

A game by  
**FRANCESCO NEPITELLO** and **MARCO MAGGI**

WORK IN  
PROGRESS

# DUNE

WAR for ARRAKIS

RULEBOOK



LEGENDARY

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*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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LEGENDARY



GENUINE ENTERTAINMENT

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# COMPONENTS

## HARKONNEN FACTION

## 127 FIGURES

## ATREIDES FACTION

13 LEADERS

20 LEADERS



BARON HARKONNEN



BEAST RABBAN



FEYD-RAUTHA



CAPTAIN ARAMSHAM



PAUL ATREIDES



PAUL-MUAD'DIB



LADY JESSICA



REVEREND MOTHER JESSICA



EMPEROR SHADDAM IV



GAIUS HELEN MOHIAM



THUFIR HAWAT



6 BASHAR LEADERS



STILGAR



CHANI



GURNEY HALLECK



ALIA



12 NAIB LEADERS

44 UNITS

30 UNITS



24 REGULAR



12 ELITE



8 SARDAUKAR



16 REGULAR



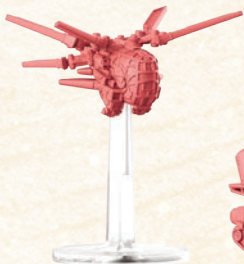
8 ELITE



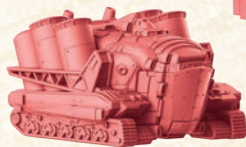
6 FEDAYKIN

17 VEHICLES

OTHERS



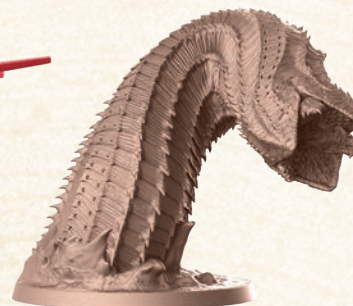
6 ORNITHOPTERS



8 HARVESTERS



3 CARRYALLS



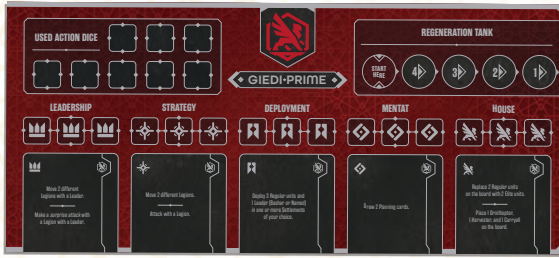
4 SANDWORMS



1 WILD MAKER



1 THE SPICE MUST FLOW BOARD



1 HARKONNEN PLAYER BOARD



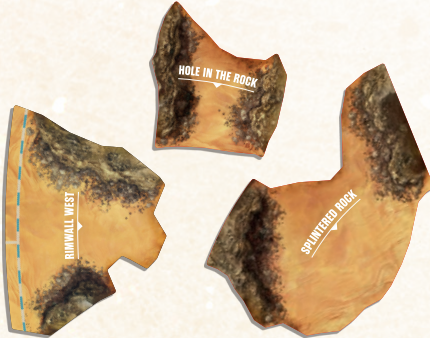
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2 GAME BOARD SECTIONS

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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



## 24 DICE

4 ATREIDES ACTION DICE



8 HARKONNEN ACTION DICE



6 ATREIDES COMBAT DICE



6 HARKONNEN COMBAT DICE



# 119 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, GAUIS 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

# 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 2 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 will be organized into two teams, each controlling one or two of the four powers.

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 the 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 33.*

## 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 harvest 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** (SP) or more.

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 invader with a 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, 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** (PP), 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 eight **Sectors**, a subdivision used in conjunction with the **Air zones**, circular boxes used exclusively by the Harkonnen player to place flying vehicles — Ornithopters and Carryalls. Each Air zone is placed on the border between 2 Sectors and affects both (it is said 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 four different types, affecting the consequences of the Perils of Arrakis — the **Sandworms** and **Coriolis Storms** (see page 20). There are four 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 four 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 both 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

**I** This is the Supremacy Track

**K** These symbols indicate where Settlement and Ecological Station tokens must be placed

**H** This is an Air Zone

**J** This is the Prescience Track



### ◆ SUPREMACY TRACK

The Harkonnen player records any Supremacy points gained by moving the 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 *Feyd-Rautha*, an important Harkonnen Leader, is allowed to enter play.

### ◆ PRESCIENCE TRACK

The Atreides player's Prescience points score is kept track using 3 different markers – if **at the end of any Round**, 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 the 3 markers indicates when *Paul-Muad'dib*, *Reverend Mother Jessica*, *Chani*, and *Alia* (all important Atreides Leaders) are allowed to enter play and when the Atreides' powerful **Atomics** can detonate.



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, 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.



Arrakeen



Carthag



Pyon Village



Sietches

## PLAYER DASHBOARDS

The two factions each has 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, deploy new Units, draw Planning cards or play them, etc.

All Actions are depicted on the middle section of each dashboard. The Actions that are possible each turn are based on the Action die 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 three 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 — 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 enemy Legions.

### 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 Harkonnen).

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

Any Unit that gets removed from the board becomes available for future recruitments. 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.

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 involved in combat (see page 24) 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 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 from the novel. 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 eliminated). Leaders can be **Generic** (Bashar and Naib leaders) or **Named** (for example, Paul Atreides, or 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, and 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 and symbols — this will be relevant for 3 or 4 players games.

### GENERIC LEADER

### NAMED LEADER



Bashar Leader

Naib Leader



Beast Rabban



Paul Atreides

Facedown Card

Faceup Card



### ◆ 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).



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

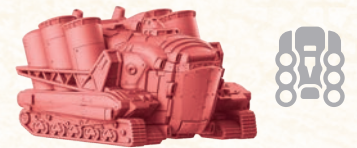
**Note:** The Atreides player should be careful about placing more than 3 Deployment tokens in the same Area, as overstacking could easily occur should those tokens be revealed.

### ◆ 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. 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. 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 Shuffle the standard Atreides Deployment tokens and keep them facedown next to the Atreides player.
- 5 Place the 6 Harkonnen Settlements (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).
- 7 Shuffle the 6 ecological Testing Stations and randomly place them facedown on the indicated Areas of the board, 1 token per Area. Their hidden side is secret to all players and is 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 showing the corresponding Action symbol. The Harkonnen player places the Thufir Hawat figure on the first step of the Regeneration Tank and keeps his card faceup nearby out of the dashboard. Both players keep Generic Leader cards and figures (Naib and Bashar) nearby, as well as all remaining Named Leader cards and figures.
- 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 four 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 one of them (put the remaining 5 cards back in the box). 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 (thanks to Lady Jessica). The remaining 4 tokens form the Bene Gesserit tokens reserve.

### HARKONNEN DEPLOYMENT TOKEN SYMBOLS

-  Harkonnen Regular
-  Harkonnen Elite
-  Sardaukar
-  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.
- ◆ 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 on Desert Areas, Ornithopters and Carryalls on Air zones.

### 2. ACTION RESOLUTION

- ◆ Both players roll their Action dice and then place them on their dashboards, on the boxes corresponding to the die results obtained.
- ◆ Starting with the Atreides, the players take turns in executing Actions. When both players have 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 those placed during the round) and resolve their effects.



*Wormsign Tokens*

- ◆ If there are Harkonnen legions in Plateau 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 on their current position, or to move them up one step — 2 points to keep the position, 3 to move up one step. Otherwise, the markers move down 1 step.
- ◆ If the Supremacy marker is at step 5 or lower of the track, the Harkonnen player has the additional option to spend 3 spice points to gain 1 Supremacy point (once per Spice Harvesting).
- ◆ For each Imperium marker that moves down, the corresponding Imperium Ban is activated. The Harkonnen player places the Ban card in front of them (if the card was already active, it continues to be so). Conversely, for each Imperium marker that does not move down (it remains in the same position or advances) and is not at the bottom step of the board, the Harkonnen player discards the corresponding Ban card, if active.

#### ◆ END OF THE ROUND

- ◆ **Atreides Victory Check.** The Atreides player checks whether the Prescience markers have reached the scores indicated by the Secret Objective card. If so, the Atreides player wins the game. If not, the game continues.
- ◆ Remove any Ornithopters and Carryalls on the board.
- ◆ If they have named Leaders on the board, starting with the Harkonnen player, both players may replace any named Leader with a generic one.
- ◆ Flip faceup and place back on their corresponding Action boxes all 'spent' Leaders cards (except for those of Leaders on 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.
- ◆ A new round then 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 that where the lowest Imperium marker is positioned. Other markers positioned above it are irrelevant.



- ◆ First, the Harkonnen player must set aside a number of their Action dice as indicated on the first column of the active row. Those dice are kept in the appropriate box on the dashboard and won't be used 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 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 page 16).
- ◆ After rolling, the players place the 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 in the Harkonnen dashboard, and 2 in the Atreides one. Each die exceeding the allowed maximum must be changed, choosing other available results, starting with those appearing in fewer numbers (the new die results are chosen one at a time).



### ◆ 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 you have less unused Action dice than the opponent, take a Desert Power Action.

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

If you choose to spend a die to play a Planning card, you can choose any unused die, regardless of its result. Read the card text carefully to apply a card's 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 you to deploy Units and move a Legion, you 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 random Deployment token. The player inspects it and places it facedown in an Area containing a Sietch token. The **DEPLOYMENT** Action allows to:

- ◆ Deploy 1 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 your decks, 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 result as any Action die result of your 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 1 Ornithopter, 1 Harvester, and 1 Carryall 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 any 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 Area without a Wormsign token or a Sandworm, 1 token per Area.

OR

- ◆ Activate 2 different Sandworms already on the board.

#### **DEPLOY AND PLACE**

*Deploy* means to take game pieces not already on the board and put them on the board.

*Place* means to take game pieces from wherever they are (except from the Regeneration Tank), even if they are already on the board, and put them on the board.

### ◆ 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 dashboard, on the Action box with the corresponding Action symbol.

- ◆ Unless they are on the Regeneration Tank track, 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 that 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: the Leader 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 multiple times during the same turn, and in addition to the normal Action. 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 at any time during their Action turn. 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 play.

### SCOUTING (HARKONNEN ONLY)

The Harkonnen player can remove 1 Ornithopter from the board at any time during their Action turn to reveal a Sietch and/or all Deployment tokens in the same Area in a connected Sector.

## ◆ 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 episodes and secondary characters from the novel can enter the game through the appropriate use of these cards.

- ◆ Players draw cards at the beginning of each round, and during Action Resolution by taking the Mentat Action, and play them during Action resolution spending any one Action die.
- ◆ Players have also 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 Corrinno 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 **Corrinno Ally deck** greatly facilitates the movement and attacks of Legions, especially those that include Sardaukar, and force 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, the entry of the fearsome Fedaykin and the powerful Leader Gurney Halleck on the board.



- ◆ The **Fremen Ally deck** is geared towards facilitating movement in the desert, and to empowering and manipulating Sandworms and Coriolis Storms. Some cards allow you 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 an Area containing a Sietch, Atreides Legion or Sandworm, and shuffle 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 remaining Wormsign tokens on the board faceup, and resolves their effects.

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:** All Sandworms appearing during this phase must be placed on the board. If there are no more Sandworm figures available, the Atreides player must take them from anywhere else on the board. If more than 4 Sandworms appear on the board during this phase, the Atreides player chooses where they appear and discard the remaining Wormsign tokens.

### ◆ EFFECTS OF SANDWORM PLACEMENT

After all Sandworms are placed, apply the following:

- ◆ If the Area contains a Harvester, remove the Harvester (unless a Carryall saves it: see Carryall To The Rescue, below).
- ◆ If the Area contains a Harkonnen Legion, the Legion must retreat (see the Retreat rules, page 26). If the Legion cannot retreat, the Sandworm attacks this Legion (see Sandworm attack, page 31). If the Area contains both a Harkonnen Legion and a Harvester, the Legion must retreat, and the Harvester is removed (unless a Carryall saves it, see Carryall To The Rescue, below).

After all Wormsign tokens have been resolved, they are shuffled back face down 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 destroyed, and a Sandworm is also placed in the Area (the coexistence is short-lived, as the Harvester will be removed in the following phase).

### ◆ RESOLVE CORIOLIS STORMS

All Plateau, Minor Erg, and Desert Areas on the board that do not contain a Harkonnen Settlement are subject to the fury of the Coriolis Storms.

- ◆ For each Harkonnen Legion in a 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 (see table below):

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).

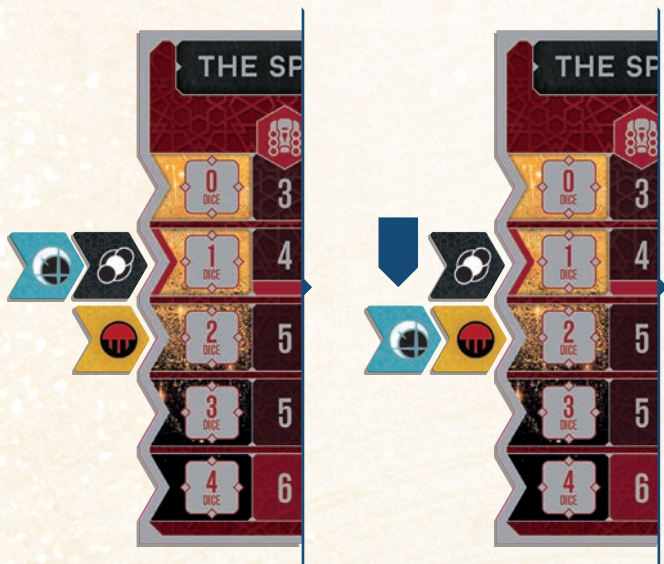
## PHASE 4. SPICE HARVESTING

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 one step:

- ◆ It costs 2 points to keep a token in the position it currently occupies.
- ◆ It costs 3 points to raise a token up one step. Each marker can be raised a maximum of one step during the same Spice Harvesting step.
- ◆ Markers that are neither kept in place nor raised, automatically move down 1 step (each one that moves down causes the activation of a Ban, see page 16).



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

**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 less on the track, the Harkonnen player can choose to spend 3 spice points to earn 1 Supremacy point. 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 more 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

If one or more Imperium Bans are active, the Harkonnen player must apply their corresponding Ban effects, as described on their reference cards, at any time during the round. If a Ban is active, it is always considered to be in effect.

**Note:** A Ban is in effect for the whole round, as long as its corresponding Imperium marker moved down in the previous round or is at the bottom step of The Spice Must Flow board.

## GENERAL RULES

The following section contains detailed rules and clarifications.

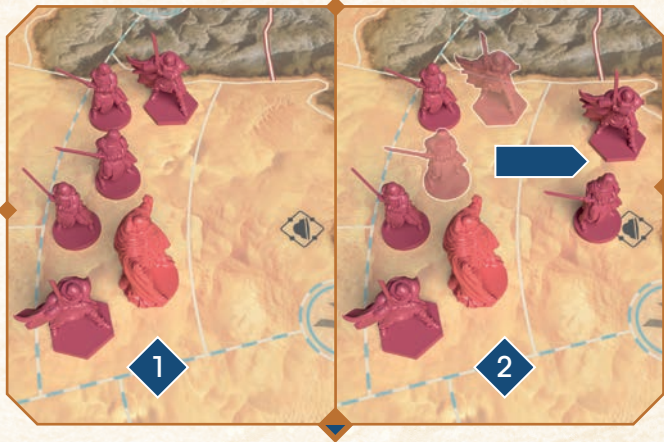
## MOVEMENT

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 empty or free Area (remember that Areas separated by an impassable border are not considered to be adjacent).

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 uses a **LEADERSHIP** Action to move a Legion and that legion is split, at least 1 Leader must accompany the moving Units.

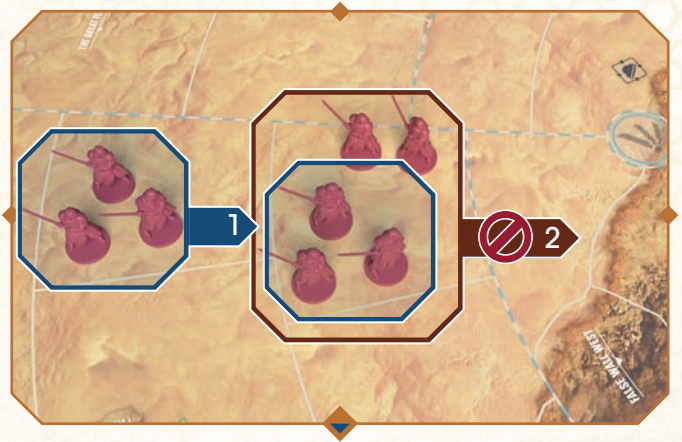


**Example:** A Harkonnen legion composed of 5 Units and 1 Leader moves by using a **STRATEGY** Action's first movement. The player chooses to move only 2 Units, leaving the remaining units and the Leader behind. With the second movement granted by the same **STRATEGY** Action, the player can move any other Legion on the board, even the one formed by the 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 above, 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 one 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.
- ◆ 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.

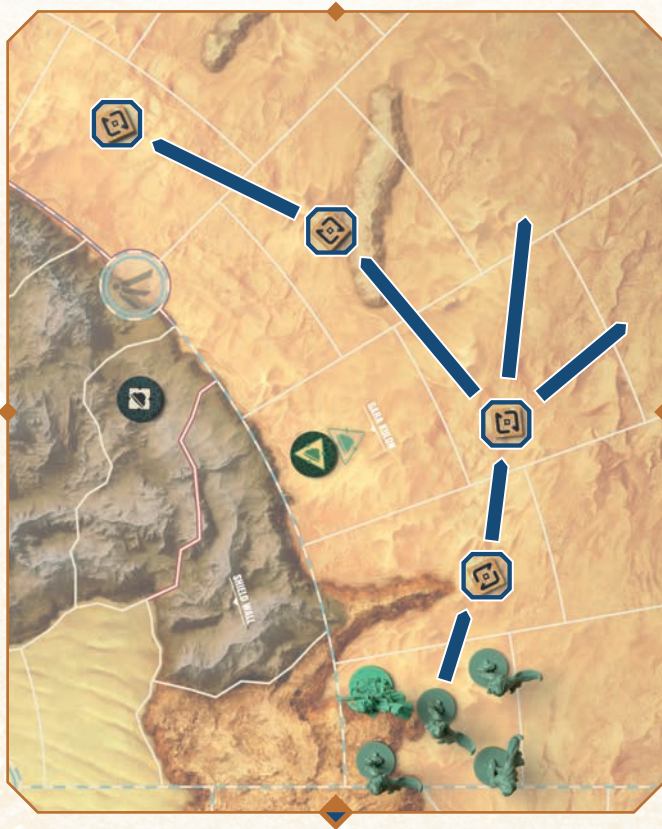
## SANDRIDING (ATREIDES ONLY)

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

A moving Atreides Legion in an Area containing or adjacent to a Wormsign token or Sandworm can move across any number of adjacent Areas containing Wormsign tokens or Sandworms, ending their movement in an area containing or adjacent to a Wormsign token or Sandworm.

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

Sandriding can be used to attack (see page 24).



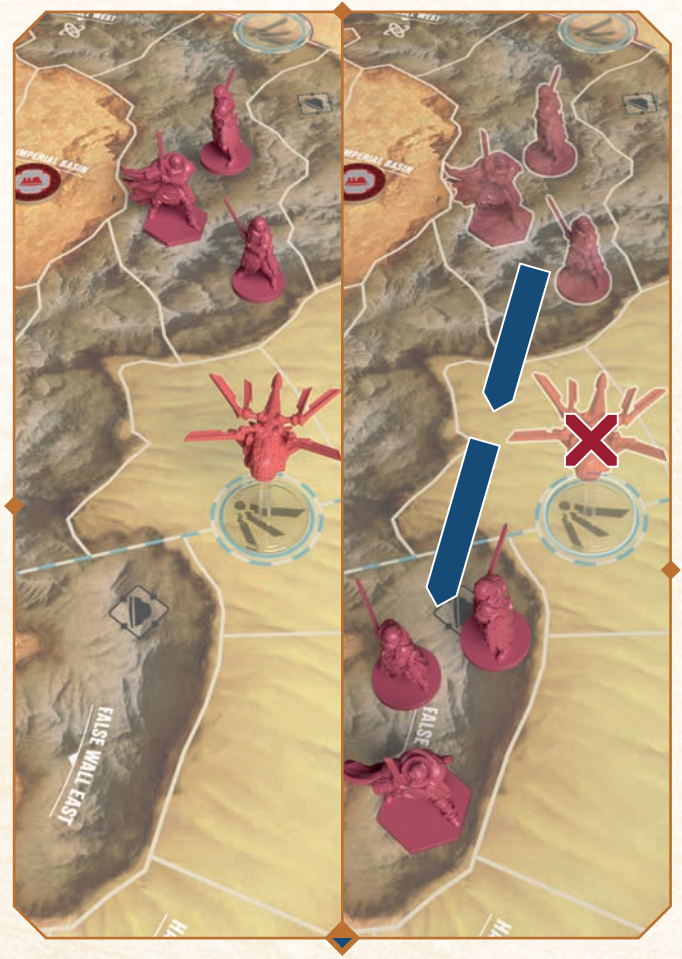
## TROOP-TRANSPORT (HARKONNEN ONLY)

When the Harkonnen player performs an Action to move a Legion, they can increase its movement by exploiting the presence of an Ornithopter in a connected Air zone.

To do so, the Harkonnen player removes the Ornithopter and moves the Legion up to 2 Areas 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).

Troop-transport can be used to attack (see page 24).



## BATTLES

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

An attacking Legion can target an enemy Legion inside an adjacent Area (remember that Areas separated by an impassable border are not considered to be adjacent). 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 Atrides 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 section).

### 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 (up to a maximum of 6 dice total).

**Surprise Attack:** At the end of the first battle round, the attacking player adds 1  result to their Combat roll (just before casualties are applied)

2. Both players roll a number of their Combat dice equal to the number of Units composing their Legion (up to a maximum of 6 dice). If the defending Legion is in an Area with a Settlement (Sietch, Village, etc.), for the duration of the battle the defending player rolls a number of additional Combat dice equal to the rank of the Settlement, each combat round (still up to a maximum of 6 dice).






3. After resolving the Combat roll, both players remove any casualties.
4. If the defending Legion is in an Area containing a Settlement, the battle ends unless the attacking player takes 1 Hit. In that case, the defending player has the option to retreat. If the defending player does not choose to retreat, a new battle round starts.
5. If the defending Legion is not in an Area containing a Settlement and 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 Atrides 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 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 Atrides 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).










## ♦ SARDAUKAR AND FEDAYKIN UNITS

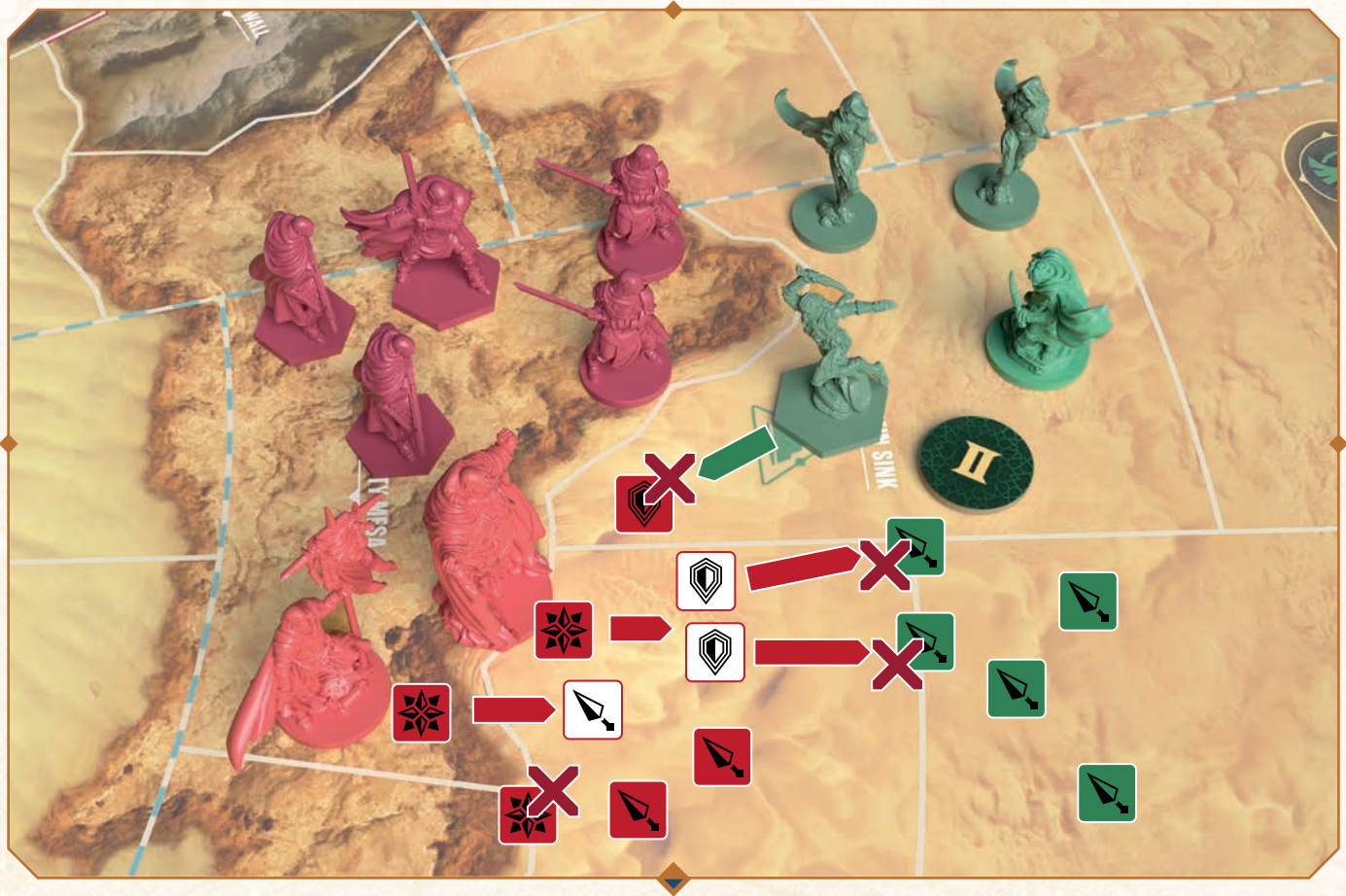
The presence of Special Elite units lowers the opponent's defenses. Immediately before removing casualties, each Sardaukar or Fedaykin cancels 1  result on the opponent's Combat roll.














## ♦ 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.

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, the attacking player must make this choice first. If a Combat roll generates more  results than the number of Leaders in the Legion, they are considered as miss 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 Atrides player rolls 5  in their Combat roll. The Leader in the Legion, Paul-Muad'Dib's considers  result as 2  and , but since no  was rolled, that doesn't come into effect.

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

## REMOVE CASUALTIES

Both players, starting from 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
- ◆ 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).



**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 player must take 1 Hit. Otherwise, the attacker must cease the attack and the battle ends.

- ◆ 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 now 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 in an adjacent Area of their choice. The chosen Area must be considered free for the retreating Legion, and additionally cannot contain a Wormsign token if the Legion is Harkonnen. If such an Area is not available, the Legion cannot 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 also 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 completely destroyed, no player 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) is immediately moved into the attacked Area, now empty of enemy Units. If the victorious Legion advances in an Area with a Settlement, the Settlement is destroyed. If the victorious Legion advances in an Area with a Harvester, the Harvester is destroyed.

## ◆ 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, such as those caused by Sandworms, Coriolis Storms, or certain Planning cards, cannot cause the destruction of a Settlement. 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 (the Atreides player no longer considers it a Sietch for the purpose of deploying or placing Units in that Area).
- ◆ 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 corresponding Settlement token is removed from the board (the Harkonnen player no longer considers it a Settlement for the purpose of deploying or placing Units in that Area).

## 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 for their Action turn and places it on the Used Action dice box, all figures already on the Regeneration Tank are immediately moved one step to the right.



- ◆ 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 out of the dashboard (if they weren't already) and cannot be used - faceup cards remain faceup, while spent Leaders 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 is represented in the game 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 Atreides Victory check step at the end of a round (see page 16), the player succeeds in doing so, they win.

## THE PRESCIENCE TRACK

A player's Prescience score is kept track of 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 Station: Advance 1 step 1 Prescience marker whose symbol is shown under the Station's token (if its shows all 3 symbols, choose 1).
- ◆ A Harkonnen Settlement is destroyed: All Prescience marker advance a number of steps based on the rank of the destroyed Settlement: 3 for Arrakeen, 2 Carthag, 1 for a Village.
- ◆ For every 2 Harvesters removed for any reason during the Action Resolution phase: Advance the Jihad (red) marker 1 step.

**Note:** To keep track of Harvesters destroyed, the Atreides player should set aside each Harvester they destroy during the Action Resolution phase.

## PRESCIENCE CARDS

As detailed in the Game Round Sequence, 3 random cards from the Prescience deck are revealed each round, and are placed faceup close to the board.

- ◆ There are 16 Prescience cards in the game, each one detailing a number of requirements that need to be fulfilled in order to claim that card and score its Prescience Points. The Atreides player can claim a card as soon as all requirements are met.
- ◆ The Atreides player can claim **a maximum of 1 Prescience card each turn** and **a maximum of 2 Prescience cards each round**.

There are three types of requirements.

- ◆ To claim a card requiring to 'spend 1 Action Die' the Atreides player must move one die of their choice to the Used Action Dice box, without applying the effects associated with the chosen die (for example, *Paul drinks the Water of Life*).
- ◆ To claim a card requiring to do something 'as a free Action' the Atreides player must perform what is described on the card at any point during their turn (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:** In order to claim the "Paul drinks the Water of Life" card, the Atreides 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 an Area that is not adjacent to 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 can choose to discard permanently one or more unclaimed Prescience cards, returning it to the game box. Any remaining cards must then be reshuffled into the Prescience deck for the following round.



## OTHER EFFECTS OF PRESCIENCE

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

### ◆ STEP 3 OF THE PRESCIENCE TRACK

- ◆ 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 OF THE PRESCIENCE TRACK

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

### ◆ STEP 8 OF THE PRESCIENCE TRACK

- ◆ 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, 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 one of the three Family Atomics tokens and places it over the main game board, so that the borders of the corresponding Areas match.

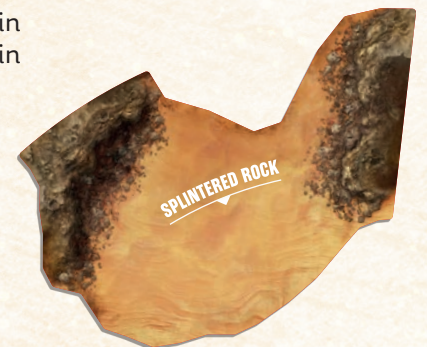
- ◆ If the Area contains a Legion, all figures are moved to an adjacent free Area chosen by the opposing player (for example, an Atreides legion is moved by the Harkonnen player).

As can be seen by the token graphics, the atomics cause the change of a Mountain Area into a Desert Area. The Atreides player can normally place Wormsign tokens in this Area.

## 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.

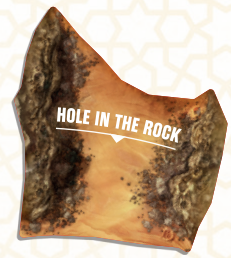


*Splintered Rock*

## 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.

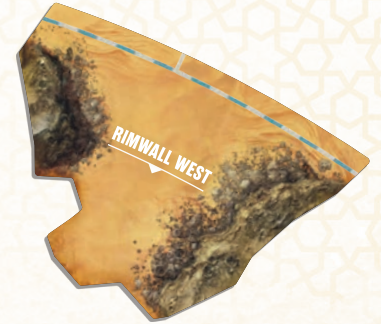


Hole in the Rock

## RIMWALL

The Rimwall 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 Atrides player performing a Desert Power Action. Here follow the rules governing Wormsign tokens, in addition to Sandriding and their effects during the Desert Hazards phase.

## WORMSIGN AND HARKONNEN LEGIONS

If a Harkonnen Legion enters an Area containing a Wormsign token, the token is revealed and resolved. This does not apply if a Wormsign is placed directly in an Area already with a Harkonnen Legion or Harvester as with a Desert Power Action. Atrides Legions never cause a Wormsign to be revealed.

- ◆ If a Sandworm is placed in the Area, the Legion must retreat (using the usual rules). If the same Area also contains a Harvester, the Legion retreats and the Harvester is removed (the Harkonnen player cannot use a Carryall to save the Harvester: Carryalls are only used only during the Desert Hazard phase).

## SANDWORMS

Sandworms mainly appear during the Desert Hazards phase, and are activated taking a Desert Power Action during Action Resolution. If a Sandworm is placed on

the board during Action Resolution, follow the rules for Sandworm Attacks on page 20.

- ◆ Each Sandworm can be activated to move or attack.

**Example:** *The Atrides player takes a Desert Power action, allowing them to activate 2 Sandworms on the board. The player can choose to attack with both Sandworms, or move them both, or attack with 1 Sandworm and move the other.*

## ◆ SANDWORM MOVEMENT

Activated Sandworms can move to up to 2 Desert Areas. The Area of destination cannot contain figures of any kind. If the Sandworm moves 2 Areas, the traversed Area can contain a Sietch and/or any number of figures, friendly or enemy.

## ◆ SANDWORM ATTACK

To attack with a Sandworm, the Atrides 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 an Mountain Area).

◆ **ATTACKING HARVESTERS**

If a Sandworm attacks an Area that contains only a Harvester, both the vehicle 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 Atrideides 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:

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.

**Note:** *Thanks to the detonation of the Atrideides 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).*

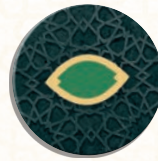
◆ **SANDWORMS AND LEGIONS**

Neither Harkonnen nor Atrideides 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).

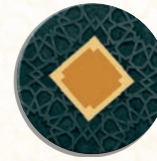
## ECOLOGICAL TESTING STATIONS

There are 6 Ecological Test Stations in the game. During the Setup of the game, they are shuffled and placed in the indicated areas of the board. On their hidden side, Ecological Testing Stations always show one Prescience symbol.

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



Kwisatz Haderach



Sand Dwellers



Jihad

## NAMED LEADERS

When a Named Leader enters play, their Leader card is immediately placed on the corresponding Action box of the dashboard (with the exception of Gurney Halleck, see next page). The Leader figure is set aside, to be used when the player deploys or places the Named Leader on the board.

If the card of a Named Leader entering play shows a Bene Gesserit symbol (on the bottom right), the corresponding player immediately takes 1 Bene Gesserit token. Leaders that show a Bene Gesserit symbol are: Lady Jessica, Reverend Mother Jessica, Alia, and Gaius Helen Mohiam.

With the exception of Thufir Hawat and Beast Rabban (see next page), once they entered play, all Named Leaders remain in play until the end of the game.

### REVEREND MOTHER JESSICA AND PAUL-MUAD'DIB

If Reverend Mother Jessica enters play, her figure and card immediately replace those of Lady Jessica. They are placed in the same position as the replaced ones: on the board, in front of the player, or on the Regeneration Tank as far as the figure is concerned; in active or spent position as far as the card is concerned (see below). The same applies when Paul Muad'dib enters play. The cards and figures of the replaced Leaders are removed from the game.

**Note:** *If a Planning or Prescience card refers to "Paul", it is considered applicable for both Paul Atrideides and Paul-Muad'Dib. Similarly, if a card refers to Jessica, it is considered applicable to both Lady Jessica and Reverend Mother Jessica.*

## GURNEY HALLECK

When Gurney Halleck first enters play, the Atrides player deploys his figure directly on the board (for more details, see the relevant House Atrides Planning cards). Gurney Halleck has no special abilities when out of the board.

## WILD MAKER

This giant Sandworm enters play if the Atrides player plays one of the corresponding Fremen Ally Planning cards. Its Leader card is placed on the Atrides player's dashboard on 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 considered a special type of Sandworm. Once in play, the Wild Maker figure can only be placed on the board via its Leader card's special ability.

When on the board, the Wild Maker moves or attacks like other Sandworms (its attacks are more lethal, though, see the Perils of Arrakis reference card). The Wild Maker can be activated by any ability or Planning card allowing the activation of Sandworms.

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

## BEAST RABBAN AND FEYD-RAUTHA

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

## THUFIR HAWAT AND GAIUS HELEN MOHIAM

Thufir Hawat can be voluntarily removed from the game by the Harkonnen player by discarding 2 or 3 *Hawat's Scheming* Planning cards from their hand.

When Thufir Hawat is removed from the game, Gaius Helen Mohiam enters play.

## 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 Atrides Legion ends its movement in an Area containing only a Harvester, the Harvester is removed (this is not considered an attack).
- ◆ If an Atrides Legion, after a victorious battle, advances in an Area containing a Harvester, the Harvester is destroyed.

**Note:** *If the Atrides 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

As a free Action during their turn, a player may discard 1 Bene Gesserit token to look at the top 3 Planning cards of one of their decks. Then, the player places the 3 cards back on top of the deck in any order.

The Atrides player starts with 1 Bene Gesserit token, thanks to Lady Jessica. They receive another when Reverend Mother Jessica enters play, and another when Alia enters play.

The Harkonnen player starts the game with no Bene Gesserit tokens. They receive 1 token when Gaius Mohiam enters play. More Bene Gesserit tokens can be obtained from Planning cards.



## RULES FOR 3-4 PLAYERS

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 Harkonnen 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 card: 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 card: green for House Atreides, green for Fremen Ally.

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

### 3-4 PLAYER GAMES SETUP

Setting up a 3-4 player 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 player dashboards for House Atreides and Fremen Ally.
- ◆ Take 3 Atreides Cone of Silence tokens.



If sharing the **Harkonnen** faction:

- ◆ Replace the “Giedi Prime” player dashboard with the 3-4 player dashboards for House Harkonnen and Corrino Ally.
- ◆ Take the figure and Named Leader card for Emperor Shaddam IV. The Emperor is in play at the start of the game.
- ◆ Take 3 Harkonnen Cone of Silence tokens.

**Note:** 3-4 player game dashboards feature fewer Action boxes compared to the 2-player ones, as controlling a subfaction limits the choices of a player during Action Resolution.

## SHARED FACTION GAMEPLAY

The gameplay of a 3-4 player game differs from that for 2 players mainly on the distribution of Action dice during the Action Resolution phase, and on the management of Planning cards. The vast majority of rules are unaffected, and the players cooperate to play 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

There is one subtlety in 3-4 player games: players sharing a faction must communicate openly at all times. They cannot discuss their strategies in secret and cannot show their Planning cards to the other player. If they wish to share some 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.

- ◆ The maximum hand size for each player of a shared faction is 3 cards. As in the 2-player game, any excess cards must be discarded at the end of a round.
- ◆ 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 boxes. 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 dice they received choosing other available results, starting with those appearing in fewer numbers on their dashboard (the new die results are chosen one at a time).

When distributing die 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: **STRATEGY** (x3), **DEPLOYMENT** (x2), **LEADER** (x1) and **MENTAT** (x2). 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 Fremens 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).



## ◆ REGENERATION TANKS

Leaders on 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 takes an Action.

## ◆ 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.

# ◆ RULES SUMMARY ◆

## GAME ROUND

### ◆ START OF THE ROUND

- ◆ Draw 2 Planning cards, 1 from each deck.
- ◆ Reveal the 3 set aside Prescience cards.
- ◆ Draw 3 new Prescience cards and place them aside.

### 1. VEHICLE PLACEMENT (**HARKONNEN**)




Based on the position of the lowest Imperium marker:

- ◆ Lose the indicated number of Action dice.
- ◆ Place the indicated number of vehicles on the board.

### 2. ACTION RESOLUTION

- ◆ Roll Action dice, allocate on player dashboards.
- ◆ Starting with the Atreides and ending with the Harkonnen, players alternate in taking 1 action, until all are used.

### 3. DESERT HAZARDS (**ATREIDES**)

- ◆ Place 1 Wormsign token in all Desert Areas with a Harkonnen Legion or Harvester. Flips all tokens:
  - ◆  Nothing happens.
  - ◆  Place 1 Sandworm in the Area.
  - ◆  Place 1 Sandworm only in a Deep Desert Area.
- ◆ 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 Plateau, Minor Erg or Desert Areas.

### 4. SPICE HARVESTING (**HARKONNEN**)

- ◆ 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 matching Bar).
- ◆ 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 wins the game if the requirements of the Secret Objective card are met. If not, the game continues.
- ◆ Remove all Ornithopters and Carryalls.
- ◆ Starting with Harkonnens, may replace any named Leaders on the board with generic ones.
- ◆ Refresh all Leader cards.
- ◆ Discard down to 6 Planning cards.
- ◆ Atreides removes from the game any revealed Prescience cards they want. Then, reshuffle all cards.

### ADVANCING THE PRESCIENCE TRACK

- ◆ Claim a **Prescience card**: Advance the indicated markers by the number shown.
- ◆ Take an **Ecological Station**: Advance 1 step the Prescience marker shown under the token.
- ◆ 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

### ◆ MOVING LEGIONS

- ◆ Moving Legions can enter any adjacent empty or 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 make Areas not adjacent.
- ◆ 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. 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.
- ◆ Battle ends unless the attacker takes 1 Hit. In this case, the defender may retreat, otherwise a new round starts.