A game by
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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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11 LEADERS ◈

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20 LEADERS ☘

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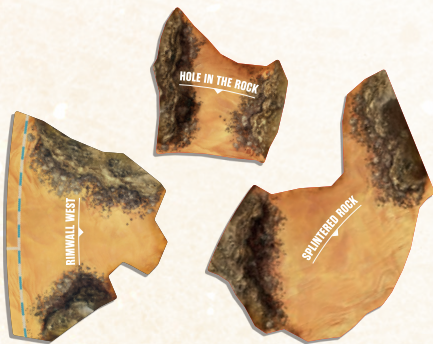
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(18 CARDS)

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(18 CARDS)

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(18 CARDS)

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REVEREND MOTHER JESSICA, GURNEY HALLECK, ALIA

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

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

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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. SPs are gained by destroying the Fremen Sietches.

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 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 four central 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 Areas
Rules and Planning cards may refer to a *free area*.

◆ An area is free for a player when it doesn't contain enemy Settlements, enemy Units, or Sandworms.

Note: An area containing only an Ecological Station or a Harvester is considered free for both players (Stations are not Settlements and Harvesters are not Units).

Ⓐ This is a Sector	Ⓓ This is a Minor Erg Area
Ⓑ This is a Mountain Area	Ⓔ This is a Desert Area
Ⓒ This is a Plateau Area	Ⓕ This is a Deep Desert Area

G This is an Impassable Border

H This is an Air Zone

I This is the Supremacy Track

J This is the Prescience Track

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

◆ SUPREMACY TRACK

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

Additionally, the track also 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 the markers reach the scores indicated by the Secret Objective card drawn at the start of the game the Atreides player wins the game.

Additionally, the position of the three markers indicates when *Paul-Muad'dib*, *Reverend Mother Jessica*, *Chani*, and *Alia*, all important Atreides leaders, are allowed to enter play.

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. Capturing them gains the Atreides player 1 Prescience point, of the type specified on the Station's hidden side.
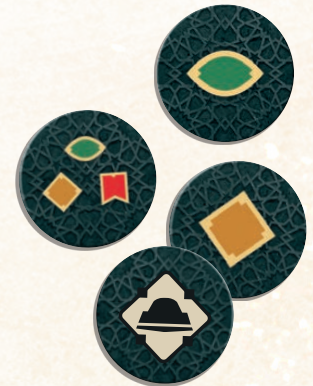
Ecological Testing Stations

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 Combat 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" track is used to keep track for 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 units have small hexagonal bases. Special Elite unit figures have large hexagonal bases.

REGULAR UNITS   **ELITE UNITS**

SPECIAL ELITE UNITS

Sardaukar   Fedaykin

◆ ATREIDES DEPLOYMENT TOKENS

Atreides Units enter the game as Deployment tokens — Garrison 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.

◆ Regardless of the number of Units they represent, facedown tokens are considered as if they were 1 Unit, for all movement and stacking limit purposes (see below).

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 in any way, i.e.: attacking or defending.

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

Atreides Garrison 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 Named Leaders enter play, the corresponding Leader card is immediately placed on the corresponding Action box of a that player's dashboard. Its figure is set aside, to be used when the player Deploys the Named Leader on the board.

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

◆ 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

◆ UNITS STACKING LIMIT

All Areas on the board can contain a maximum of 6 Units. If this limit is exceeded at any time, the excess Units must be removed immediately by the controlling player. 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).

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.

An Atreides Deployment token counts as 1 Unit for stacking limit purposes. For example, an Area can contain 4 Units and 2 Deployment tokens.
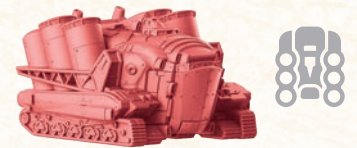
Note: *The Atreides player should be careful about placing more than 3 Deployment tokens in the same Area, as overstacking could easily occur should those tokens be revealed.*
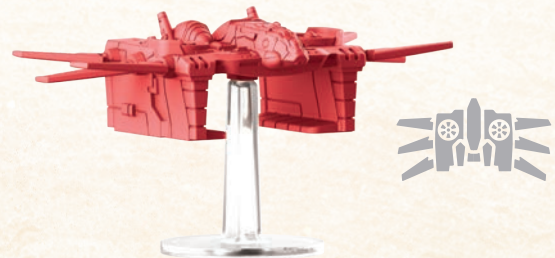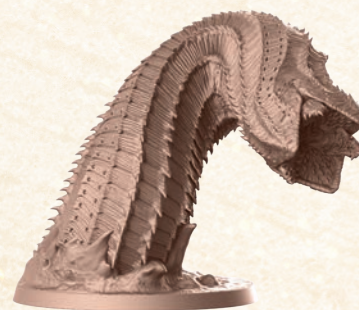

Sandworm

SETUP

1. Arrange the two sections of the map board in the center of the game area.

2. Shuffle the 8 Sietch tokens facedown and place them 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 Garrison 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 rating is public and can be inspected at any time by all players.

6. Shuffle separately the two sets of Harkonnen Garrison Deployment tokens face down and place 1 token of each type 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 facedown and place them on the indicated Areas of the board, one 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 placed next to the board.

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

11 Take your faction's appropriate dashboard, placing all named Leader cards marked as 'in play at the start of the game' on the Action boxes showing the corresponding Action symbol. Keep generic Leader cards (Naib and Bashar) nearby, as well as all remaining named Leader cards.

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 along the step marked 'start here'.

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.

HARKONNEN DEPLOYMENT TOKEN SYMBOLS

🔴 Harkonnen Regular   ⬡ Sardaukar

⬡ Harkonnen Elite   ✦ Bashar Leader

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

GAME ROUND

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

◆ **START OF THE ROUND**
◆ Both players draw 1 Planning card from each of their decks (2 cards total each).

◆ 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 step 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.
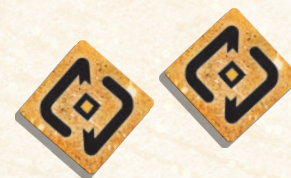
Wormsign Token

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

STEP 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.

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 tokens 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.

◆ END OF THE ROUND

◆ Remove all Ornithopters and Carryalls still on the board (the Ornithopters' Scouting ability can be used now, if possible).

◆ If they have named Leaders on the board, starting with the Harkonnen player, both players may replace any named Leader with a generic one.

◆ Place all 'spent' Named Leader cards back on the corresponding Action boxes on the player 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.

◆ 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 Step 5: 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 (see 19). Carryalls can rescue Harvesters threatened by Sandworms (see 20).

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.*

STEP 2. ACTION RESOLUTION

The Action Resolution step 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 their dice on their respective dashboards, in the Action boxes corresponding to the results obtained.

FREAK RESULTS
Players getting the same result on 4 or more of their Action dice must keep 1 result and roll again the remaining matching dice (only once each round).

◆ 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*) Take a Desert Power Action.

If you choose to spend a die to execute its corresponding 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 *Leadership* 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 **Used Action Dice** slots on the dashboard. When a player has completed the chosen Action, the turn passes to the other player.

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. However, it can only be chosen if the Atreides player has fewer unused Action dice than the Harkonnen player. A **DESERT POWER** Action allows to:

◆ Place 2 Wormsign tokens in any Desert Areas not already containing a Wormsign token, a Sandworm, or a Sietch, 1 token per Area.

    OR

◆ Activate 2 different Sandworms already 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 on a player's dashboard, on the Action box bearing the Action symbol matching that of the Leader.

◆ 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

The following special abilities allow players to accomplish things for free — that is, without the need to spend an Action die or their Action turn. Read each ability's description carefully.

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 an Ornithopter from the board at any time during a round to reveal a Sietch in a connected Sector — when this happens, the Sietch is simply flipped to show its hidden side, revealing its rating.

◆ 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).

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

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

◆ The **House Harkonnen deck** facilitates the entry of Harkonnen Leaders, ensures the arrival of reinforcements, helps with the gathering of spice and allows the Leader Thufir Hawat to enter the game on the side of his former enemies.

◆ The **Corrino Ally deck** greatly facilitates the movement and attacks of Legions, especially those that include Sardaukar. It also includes 3 powerful *Bene Gesserit* cards, which allows changing the result of an Action die.

◆ 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. It also includes 3 *Bene Gesserit* cards, with the same effect as those in the Corrino Ally deck.

◆ 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, the giant Sandworm also known as the Old Man of the Desert.

STEP 3. DESERT HAZARDS

During the Desert Hazards step, 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 the Rules Reference, page 18).

◆ PLACE AND RESOLVE WORMSIGNS

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

Then, the player flips all Wormsign tokens on the board faceup, and resolves their effects in any order desired (Wormsign tokens that were in an Area containing an Atreides legion or Sandworm have no effect).

There are 3 types of Wormsign effects:

- **Sand.** False alarm. No effect.

- **Sandworm.** A Sandworm attacks or is placed in the Area.

- **Burrowing Sandworm.** If the token is in a Deep Desert Area, a Sandworm attacks or is placed in the Area. Otherwise, there is no effect.

◆ SANDWORM ATTACKS

When a Wormsign token reveals a Sandworm (or Burrowing Sandworm in a Deep desert Area), apply the following:

- If the token is flipped in an Area containing only a Harvester, simply remove the Harvester. No Sandworm figure is placed.

- If the token is flipped in an Area containing a Harkonnen Legion, resolve a Sandworm attack, rolling a number of Combat dice based on the type of attacked Area. If the Legion is destroyed as a result and the Area also contains a Harvester, remove the Harvester. No Sandworm figure is placed.

- If the token is flipped in an empty Area, place 1 Sandworm figure in the Area.

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

Note: *All Sandworms appearing during this step 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 (excluding newly placed ones).*

Note: *Nothing happens if a Sandworm is placed in an Area containing an Ecological Testing Station (they have no influence on each other).*

CARRYALLS TO THE RESCUE

The Harkonnen player can use Carryalls on the board to save Harvesters from Sandworms.

- If revealing a Wormsign token during Step 3 would result in the removal of a Harvester, the Harkonnen player can remove a Carryall from a connected Air Zone instead of removing the Harvester.

- When this happens, the Harvester is not removed, and a Sandworm is also placed in the Area (the coexistence is short-lived, as the Harvester will be removed in the following step).

◆ 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 such an Area (Atreides legions are unaffected), the Atreides player rolls a number of Combat dice based on the terrain type, inflicting 1 hit on the enemy Legion for each 🗡 and ✦ result:

Deep Desert:	3 dice
Desert:	2 dice
Minor Erg or Plateau:	1 dice

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

STEP 4. SPICE HARVESTING

During this step, 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 tokens 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 their place nor raised, automatically move down 1 step.
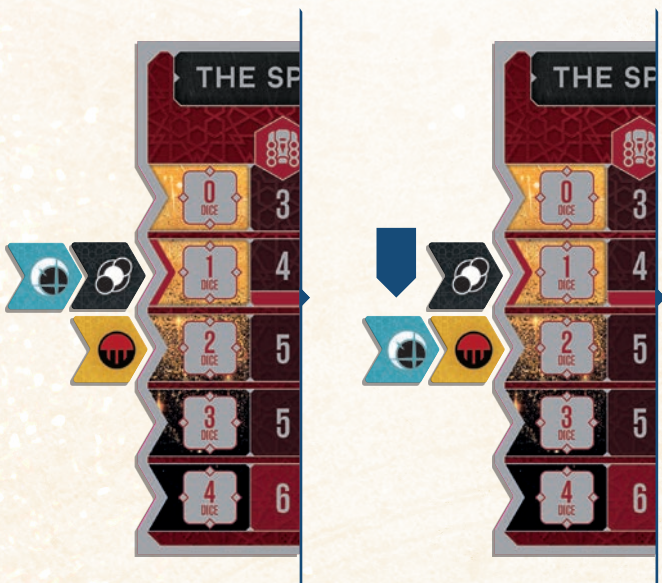
Example: *The Harkonnen player has collected 4 spice points. They are spent to maintain the position of the CHOAM and Landsraad markers (2 points each). The Spacing Guild marker goes down by 1 step.*

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.*

◆ 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.

◆ The Spice Reserve token can be discarded during any Spice Harvesting step to add 1 point to the total spice collected that round.

Spice Reserve Token

◆ IMPERIUM BANS

If, at the beginning of a round, one or more Imperium markers are at the lowest step of The Spice Must Flow board, the Harkonnen player must immediately apply their corresponding Imperium Bans effects, as described on their reference cards.

Note: *All Bans are always in effect, as long as their corresponding Imperium marker is at the bottom step of the board. As soon as a marker moves up, the corresponding Ban is no longer in effect.*

GENERAL RULES

The following section contains detailed rules and clarifications.

MOVEMENT

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

A moving Legion moves from the Area it occupies to an adjacent free Area (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.*
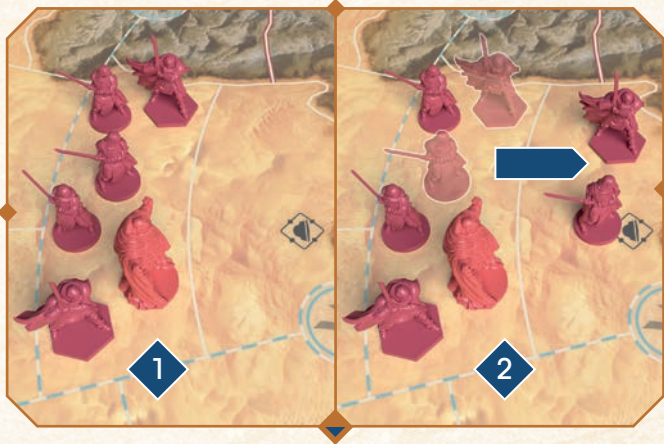

Example: *A Harkonnen legion composed of 5 Units and 1 Leader moves by using a **STRATEGY** Action's first movement. The player chooses to move only 2 Units, leaving the remaining units and the Leader behind. With the second movement granted by the same **STRATEGY** Action, the player can move any other 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.*
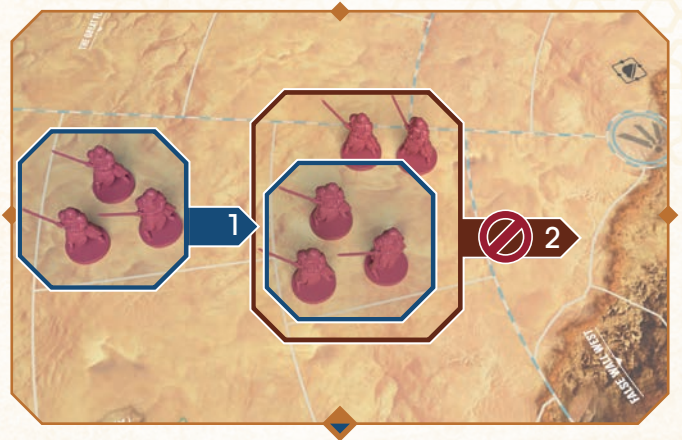
Example: *During the same Action a player cannot first move a Legion into an Area containing another friendly Legion and, by now considering the two Legions as one, proceed to move all the figures again. This would move the figures of the first Legion twice with the same Action.*

MOVING A LEGION ACROSS MULTIPLE AREAS

If a Legion moves across more than one Area (for example, Sandriding, by 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.
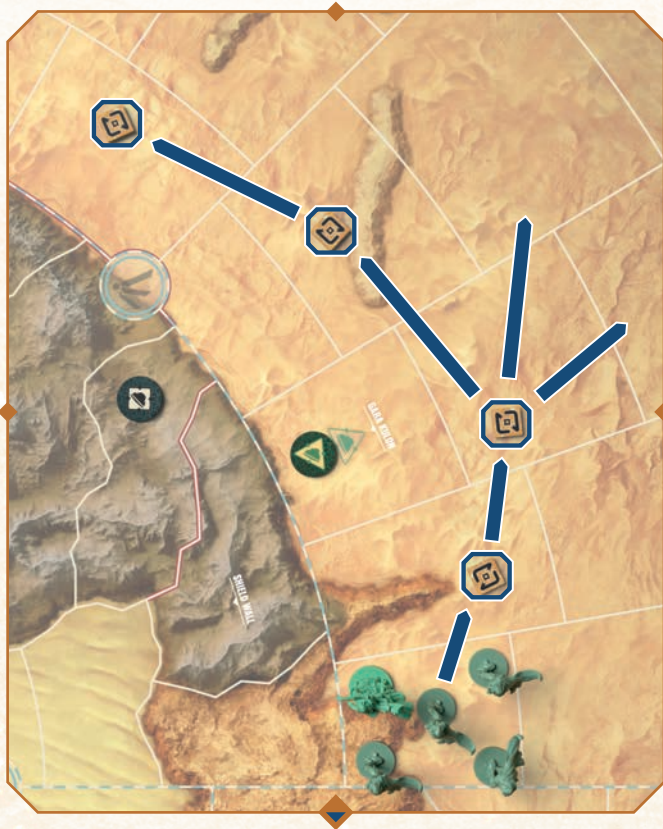
## SANDRIDING (ATREIDES ONLY)

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).

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).
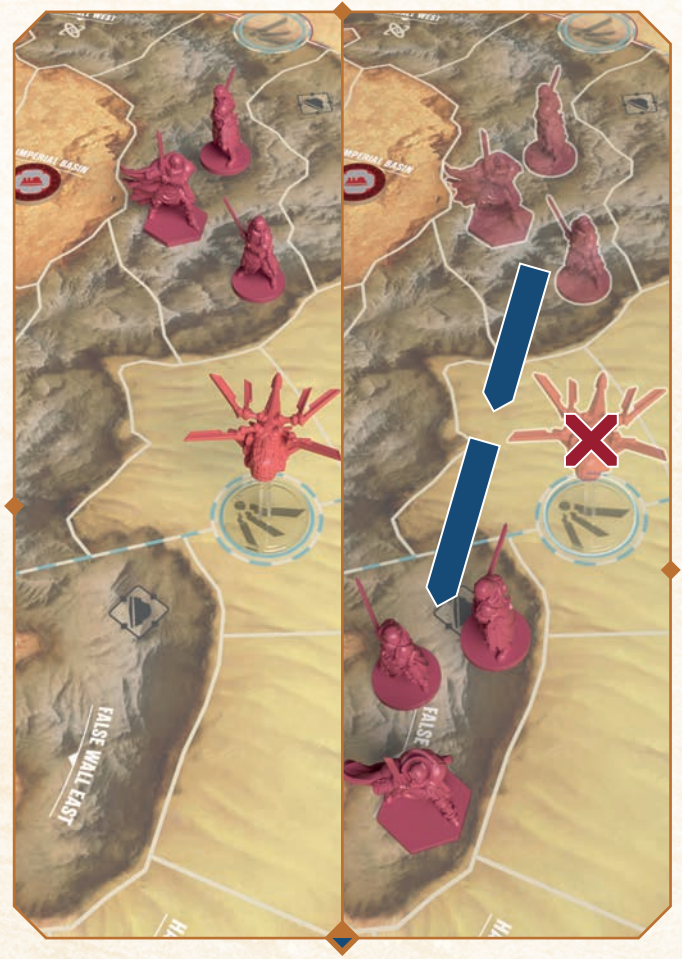
BATTLES

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.

◆ It is not mandatory to involve all figures composing a Legion in a battle. The acting player can choose to attack only with some figures. If the attack is initiated by performing a **LEADERSHIP** Action, at least 1 Leader must participate in the attack.

◆ The Atreides player can also attack an enemy Legion in an Area they can reach by Sandriding. Likewise, the Harkonnen player can attack an enemy Legion they can reach by Troop-transport (see previous 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: If a *surprise attack* is performed, during the first round of the battle only the attacking player can discard Planning cards for bonus dice.

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 both Legions still have any Units left, the attacking player may choose to **cease the attack**. If not, the defending player may choose to retreat. In both cases the battle ends. Otherwise, a new battle round starts.

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

COMBAT ROLL

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

⬊ Each Hit inflicts 1 Hit

🛡 Each Shield cancels 1 opponent's Hit

❋ Each Special may generate a variable number of ⬊ or 🛡 results, but only if Leaders are involved in the battle (see next page).

◆ SARDAUKAR AND FEDAYKIN UNITS

The presence of Special Elite units lowers the opponent's defenses. Each Sardaukar or Fedaykin Unit immediately 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.

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

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

REMOVE CASUALTIES

Both players then proceed to remove casualties, based on the number of Hits their Legion has 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. Harvesters and Settlements in the attacked Area are removed only if the winning Legion chooses to move into the attacked Area (see below). All Units and Generic Leaders removed as casualties 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.*
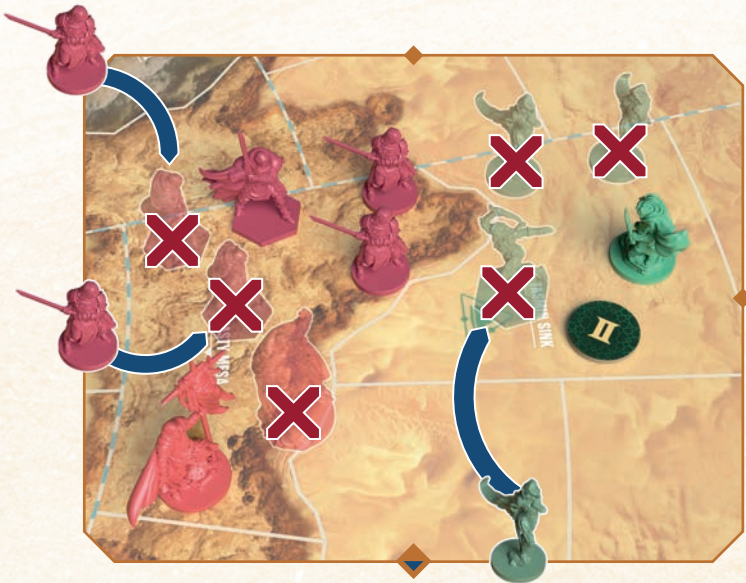*Taking 3 Hits, the Atreides player is barely able to keep Paul-Muad'Dib on the board by replacing the Fedaykin with a Regular and eliminating the 2 Regulars. Will they retreat or stand for another Combat round?*

CEASE THE ATTACK / RETREAT

At the end of each Combat round, the attacking player has the option to cease the attack. In this case, the battle ends, and the attacker's surviving figures remain in the area where they were at the start of the battle.

If the attacker chooses to continue the battle, the defender has the option to retreat. In this case, the attacking player moves the defending Legion to any adjacent Area of their choice. The chosen Area must be considered free for the retreating Legion. If such an Area is not available, the defender cannot choose to retreat. If the defender does not opt to retreat, a new battle round starts.

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 Legion ceases the attack or is eliminated (and the defending Legion is not completely destroyed), the battle ends in a victory for the defending player.

◆ If both Legions are completely destroyed, no player wins the battle.

◆ If a Legion advances into an Area with a Settlement, the Settlement is destroyed and the battle is considered a victory for the attacking player (also if the Settlement was undefended).

◆ ADVANCING AFTER A BATTLE

If a battle ends in a victory for the attacking player, the attacking Legion may immediately move into the attacked Area, now empty of enemy Units:
If the attack comes from an adjacent Area, the attacking player may move any number of attacking figures (even none) into the attacked Area.

◆ If the attack does not come from an adjacent Area (due to a Sandriding or Troop-transport attacks), the attacker must move the entire attacking Legion into the attacked Area.

◆ DESTROYING SETTLEMENTS

To destroy a Settlement (even when undefended) it is necessary to attack it with a Legion, win the battle, and move at least 1 Unit into its Area. Attacks caused by Sandworms, Coriolis Storms, or 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 can no longer deploy Units in that area using the **DEPLOYMENT** Action).

- ◆ 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 can no longer deploy Units in that area using the **DEPLOYMENT** Action).

THE REGENERATION TANK

When Named Leaders are removed as casualties, their figures are placed on the leftmost slot of the Regeneration Tank of the player's dashboard.

- ◆ Each time the controlling player ends an Action turn, all figures on their Regeneration Tank track are moved one step to the right.

- ◆ When a Leader that is on the rightmost slot of the Regeneration tank is moved, it is immediately considered back in play.

Named Leaders in the Regeneration tank are inactive and are considered spent as far as their special abilities are concerned.

Note: *If a Named Leader is eliminated but the leftmost Regeneration Tank slot 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 a precise score with each of the 3 Prescience markers, as indicated on their Secret Objective card drawn at the beginning of the game. To win the game, the Atreides player must do so before the Harkonnen player gains 10 Supremacy points.

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 captures 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 step: 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, being 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 2 Prescience cards each round.

The requirements are spelt out precisely on each card. Some depend simply on the verification of certain conditions ("During any Action turn, there are Atreides Legions in 2 Minor Erg Areas"), others require to take a specific Action ("Spend any Action die"), forfeiting the normal effects of such Action.

Example: *The Prescience card "Paul drinks the Water of Life" is available. As the only Action for that turn, the Atreides player chooses to spend 1 Action die to place Paul's figure on the Regeneration Tank, claiming this Prescience card.*

Example: *The Prescience card "The Fremen call Paul the 'Madhi!" is available. The Atreides player performs the Action turn normally and in addition, at any time during the turn, may choose to reveal 3 Deployment tokens to claim this Prescience card.*

◆ **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, Jessica Reverend Mother 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 reaches this step, the Atreides Family Atomics detonate (see below). If more Prescience markers reach the step containing the Atomics symbol after Family Atomics have already detonated, there are no additional effects.
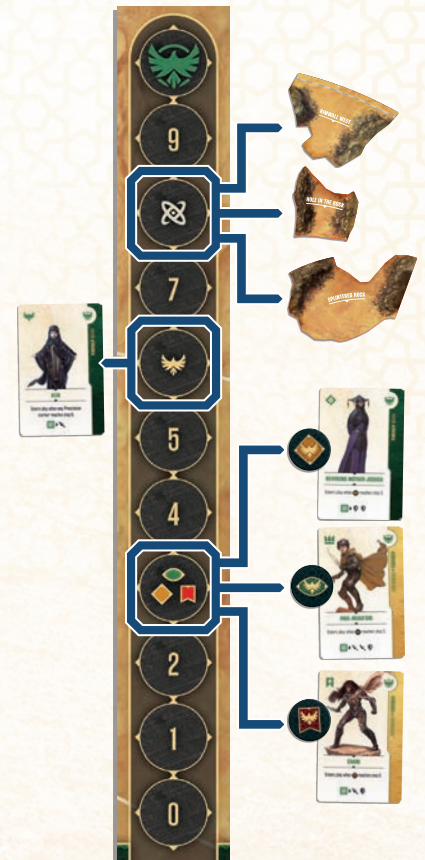
THE FAMILY ATOMICS

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 a change in the nature of the Area, as detailed below:

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.
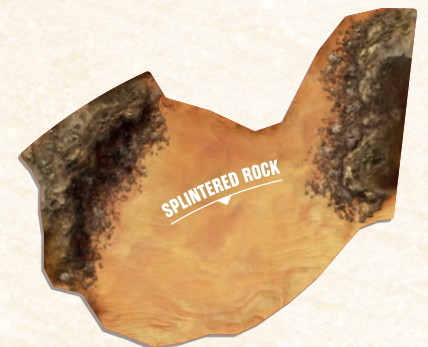
Splintered Rock

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

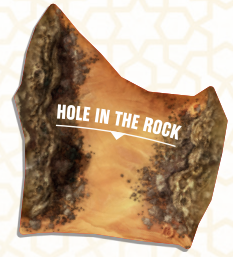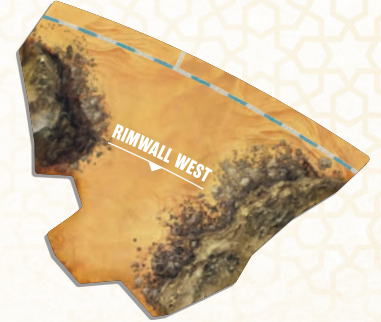As seen on page 20, Wormsign tokens are put in play during Step 3, but can also be placed on the board by the Atreides player performing a Desert Power Action. Here follow the rules governing Wormsign tokens, in addition to Sandriding and their effects during the Desert Hazards step.

WORMSIGN AND HARKONNEN LEGIONS

If a Harkonnen Legion enters an Area containing a Wormsign token, the token is immediately revealed and its effect applied (see page 20). 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. Atreides Legions never cause a Wormsign to be revealed.

SANDWORMS

Sandworms mainly appear during the Desert Hazards step, 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 Atreides 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.
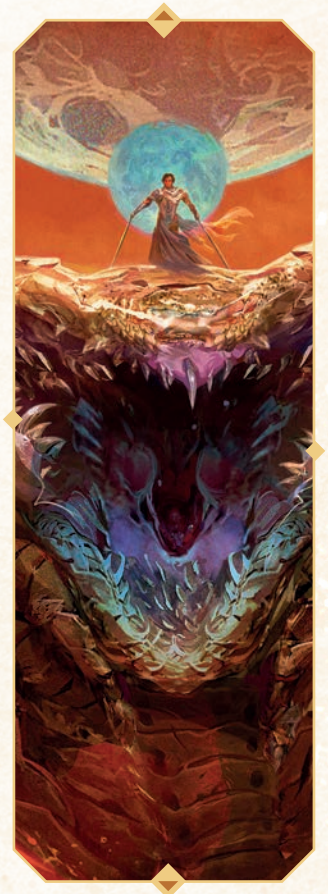
◆ SANDWORM ATTACK

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

The target of the attack can be an enemy Legion and/or a Harvester in any Desert Area or, in case of a Legion, also in any Plateau or Minor Erg area within range (though not in 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 Step, NOT in case a Sandworm attacks during Action Resolution.*

◆ ATTACKING LEGIONS

If a Sandworm attacks an Area containing an enemy Legion, the Atreides player rolls a number of Combat dice based on the terrain type, inflicting 1 Hit on the enemy Legion for each 🗡 and ✳ result:

Deep Desert:	5 dice
Desert:	4 dice
Minor Erg or Plateau:	3 dice

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

◆ SANDWORMS AND LEGIONS

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

ECOLOGICAL TESTING STATIONS

There are 6 Ecological 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 show one or more Prescience symbols.

◆ When an Atreides Legion moves into an Area containing an Ecological Station, the Atreides player removes it from the board, reveals the hidden symbol and advances 1 Prescience marker 1 step on the Prescience track.

If it is a Kwisatz Haderach or Sand Dwellers symbol, the Atreides player advances the corresponding marker by 1 step. If all 3 Prescience symbols are present, the player chooses which marker to advance.
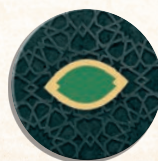
Kwisatz Haderach

3 options

Sand Dwellers

NAMED LEADERS

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

Once they have 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 Atreides 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

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

WILD MAKER

This giant Sandworm enters play if the Atreides player plays one of the corresponding Fremen Ally Planning cards. Its Leader card is placed on the Atreides 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 deployed 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 step, the Wild Maker can be left on the board or replaced with a standard Sandworm.

HARVESTERS

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

DESTROYING HARVESTERS

In addition of being removed by attacking Sandworms, Harvesters can be removed from play in two ways:

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

◆ If an Atreides Legion attacks an Area that contains both a Harkonnen Legion and a Harvester, the vehicle is removed if the Atreides player wins and advances after the battle.

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

BENE GESSERIT CARDS

At any time during their Action turn (usually at the beginning), a player may discard a Bene Gesserit card ⧉ to change one of their Action die results into any other result they choose.

◆ Discarding a Bene Gesserit card to change the result of an Action die is not an action. The player can then carry out their Action turn normally.

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 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.

Sharing the Atreides faction: One player controls the House Atreides subfaction and the other controls the Fremen Ally subfaction.

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 figures and Named Leader cards for Emperor Shaddam IV and Gaius Helen Mohiam. The Emperor is in play at the start of the game, while Gaius enters when the Supremacy marker reaches step 4 — Place Gaius' figure on step 4 of the Supremacy track as a reminder.

◆ 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 step, 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 plyer 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.

*Atreides
Cone of Silence*

*Harkonnen
Cone of Silence*

◆ 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.

◆ 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.

◆ During a battle, both players of a shared faction may discard Planning cards to add Combat dice.

◆ 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:

◆ Each player takes all Action dice showing results that only appear on their subfaction dashboard and place them in the appropriate Action boxes.

◆ Action dice results appearing on both dashboards must be distributed between the players so that the total number of dice taken by both players is as even as possible.

◆ If all the Action dice end up being assigned to the same player, that player chooses 1 die to keep and rolls the remaining dice once again.

In the case of the Harkonnen faction, it is possible that the distribution of dice ends up leaving out one single die that could be given to either subfaction — the extra die should go to House Harkonnen.

◆ ACTIONS TURNS

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

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

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

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

◆ NAMED LEADERS SPECIAL ACTIONS

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

◆ 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 Imperium Bans are applied to both Harkonnen players, with the following difference.

◆ **Landsraad Ban:** The hand limit of both players drops to 2 Planning card each.

◆ RULES SUMMARY ◆

GAME ROUND

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

1. VEHICLE PLACEMENT (Harkonnen)
Based on the position of the lowest Imperium marker:
- 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 Atreides, players take turns performing 1 Action until all dice are used.

3. DESERT HAZARDS (Atreides)
- Place 1 Wormsign token in all Desert Areas with a Harkonnen Legion or Harvester. Flip all tokens:
  - ◇ Nothing happens.
  - ◇ A Sandworm appears.
  - ◇ In Deep Desert, a Sandworm appears. Elsewhere, nothing happens.

- When a Sandworm appears:
  - **Harvester:** Remove the Harvester.
  - **Harkonnen Legion:** Resolve a Sandworm attack. If destroyed, remove any Harvester there.
    - ◆ Remove Carryall in connected Air Zone to not remove a Harvester. Place a Sandworm in the Area.
  - **Free Area:** Place a Sandworm.
- Roll for Coriolis Storms for all Harkonnen Legions in Plateau 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.

◆ END OF THE ROUND
- 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.
- Reach an **Ecological Station**: Advance 1 step 1 Prescience marker shown under the token.
- Destroy a Harkonnen **Settlement**: All markers advance equal to the Settlement's rank.
- Every **2 Harvesters** removed during the Action Resolution step: Advance the 🟥 marker 1 step.

ADVANCING THE SUPREMACY TRACK
- Destroy a **Sietch**: Marker advances equal to the Sietch's rank.

◆ MOVING LEGIONS
- Moving Legions can enter any adjacent free Area.
- An area is not free when it contains enemy Settlements, enemy Units, or Sandworms (Ecological Stations or Harvesters do not block movement).
- Harkonnen Legions entering an Area with a Wormsign token reveal and resolve it.
- Impassable borders 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 in the attacked Area.
- Starting with the attacker, may discard Planning cards for +1 Combat die per card.
  - *Surprise Attack:* Defender can't discard cards.
- 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.
  - Special Elite Units each cancel 1 opposing 🛡.
  - Each 🛡 cancels 1 opposing 🗡.
  - Generic Leaders each turn 1 ✳ into 1 🗡.
  - Named Leaders each use 1 ✳ as indicated on their card.
- Remove casualties. Each 🗡 must either:
  - Remove 1 Unit or Leader.
  - Replace 1 Elite Unit with 1 Regular Unit.
- Attacker may cease the attack, then defender may retreat. Otherwise, a new battle round starts.