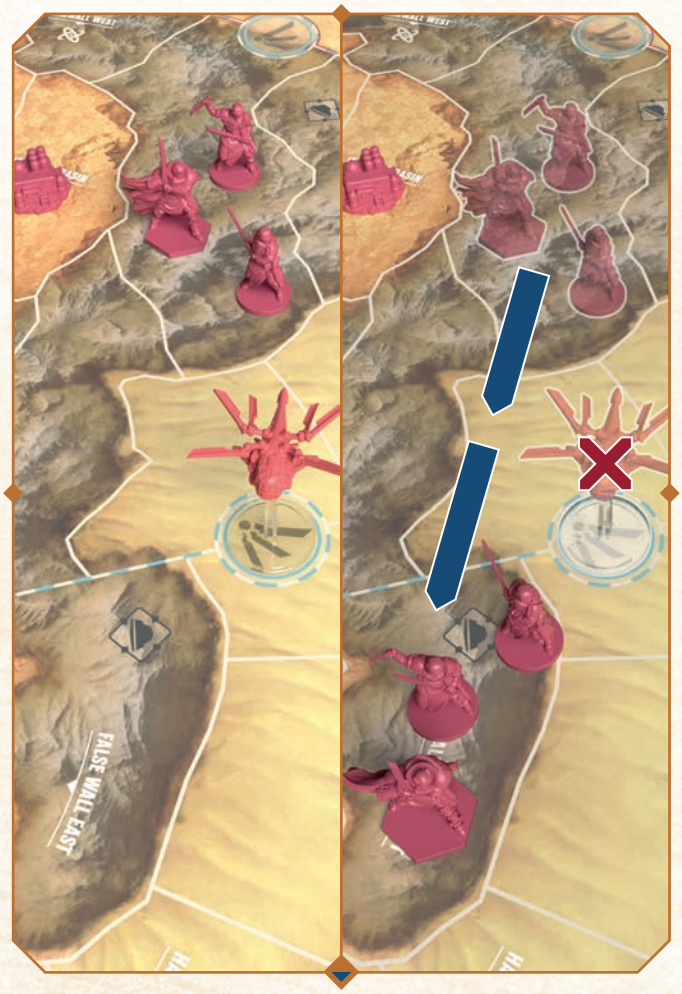
TROOP-TRANSPORT (HARKONNEN ONLY)

When the Harkonnen player performs an Action to either move or attack with a Legion, they can increase its movement or the range of its attack by using 1 (and only 1) Ornithopter in an Air Zone connected to the Sector where the Legion starts its movement (regardless of the Sector where the movement ends).

To do so, the Harkonnen player removes the Ornithopter and either moves the Legion or attacks with it up to 1 additonal Area away.

This Troop-transport option allows a Legion to move across impassable borders, Areas containing enemy Legions, and Sandworms (the air movement allows the Legion to 'jump' over the intervening Area).

Important: A Legion cannot use more than one Troop-transport per turn.



BATTLES

Legions can attack an enemy Legion during the Action Resolution phase by performing a **LEADERSHIP** or **STRATEGY** Action (or by playing a Planning card that allows them to do so).

An attacking Legion can target an enemy Legion in an adjacent Area (remember that a Legion cannot attack across Areas separated by an impassable border, unless using Troop-Transport - see previous page). The attacking Legion remains in its current Area for the duration of the battle.

- All figures composing an attacking Legion are involved in a battle.
- The Atreides player can also attack an enemy Legion in an Area they can reach by Sandriding. Likewise, the Harkonnen player can attack an enemy Legion they can reach by Troop-Transport (see previous page).

BATTLE ROUNDS SEQUENCE

At the beginning of the battle, if the defending Legion is in an Area containing an unrevealed Sietch token, flip the token faceup to reveal its rank. Likewise, flip any Deployment tokens involved in the battle, replacing them with the corresponding Units.
Then, the battle is fought in a series of combat rounds. For each round, follow the steps below.

1. Starting with the attacking player, both players can now discard Planning cards from their hand to add 1 Combat die to their Combat roll for each discarded card (see below).

2. Both players roll a number of their Combat dice equal to the number of Units composing their Legion, plus the number of Planning cards they discarded at the start of this round. If the defending Legion is in an Area with a Settlement (Sietch, Village, etc.), in each round of the battle the defending player rolls a number of additional Combat dice equal to the rank of the Settlement.

Important: It is not possible, under any circumstances, to roll more than 6 Combat dice.

SURPRISE ATTACK: When making a Surprise Attack, only for the first round of the battle, the attacking player adds 1 ✸ result to their Combat roll.

3. After resolving the Combat roll, both players remove any casualties (see page 26).

4. The attacking player must then decide whether or not to continue the battle. If the defending Legion is in an Area containing a Settlement, the attacking player must additionally take 1 Hit (resolving the casualty immediately) in order to continue. In any case, if the attacker continues, the defending player has the option to retreat. If the defending player does not choose to retreat, a new battle round starts.



Example: *A Harkonnen Legion consisting of 2 Harkonnen Regulars, 2 Harkonnen Elites, 1 Sardaukar, 1 Bashar Leader, and Baron Harkonnen are attacking an Atreides Legion consisting of 2 Fremen Regulars, 1 Fedaykin, and Paul-Muad'Dib, protecting a Sietch with a rank of 2. Both sides would roll a total of 5 Combat dice each. However, the Harkonnen player decides to discard a Planning card to add 1 die, for a total of 6 dice (the maximum allowed). The Atreides player decides not to discard a Planning card.*

COMBAT ROLL

Once both players have rolled their Combat dice, Hits are calculated based on the dice results obtained and the composition of the battling Legions.
Each Combat die has 3 possible results:

- Each Hit inflicts 1 Hit.
- Each Shield cancels 1 opponent's Hit.
- Each Special may generate a variable number of or results, but only if Leaders are involved in the battle (see next page).

LEADER COMBAT ABILITIES

All Leaders possess a Combat ability which can be activated in battle when a Combat roll generates ✵ results.

- For each Generic Leader in the battle, the corresponding player considers 1 ✵ result as 1 ⚔.
- For each Named Leader in the battle, the corresponding player considers 1 ✵ as a specific number of ⚔ and/or 🛡, as indicated at the bottom of the corresponding Leader card.

If a Combat roll generates more ✵ results than the number of Leaders in the Legion, the excess are considered to be miss results.

A player whose Legion includes more Leaders than the number of rolled ✵ results must choose which Leader's ability to apply for each ✵ result. If this happens to both sides of the battle, the attacking player must make this choice first.

SARDAUKAR AND FEDAYKIN UNITS

The presence of Special Elite Units lowers the opponent's defenses. Immediately before removing casualties, each Sardaukar or Fedaykin cancels 1 🛡 result from the opponent's Combat roll (including any 🛡 results generated by ✵ results).



Example: *The Harkonnen player rolls 3 ✵, 2 ⚔, and 1 🛡 in their Combat roll. The Harkonnen Legion in the battle contains 2 Leaders: 1 Bashar Leader and Baron Harkonnen. The player considers 1 ✵ result as 1 ⚔ (thanks to the Bashar Leader) and 1 ✵ result as 2 🛡 (thanks to Baron Harkonnen). The third ✵ result cannot be utilized and is considered as a miss result.*
The Atreides player rolls 5 ⚔ in their Combat roll. The Leader in the Legion, Paul-Muad'Dib, considers ✵ result as 2 ⚔ and 1 🛡, but since no ✵ was rolled, that doesn't come into effect.

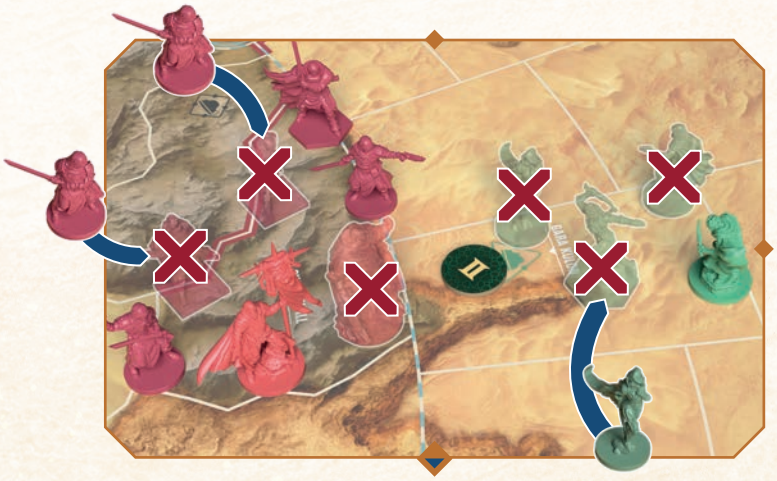
The Atreides' Fedaykin is able to cancel 1 of the Harkonnen 🛡 results. The Sardaukar's ability doesn't come into effect since the Atreides rolled no 🛡. The 2 🛡 generated by Baron Harkonnen's ability cancel 2 of the Atreides' ⚔. The final result is that the Harkonnen scored 3 Hits and the Atreides 3 Hits.

REMOVE CASUALTIES

Both players, starting with the attacker, proceed to remove casualties, based on the number of Hits their Legion suffered. For each Hit scored by the opponent, the player must choose one of the following possibilities:

- Remove 1 Regular Unit.
- Replace 1 Elite Unit (Special or not) with 1 Regular Unit (if available, otherwise simply remove it).
- Remove 1 Leader (Generic or Named).

If all Units in a Legion are eliminated, also remove any surviving Leaders. All removed Units and Generic Leaders become available for future deployments. Named Leaders go to the Regeneration Tank instead (see page 27). Any remaining Hits and Shields are then discarded.



Example: *The Harkonnen player wants to retain as much aggressive power as possible, so they decide to apply the 3 Hits received by replacing the 2 Elites with Regulars and eliminating Baron Harkonnen, who goes to the Regeneration Tank.*
Taking 3 Hits, the Atreides player is barely able to keep Paul-Muad'Dib on the board by replacing the Fedaykin with a Regular and eliminating the 2 Regulars. Will they retreat or stand for another Combat round?

CONTINUE THE BATTLE

After both players have removed casualties, the battle can continue or end.

- If the defending Legion is in an Area containing a Settlement, to continue the battle, the attacking Legion must take 1 Hit. Otherwise, the attacker must Cease the Attack (see to the right).
- If the defending Legion is not in an Area containing a Settlement, the battle continues unless the attacking player chooses to Cease the Attack (see below).
- If the battle continues, the defending player may choose to Retreat (see below).

CEASE THE ATTACK

If the attacking player ceases the attack, the battle ends. The surviving figures of both players remain in the Areas where they were at the start of the battle.

RETREAT

If a Legion Retreats, the opposing player moves the retreating Legion to an adjacent Area of their choice. The chosen Area must be empty or considered free for the retreating Legion and cannot contain a Wormsign token if the Legion is Harkonnen (if there is no such adjacent Area, the defender cannot choose to Retreat).

END OF THE BATTLE

A battle ends if the attacker chooses to cease the attack, the defender chooses to retreat, or one or both Legions are completely destroyed.

- If the defending Legion retreats or is eliminated (and the attacking Legion is not destroyed), the battle ends in a victory for the attacking player.
- If the attacking player ceases the attack or the attacking Legion is eliminated (and the defending Legion is not destroyed), the battle ends in a victory for the defending player.
- If both Legions are destroyed, nobody wins the battle.

ADVANCING AFTER A BATTLE

If the battle ends in a victory for the attacking player, the attacking Legion (all Units and Leaders) can be moved into the attacked Area or remain were it was. If a victorious Legion advances into an Area with a Settlement, the Settlement is destroyed. If a victorious Atreides Legion advances into an Area with a Harvester, the Harvester is removed. If a victorious Harkonnen Legion advances into an Area with a Wormsign, it is immediately revealed and resolved (see page 20).

DESTROYING SETTLEMENTS

To destroy a Settlement (even when undefended) it is necessary to attack it with a Legion and win the battle. Special attacks that are not made with a Legion cannot cause the destruction of a Settlement (such as those caused by Sandworms, Coriolis Storms, or certain Planning cards). If a Settlement is undefended, the battle is automatically won by the attacker (no combat roll is required). The destruction of enemy Settlements is crucial for the victory conditions of both players:

- When a Sietch is destroyed, the Harkonnen player immediately gains a number of Supremacy points equal to the Sietch rank. The Sietch token is removed from the board.
- When a Harkonnen Settlement is destroyed, the Atreides player immediately advances each Prescience marker a number of steps equal to the Settlement's rank. The Settlement token is removed from the board. If **Arrakeen** is destroyed, the Atreides player checks if they reached the score in their Secret Objective card. If they did, they immediately win!

> **Note:** *When a Settlement is destroyed, the corresponding Area is no longer considered to contain a Settlement for any purposes.*

THE REGENERATION TANK

Both player dashboards feature a Regeneration Tank track, consisting of a variable number of slots: 3 on Sietch Tabr and 5 on Giedi Prime.

When Named Leaders are removed from the board as casualties or by the effect of a card, their figures are placed on the leftmost slot of the corresponding track.

- Each time a player spends 1 Action die (or 1 Bene Gesserit token) for their Action turn and places it in the Used Action Dice box, all figures already in their Regeneration Tank are immediately moved 1 step to the right. Note that taking Desert Power Actions doesn't advance the Regeneration Tank.



- When a Leader that is on the rightmost slot of the Regeneration Tank is moved, it leaves the Regeneration Tank and will be available for placement and deployment starting from the following turn.

Named Leaders in the Regeneration Tank are inactive. Their Leader cards are pulled off the dashboard (if they weren't already) and cannot be used. Faceup cards remain faceup, while spent Leader cards remain spent.

> **Note:** *If a Named Leader is removed from the board but the leftmost Regeneration Tank is already occupied, move the figure currently in that slot one step to the right to make space for the new figure. The moved figure may likewise "bump" a figure next to it, if there is one.*

PRESCIENCE

The fulfillment of the prophecies about Paul Atreides, the awakening of Fremen consciousness against the oppressors, and their symbiosis with the planet of Arrakis are all represented by the Prescience track.

- The aim of the Atreides player is to reach (or exceed) a precise score with each of the 3 Prescience markers, as indicated on their Secret Objective card drawn at the beginning of the game. If, during the End of the Round phase (see page 16), the player succeeds in doing so, they win.

THE PRESCIENCE TRACK

The Atreides player's Prescience score is tracked using 3 different markers.

- The Kwisatz Haderach marker (green), represents the progressive awareness of Paul Atreides to be the Kwisatz Haderach, the chosen one, whose powers go beyond space and time.



- The Sand Dwellers marker (orange), represents the mystical union between the Fremen and their planet, Arrakis.



- The Jihad marker (red), represents the holy war of the people of Arrakis to drive off the cruel invaders.



The Prescience markers advance on the track whenever:

- The Atreides player claims a Prescience card: Advance the markers indicated on the card by the number written on it.
- An Atreides Legion takes an Ecological Testing Station: Advance 1 step the Prescience marker whose symbol is shown on the back the Station's token.
- A Harkonnen Settlement is destroyed: All Prescience markers advance a number of steps based on the rank of the destroyed Settlement: 3 for Arrakeen, 2 for Carthag, 1 for a Pyon Village.

PRESCIENCE CARDS

As detailed in the Game Round sequence (page 15), 3 random cards from the Prescience deck are revealed at the start of each round and are placed faceup close to the board.

- There are 16 Prescience cards in the game, each one specifying the phase of the round and the requirements to be met in order to claim it.
- The Atreides player can claim a **maximum of 2 Prescience cards each round** (it does not matter during what phase of the round they were claimed).

◆ CLAIM TIMING

8 Prescience cards show the indication ***Action Resolution Phase***: the Atreides player can claim them only during Phase 2 of the round, as soon as the requirements are met (either during an Atreides turn or during a Harkonnen turn).

The other 8 Prescience cards show the indication ***End of the Round Phase***: the Atreides player can claim them only at the start of that phase, if the requirements are met.

◆ CLAIM REQUIREMENTS

- To claim a card requiring to 'spend 1 Action die', the Atreides player must spend 1 unused Action die as their Action for the turn, forfeiting its corresponding Actions (for example, *Paul Drinks the Water of Life*).
- To claim a card with a requirement, the Atreides player must perform what is described, regardless of whether the card is claimed during the Action Resolution phase or during the End of the Round phase (for example, *Families Flee to the Palmaries of the South*).



- To claim a card specifying a number of conditions, the Atreides player must verify if they apply to the current gameplay circumstances (for example, *The Desert War*).

Example: *The Atreides player can claim the* Paul Drinks the Water of Life *card during the Action Resolution phase. To do so, the player must spend 1 unused Action die of their choice without being able to perform any of the related Actions. Additionally, the player must take Paul from a Sector that does not contain a Harkonnen Legion and place him on the first slot of the Regeneration Tank.*

> **Note:** *Claiming a Prescience card is not mandatory, even if all card requirements are met.*

◆ DISCARD OR RESHUFFLE

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

OTHER EFFECTS OF PRESCIENCE

The advancement of the Prescience track grants the Atreides player additional benefits, bringing new Atreides Leaders into play and detonating the Atreides Family Atomics.



STEP 3 - DESERT LEADERS

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

STEP 6 - PRE-BORN LEADER

- If any Prescience marker reaches this step, Alia enters play.

STEP 8 - FAMILY ATOMICS

- If any Prescience marker is on step 8 or higher of the track, the Atreides player may detonate the Family Atomics as a free Action during any of their turns (see below). If more Prescience markers reach the step containing the Atomics symbol after Family Atomics have already detonated once, there are no additional effects.

THE FAMILY ATOMICS

The detonation of the Family Atomics changes the board permanently. When this happens, the Atreides player chooses 1 of the 3 Family Atomics tokens and places it over the main game board so that the borders of the corresponding Areas match. The remaining tokens are returned to the game box.

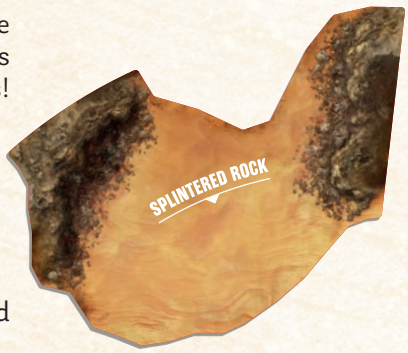
- If the Area contains a Legion, all figures are moved to an adjacent free Area chosen by the opposing player (for example, an Atreides Legion is moved by the Harkonnen player). If no such Area is available, the Legion is destroyed.

The Atomics token causes the change of a Mountain Area into a Desert Area. The Atreides player can then place Wormsign tokens in this Area and move Sandworms into it. It also makes the Plateau Area(s) adjacent to it vulnerable to Coriolis Storms!

SPLINTERED ROCK

The Splintered Rock Area becomes a Desert Area.

- For the rest of the game, Harkonnen legions in the Hagga Basin Area are exposed to attacks from Coriolis Storms and Sandworms.

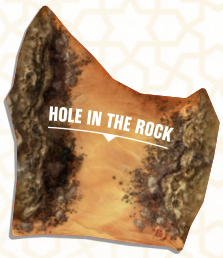


Splintered Rock

HOLE IN THE ROCK

The Hole in the Rock Area becomes a Desert Area.

- For the rest of the game, Harkonnen legions in the Imperial Basin Area are exposed to attacks from Coriolis Storms and Sandworms.

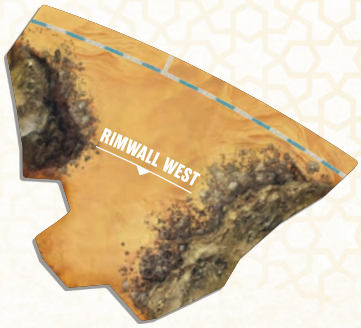


Hole in the Rock

RIMWALL WEST

The Rimwall West Area becomes a Desert Area.

- For the rest of the game, Harkonnen legions in the Imperial Basin and the Arrakeen Areas are exposed to attacks from Coriolis Storms and Sandworms.



Rimwall West

WORMSIGNS AND SANDWORMS

As seen on page 20, Wormsign tokens are put in play during Phase 3, but can also be placed on the board by the Atreides player performing a Desert Power Action.



WORMSIGN AND HARKONNEN LEGIONS

If a Harkonnen Legion enters an Area containing a Wormsign token (even if it advances after a victorious battle), the token is revealed and resolved (see page 20). This does not apply if a Wormsign token is placed directly in an Area already containing a Harkonnen Legion or Harvester as with a Desert Power Action. Atreides Legions never cause a Wormsign token to be revealed.

- If a Wormsign places a Sandworm in the same Area as a Harkonnen Legion, the Legion must retreat (using the same rules for retreating in battle seen on page 26). If the Legion can't retreat, the Sandworm attacks it (see next page). If the same Area also contains a Harvester and the Legion retreats, the Harvester is removed (the Harkonnen player cannot use a Carryall to save the Harvester. Carryalls are only used during the Desert Hazard phase).

SANDWORMS

Sandworms mainly appear during the Desert Hazards phase. If a Sandworm is placed on the board during Action Resolution, follow the same rules as Desert Hazards (see page 20). The Atreides player can move Sandworms on the board and attack with them taking a **DESERT POWER** Action during Action Resolution.

SANDWORM MOVEMENT

The Atreides player can move Sandworms up to 2 Desert Areas. The destination Area cannot contain figures or tokens of any kind (with the exception of Ecological Testing Stations, see next chapter). If the Sandworm moves 2 Areas, the traversed Area can contain any number of tokens and/or figures, friendly or enemy.

SANDWORM ATTACK

To attack with a Sandworm, the Atreides player removes its figure and targets an Area up to 2 Areas away. If the Sandworm attacks at a distance of 2 Areas, the first Area must be a Desert.

The target of the attack can be an enemy Legion and/or a Harvester in any Desert Area or, in case of a Legion, also in any Plateau or Minor Erg area within range, though **not in a Mountain Area**.

ATTACKING HARVESTERS

If a Sandworm attacks an Area that contains only a Harvester, both the Harvester and the Sandworm are removed (no roll is required).

> **Note:** *Discarding a Carryall to save a Harvester from a Sandworm is applicable only during the Desert Hazards Phase, NOT in case a Sandworm attacks during Action Resolution.*

ATTACKING LEGIONS

If a Sandworm attacks an Area containing an enemy Legion, the Atreides player rolls 4 Combat dice for a regular Sandworm or 6 Combat dice for a Wild Maker, inflicting 1 Hit on the enemy Legion for each and a variable number of Hits for each result, based on the terrain type of the attacked Area:

Deep Desert:	2 Hits
Desert:	1 Hit
Minor Erg or Plateau:	No Hits

The Harkonnen player must immediately remove any casualties (see page 26). If the attack eliminates all enemy Units in an Area and the Area contains a Harvester, the Harvester is also removed (unless this happens during the Desert Hazards phase and a Carryall saves it, see Carryall to the Rescue on page 20).

> **Note:** *Thanks to the detonation of the Atreides Family Atomics, a Sandworm attack might target a Legion in an Area containing a Harkonnen Settlement. Even if all Units are eliminated, the Settlement is not considered conquered (and therefore it is not removed from the board).*

SANDWORMS AND LEGIONS

Neither Harkonnen nor Atreides Legions can ever enter or attack Areas containing a Sandworm. They can, however, traverse an Area containing one using the Sandriding or Troop-Transport rules (see page 23).

ECOLOGICAL TESTING STATIONS

There are 6 Ecological Testing Stations placed randomly in the indicated areas of the board. On their hidden side, they each show one Prescience symbol.





Kwisatz Haderach *Jihad* *Sand Dwellers*

- When an Atreides Legion ends its movement in (or advances into after a battle) an Area containing an Ecological Testing Station, the Atreides player removes it from the board and reveals the hidden symbol. The player advances the corresponding marker 1 step on the Prescience track.

NAMED LEADERS

Some Named Leaders are in play from the beginning of the game. Others may enter play during the course of the game. For each Leader, the conditions to enter play are specified on the back of its Leader card.

When a Named Leader enters play, their Leader card is immediately placed faceup on the corresponding Action box of a player's dashboard. Its figure is set aside, to be used when the player deploys or places the Named Leader on the board.

JESSICA AND PAUL

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



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

> **Important:** *If a Planning or Prescience card refers to Paul, it is considered applicable to both Paul Atreides or Paul-Muad'Dib. Similarly, if a card refers to Jessica, it is considered applicable to both Lady Jessica or Reverend Mother Jessica.*

THUFIR HAWAT AND GAIUS HELEN MOHIAM

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

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

> **Note:** *If Thufir Hawat has been removed from the game and the Harkonnen player has a Hawat's Scheming card in their hand, they can no longer discard it (Hawat's plots persist even after his death!).*

BEAST RABBAN AND FEYD-RAUTHA

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

GURNEY HALLECK

When Gurney Halleck first enters play, the Atreides player places his figure directly on the board (for more details, see the relevant House Atreides Planning cards). Gurney Halleck has no Leader special Actions.

WILD MAKER

This giant Sandworm enters play if the Atreides player plays 1 of the 3 ***Shai-Hulud*** Fremen Ally Planning cards. Its figure is immediately placed in an empty Desert Area of the board (Atreides player's choice), and its Leader card is placed facedown (spent) next to the Atreides player's dashboard, below the Desert Power Action box.

- The Wild Maker does not follow the same rules as other Leaders. It is not deployed in Legions, it does not move with them, etc. It is instead considered a Sandworm for all rules and effects. It can be placed on the board, moved, used for Sandriding, or to attack like any other Sandworm (its attacks are more lethal, though, see the Perils of Arrakis reference card).

During any End of the Round phase, the Wild Maker can be left on the board or replaced with a standard Sandworm.



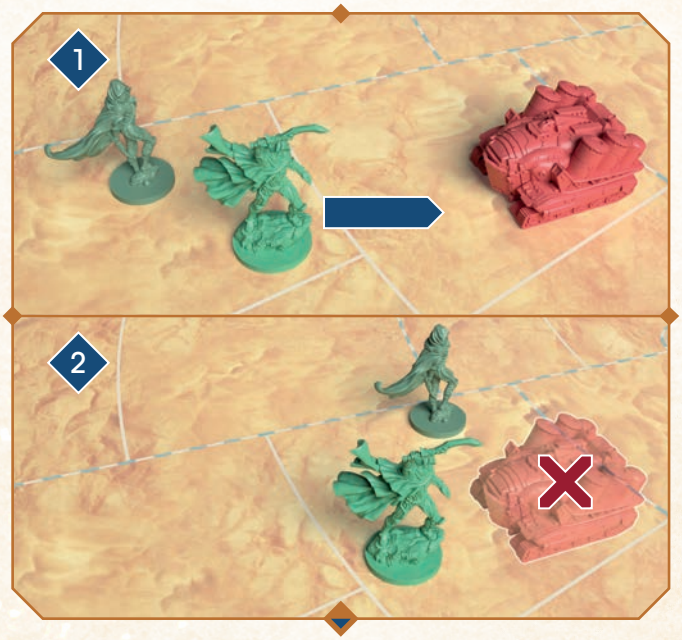
HARVESTERS

Once placed, Harvesters on the board cannot be moved (not even as part of a moving or retreating Legion). Their presence in an Area does not affect battles or the movement of Legions (of either faction) in any way.

DESTROYING HARVESTERS

In addition to Sandworms, Harvesters can be removed from the board in two ways:

- If an Atreides Legion ends its movement in an Area containing only a Harvester, the Harvester is removed (this is not considered an attack).



- If an Atreides Legion, after a victorious battle, advances into an Area containing a Harvester, the Harvester is removed.

> **Note:** *If the Atreides player moves a Deployment token into an Area containing a Harvester to remove it, the token is not revealed (as the removal of Harvesters is not considered an attack).*

BENE GESSERIT TOKENS

At the beginning of the Action Resolution phase, after rolling Action dice and placing them on their dashboard, a player may take 1 Bene Gesserit token (only 1) they possess and place it on an empty Action die slot, as if it were an Action die. This slot must match the result on the dashboard that has the fewest Action dice on it (in case of a tie, the player may choose).



Example: *If the Atreides player rolled Action dice obtaining 2* ***LEADERSHIP****, 1* ***STRATEGY****, and 1* ***DEPLOYMENT*** *result, they can choose to place 1 Bene Gesserit token on a* ***MENTAT*** *slot or on a* ***HOUSE*** *slot. Of course, they choose* ***HOUSE****!*

The token is considered to be a temporary Action die that the player can use as they prefer during the current round: to take an Action corresponding to the result where it's placed, to play 1 Planning card, or for any other use that requires spending an Action die. Once used, a Bene Gesserit token is removed from play.

The token is considered to be an Action die for all rules regarding Action dice (for example, for the number of Desert Power Actions available to the Atreides player or to advance Leaders on the Regeneration Tank).

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

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

OLD MAN OF THE DESERT

Adding the majestic Old Man of the Desert to the game is an **Optional Rule** reserved for players ready to face their fear.

- Keep the Old Man of the Desert in the figures reserve and apply the following rules.
- During a game using the Old Man of the Desert Optional Rule, the Atreides player cannot ever gain or use Bene Gesserit tokens.

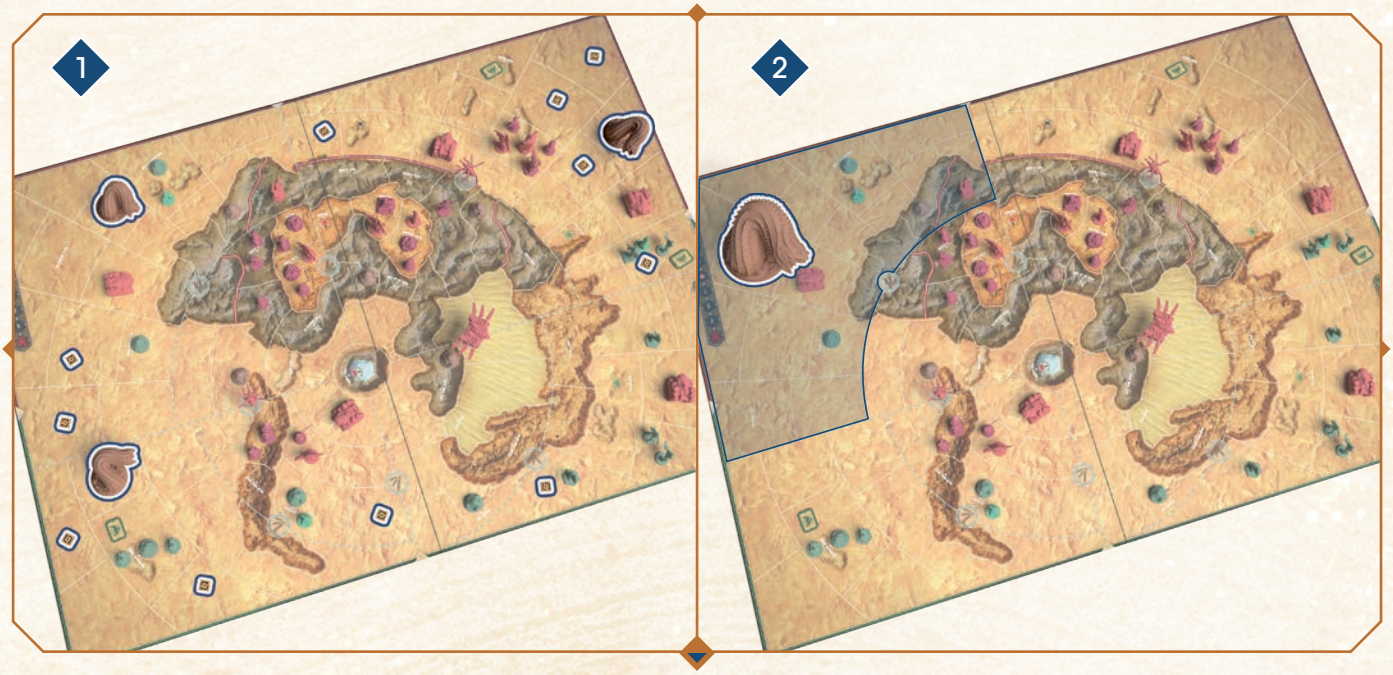
If there is at least 1 Sandworm on the board, the Atreides player may use a Desert Power Action to remove ALL Sandworms and Wormsign tokens from the board. The Atreides player places all Sandworms removed in this way in front of them. Then, the player places the Old Man of the Desert figure in an Outer Sector of their choice.

- While on the board, the Old Man of the Desert is not considered to occupy any particular Area.
- All Areas in the Sector containing the Old Man of the Desert are considered to contain a Wormsign for the purposes of Sandriding.
- While the Old Man of the Desert is on the board, no Sandworms or Wormsign tokens can be placed on the board in any way.
- The Old Man of the Desert is removed from the board at the start of the Desert Hazards phase. All Sandworms still in front of the Atreides player are discarded. The discarded Sandworms are immediately available to be placed on the board again. The Old Man of the Desert may be placed on the board again starting on the next round.

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

- Move the Old Man of the Desert to an adjacent Outer Sector.
  OR
- Attack an unprotected Harvester in the Sector containing the Old Man of the Desert.
  OR
- Attack a Harkonnen Legion in the Sector containing the Old Man of the Desert. Use the same rules as if attacking with the Wild Maker (see Sandworm Attack on page 31).

> **Note:** *The Old Man of the Desert is never removed from the board after attacking.*



POSSIBLE FUTURES

Possible Futures is a module for *Dune: War of Arrakis* that allows players to play out what would have happened if some key events in the novel had not unfolded exactly as written. The module consists of seven Possible Futures that can alter the setup of the game and/or the gameplay by introducing new characters, rules, and cards.

Important: The Leader and Planning cards marked Possible Futures must NOT be included in regular games unless their respective Possible Future is being used.
Before starting a game, players can choose one of the following Possible Futures to apply to it. Some Possible Futures (#5, #6, and #7) can also be combined with others, allowing players to compose their own custom Possible Futures.

Special Conflicting Leaders Rule

With some Possible Futures, it's possible to end up with 2 different Leader cards in the same Action box of the Player dashboard. In that case, the player can use an Action die of the corresponding type to execute any of the two Leader's special Actions, spending only that Leader's card.

#1 – LONG LIVE THE DUKE

Duke Leto has survived and avoided capture by the Harkonnens! Dr. Yueh, despite the Harkonnens' blackmail, ultimately does not have the courage to betray his duke. He is then captured by the Harkonnens and executed. Leto manages to escape with Paul and Jessica, seeking refuge with the Fremen. Therefore, the assassination attempt against Baron Harkonnen never takes place, meaning the twisted Mentat Piter De Vries survives and remains at the Baron's side. Not needing another Mentat, the Baron executes the captured Thufir Hawat, deeming him too dangerous to be left alive.

Overview: The Atreides start the game with **Duke Leto**. The Harkonnens start the game with **Piter De Vries** and without Thufir Hawat. Gaius Helen Mohiam may enter play in the final part of the game.

Special Setup:
- Duke Leto is in play for the Atreides from the start.
- Piter De Vries is in play for the Harkonnens from the start.
- Remove Thufir Hawat from the game.
- Replace the 3 ***Hawat's Scheming*** Planning cards in the House Harkonnen deck with the 3 ***Twisted Mentat*** cards.



Special Rules:
- In the first round of the game, the Harkonnen player draws 1 additional House Harkonnen Planning card.
- Gaius Helen Mohiam enters play for the Harkonnens at step 8 of the Supremacy track (place her figure on the corresponding step of the track as a reminder).

#2 – THE MASTER OF ASSASSINS

Thufir Hawat avoids capture! Believing that Lady Jessica is truly responsible for the Atreides' treachery, he tries to kill her but is stopped in time. After clarifying the situation, Thufir stays by Paul's side, serving him faithfully. Baron Harkonnen was left without a Mentat after Duke Leto's devious assassination attempt took the life of Piter De Vries. With Thufir Hawat slipping through the Baron's fingers, he turns to his captain of the guard, the efficient Iakin Nefud, to take on a more important role.

Overview: The Atreides start the game with **Thufir Hawat** (use the alternative Atreides version of his figure and Leader card). The Harkonnens start the game without Thufir Hawat, but later in the game, can bring into play **Iakin Nefud** and Gaius Helen Mohiam.

Special Setup:
- Thufir Hawat (Atreides) is in play for the Atreides from the start.
- Remove the Harkonnen version of Thufir Hawat from the game.
- Lady Jessica starts the game in the Regeneration Tank.
- Replace the 3 ***Hawat's Scheming*** Planning cards in the House Harkonnen deck with the 3 ***Guard Captain*** cards.



Special Rules:
- In the first round of the game, the Harkonnen player draws 1 additional House Harkonnen Planning card.
- Gaius Helen Mohiam enters play for the Harkonnens at step 8 of the Supremacy track (place her figure on the corresponding step of the track as a reminder).

#3 – THE JUDGE OF THE CHANGE

Liet-Kynes is alive! He barely survives the unforgiving desert, saved by the Fremen together with Paul and Jessica. Back in the Cave of Ridges, as the leader of the Fremen, Liet-Kynes successfully dissuades Jamis from issuing the Tahaddi Challenge against Paul. As a result, Jamis survives but Paul does not acquire the same prestige among the Fremen.

Overview: The Atreides starts the game with **Liet-Kynes** and **Jamis**. Paul Atreides does not evolve into Paul-Muad'Dib during the game.

Special Setup:
- Liet-Kynes starts the game in the Regeneration Tank.
- The Atreides player replaces 1 Naib Leader of their choice on the board with Jamis.
- The Harkonnen player deploys 1 additional Elite Unit in a Settlement of their choice and draws 1 additional Corrino Ally Planning card.



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

#4 – THE BARON IS DEAD

The assassination attempt succeeded, and Duke Leto killed Baron Harkonnen with the poison inside the fake tooth implanted by Doctor Yueh. Count Fenring is then called to Arrakis as regent. Deeming Thufir Hawat too dangerous, Fenring executes him. As the Baron's twisted Mentat, Piter De Vries, also perished by the Duke's poison, Count Fenring brings with him his wife Margot, trained in the Bene Gesserit ways, to aid him.

Overview: The Harkonnens start the game with **Count Fenring** in place of Baron Harkonnen and, later in the game, can bring into play **Lady Fenring**. Thufir Hawat doesn't enter play, while Gaius Helen Mohiam may enter play in the final part of the game.

Special Setup:
- Remove Baron Harkonnen from the game.
- Count Fenring is in play for the Harkonnens from the start.
- Remove Thufir Hawat from the game.
- Replace the 3 ***Hawat's Scheming*** Planning cards in the House Harkonnen deck with the 3 ***Trained in the Bene Gesserit Ways*** cards.



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

#5 – THE SWORDMASTER OF GINAZ

Duncan Idaho has survived! After a fierce fight against a Sardaukar unit, ready to sacrifice himself for Paul Atreides, the valiant Swordmaster of Ginaz is found severely wounded but alive. He is brought to safety by the Fremen and restored to full health, and he is now ready to fight alongside the new Duke with redoubled conviction!

Overview: The Atreides start the game with **Duncan Idaho**.

Special Setup:
- The Atreides player replaces 1 Naib Leader of their choice on the board with Duncan Idaho.
- The Harkonnen player deploys 1 additional Sardaukar in a Settlement of their choice.



#6 – THE REDEMPTION OF DR. YUEH

Doctor Yueh has survived! Devastated by guilt, the Suk doctor decides to flee to the Fremen along with Paul and Jessica, asking for forgiveness for his betrayal instead of turning himself in to the Harkonnens. Despite his Imperial conditioning and sincere repentance, the Harkonnens still have a way of blackmailing him by holding his beloved wife hostage...

Overview: The Atreides start the game with **Dr. Yueh**, though his loyalty may change with the tides of the war.

Additional Setup:
- The Atreides player deploys Dr. Yueh in a Sietch of their choice.
- The Harkonnen player deploys 1 additional Elite Unit in a Settlement of their choice.



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

#7 – THE PRINCESS STEPS IN

Emperor Shaddam doesn't trust his Truthsayer, Gaius Helen Mohiam, having become aware that the Bene Gesserit have their own agenda, and that sooner or later the Sisterhood could turn against him. Therefore, he decides to replace her with someone who also received the Bene Gesserit training, but much closer to him and less likely to betray House Corrino, since she is a member of it: his daughter, Princess Irulan.

Overview: Over the course of the game, the Harkonnens may bring into play **Princess Irulan** instead of Gaius Helen Mohiam.

Special Setup:
- Remove Gaius Helen Mohiam from the game.



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

3-4 PLAYERS MODE

While ***Dune: War for Arrakis*** is played as a struggle between 2 factions, it can be played with 3 or 4 players as well.

- Unless otherwise specified, all rules for a 2-player game also apply for a 3-4 player game.

In a 3-player game, 1 player plays one faction as in the 2-player game (Atreides or Harkonnen), while the other 2 players share the opposing faction. (It is recommended that the Harkonnens be the shared faction.) In a 4-player game, both factions are shared between 2 players each.

Sharing the Harkonnen faction: One player controls the House Harkonnen subfaction and the other controls the Corrino Ally subfaction. Leaders of each subfaction are distinguished by the color of the corresponding cards: red for House Harkonnen, gray for Corrino Ally.

Sharing the Atreides faction: One player controls the House Atreides subfaction and the other controls the Fremen Ally subfaction. Leaders of each subfaction are distinguished by the color of the corresponding cards: green for House Atreides, yellow for Fremen Ally.

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

SETUP

Setting up a 3-4 players game follows the same rules as for a 2-player game, with the following exceptions.

If sharing the **Atreides** faction:

- Replace the Sietch Tabr player dashboard with the 3-4 players dashboards for House Atreides and Fremen Ally.



- House Atreides starts the game with Paul Atreides and Lady Jessica in play. The Fremen Ally starts with Stilgar in play.
- Take 3 Atreides Cone of Silence tokens.

If sharing the **Harkonnen** faction:

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

SHARED FACTION GAMEPLAY

Gameplay differs mainly in the distribution of Action dice during the Action Resolution phase and in the management of Planning cards. Most other rules are unaffected and each faction's players cooperate as if they were one player. For example, all Units and Leaders belonging to a faction can be employed by both players, regardless of their subfaction affiliation.

CONE OF SILENCE

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

- Players discarding a Cone of Silence token can share any type of information pertaining to the game in progress, and can confer in secret (for example, momentarily leaving the room for a few minutes).
- If a precise duration for the effect of a Cone of Silence is required, it can be considered to last for 3 minutes.



Atreides Cone of Silence



Harkonnen Cone of Silence

PLANNING CARDS

At the start of each round, players in a shared faction each draw 1 card from their respective subfaction deck. During the game, they can only draw (and consequently play) Planning cards from their own deck, with the only exception of House Atreides, which can also draw from the Fremen Ally deck. If they do, they must pass the card to the Fremen ally, but they can look at it before doing so (without having to use a Cone of Silence).

- The maximum hand size for each player of a shared faction is 4 cards. As in the 2-player game, any excess cards must be discarded at the end of a round.
- During a battle, both players of a shared faction can discard Planning cards to add Combat dice, either when attacking or defending.
- Some Planning cards refer to "your opponent". If there are 2 opposing players (the enemy faction is shared), the text of such cards should be applied as if the two players were one.

Example: *If a card forces your opponent to "discard 2 Planning cards", one opposing player may discard both cards, or the two opposing players may discard 1 card each.*

ACTION RESOLUTION

The phase starts as usual, with players rolling their Action dice (players sharing a faction must decide who is going to physically make the roll).

After the roll, the die results must be divided among the 2 players sharing a faction. Apply the following procedure (taking into account that the slots available for each Action die result are 2 on the Harkonnen subfaction dashboards and only 1 on the Atreides ones):

1. All Action dice results appearing exclusively on a subfaction dashboard are placed by the players on the corresponding Action slots. Any die results in excess of the allowed maximum for each Action box are set aside.
2. Action dice results appearing on both dashboards are distributed between players, placing them so that the total number of dice on both players' dashboards are as even as possible.

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

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

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

Example: *In a 3-player game, the Harkonnen faction is shared. The roll of 8 Harkonnen Action dice results in the following: 3* ***STRATEGY****, 2* ***DEPLOYMENT****, 1* ***LEADER****, and 2* ***MENTAT****. Based on the Action dice appearing only on their dashboards, the Corrino player takes the 2* ***DEPLOYMENT*** *dice and 2 of the 3* ***STRATEGY*** *dice, while the Harkonnen player takes the* ***LEADER*** *die. The third* ***STRATEGY*** *die is set aside (there is no slot available). The 2* ***MENTAT*** *dice are given to the Harkonnen player (the Mentat result appears on both dashboards), so that the distribution of the dice between the players is as even as possible. For the same reason, the set-aside* ***STRATEGY*** *die is also given to the Harkonnen player, who changes it into a* ***HOUSE*** *result (the result on the dashboard that has the fewest number of dice).*

ACTIONS TURNS

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

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

The chosen acting player is in charge of all decisions concerning the Action but can freely consult with the partner (as always, all consultations must be public, unless a Cone of Silence is played).

House Atreides Die Result

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

NAMED LEADERS SPECIAL ACTIONS

While all Leaders on the board can be used by either player in a shared faction, only the player controlling the subfaction the Named Leader belongs to can make use of its Special Action (this is hard to miss, as Named Leader cards are placed on the corresponding dashboard).

PLACEMENT AND DESERT HAZARDS

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

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

REGENERATION TANKS

Leaders in the Regeneration Tank of any shared faction dashboard are moved 1 step to the right of the track whenever either player of the shared faction spends 1 Action die for the turn.

DESERT POWER ACTION

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

IMPERIUM BANS

If the Harkonnen faction is shared, the active Imperium Bans are applied to both Harkonnen players.

BENE GESSERIT TOKENS

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

MAHDI SOLO MODE

INTRODUCTION

In the Mahdi Solo Mode, the player controls the Atreides as in a 2-player game but they also play out the actions of the Harkonnens, using the rules presented here. These solo rules can also be used by 2 players, one as House Atreides and the other as the Fremen Ally, applying the previous chapter's rules for shared faction gameplay (without using the Cone of Silence tokens).

◆ TACTICAL CARDS

The Mahdi Solo Mode requires the deck of 8 Tactical cards. Each card indicates a Sector and a Sietch (for example ***North-East Sector — Gara Kulon***). However, for the two ***Central Sectors*** cards, all 4 Central Sectors must be considered as if they were a single Sector.



Tactical Cards

◆ IF YOU CAN, YOU CHOOSE

When presented with multiple options to meet the criteria for the actions of the Harkonnens, you are free to choose any option that gives you the greatest advantage in defeating the hated invaders!

SETUP

Set up the game as in a 2-player game. Shuffle the 8 Tactical cards into a facedown Tactical deck and place it near at hand.

> **Note:** *Leave the Sietch and Atreides Deployment tokens face down! Revealing such tokens has a game effect (see Special Rules on page 46). You can always inspect them at any time.*

GAME ROUND SEQUENCE

Apply the regular sequence, with the following exceptions.

◆ START OF THE ROUND

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

Draw a Tactical card and place it faceup. This is the Harkonnen **Harvesting Sector** for the round.

Then, draw a second Tactical card and place it faceup to the right of the first one. This is the Harkonnen **Target Sietch** for the round. If the Sector on the second card is the same as on the first card, or the Sietch specified on the card has been destroyed, discard the card and draw another one (until the drawn card shows a different Sector or a Sietch still in play). If, at any time during a round, the Target Sietch is destroyed, discard its card and immediately draw another one (the new card must meet the same requisites above).

Finally, draw 1 Planning card from the Corrino Ally deck and 1 from the House Harkonnen deck and place them facedown to form the Harkonnen **Reinforcements deck**.

Follow this scheme for ease of reference:



Harvesting Sector Card



Target Sietch Card



Reinforcements Deck

1. VEHICLE PLACEMENT

Check The Spice Must Flow board to see how many Vehicles are available and how many Harkonnen Action dice can't be used this round, as usual. Then, place all Vehicles on the board using the following criteria.

Place Harvesters

First, place all available Harvesters in Areas contained in the Harvesting Sector for the round, following this priority order:

1. All empty Deep Desert Areas not adjacent to an Atreides Legion or Sietch.
2. All empty Desert Areas not adjacent to an Atreides Legion or Sietch.
3. All remaining free Deep Desert Areas.
4. All remaining free Desert Areas.

If there aren't enough eligible Areas inside the Harvesting Sector, place any remaining Harvesters in Areas of an adjacent Sector of your choice, following the same priority order. This adjacent Sector cannot be the one indicated in the Target Sietch card.

Place Carryalls

Then, place all available Carryalls in the Air Zones that protect the highest number of Harvesters.

Place Ornithopters

Finally, place all available Ornithopters.

1. If there are any Harkonnen Legions exactly 2 Areas away from Sietches they can attack (respecting the Attack a Sietch criteria listed on the next page) place 1 Ornithopter in each unoccupied Air Zone connected to the Sector where those Legions are located. Keep doing so until there are no more free Air Zones or Harkonnen Legions that fulfill the requirement, or you run out of available Ornithopters.
2. Place any remaining Ornithopters in unoccupied Air Zones connected to the Sector where the Target Sietch is located.

If at any point during the placement, there are no more free Air Zones connected to the Sector where the Target Sietch is located, place the remaining Ornithopters in the Air Zones connecting Sectors adjacent to the Target Sietch, prioritizing Air Zones connecting Central Sectors with other Central Sectors.

Important: Ornithopters cannot be used for Scouting when playing solo.

2. ACTION RESOLUTION

As the Atreides, play following all regular rules. For the Harkonnen, don't roll the Harkonnen Action dice at the same time but do the following instead.

- After each of your Action turns, roll 1 unused Harkonnen Action die and immediately use it to take the corresponding Action, according to the Harkonnen Actions Criteria (see next page). Advance any Harkonnen Named Leader in the Regeneration Tank, as usual.
- Place the spent Action die in a Used Action Dice slot on the Harkonnen dashboard, making sure it shows the die face you just used (do not flip the die). **This is important** as if there are ever 3 spent Action dice on the Harkonnen dashboard showing the same result and you get that result rolling an unused Action die, you must roll it again until you get a different result.

3. DESERT HAZARDS

Play this phase as usual. Apply Hits from Coriolis Storms following the criteria explained in Harkonnen Combat Criteria (page 45).

4. SPICE HARVESTING

Play this phase as usual, applying the following criteria.

- When using Carryalls, always prioritize Harvesters in Deep Desert Areas.
- Always spend the collected Spice, including the Spice Reserve, to prevent the Imperium markers from decreasing, starting from the lowermost ones.
- If there is more Spice than the amount needed to prevent all of the Imperium markers from decreasing, spend it to increase the lowermost one(s).
- If all of the Imperium markers are already on the highest step of The Spice Must Flow board and there is more Spice than the amount needed to prevent all of the Imperium markers from decreasing (7+ Spice), the Harkonnen scores 1 Supremacy point instead!

Important: The Stockpiling rules are not used. The Spice Reserve rules apply when 1 or more Spice points cannot be spent to meet all the above criteria.

END OF THE ROUND

Apply the following two steps after the usual ones.

- **Advance the Supremacy marker by 1 step.** The Harkonnen may win the game even by doing nothing, so you better start collecting Prescience points...
- **Reshuffle all 8 Tactical cards** to form a new facedown Tactical cards deck.

Important: Never discard Planning cards that are in the Reinforcements deck, and never replace Harkonnen Named Leaders that are on the board.

HARKONNEN ACTIONS CRITERIA

As a general rule, when you take an Action for the Harkonnen, **always activate a Named Leader's Special Action** instead of the regular ones, if possible. The Leader card is then spent, as usual.

LEADERSHIP AND STRATEGY ACTIONS

To resolve a Leadership or Strategy result, follow the criteria below in the order they are presented.

Important: For Leadership actions, the criteria must only consider Legions containing 1 or more Leaders.

ATTACK A SIETCH

If it is possible to attack a Sietch (any Sietch, not just the Target Sietch), attack it with the nearest Legion. The attacking Legion must possess a Combat Power greater than that of the Legion defending the Sietch (see to the right). Use an Ornithopter only if necessary.

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

1. Attack the Sietch with the highest rank (even if the token has not been revealed).
2. Attack using the Legion with the greatest Combat Power difference relative to the Legion defending the Sietch (check the difference using the Combat Power rules on the right).
3. Attack with a Legion that doesn't require using an Ornithopter.
4. Attack the Target Sietch.

Important: An attacking Harkonnen Legion must always possess a Combat Power greater than that of a defending Atreides Legion (see to the right).

ATTACK A LEGION

If it is not possible to attack a Sietch and one or more Harkonnen Legions are **adjacent** to Atreides Legions, attack one of the adjacent Atreides Legions. To attack, the Harkonnen Legion must have a Combat Power greater than the Atreides Legion (see below).

Important: Ornithopters cannot be used to attack Legions when playing solo.

If there is more than 1 Atreides Legion eligible for attacking, apply the following priority order.

1. Attack the Atreides Legion with the highest Combat Power (the attacking Harkonnen Legion must still have a greater Combat Power, as usual).
2. Attack the Atreides Legion containing a Named Leader.

MOVE THE LEGIONS

If it is not possible to attack either a Sietch or an Atreides Legion, move the Legions following the Harkonnen Movement Criteria (see page 44).

Combat Power

The Combat Power of a Legion is calculated as follows:

- 1 point for each Unit and 2 points for each Deployment token, plus 1 point for each Leader (Generic or Named).
- In case of a tie (or if, for any reason, you need to consider the Combat Power of individual Units), count 1 point for a Generic Leader, 2 points for a Regular Unit or Named Leader, 3 points for an Elite Unit, and 4 points for a Sardaukar or Fedaykin Unit.

Note. The rank of a Sietch has no impact on Combat Power.

DEPLOYMENT ACTION

Deploy the Units and 1 Named Leader in the same Harkonnen Settlement. **Beast Rabban** and **Feyd-Rautha** must be deployed before any other Named

Leader. If no Named Leader is available, deploy 1 Bashar Leader instead. Choose the Settlement(s) where to deploy applying the following priority order.

1. The Settlement containing the Legion with the highest Combat Power.

2. The Settlement closest to the Target Sietch.

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

Important: Whenever a type of Unit is not available (for deployment, etc.) place an equal number of available Units having a Combat Power immediately higher. If there are no Units with a higher Combat Power, place Units having a Combat Power immediately lower.

MENTAT ACTION

Draw the cards **and play them immediately**, alternating between the House Harkonnen and Corrino Ally decks, in an order that depends on the card at the top of the discard pile. If it is a Harkonnen card, start drawing from the Corrino deck. If it is a Corrino card, start drawing from the Harkonnen deck. If there are no cards in the discard pile, start drawing from the House Harkonnen deck.

- If a card lets the Harkonnens **deploy, move**, or **attack**, refer to the rules for Deployment Actions or Leadership and Strategy Actions on page 39.

- If a card lets the Harkonnens **place** or **replace Units**, refer to the rules for the House Action, to the right.

- If a card lets the Harkonnens **place Vehicles**, refer to the Vehicle Placement rules on page 42.

- If a card lets the Harkonnens **draw cards**, draw them alternating between the Harkonnen and Corrino decks (as explained above) and place them on the Reinforcements deck.

- If a card lets the Harkonnens **play a card**, immediately draw AND play a card alternating between the Harkonnen and Corrino decks (as explained above).

Important: The effect of a Planning card that is not analogous to any type of Action should be resolved by making it take place **as close as possible, or towards, the Target Sietch**.

Important: If it is not possible to resolve any part of a card for any reason, the card has no effect and is **placed on the Reinforcements deck instead.**

HOUSE ACTION

Apply **both effects** described in the House result, starting from the top one, applying this priority order.

1. Replace Regular Units in the Harkonnen Legion(s) closest to a Sietch.

2. Replace Regular Units in the Harkonnen Legion(s) with the highest Combat Power relative to the Combat Power of the Atreides Legion defending that Sietch.

3. Replace Regular Units in the Legion closest to the Target Sietch.

When placing Vehicles, always place **1 Harvester and 1 Ornithopter**, respecting the placement rules on page 42.

HARKONNEN MOVEMENT CRITERIA

Whenever moving Harkonnen Legions, move them ***one at a time* towards the Target Sietch**, starting from the one closest to it, following the route with the least number of free Areas to cross (the ***shortest path***), and using Ornithopters if available. If there are multiple Legions at the same distance, move the one(s) with the highest Combat Power first.

Important: Moving Legions must have a Combat Power **greater** than that of any Atreides Legion defending the Target Sietch. If no Legion meets this requirement, that Sietch is no longer considered the Target Sietch for the purpose of movement. A temporary Target Sietch meeting the Combat Power requirement must be designated, using the following priority order.

1. The Sietch closest to the Target Sietch.

2. The Sietch with the highest rank (even if unrevealed).

This temporary Target Sietch remains so for the duration of that turn. During the next turn, the conditions for selecting the Target Sietch must be checked again.

◆ CHOOSING THE SHORTEST PATH

If there are two or more shortest paths, choose applying the following priority order.

1. The path that lets the Legion end its movement in an Area occupied by another Harkonnen Legion that has not reached its stacking limit. Move a number of Units up to the stacking limit, starting from those with the highest Combat Power, plus all Leaders.
2. The path that lets the Legion end its movement in the Area closest to a Sietch.
3. The path that lets the Legion end its movement in a Mountain Area.
4. The path that lets the Legion end its movement in a Plateau or Minor Erg Area.
5. The path that lets the Legion end its movement in a Desert or Deep Desert Area without Wormsign tokens.

Important: In the Mahdi Solo Mode, the Harkonnens ignore impassable borders.

There are two additional criteria to follow when moving Harkonnen Legions:

- Do not use **more than 1 Ornithopter** on the same turn.
- Do not move Legions that are adjacent to the Target Sietch unless they are also adjacent to another Harkonnen Legion. In that case, move 1 Legion (or more, if possible) to merge into a single Legion closest to the Target Sietch and with the highest possible Combat Power.



◆ PLACING HARKONNEN DEPLOYMENT TOKENS

Whenever a Harkonnen Legion **leaves an Area containing a Settlement**, place 2 Harkonnen Deployment tokens there (see Special Rules on the next page).

HARKONNEN COMBAT CRITERIA

All the rules for resolving battles are listed here.

◆ HARKONNEN PLANNING CARDS IN COMBAT

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

◆ APPLYING HITS

When applying Hits to a Harkonnen Legion, apply the following priority order.

1. Eliminate Leaders, starting with Bashar Leaders, until only 1 Leader (Named, if possible) remains in the Legion.
2. Replace Elite Units with Regular Units.
3. Replace Sardaukar Units with Regular Units.
4. Eliminate Regular Units, unless there is still a Leader remaining and the Hits would eliminate all Regular Units. In that case, eliminate the Leader first.

◆ END OF THE BATTLE

Harkonnen Legions never retreat during a battle, and cease an attack only when, at the start of any Combat round, they have a Combat Power equal to or less than half the Combat Power of the opposing Legion (considering the Combat Power of individual Units).

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

Important: The Harkonnens do not need to take 1 Hit to continue the battle when attacking a Sietch when playing solo.

SPECIAL RULES

HARKONNEN BENE GESSERIT TOKENS

When the Harkonnens would gain a Bene Gesserit token, take 1 Action die from The Spice Must Flow board instead and put it among the unused Harkonnen Action Dice. If there are no available dice, advance the Supremacy marker by 1 step instead.

HARKONNEN DEPLOYMENT TOKENS

The two sets of Harkonnen Starting Deployment tokens form a pool in the solo game and are used whenever a Harkonnen Legion leaves an Area containing a Settlement. When this happens, **immediately** place 2 Deployment tokens there, 1 black and 1 silver, facedown. They are considered Units, and as such, follow all the standard rules regarding movement and stacking limit, plus some special rules:

- All Deployment tokens (black or silver) have a Combat Power of 2 and count as 1 Unit for movement and stacking limit purposes.
- Deployment tokens are revealed only when they attack or are attacked, or if the effect of any Planning card or Action die makes it necessary for them to be revealed (for example, you have to replace Units in a Legion with Units of another type). If the stacking limit is exceeded when they are revealed, remove any excess Unit starting from those with the lowest Combat Power. Revealed Deployment tokens are shuffled back in the pool.
- If there are no more Deployment tokens available and you must place some, reveal 2 tokens of your choice (1 black and 1 silver) on the board, placing the corresponding Units. Then, place those tokens where they were required.

HARKONNEN PLANNING CARDS

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

HARKONNEN UNUSED ACTION DICE

Harkonnen unused Action dice are the ones that have not been rolled yet and that are not on The Spice Must Flow board. Refer to these dice to see if the Atreides player can perform Desert Power Actions.

ORNITHOPTERS SPECIAL RULE

You can never reveal a Sietch or an Atreides Deployment token voluntarily using *Guerrilla Training* if it is in a Sector connected to an Air Zone with an Ornithopter (you must still reveal them if they are attacked).



REVEALING A SIETCH OR A DEPLOYMENT TOKEN

For each Sietch or Atreides Deployment token revealed *voluntarily*, add 1 Harkonnen Planning card to the Reinforcements deck (alternating between the Harkonnen and Corrino decks, as explained earlier). Do not do this if the Spacing Guild Ban is active.

LANDSRAAD BAN

As long as the Landsraad Ban is active, the Harkonnens cannot discard cards from the Reinforcements deck to gain additional Combat dice.

THUFIR HAWAT

When playing solo, Thufir Hawat's Special Ability changes as follows:

- Draw 3 House Harkonnen Planning cards and play them immediately.

GAIUS HELEN MOHIAM

When playing solo, Gaius Helen Mohiam's Special Ability changes as follows:

- Draw 3 Corrino Ally Planning cards and play them immediately.

TRUTHTRANCE - HOUSE ATREIDES PLANNING CARD

When playing solo, change the effect of the Truthtrance card to the following:

- Choose a Harkonnen Action die result. (You cannot choose a result if there are 3 spent Action dice on the Harkonnen dashboard showing that result, or 2 in case of Deployment and House results.) Play the next Harkonnen turn as if you rolled that result on the Harkonnen Action die, spending the die as usual. Then, draw 2 Planning cards or play 1 Planning card.

HAWAT'S SCHEMING - HOUSE HARKONNEN PLANNING CARD

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

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GALE FORCE NINE
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RULES SUMMARY

GAME ROUND

START OF THE ROUND
- Draw 2 Planning cards, 1 from each deck.
- Reveal 3 Prescience cards.

1. VEHICLE PLACEMENT (HARKONNEN)
Based on the position of the lowest Imperium marker:
- Set aside 1 Action die per slot on the active row and above.
- Place the indicated number of Vehicles on the board.

2. ACTION RESOLUTION
- Roll Action dice, allocate on player dashboards.
- Starting with the Harkonnens, allocate 1 Bene Gesserit token on player dashboards (if players wish so).
- Starting with the Atreides and ending with the Harkonnen, players alternate in taking 1 Action until all dice are used.

3. DESERT HAZARDS (ATREIDES)
- Place 1 Wormsign token in all Desert Areas with a Harkonnen Legion or Harvester. Flip all tokens:
  - Nothing happens.
  - Place 1 Sandworm in the Area.
  - Place 1 Sandworm only if in a Deep Desert Area.
- When a Sandworm is placed in Areas containing:
  - **Harvester:** Remove the Harvester.
    - Remove Carryall in connected Air Zone to not remove a Harvester.
  - **Harkonnen Legion:** The Legion must retreat. If it cannot, resolve a Sandworm attack.
- Roll for Coriolis Storms for all Harkonnen Legions in vulnerable Plateau, Minor Erg, and Desert Areas.

4. SPICE HARVESTING (HARKONNEN)
- Discard all active Bans (unless the corresponding marker is at the bottom step of the board).
- Remove all Harvesters on the board to collect spice points: 1 for Desert, 2 for Deep Desert.
- Spend spice points on each of the 3 Imperium markers:
  - 3 points: Move it up 1 step.
  - 2 points: Keep it on its current step.
  - 0 points: It moves down 1 step (activate the matching Ban).
- If the current Supremacy points are 5 or less, spend 3 spice points to advance the Supremacy marker 1 step.

END OF THE ROUND
- The Atreides player checks whether revealed **End of the Round Phase** Prescience cards can be claimed.
- The Atreides win the game if the requirements of the Secret Objective card are met. If not, the game continues.
- Remove all Ornithopters and Carryalls from the board.
- Starting with Harkonnens, may replace any Named Leaders on the board with Generic ones.
- Refresh all spent Leader cards.

ADVANCING THE PRESCIENCE TRACK
- Claim a **Prescience card** (max. 2 per round): Advance the indicated markers by the number shown.
- Take an **Ecological Station**: Advance the Prescience marker shown under the token by 1 step.
- Destroy a Harkonnen **Settlement**: All markers advance equal to the Settlement's rank.

ADVANCING THE SUPREMACY TRACK
- Destroy a **Sietch**: Marker advances equal to the Sietch's rank.
- If the current Supremacy points are 5 or less, spend 3 spice points to advance the Supremacy marker 1 step.

- Discard down to 6 Planning cards.
- Atreides removes from the game any revealed Prescience cards they want. Then, reshuffle all cards.

MOVING LEGIONS
- Moving Legions can enter any adjacent free Area.
- An area is not free when it contains enemy Settlements, enemy Units, or Sandworms (Ecological Stations or Harvesters do not block movement).
- Harkonnen Legions entering an Area with a Wormsign token reveal and resolve it.
- Impassable borders cannot be crossed (except for Troop-Transport).
- Legions can't pick up or drop figures in the middle of moving more than 1 Area.
- **Troop-transport** (**Harkonnen**): Remove a connected Ornithopter to move 2 Areas, ignoring any obstacles.
- **Sandriding** (**Atreides**): May move over any number of Areas with Wormsigns or Sandworms.

BATTLE ROUND
- Reveal any Sietch and Deployment token involved in the battle.
- Starting with the attacker, may discard Planning cards for +1 Combat die per card.
  - ***Surprise Attack:*** Attacker adds 1 in the first round.
- Both players roll Combat dice equal to the number of Units (not Leaders) in their Legion plus the number of Planning cards they discarded. Defender adds the rank of their Settlement in their Area (if any). Maximum of 6 dice.
  - Generic Leaders each turn 1 into 1 .
  - Named Leaders each use 1 as indicated on their card.
  - Special Elite Units each cancel 1 opposing .
  - Each cancels 1 opposing .
- Remove casualties. Each must either:
  - Remove 1 Unit or Leader.
  - Replace 1 Elite Unit with 1 Regular Unit.
- Attacker may continue battle (must take 1 Hit if defender is in a Settlement). In this case, the defender may retreat. Otherwise, a new round starts.