Rulebook Page 10

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.

Page 12

Atreides Deployment Tokens

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).

Page 12

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.

Page 13

Units Stacking Limit

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.

Page 16

Spice Harvesting

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).

Page 16

End of the Round

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.

Page 17

Phase 2 Action Resolution

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).

Page 19

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:

Page 19

Guerrilla Training

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.

Page 19

Scouting

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.

Page 20

Carryall to the Rescue

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 shortlived, as the Harvester is removed the following phase.

Page 20

Place and Resolve Wormsigns

**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.*

Page 21

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.

Page 21

Spice Harvesting

Markers that are neither kept in place nor raised automatically move down 1 step. This causes the activation of Imperium Bans (see next column).

Page 21

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.

Page 23

Sandriding

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).

Page 23

Troop-Transport

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).

Page 25

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 (Shield) result from the opponent’s Combat roll (including any (Shield) results generated by (Star) results).

Page 26

Remove Casualties

Replace 1 Elite Unit (Special or not) with 1 Regular Unit (if available, otherwise simply remove it).

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.

Page 26

Continue the Battle

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).

Page 26

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).

Page 27

Destroying Settlements

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!

Page 28

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.

Page 33

Bene Gesserit Tokens

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.

Page 33

Destroying Harvester

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

Page 35

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).

Page 38

Place Ornithopters

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.

Page 39

Leadership and Strategy Actions

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

Page 41

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).

Page 42

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).