

Ω dune – player aid Ω

Based on GaleForce Nine reprint (2019) and official Oct 30th FAQ

START:

- Each player receives 4 random Traitor cards and keeps 1 (either opponent or own leader). Harkonnen keeps all 4.
- Set up as per player shield. 1 treachery card. 2 for Harkonnen.

GAME TURN: (MAX 10 TURNS)

1. STORM

- (*Basic*) Last 2 players to use battle wheels dial a number from 1 to 3. The sum advances the storm. (if *Advanced*, FREMEN randomly pick a STORM card to be revealed next round. FREMEN can see the card they picked).
- (*Advanced*) The STORM card randomly picked by the FREMEN the previous round is revealed. Advance the storm as indicated. Return card to deck, randomly pick again for future round.
- Tokens & Spice in desert touched by Storm go to Tleilaxu Tanks and Spice Bank.

2. SPICE BLOW

- Reveal top card. (*1st round only*) Ignore worms and Nexus. Reshuffle worms in deck after phase over.
- If Territory card, place Spice unless Storm in sector.
- If Worm, tokens and Spice removed from previous territory, then draw until Territory card revealed. Then Nexus happens.
- (*Advanced*) The same rules except there will be two discard piles (Pile A and Pile B). Treat each pile independently.

3. CHOAM CHARITY

- Players with 0 or 1 spice can collect spice to bring their total to 2 spice by calling out "CHOAM Charity".

4. BIDDING

- Same # of treachery cards as # players revealed to be bid, for players holding less than 4 cards. Players must announce how many cards they hold.
- Players take turns to initiate bidding (starting with *first player* and then to the right of previous first bidder).
- Min bid 1 spice. Pay to Emperor, or Bank if not in play. Emperor always pays to Bank.
- Auction until all cards claimed, or 1 card unwanted (remaining cards return to top of deck).

5. REVIVAL

- Revive max 3 tokens to Reserve, paying Spice where needed (2 spice per force if needed).
- Revive max 1 leader per turn if all 5 normal leaders had been in tanks at same time. Pay Spice equal to leader strength.
- May only revive 2nd time if all other players' leaders have been revived and killed again.

6. MOVEMENT

- **No Shipment/Movement:** from / through / into sector in Storm, territory with ally, Stronghold with tokens of 2 other factions.
- (*Advanced*) FREMEN allowed to move through/ship in Storm at half loss.
- Be clear into which sector you ship or move.
- You may move the same forces you shipped.

A. Shipment

- Add forces from reserves on any 1 territory. 1 Spice per force into Stronghold, 2 Spice per force into other territory. Pay to Guild, or Bank if not in play.

B. Movement

- Move any # of tokens from any 1 territory to adjacent territory. Move up to 3 territories if you have presence in Arrakeen or Carthag. (sectors don't count for movement distance)
- Moving to a different sector within same territory counts as a movement action.

7. BATTLE

Happens in all territories with 2+ factions, except if separated by Storm, or at Polar Sink.

- *First Player* is aggressor and must resolve ALL his battles. Then the aggressor passes to the right and so on. Aggressor wins ties.
- Combatants secretly select # from 0 to total strength of forces in territory, and leader/cheap hero (mandatory unless none available, must announce if so), and optionally 1 weapon and/or 1 defense treachery card if leader/cheap hero present. (Useless card replaces a weapon/defense card). Weapon kills leader unprotected by defense. Killed leaders don't count.
- (*Basic*) Forces have 1 combat strength per force.
- (*Advanced*) Forces have 0.5 combat strength per force (Emperor Sardaukar = 1) unless fed 1 spice per force, then they are worth 1 strength (Sardaukar = 2). FREMEN forces are exempt.
- Winner gains spice = killed leader (including own) and may keep treachery cards. Lose # forces as dialed.
- Loser loses all tokens and treachery cards.
- Leader may not be killed as result of battle, only by weapon card.
- Leader surviving battle may not battle in another territory in same round but may battle in same territory.
- Instant win if you have the enemy leader as a Traitor in your hand. Traitor killed. If both are traitors, all die, no one gains spice. To use the Traitor card you **MUST** call out "TREACHERY". The use of the Traitor card is *optional*.
- At the end of the phase, reclaim any surviving leaders.

8. SPICE COLLECTION

- 2 Spice per forces on territory, or 3 Spice per forces if player controls Arrakeen or Carthag.
- (*Advanced*) 2 spice each for who occupies Arrakeen/Carthag and 1 spice for Tuek's Sietch.

9. MENTAT PAUSE PHASE

- Players gather the spice they received as bribes (from in front of their shields).
- Check for victory - number of Strongholds to win:

Total players	Alliance size		
	1 pl	2 pl	3+ pl
2 pl	4	-	-
3 pl	4	5	-
4+ pl	3	4	5

NEXUS (ALLIANCES)

- May join / leave / create alliances.
- Alliances are open info, but strategies made within them need not be.
- Allies may help each other to pay Spice for cards in Bidding round, or for shipment in Movement round. This doesn't allow them to directly transfer Spice between each other in these rounds.
- Allies win together.

BRIBES & DEALS

- Can only be performed between non-allies.
- Deals must be stated aloud and are binding.
- May involve Spice, future actions or information but not cards, tokens, leaders or faction advantages.
- Cannot make a deal that contravenes the rules or the player's faction powers.
- Exchanged Spice is placed in front of player shield and collected during Mentat Phase.

OTHER

- *First Player* = player whose player circle is next to be hit by Storm (but not under Storm).
- Players act in anti-clockwise order starting with *First Player*.
- Polar Sink: never in Storm, no battles, allies may share this territory.

FACTION ADVANTAGES BREAKING THE GAME RULES

- Each faction has unique advantages, both in *Basic* and *Advanced* that take precedence over the rules in the rule book. Please read your faction powers carefully.

V1.5

TREACHERY CARDS

- A. These 25 cards can be played only in battle.
1. **4 Projectiles** - used as a weapon during battle.
 2. **4 Shields** - defends your leader against any projectile used by your opponent in battle.
 3. **4 Poisons** - used as a weapon during battle.
 4. **4 Snoopers** - defends your leader against any poison used by your opponent in battle.
 5. **1 Lasgun** - a special weapon. There is no defense against a lasgun, i.e., it automatically kills an opponent's leader. But, should you or your opponent play a shield in the same battle, a nuclear explosion occurs and all tokens and spice (even those not involved in the battle) in the territory are lost to the 'tanks' as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.
 6. **3 Cheap Hero(ines)** - played in place of a leader in battle (this is the only time a player may play 3 cards in a battle: cheap hero, weapon, and defense). The cheap hero has no value to add to your total. Must be discarded when played.
 7. **1 Worthless Cards** - Kulon, Trip to Gamont, La La La, Baliset and Jubba Cloak. They have no value in play. Played in place of a weapon, defense or both. This is only way they may be discarded from hand. (*Advanced*) Bene Gesserit may use a worthless card as a Karama Card.
- B. These 8 cards may be played at certain times during the game and then must be discarded.
1. **2 Truth Trances** - played at any time against any player. Forces that player to answer truthfully any one "yes" or "no" question concerning the game that you ask him.
 2. **1 Weather Control** - played at the start of a storm round, it enables the player to control the storm that round and move it from 0 to 10 sectors in a counterclockwise direction.
 3. **1 Hajr Card** - played during a player's movement round enables that player to make an extra on-planet group move, subject to the normal movement rules.
 4. **1 Tleilaxu Ghola Card** - played at any time. It allows the player either to immediately recover one leader from the 'tanks' without payment, or to revive up to 5 tokens from the 'tanks' to his reserves.
 5. **1 Family Atomics** - played just after the storm has been dialed but before it has been moved (*optional rule*-played just after storm movement marker is revealed), by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it. It destroys the shield wall (and all tokens there) so that the Imperial Basin, Arrakeen and Carthag are no longer protected from the storm. Once played, the card is placed off the board by the Shield Wall to indicate that it has been destroyed.
 6. **2 Karama Cards** - When played can do any one of the following:
 - 6A. Prevent other players from using one of their advantages once. Then the card is discarded. Can be played immediately after an opponent uses an advantage to negate it but before the consequence of the advantage takes effect.
 - 6B. (*Advanced*) - Allows players to use a special one time power specific to their faction.
 - *Harkonnen* - You may use a Karama card to take without looking any number of cards, up to the entire hand of any one player of your choice. For each card you take you must return one. It can also be the card(s) you have taken from the said player.
 - *Atreides* - You may use a Karama card to look at any one player's entire battle plan.
 - *Spacing Guild* - You may use a Karama card to stop one off-planet shipment of any one player (Fremen do not have off-planet shipments and thus cannot be blocked).
 - *Fremen* - You may use Karama card to place your sandworm token in any sand territory that you wish. This is treated as a normal sandworm and triggers a Nexus. **MUST** be played during the Spice Blow phase.
 - *Emperor* - You may use a Karama card to revive up to three tokens or one leader for free.