

Dune

DREAM RULEBOOK



WHY DREAMRULES?

We made Dreamrules to keep what makes Dune compelling: distinct factions, hidden information, negotiation and battles that can turn on one decision. We wanted to address the rules that can leave players waiting for the game to end, and give every faction more meaningful choices.

Balance, mastery and counterplay

Our goals are balance between factions, a high skill ceiling and counterplay to every powerful effect. Balance does not mean making factions alike. Each should have a credible route to victory, with strengths worth exploiting and weaknesses opponents can challenge.

A high skill ceiling means there is room to improve through reading the board, managing resources, judging opponents and negotiating well. Counterplay means a strong move should leave opponents some way to respond, whether through cards, positioning, information or a deal.

Ending the Guild stallout

In GF9, the Guild can win by preventing anyone else from winning before the game ends. That creates an incentive to run out the clock. Too many games drag on as a result, and the waiting makes them less fun.

Dreamrules removes that Guild victory condition. The Guild keeps its shipping economy and gains other tools, including Retreat, but cannot win simply by keeping everyone else from winning. The aim is a game that rewards pursuing a victory rather than prolonging a stalemate.

What stays familiar

Dreamrules builds on GF9's Advanced Game. Spice, troop support in battle, hidden battle plans, traitors, alliances and stronghold control remain central. This book is written for new and returning players. Familiarity with GF9 should not be required.

What changes?

Your Fate is a once-per-game faction power activated by a matching worthless Treachery Card. Fate replaces the old special faction Karama powers.

Nexus checks now use a separate deck after Storm, independent of Shai-Hulud. This gives alliance opportunities their own probability curve as the game progresses. It also lets us tune the number of worm cards to make spice collection dangerous enough and give Fremen more mobility, without changing Nexus frequency.

Spice mines supply spice over several turns. Tech tokens provide income and can contribute to victory. The Shield Wall can also become a stronghold for victory purposes.

Mercenaries adds battle strength, Supplies provides temporary combat cards, and Break Conditioning rewards an overwhelming strength advantage. The card chapter covers the revised deck.

Fremen gain full storm immunity, the Guild can pay to retreat, and Bene Tleilax use lasting Infiltration. Read your faction chapter even if you know its GF9 version.



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Learn the game

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Working draft

This is the first substantive reading draft. Marked council questions remain provisional. See the draft-status pages before playing; FAQ items remain in the ruleset.



THE GAME

Control Arrakis

Each player leads a faction seeking control of Arrakis. Troops occupy territories, leaders command battles and spice pays for the means to expand your position. Treachery Cards can decide a fight before troop strength matters. Information and agreements can be worth as much as either.

Strongholds are the main route to victory. A lone faction normally needs three; two allies normally need four between them, checked during Mentat. Holding territory during the turn is only part of the task: you must still meet the victory condition when the game checks for a winner. Alliances allow two factions to pursue a shared victory. Bene Gesserit prediction, Bene Tleilax infiltration and the Fremen endgame condition can change who wins.

Dreamrules also gives the Shield Wall and tech tokens a role in victory. The victory chapter gives the ordinary count and the v0.8 priority between tech tokens and Shield Wall. The full interaction with Prediction and Infiltration is still tracked in #1847.

Faction advantages change the choices available to each player. Atreides can obtain information before committing to a fight. The Emperor earns spice from other players' card purchases. The Guild earns spice from shipment. Your faction chapter explains when its advantages apply and which benefits an ally can receive.

Read the board

Territories have names and boundaries. Storm sectors divide the planet radially. A territory can cross more than one sector, so a storm can cover only part of it. Keep troops in the sector they occupy; their position can matter even within one territory.

Sand territories are the open desert where spice appears and worms threaten troops. Strongholds are the principal locations players fight to control. The Polar Sink and the Shield Wall have their own rules. Do not assume every named territory behaves like a stronghold.

Your reserves hold troops available to enter play. The Tleilaxu Tanks hold dead troops and leaders awaiting revival. These are different destinations. For example, the v0.8 spice-mine rule returns troops at a destroyed mine to reserves instead of killing them.

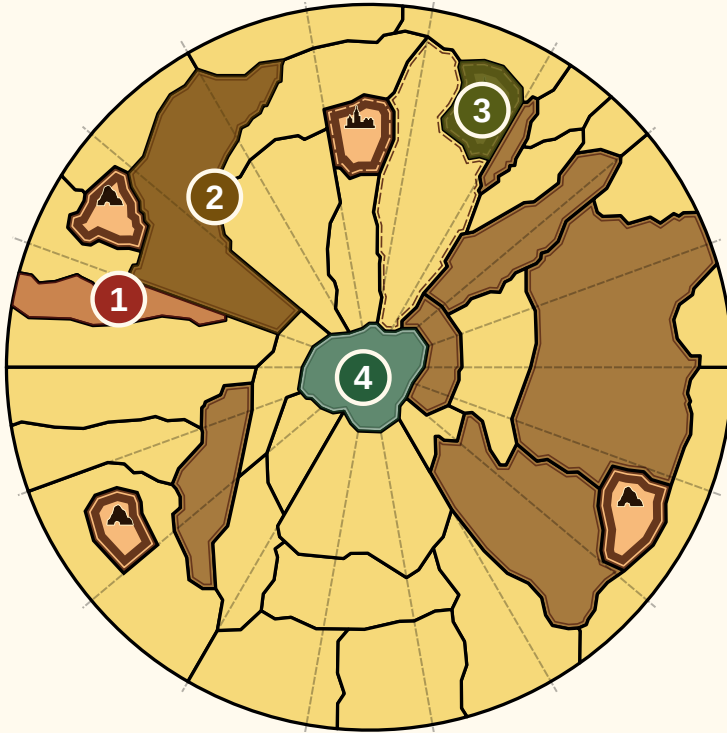
Spice has several uses. It pays for Treachery Cards, shipment and revival, and can support troops committed to battle. Keep available spice separate from bribes waiting for Mentat and token income waiting for the end of its triggering phase. Those later payments are not yet part of your spendable supply.

A battle plan commits troops and usually a leader, with permitted weapons, defenses and other cards. A strong leader can be killed by an undefended weapon or betrayed by a traitor. The battle chapter must therefore resolve cards and special results before comparing final strength.



READ THE BOARD

Arrakis is divided into named territories. The map below highlights one example of each main terrain type. Territory boundaries determine movement; the radial sector lines determine where the storm is and where spice can be collected.



1 Funeral Plain

Sand. Open desert where spice can appear. Troops here face the dangers of storm and Shai-Hulud.

2 Plastic Basin

Rock. Brown territories shelter ordinary troops from the storm. They are not strongholds.

3 Arrakeen

Stronghold. These enclosed locations are the main objectives of the game. Each ordinary stronghold can hold at most two fighting factions.

4 Polar Sink

Polar Sink. The white territory at the center is safe from storm and worms. No battles occur here and it has no occupancy limit.

Highlights identify examples; other territories remain visible for context.

Places off the map

Your reserves hold troops available to enter play. The Tleilaxu Tanks hold dead troops and leaders awaiting revival. Keep those groups separate. The Spice Bank supplies spice; it is not any faction's treasury.

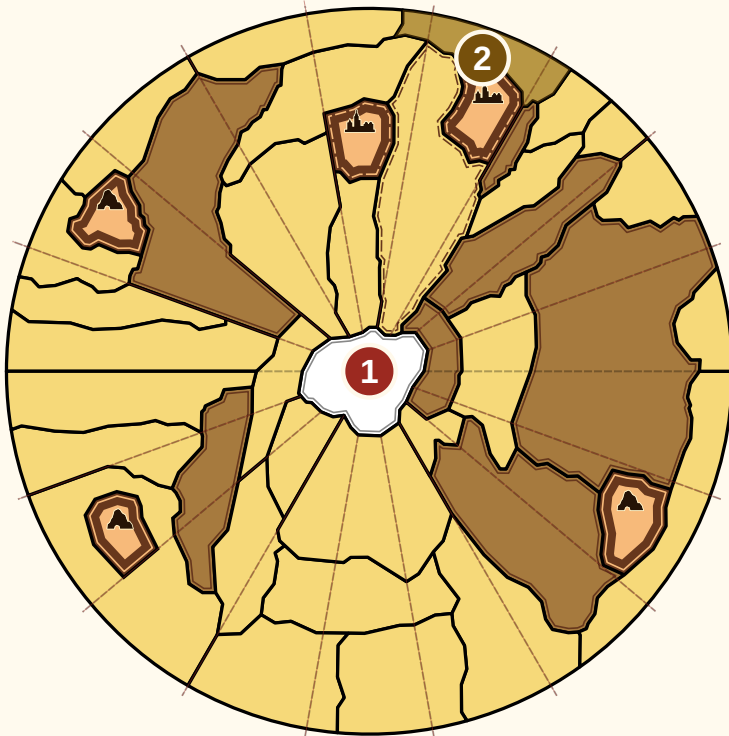
See [Shipment and movement, page 22](#); [Revival, page 21](#)



TERRITORIES AND SECTORS

Two boundaries, two jobs

A territory is a named area of land. A sector is one of the eighteen slices radiating from the Polar Sink. A territory can cross several sectors; crossing a sector line does not itself mean entering a new territory.



1 Sectors

The radial lines divide the storm track into eighteen sectors. Storm movement is counted in sectors, not territories.

2 Old Gap

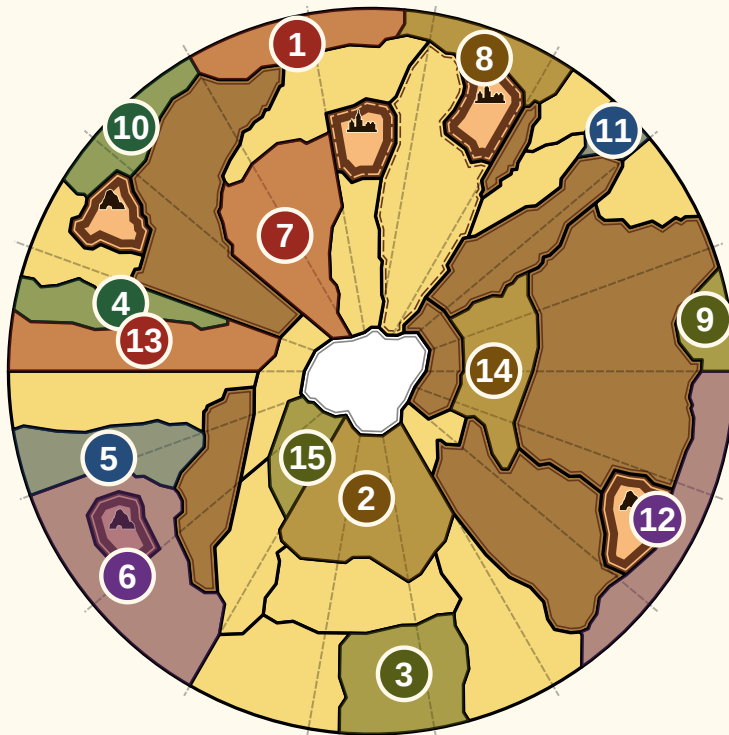
Old Gap crosses several sectors. The storm can cover part of the territory and block movement. Dreamrules still allows battles under storm. To collect spice, troops must occupy the sector containing it.

Follow territory borders for movement and sector lines for storm position.



SPICE BLOW LOCATIONS

These fifteen territories have ordinary Spice Blow cards. The highlight identifies the territory, not the exact placement spot. When its card appears, use the printed Spice Blow marker and sector on the playing board. The card gives the amount of spice.



Ordinary Spice Blows place a supply of spice to be collected. Mines work differently.

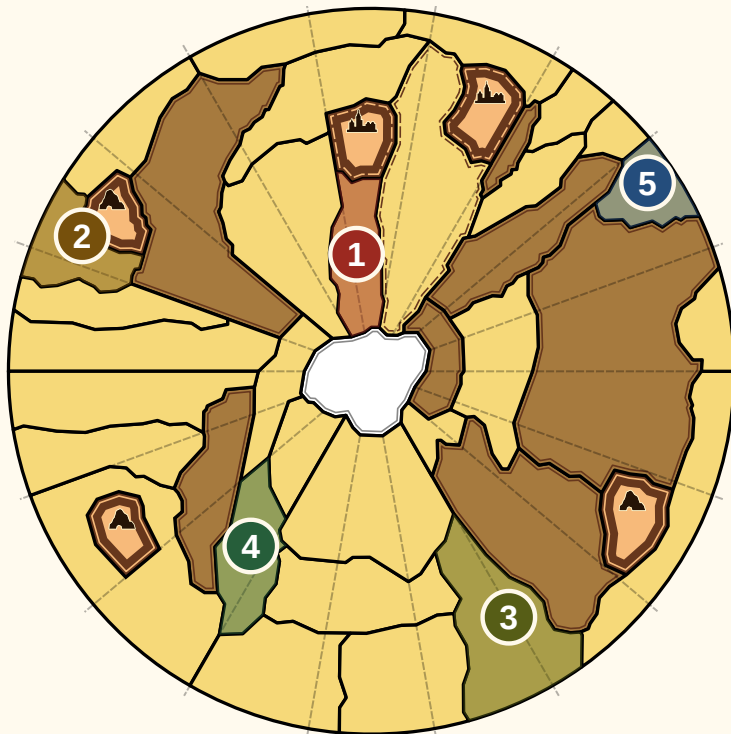
- 1 Broken Land
- 2 Cielago North
- 3 Cielago South
- 4 Funeral Plain
- 5 Habbanya Erg
- 6 Habbanya Ridge Flat
- 7 Hagga Basin
- 8 Old Gap
- 9 Red Chasm
- 10 Rock Outcroppings
- 11 Sihaya Ridge
- 12 South Mesa
- 13 The Great Flat
- 14 The Minor Erg
- 15 Wind Pass North



SPICE MINE LOCATIONS

A continuing source of spice

Five Spice Mine cards create mines at the sites below. Each mine supplies a set amount of spice per turn without accumulating a larger pile. Storm and Shai-Hulud destroy it; troops there return to reserves instead of the Tanks. Atreides can also create a mine through its Fate.



- 1 Arsunt**
Mine site in the northern basin.
- 2 Bight Of The Cliff**
Mine site on the western edge of the map.
- 3 Cielago East**
Mine site in the southeast.
- 4 Cielago West**
Mine site west of the southern basin.
- 5 Gara Kulon**
Mine site on the northeast edge of the map.

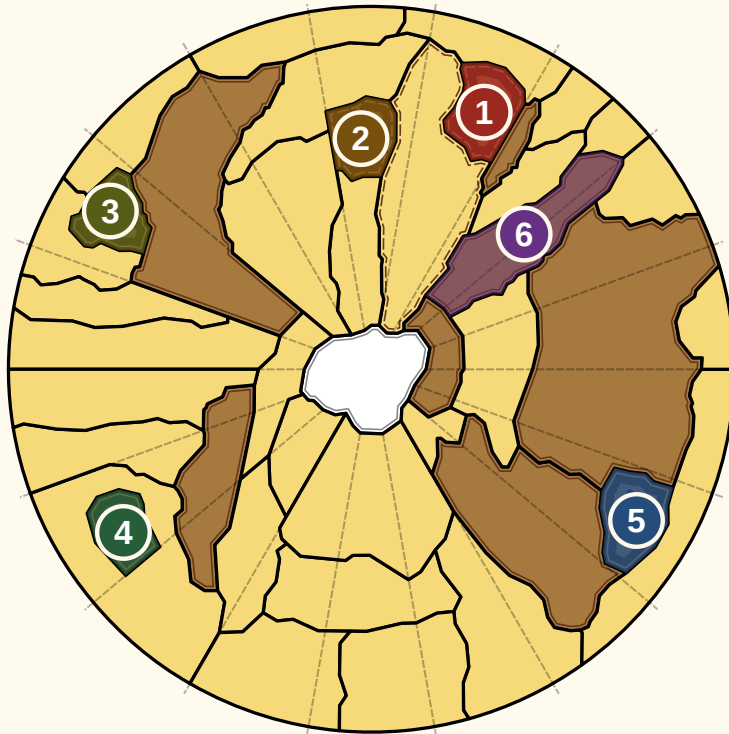
Highlights identify the five mine territories. Use the marked site on the playing board.



FIND THE STRONGHOLDS

The main objectives

Arrakeen, Carthag, Sietch Tabr, Habbanya Sietch and Tuek's Sietch are the five ordinary strongholds. A lone faction normally needs three at Mentat; two allies normally need four between them. The victory chapter covers faction exceptions and other contributions.



1 Arrakeen

Atreides starts here. Fighting troops give access to ornithopters and collect two spice during Spice Collection.

2 Carthag

Harkonnen starts here. Fighting troops give access to ornithopters and collect two spice during Spice Collection.

3 Sietch Tabr

One of the three territories where Fremen may place its starting troops.

4 Habbanya Sietch

The stronghold on the southwest side of Arrakis.

5 Tuek's Sietch

The Guild starts here. Fighting troops collect one spice during Spice Collection.

6 Shield Wall

After four drawn Shai-Hulud cards, this territory counts as a stronghold for victory only. Its shipment cost and occupancy rules do not change.



PREPARE THE GAME

1. Choose which factions take part

Each player selects one faction they want included in the game. This selects the factions at the table, not who will play each one. Randomize the selected factions among the players and randomize their seating positions.

This book covers Atreides, Harkonnen, Emperor, Spacing Guild, Fremen, Bene Gesserit, Bene Tleilax and Ixians. Give each player their faction pieces, shield and faction rules. Leave unused factions out of play.

2. Set out the shared area

Put the board in the center and the turn marker on turn one. Place each faction marker at its seat around the storm track. Keep the Spice Bank, Tanks and battle wheels within reach.

Leave space for draw decks and discards. Prepare Treachery, Traitor, Fate Indicator, Nexus and Spice cards. With Fremen, prepare the six Storm cards. Keep the Supplies cache outside the Treachery draw deck.

3. Prepare the cards

Use the Dreamrules Treachery deck. Compared with GF9, remove Shield Snooper, Poison Blade, Amal, Thumper, Harvester, Artillery Strike and Poison Tooth. Add two Mercenaries, Supplies, Break Conditioning and Orange Catholic Bible.

The six Fate Indicators correspond to the six worthless cards. Orange Catholic Bible is not a Fate match. The Nexus deck contains one card of each number from one through seven and three blanks.

4. Set aside special pieces

Set aside the seven standard tech tokens. None starts with a faction. Keep the Atreides Carryall separate for its Fate. Put the Shield Wall markers within reach. Fremen take two Thumpers; Ixians take the Hidden Mobile Surveyor.

5. Prepare each player area

Keep available spice behind your shield. Leave space in front for a visible bribe pile and tech tokens. Keep living leaders and reserve troops apart from the Tanks.

Read your faction chapter and explain its public powers, including Fate and alliance abilities. No deals may be made during setup. Ignore abilities of factions that are not playing.

Spice setup needs a ruling

The v0.8 inventory lists fifteen Spice Blow cards, five Spice Mine cards and six Shai-Hulud cards. Its shuffle recipe uses only five worms. The current Fremen sheet also refers to two draw decks, while the setup text describes one. Questions #1837 and #1838 cover these conflicts. This draft does not invent a final shuffle recipe.



SET UP THE FACTIONS

6. Starting spice and Prediction

Give each faction its starting spice and troops. The starting amounts and free revival allowance are listed in each faction chapter. Place the Atreides, Harkonnen and Guild starting troops. Keep reserves behind the appropriate player shield.

Bene Gesserit secretly records a predicted faction and turn before Traitor cards are dealt. Do not reveal the prediction.

7. Choose traitors

Deal four Traitor cards to each faction except Bene Tleilax. Normally, choose one enemy leader as your traitor and return the other cards. Harkonnen keeps all four.

If Harkonnen draws two or more of its own leaders, or three or more leaders from one faction, it may require everyone to redraw. If a faction that must choose a traitor receives only its own leaders, reveal the problem and have everyone redraw. You cannot choose your own leader as your traitor.

When Bene Tleilax plays, keep each faction's unchosen cards separate for the Infiltration setup. Do not leave these cards with their original players.

8. Bene Tleilax cards

In the v0.8 six-player setup, take one card from each other faction's unchosen traitors. If Harkonnen plays, take its contribution from undealt cards instead. Bene Tleilax chooses one of the five cards as its traitor; the other four are Face Dancer cards. Shuffle the remaining cards into its Face Dancer deck.

9. Finish deployment

Fremen divides ten starting troops between False Wall West, False Wall South and Sietch Tabr. Its other ten troops remain in reserves.

Bene Gesserit places one troop in an unoccupied territory and one in the Polar Sink, leaving eighteen in reserves.

Ixians places the Hidden Mobile Surveyor in a non-stronghold territory, with three Cyborgs and three Suboids aboard. The remaining six Cyborgs and eight Suboids are in reserves.

10. Cards and the first storm

Give each player one Fate Indicator. Ixians may look at the initial Treachery cards before they are dealt randomly. Each faction starts with one Treachery Card; Harkonnen receives its extra card.

Determine the initial storm position using the procedure on the Storm page. Prepare the Spice draw sequence once the conflicts in #1837 and #1838 are resolved. Setup then ends.

Player-count scope

The supplied Bene Tleilax setup produces five cards in a six-player game. A procedure for other player counts is tracked in #1860; use this setup for six players until it is settled.





A TURN

Ten phases

Play each phase in the order shown. Complete it for every faction before beginning the next. The game lasts at most ten turns.

1.  **Storm**
2.  **Nexus**
3.  **Spice Blow**
4.  **CHOAM Charity**
5.  **Bidding**
6.  **Revival**
7.  **Shipment and movement**
8.  **Battle**
9.  **Spice Collection**
10.  **Mentat**

Your faction changes the ordinary rule

The phase chapters explain what everyone normally does. A faction advantage changes that rule only where its text says so. Read the timing, conditions and alliance permission before using it.

Storm order

The storm identifies the first player. Continue counterclockwise around the table. Bidding, shipment and movement, and choosing battles use this order unless an ability changes it.

Make choices at the right time

Announce an action early enough for players to respond with any permitted card or advantage. "Before reveal" means before opponents lose the opportunity to react. Do not rush a declaration into the instant of reveal.

Private information

Keep cards and battle plans secret except where a rule permits or requires disclosure. During Bidding, announce hand sizes. Players may inspect the Treachery and Spice discards. Only Atreides may keep notes about Treachery Cards; the separate question about recording public deals is #1850.

At the end of the turn

Spice Collection brings in desert and stronghold income. Mentat collects bribes, provides its faction windows and checks victory. If nobody wins, advance the turn marker and begin Storm again.



The first turn

Place the storm at a random sector. The standard GF9 method uses the two players whose markers are nearest either side of Storm Start. Each secretly dials a number from zero to twenty. Reveal both numbers, add them and count that many sectors counterclockwise from Storm Start. This is unchanged in Dreamrules.

Later turns

With Fremen in the game, reveal the prepared Storm card and move the storm counterclockwise by its number. Return the card, shuffle the Storm deck and prepare the next card face down. Fremen may inspect it.

Without Fremen, use the GF9 procedure: the two players who last used the battle wheels each secretly dial one, two or three. Reveal and add the numbers to determine movement.

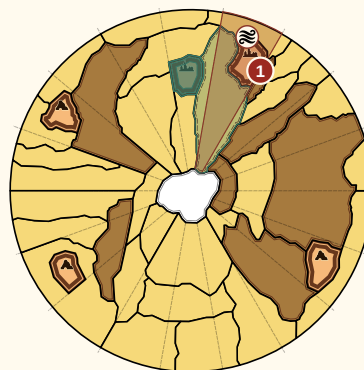
Before the storm moves

Resolve Weather Control before Family Atomics. After the distance has been calculated, give players the opportunity to play Atomics, then move the storm. Fremen Planetology can modify the revealed Storm card as described in its faction chapter.

See [Weather Control, page 67](#); [Family Atomics, page 67](#)

Bene Tleilax window

Infiltration belongs to Storm. Its exact position relative to storm reveal and movement remains under council review in #1835.



1 A sector of the planet

The storm covers the whole radial sector. A territory may have both covered and clear ground.

Storm damage

Troops in exposed sand sectors swept by the storm or under its final position die and go to the Tanks. Spice in swept sectors returns to the bank. The Imperial Basin is protected while the Shield Wall stands. Rock, intact strongholds and the Polar Sink provide shelter.

Fremen troops are immune, although Fremen may choose to let them die. Troops aboard the Hidden Mobile Surveyor are protected. When the storm destroys a spice mine, troops at that mine return to reserves instead of the Tanks. Atomics can remove the usual protection from a sietch.

Read storm order after movement

The player marker the storm next approaches counterclockwise identifies the first player. Continue counterclockwise around the table. The shipment chapter shows how a storm can divide a territory and block a route.

Activity under storm

Storm blocks ordinary movement into, out of or through its sector. In Dreamrules it does not itself prohibit battles or other game actions.





Check for a Nexus

The Nexus deck contains ten cards: one each numbered 1 through 7, plus three blanks. After Storm, reveal the top card. A number lower than the current turn number causes a Nexus. An equal or higher number, or a blank, does nothing. Return the card and reshuffle after every draw, whether or not a Nexus occurs.

See [Alliances, page 42](#)

Alliances become more likely

No card can cause a Nexus on turn one. The chance increases by ten percentage points per turn until turn eight. From then on, all seven numbered cards qualify: a 70% chance each turn.

Make alliances public

An alliance has at most two factions. During a Nexus, players may break existing alliances and agree to new ones. Announce the result before continuing. Outside a Nexus, a deal does not create an alliance.

READ THE NUMBER, THEN RESHUFFLE

On turn 3, reveal

Result

1 or 2

A Nexus occurs.

3 through 7

No Nexus.

Blank

No Nexus.

Example: equal is not lower

On turn 5, a 5 does nothing. A 4 causes a Nexus. In both cases return the card and reshuffle before the next turn.

Information and timing

Atreides may inspect the top card through Nexus Prescience. That information can help you plan, but alliances change only if the revealed card causes a Nexus.

Independent of worms

Resolve Nexus after Storm and before Spice Blow. A Shai-Hulud appearance does not create another Nexus. This separation lets worm frequency change without also changing alliance frequency.



Spice creates a reason to move

Spice is the resource you spend on cards, revival, shipment and battle support. This phase places new supplies on Arrakis. Collecting them comes later, after movement and battle.

1. Read the revealed card

Identify whether it is an ordinary Spice Blow, a Spice Mine or Shai-Hulud. The following pages explain the different effects.

2. Place ordinary spice

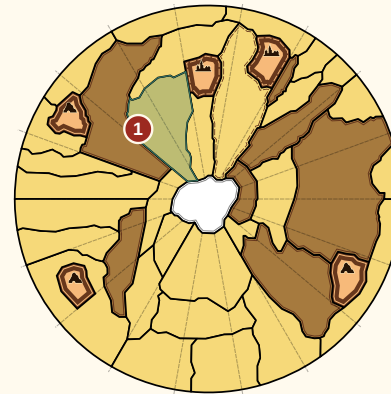
Use the named territory and its printed Spice Blow symbol. Place the amount shown on the card in that sector, taking spice from the bank. If the symbol is in storm, place none.

3. Keep the card visible

Put the territory card in its discard pile. A normal worm threatens the preceding territory for that draw sequence. Keep the sequences distinguishable.

Draw setup awaiting confirmation

The sources disagree about one or two draw decks and list six worms while the setup recipe uses five. Questions #1837 and #1838 track the exact draw and preparation procedure. This draft explains the card effects without selecting a conflicting recipe.



- 1 Find the named territory**
Hagga Basin is highlighted as a location example. Use the printed spice symbol on the playing board for the exact sector.

Example: reading a Spice Blow

If a card specifies eight spice, take eight from the bank. Its symbol determines the placement sector. Troops elsewhere in the same territory will not collect that pile unless they reach its sector.

Two different kinds of information

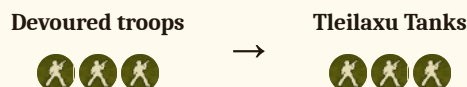
Fremen may inspect upcoming Spice cards through Spice Blow Knowledge. Atreides instead has Nexus Prescience. Seeing a card early does not change how its effect resolves.





Resolve the affected territory

An ordinary worm removes spice and devours exposed troops in its affected territory. Devoured troops go to the Tleilaxu Tanks. A destroyed mine uses the different return-to-reserves rule on the next page.



Fremen ride instead

Shai-Hulud does not devour Fremen troops. Those troops may worm-ride to a territory on the map. The Fremen ally is also protected from being devoured; protection alone does not grant the Fremen riding advantage.

More than one worm

Fremen chooses where worms after the first appear. Its Worm Riding advantage allows those later appearances in rock and strongholds too, so Fremen troops can ride from them. Resolve the destination restrictions of the ability before moving.

Thumpers

Fremen starts with two Thumper tokens. After seeing the Spice Blow cards, it may discard one to call a riding worm to a sand or polar territory containing its troops. At most one Thumper may be used each turn.

A riding worm

A Thumper worm removes spice but does not devour troops. Treat it as the first worm of the phase, so the Worm Riding advantage can redirect worms drawn from cards.

Example: create the first worm

A Shai-Hulud card is revealed. Fremen spends a Thumper at a legal location containing its troops. The Thumper supplies the first worm; Fremen can now choose where the card-drawn worm appears.

Mark the Shield Wall

Add one Shield Wall marker for each Shai-Hulud card drawn. Thumpers do not add markers. At four markers the Shield Wall counts toward victory, without becoming an ordinary stronghold for shipping or occupation.

Continue the turn

Worms do not trigger a Nexus. Keep alliance changes in the separate Nexus phase. After completing Spice Blow, continue to CHOAM Charity.

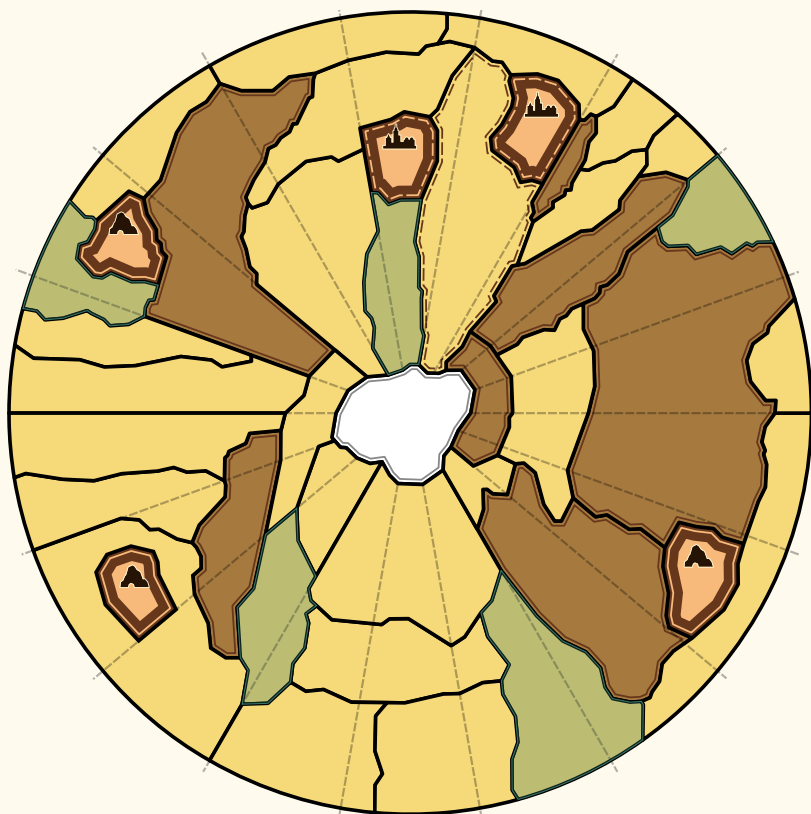




SPICE MINES

A supply that stays on the board

A Spice Mine card creates a mine at its named site. Unlike an ordinary pile, the mine provides its fixed yield each turn and remains after collection. It never accumulates more than its set amount.



Five printed sites

Arsunt, Bight of the Cliff, Cielago East, Cielago West and Gara Kulon have mine sites. The earlier board reference locates them individually. Use the yield specified for that mine.

Destruction returns troops to reserves

Storm and Shai-Hulud destroy mines. Troops at the destroyed mine return to their faction reserves instead of dying. They do not need revival before they can return to the board.

At the destroyed mine



Reserves



Example: no revival cost

Three troops are at a mine when storm destroys it. Return all three to reserves. You may ship them in a later legal shipment, paying the normal shipping cost.

Atreides and Carryall

Arrakis Fiefdom can create a three-spice mine in a sand territory without a Spice Blow marker. The Fate also grants Carryall, which triggers when a mine sends troops to reserves. Its token-count interactions remain in #1845.

Replenishment timing

The fixed yield and cap are stated in v0.8. The exact point when a surviving mine is replenished, including uncollected spice, remains under review in #1859. Do not add a fresh full yield to an existing pile.



Claim enough to reach two

If you have zero or one spice, announce CHOAM Charity and take enough from the Spice Bank to bring your supply to two. If you already have two or more, the ordinary rule gives you nothing.

Spice before charity	Take from the bank	Spice afterward
0	2	2
1	1	2
2 or more	0	Unchanged

Example: one spice short

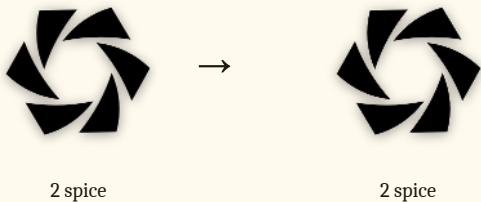
You have one spice. Take one more, leaving you with two for the coming auction. You do not receive two additional spice.

Bene Gesserit Charity

Bene Gesserit takes two spice regardless of its current total. This is its faction advantage, rather than the ordinary top-up rule.

Spice Bank

A faction starting at zero



Bribes are still waiting

Keep spice in your bribe pile separate from available spice. It is collected during Mentat and cannot fund ordinary bids before then.



Spice Production

This tech token triggers when a faction other than Bene Gesserit takes CHOAM Charity. A token triggers at most once per turn and pays at the end of its triggering phase.

Next: Bidding

After charity and the phase's applicable token income, begin Bidding. Use the spice available to you to decide what you can afford, leaving enough for revival, shipment and battle support.





BIDDING

Prepare the auction

At the start of Bidding, announce how many Treachery Cards you hold. The normal hand limit is four; Harkonnen may hold eight. A faction with a full hand cannot bid.

Deal one card face down for each faction eligible to bid. There are windows for appropriate cards and abilities both before and after the number is determined, before the first auction begins. Orange Catholic Bible can be given to a player with hand space in either window.

Bid in order

The first eligible player in storm order opens the first auction with a bid of at least one spice or a pass. Continue around the table; each bidder raises the current bid or passes. When everyone else passes, the highest bidder pays and takes the card.

For the next card, begin with the next eligible player after the player who opened the previous auction. Recheck hand space as cards are acquired. Keep hand sizes public throughout Bidding.

Paying for a card

You cannot bid more than you can pay. An ally may agree to cover a shortfall. The Emperor may cover it with Shaddam's Favor. A promise of support must exist before an otherwise unaffordable bid.

Pay the Emperor when its Bidding Payments advantage applies; otherwise pay the bank. The Emperor pays the bank for its own purchases. Harkonnen receives its extra card after a purchase, subject to its hand limit.

End the phase

Stop when all offered cards have been sold, or when nobody bids on a card. Return the unsold cards to the top of the Treachery deck. The Emperor collects spice set aside for Shaddam's Favor at the end of Bidding. Revival follows.



Orange Catholic Bible

At the start of Bidding, you may give this card to a player with room in their hand. You may do so before or after the number of auction cards is determined.

Information before a bid

Atreides and Ixians can inspect cards in different ways. Emperor can help pay. The following page explains these windows and the difference between knowing a card and owning it.





INFORMATION DURING BIDDING

Atreides prescience

Atreides may look at each card as it comes up for bid. Other players do not automatically see it. Atreides may keep notes about Treachery Cards.

Information about an auction card can itself be traded. Bene Tleilax is allowed to buy binding information about cards up for bid, despite its normal restrictions on deals.

Ixian knowledge

At the beginning of Bidding, Ixians may inspect the whole batch. It may divide the batch into two piles as evenly as possible and choose which pile is auctioned first. This is information about the offered cards, not a right to choose who receives them.

Technology

Once per phase, before the first bid on a card, Ixians may replace that card with one from its hand. If Ixians did not split the batch, Atreides cannot inspect the card Ixians takes. If it did split the batch, Atreides may see that card.

Resolve this exchange before bidding on the replacement card. Do not mix it up with the separate once-per-turn card exchange between Ixians and its ally.

Shaddam's Favor

When another faction buys a card, the Emperor may put spice in front of its shield to reduce that faction's payment by the same amount. The Emperor collects this set-aside spice at the end of Bidding.

The Emperor can agree to cover a shortfall before a bid. This support is a faction ability and does not require a binding deal with Bene Tleilax.

Example: an affordable bid

You have three spice. The Emperor agrees to cover two through Shaddam's Favor, so you can bid five. If you win at five, you pay three and the Emperor sets aside two. It collects the set-aside amount at the end of Bidding.

Separate the decisions

First determine the cards offered. Then resolve any permitted information and exchange abilities before the first bid on the relevant card. Finally auction and pay for it.

Do not reveal a card to the whole table merely because one faction has permission to inspect it. Hand size is public during Bidding; card identity is not automatically public.





REVIVAL

Revive your troops

You may normally revive up to three troops per turn. This total includes both free and paid revivals.

Take the free revivals allowed by your faction. Each additional normal troop costs two spice, paid to the Spice Bank. You can only revive troops that are in the Tanks.

Return revived troops to your reserves. They do not go directly onto the board, but may ship during the coming Shipment and Movement phase.

Faction exceptions

An Ixian Suboid costs one spice to revive; a Cyborg costs three. Only one Sardaukar and one Fedaykin may be revived per turn.

Bene Tleilax may raise a faction's troop revival limit from three to five. They receive one spice from the bank for each non-Tleilaxu troop revived, including free revivals, and collect the payments for other factions' leader revivals. They may set a price to revive one leader per faction per turn.

Bene Tleilax have no revival limits and pay half price, rounded up. Their own face-down leaders cost full price. Their ally shares the discount. Round each leader's cost separately; total the discounted troop cost before rounding. See the faction chapters for other revival abilities and their exceptions.

Revive your leaders

When you have one or fewer available leaders, you may begin reviving your leaders from the Tanks. You may normally revive one leader per turn, paying spice equal to that leader's strength. Continue until all your leaders have been revived.

A revived leader is available for battle and remains vulnerable to a traitor call. If killed again, place that leader face down in the Tanks. It cannot be revived again until your other revivable leaders have also been revived and killed again.

The leader revival is separate from your troop revival allowance. Faction abilities and cards can provide exceptions to these limits. See [Tleilaxu Gholas, page 67](#)

Example: rebuilding after a battle

You have three normal troops in the Tanks and two free revivals. Revive two for free and pay two spice for the third. All three return to reserves. An eligible strength-five leader costs another five spice and does not use a troop revival.

Tleilaxu Tanks



Reserves





SHIPMENT AND MOVEMENT

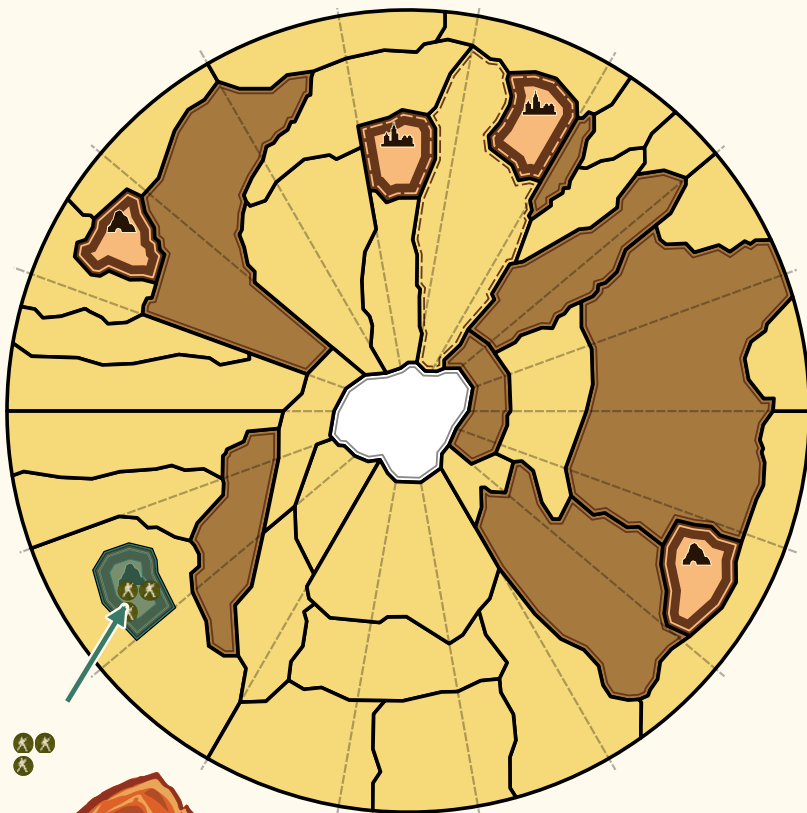
Position your troops to collect spice, contest strongholds and prevent rivals from winning. In storm order, each player may make one shipment followed by one on-planet movement. Both are optional. Finish your turn before the next player acts.

1. SHIPMENT

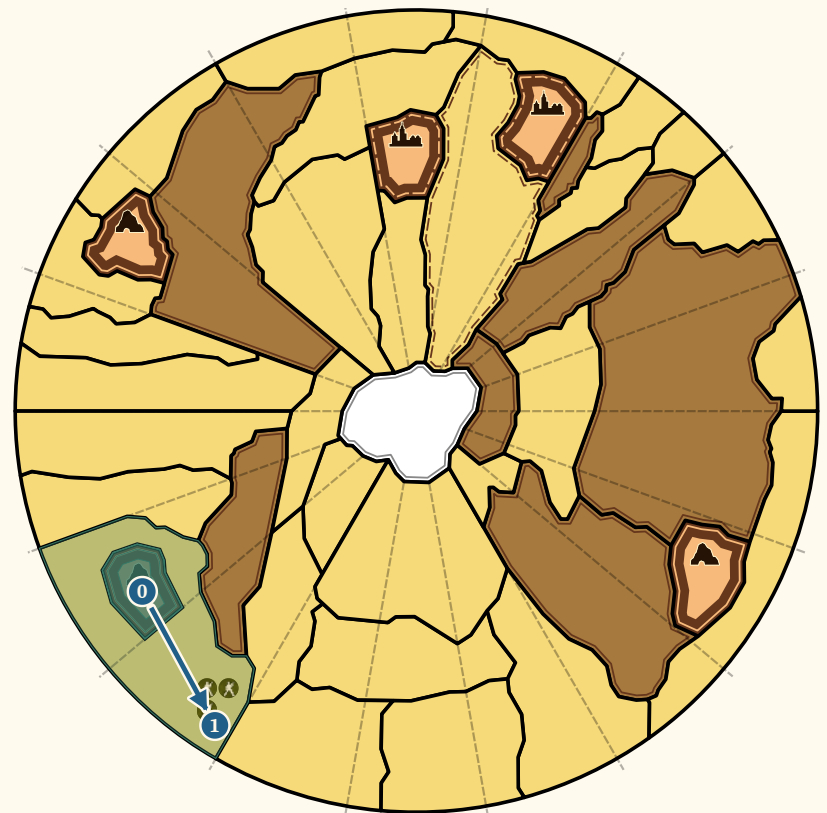
Bring any number of troops from reserves to one legal territory and choose their sector. Pay 1 spice per troop to a stronghold, or 2 elsewhere. Pay the Spacing Guild if its Shipping Payments advantage applies; otherwise pay the Spice Bank.

2. ON-PLANET MOVEMENT

Move some or all troops from one territory to one adjacent territory for free. Move the group together; you cannot split it between destinations. You may move troops just shipped onto the board or a group already there.



— Reserves to Habbanya Sietch: 3 troops, 3 spice



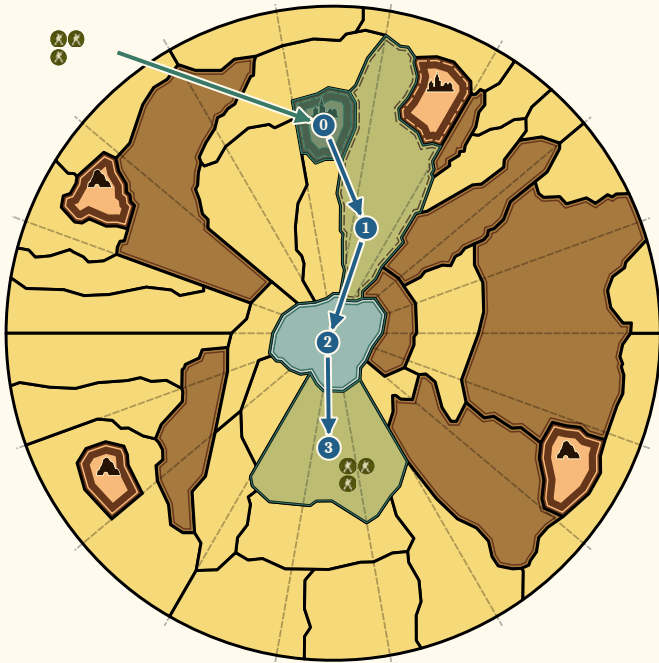
— Habbanya Sietch to Habbanya Ridge Flat: 1 territory



ORNITHOPTERS: MOVE UP TO THREE TERRITORIES

Troops in Carthag or Arrakeen when movement begins grant ornithopters: up to three territories. Shipping into either city unlocks this immediately, making them the most important territories for mobility. Choose one move below.

MOVE THE NEW STACK

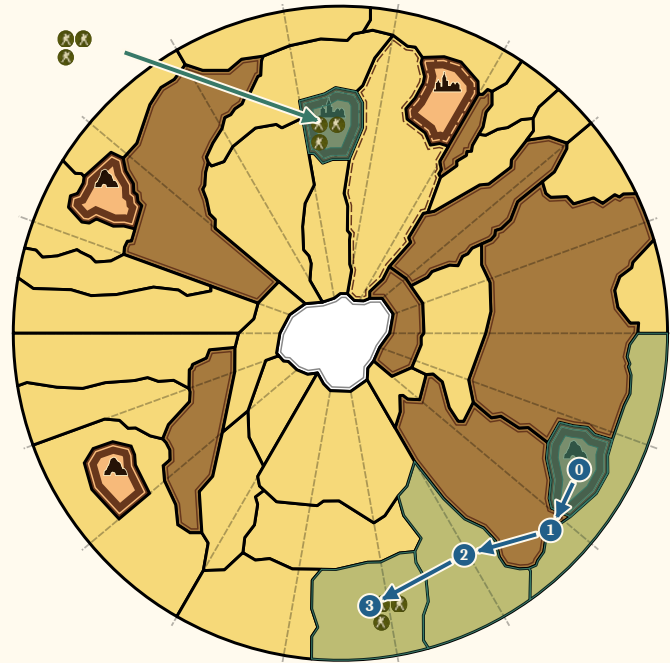


- Ship 3 troops to Carthag
- Move that stack to Cielago North

The city may be left empty

Cross Imperial Basin (1) and the Polar Sink (2) to Cielago North (3). All three may leave Carthag: they were there when movement began.

MOVE AN EXISTING STACK



- Ship 3 troops to Carthag
- Move the stack from Tuek's Sietch

Ornithopters help a group anywhere

Leave the new troops in Carthag. Move from Tuek's Sietch (0) through South Mesa (1) and Cielago East (2) to Cielago South (3).

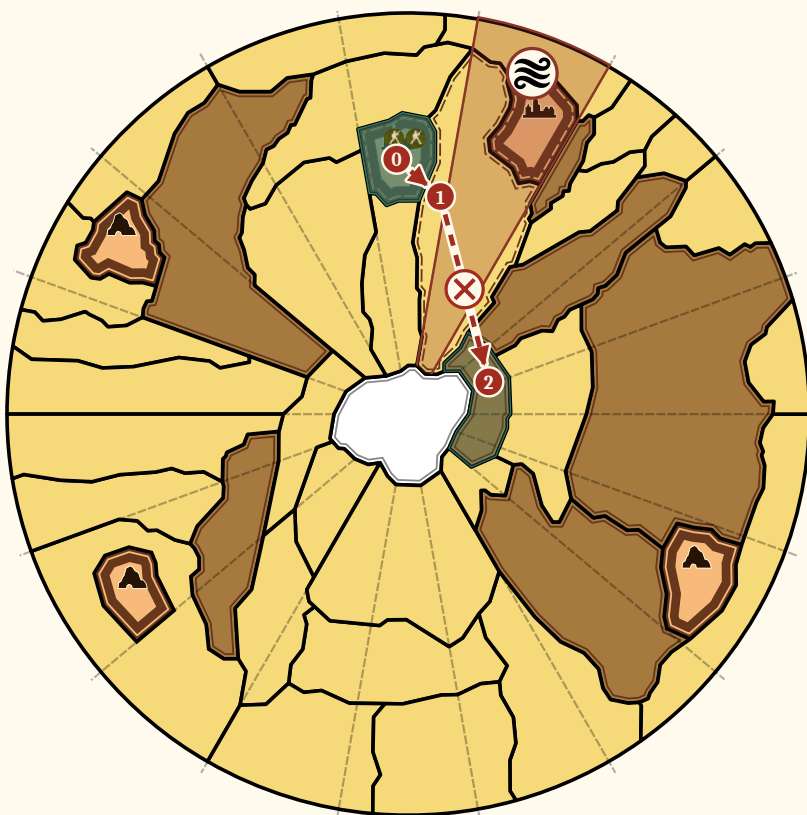




THE STORM CAN DIVIDE A TERRITORY

Ordinary troops cannot ship into, enter, leave or cross a sector in storm. Other sectors of that territory remain usable, but troops separated by the storm cannot combine into one moving group. Ornithopters extend your range; they do not let you cross the storm.

THE DIRECT CROSSING IS BLOCKED

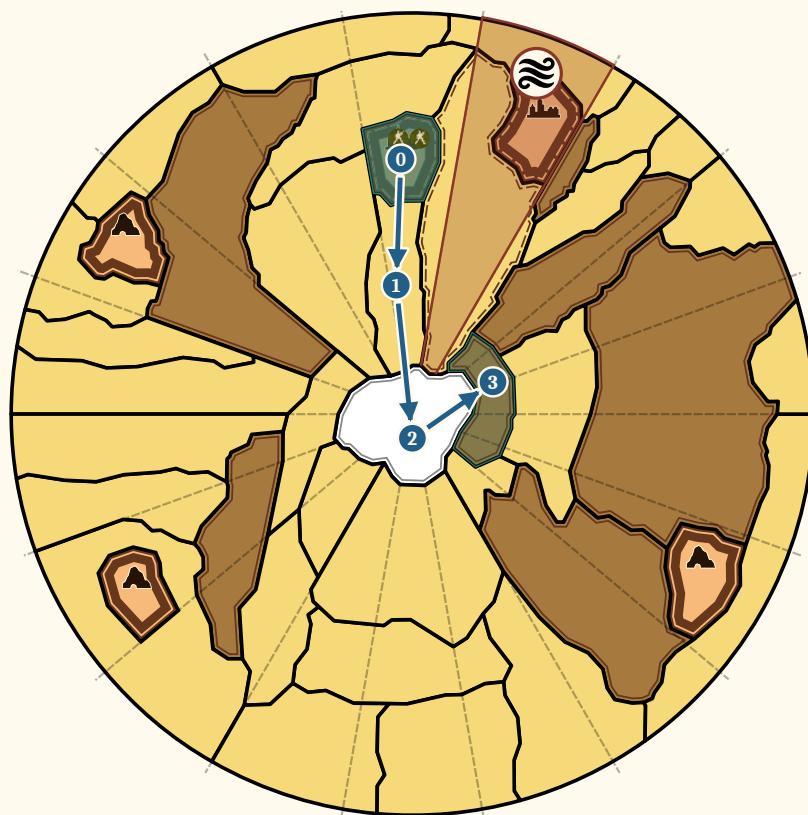


— Through Imperial Basin: blocked

Clear endpoints are not enough

From Carthag, the route through Imperial Basin crosses the storm before reaching False Wall East. You cannot take this route, even though its start and destination are clear.

GO AROUND WITH ORNITHOPTERS



— A clear route: 3 territories entered

From Carthag to False Wall East

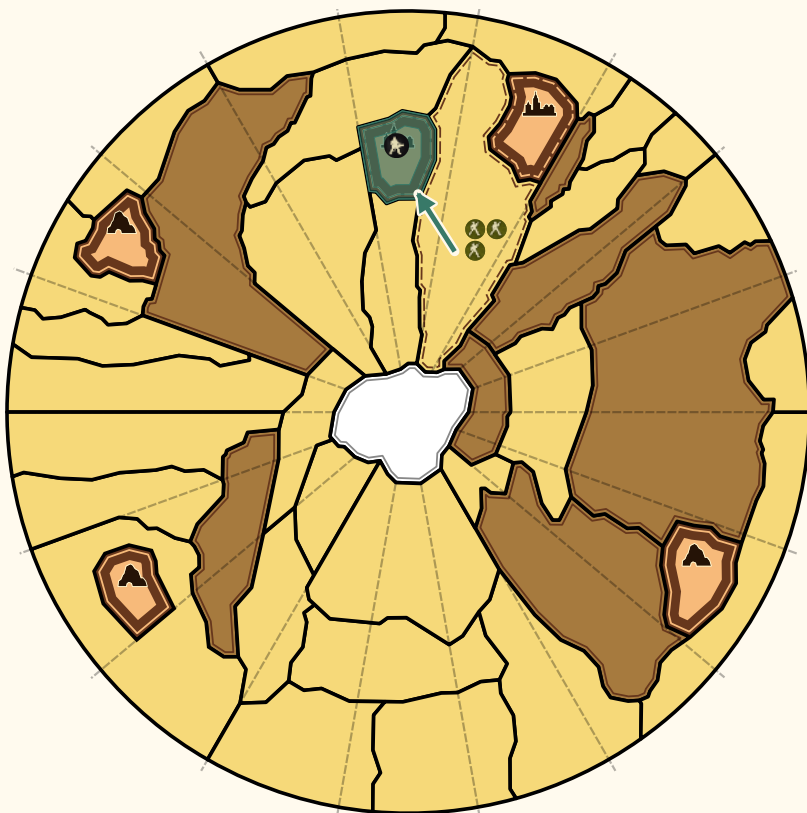
Start in Carthag with ornithopters. Move through Arsunt (1) and the Polar Sink (2) to False Wall East (3), going around the storm. The Polar Sink is never in storm.



OTHER MOVEMENT RESTRICTIONS

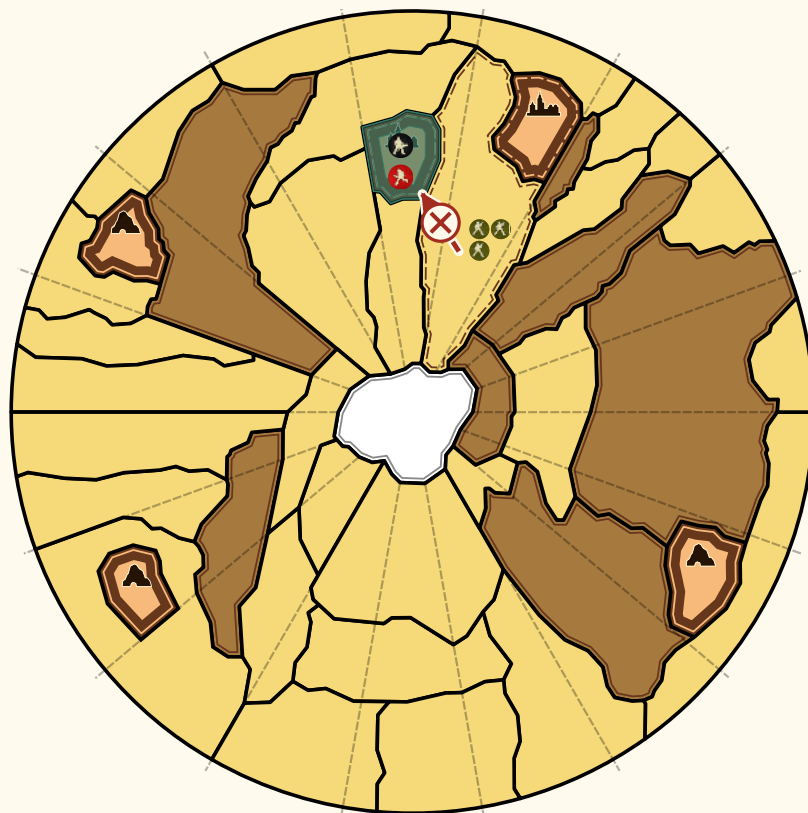
A stronghold occupied by two other factions is closed to you: you may neither ship into it nor move into or through it. Bene Gesserit advisors do not count towards this limit. Opposing troops otherwise do not block your passage.

ONE FACTION: ENTRY ALLOWED



— Harkonnen alone: Atrides may enter

TWO FACTIONS: ENTRY BLOCKED



— Harkonnen + Emperor: Atrides cannot enter

Allied troops

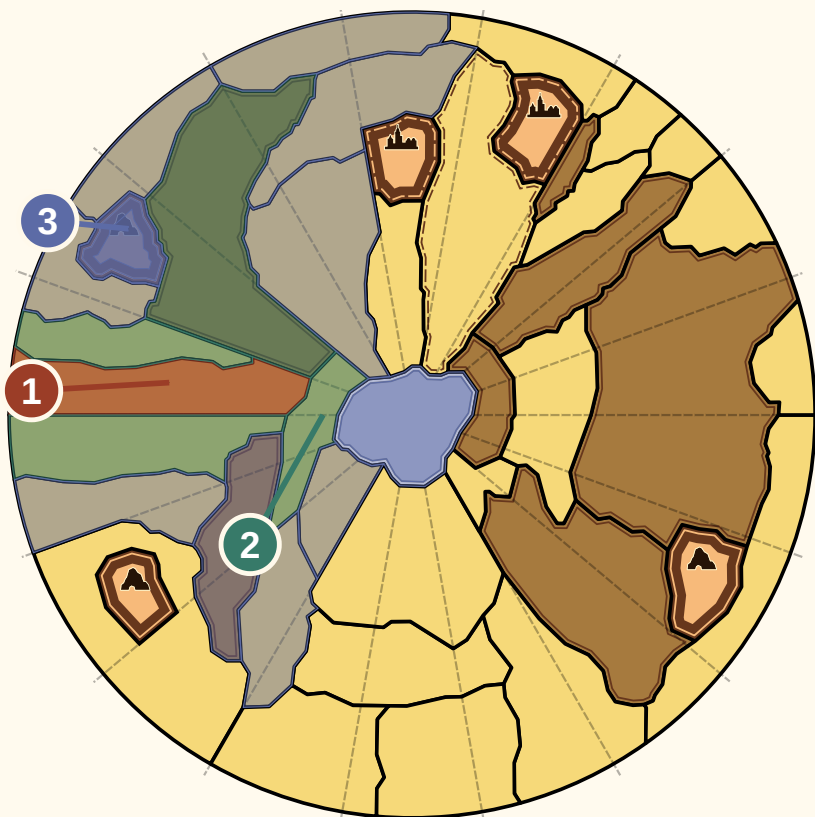
You may ship into your ally's territory, but must immediately move out in that same shipment-and-movement action. You cannot end the action together. The Polar Sink and explicit abilities are exceptions.





FREMEN DEPLOYMENT ZONE

Fremen deploy reserves for free onto the Great Flat or one territory within two steps of it. Choose one destination in the coloured zone. This replaces ordinary shipment; other destinations require an ability.



1 The Great Flat

Deploy here, or count outwards from here. The Great Flat itself is not the first step.

2 One territory away

Funeral Plain, Plastic Basin, Wind Pass and the Greater Flat.

3 Two territories away

Bight of the Cliff, Sietch Tabr, Rock Outcroppings, Broken Land, Tsimpo, Hagga Basin, Polar Sink, Wind Pass North, Cielago West, False Wall West and Habbanya Erg.

Deployment is separate from movement

Deploy to Sietch Tabr, then make your separate movement: up to two territories, or three with ornithopters.



WHO ACTS WHEN?

GUILD INTERJECTION

Once during the phase, the Spacing Guild may change turn order in one of three ways. Its shipment and movement still form one turn.

- **Choose when to act**

Go first, last or between two other factions. The other players continue in storm order.

- **Swap positions**

Exchange your position with another faction before your normal place in the order has passed.

- **Make another player act now**

Force a player to take their turn now and take their place in the order. Use this before your normal place has passed.

Change the information available

The Guild can wait to see where opponents commit, or make an opponent act early before other players reveal their destinations.

FREMEN DELAYED MOVEMENT

With Zensunni Path, Fremmen may allow one faction, including themselves, that did not make its ordinary on-planet movement to move at the end of the phase. Wait until everyone, including the Guild, has finished.

That faction may already have shipped. Passing movement keeps it eligible; making an ordinary movement does not. A Hajr move does not disqualify it.

Ship now, move later

Fremmen rally troops on their turn and pass their ordinary movement. After the last player, they use Zensunni Path on themselves and move with knowledge of the final board position.



Hajr

Play Hajr during your own shipment-and-movement turn to make an additional on-planet movement. Follow the normal movement restrictions. This is not another shipment, and it does not disqualify you from Zensunni Path.





CHECK YOUR FACTION

SPACING GUILD

Pay half the ordinary shipment cost, rounding the total up. You may ship reserves to a territory, territory to territory at the destination rate, or territory to reserves at the stronghold rate.

FREMEN

Your ordinary movement has a range of two territories. Your troops may enter, leave and cross the storm. Use the deployment-zone map for Rallying Shipment and the timing page for Zensunni Path.

BENE GESSERIT

Before the first shipment, choose which advisor groups become fighters; advisors alone in a territory become fighters automatically. Advisors do not block strongholds or grant ornithopters.

When another faction ships from off planet, you may place an advisor at its destination if you have no fighters there, or a fighter in the Polar Sink. Troops joining your existing group adopt its posture.

IXIANS AND BENE TLEILAX

Cyborgs may move two territories; Suboids may accompany them. Ship to your Hidden Mobile Surveyor at the stronghold rate. Entering or leaving it is movement between territories.

Bene Tleilax may kill troops in reserves to fund shipment, each providing 1 spice through Synthetic Spice.





INTRODUCTION TO BATTLES

What battles are for

Battles decide which faction can remain in a contested territory. Use them to take strongholds and prevent other players from winning. A player with troops in three strongholds is contesting a win. If the other players do not prevent it, that player wins in the Mentat phase.

Battles also affect the spice economy. You can deny opponents spice collection, or attack to earn a spice bounty for killing an opposing leader and winning the battle. That bounty can make an attack cost-efficient. Even a defeat can serve your interests if securing victory costs your opponent valuable spice, troops or cards.

What winning means

There can be only one victor in a battle; the two sides cannot share a victory. In an ordinary battle, the defeated faction loses all its troops in the territory. The victor also pays its battle costs and takes losses, so winning does not guarantee that it will have troops left to hold the territory.

Part of a battle	What it means
Battle plan	The choices you prepare for the battle and reveal to your opponent.
Troop dial	The strength committed by your troops. Spice can support troops to make them count more.
Leader	A character whose strength can add to your total. A Cheap Hero fills this role with 0 strength.
Weapons and defenses	Cards that threaten your opponent or protect your own leader.
Faction advantages	Abilities that affect the choices, information or outcome, at specified times.
Resolution and settlement	Determine the victor, then settle cards, rewards, payments and losses.

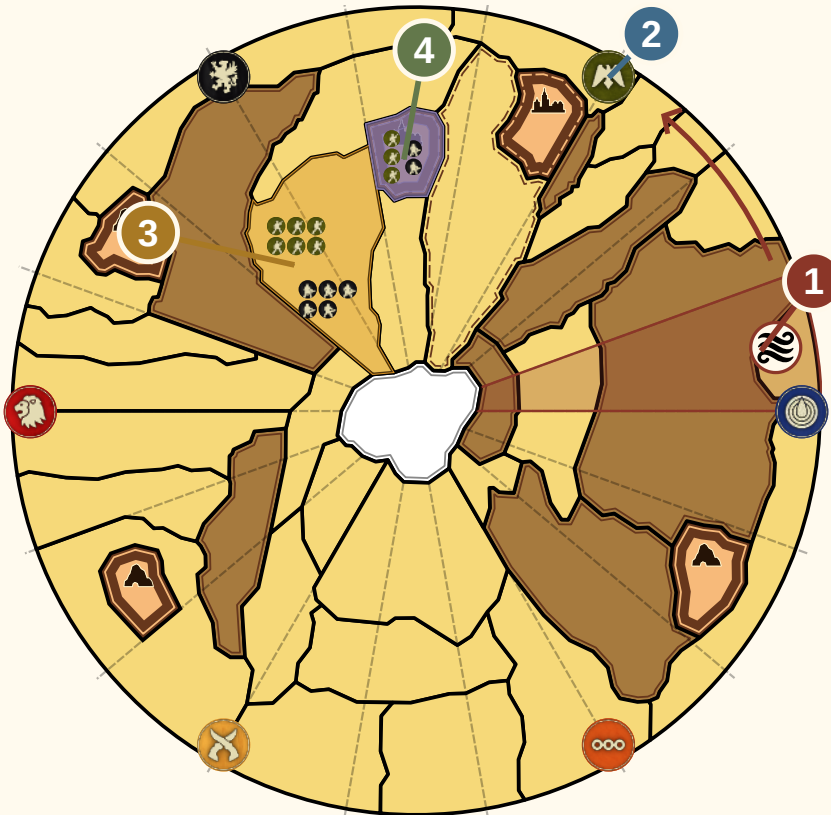
The following pages explain when battles happen, then troops and leaders in turn. The example between Atreides and Harkonnen brings these parts together: prepare plans, use advantages, reveal, determine the victor and settle the battle.





CHOOSE THE BATTLE

Battle occurs when opposing factions have troops in the same territory. Troops separated by the storm cannot fight each other. Follow storm order to decide who chooses the first battle.



1 Start at the storm

Read counterclockwise from the storm to the next player marker. Use the player markers, not the troops closest to the storm.

2 Find the aggressor

Atreides is first in storm order here and has battles to fight, so it is the aggressor. Skip any player with no battles.

3 Choose a battle

Six Atreides troops and five Harkonnen troops share Hagga Basin. Atreides chooses to fight here first.

4 Finish your battles

Carthag also contains both factions. Atreides chooses to fight there next, then the next player in storm order with battles becomes aggressor.

Example: two shared territories

Atreides chooses Hagga Basin first, then Carthag. This chapter follows the battle in Hagga Basin.



DIAL TROOP STRENGTH

What you are dialing

The number on the battle wheel is the strength your troops contribute, not a count of troop tokens. Add the strength of the troops you choose to commit.

Supported and unsupported troops

Each ordinary troop contributes $\frac{1}{2}$ strength without spice, or 1 strength when supported with 1 spice. An uncommitted troop contributes 0.

Choose your commitment

Use only troops in the battle territory and spice you can commit to this battle. Each troop contributes once. You may leave some troops uncommitted; you do not have to dial the highest strength you can afford.

Example: six troops, a dial of 3

Atreides has six ordinary troops and chooses to spend 2 spice. It supports two troops and commits two more without support. Two troops remain uncommitted.

Ordinary troops	Strength each	Contribution	Support spice
2 supported	1	2	2
2 unsupported	$\frac{1}{2}$	1	0
2 uncommitted	0	0	0
Total		Dial 3	2 spice

Set the wheel

The total is $2 + 1 = 3$, so set the wheel to 3 and set aside 2 spice. For a half point, align the mark between whole numbers with the window.





LEADERS

What a leader contributes

A leader adds the strength printed on its token to your troop dial if it survives the battle. Its strength is separate from the number on your battle wheel. Weapons and defenses determine whether the leader survives; the reveal example shows how.

Choose a leader

Your battle plan must include a leader or Cheap Hero if you are able to play one. A Cheap Hero has 0 strength, but still lets you play Treachery Cards.

When none is available

If you have no leader or Cheap Hero available, you must announce this publicly prior to reveal. When you play neither, you cannot include any Treachery Cards in your battle plan.

Use a leader that is available for this territory. The settlement section explains how fighting in one territory commits a leader for the rest of the phase.



Gurney Halleck

Gurney Halleck has 4 strength.



Feyd Rautha

Feyd Rautha has 6 strength.

The leaders in our example

Harkonnen chooses the stronger leader, Feyd. Atreides chooses Gurney. The stronger leader alone does not decide who wins.



BUILD YOUR PLANS

Throughout these illustrations, the aggressor is on the left and the defender on the right. Here, that is Atreides and Harkonnen.

1. Resolve preparation effects

Resolve Supplies and the last opportunity for an Ixian alliance card exchange before building plans.

2. Prepare a battle plan

Your plan may include up to one weapon, one defense and one Mercenaries card. Each has its own slot, and any slot may be empty. Keep the cards and their number secret until reveal, except for information disclosed by an advantage.

3. Resolve pre-reveal advantages

Follow each applicable faction advantage's timing and conditions. The Voice precedes Battle Prescience, followed by Blackmail and Stone Burner. Fanatical Tactics and Infiltration act during commitment. Emperor and Ixian Fates cannot be used during commitment.

Example: choosing cards after Prescience

Atreides asks: "Which weapon will you play?" Harkonnen answers "Gom Jabbar." **That part** of Harkonnen's battle plan is now locked, and cannot be changed. The rest can change until reveal. Atreides uses the answer to choose two cards.

4. Finalize your plan

After pre-reveal advantages are resolved, finalize your cards, dial your chosen troop strength and set aside the matching support spice.





REVEAL AND RESOLVE

5 Reveal and resolve weapons

Finish pre-reveal abilities, then reveal both plans simultaneously. An unblocked weapon kills the opposing leader. A killed leader contributes 0 strength; its troops still count. Winning does not itself save your leader.



Example: the plans are revealed

Atreides reveals dial 3, 2 spice and Gurney. Harkonnen reveals dial 4, 4 spice and Feyd. Both reveal their weapon and defense. Gurney's Snooper stops Gom Jabbar. Feyd's Snooper cannot stop the Maula Pistol, so Feyd dies. The red cross marks his death.

6. Determine the winner

Add the troop dial, surviving leader and permitted bonuses. Higher strength wins. The aggressor normally wins ties; Mercenaries can change that. Settle the result before cards and losses.

Faction	Troop dial	Leader	Total
Atreides	3	Gurney survives: 4	7, wins
Harkonnen	4	Feyd killed: 0	4

SETTLE ABILITIES AND CARDS

7 Resolve post-reveal advantages

Faction advantages may act after reveal or after the result. Check each ability's timing and conditions before continuing.



Example: Vladimir's Spite

Feyd died, allowing Vladimir's Spite. Harkonnen exchanges Gom Jabbar for Atreides' Snooper. The result stays 7 to 4.

8. Settle cards and the leader reward

The ordinary winner may keep or discard played cards; the loser discards them. The winner collects the killed opposing leader's strength in spice.

Example: cards and reward

Atreides collects 6 spice and keeps its Pistol and new Gom Jabbar, which cannot be discarded immediately. Harkonnen discards both Snoopers.

PAY AND REMOVE TROOPS

9 Pay support and remove troops last

Both pay committed spice. The winner loses troops matching its dial and payment; the loser loses all troops in the territory. Resolve any Harkonnen capture, then choose the next battle.

Atreides to Tanks



Harkonnen to Tanks



Example: troop losses

Atreides pays 2 spice, loses four troops and keeps two.
Harkonnen pays 4 spice and loses all five troops.

Leaders stay committed to the territory

A surviving leader remains committed to that territory for the rest of the Battle phase. It may fight again there, but cannot fight in another territory. A killed leader goes to the Tleilaxu Tanks. If revived with Ghola, it may fight again, including in another territory. Ghola must be played prior to reveal.

Continue the Battle phase

The aggressor finishes all of its battles before the next eligible player chooses.





HOW TO RESOLVE TIES?

The aggressor wins an ordinary tie. Mercenaries adds 1 strength and wins ties. If both sides play Mercenaries and remain tied, the aggressor wins.



Example: an ordinary tie

Atreides has 3 troop strength + Gurney's 4 = 7. Harkonnen has 1 troop strength + Feyd's 6 = 7. Neither plays Mercenaries, so Atreides wins as aggressor.

Example: Mercenaries wins the tie

Atreides again totals 7. Harkonnen dials 0, adds Feyd's 6 and 1 from Mercenaries, for 7. Mercenaries wins the tie for Harkonnen, the defender.

When to call a traitor

Call traitors after both battle plans are revealed, before resolving weapons or comparing strength. A successful call replaces the ordinary battle result.

Who can call

If the opposing leader matches your traitor, you may reveal the card and call treachery. A faction may always call its own leader traitor when an opponent uses that leader against it. Harkonnen may call traitor in its ally's battle.

One successful call

With one successful call, the caller wins without losing troops or committed spice. The opposing leader dies, its owner loses all troops in the territory and discards its played cards. The caller receives the traitorous leader's strength in spice. The winner keeps its played cards and may not discard them. Its leader is not committed by this battle.

Example: Feyd betrays Harkonnen

Only Atreides calls a traitor, revealing Feyd's Traitor Card. Atreides keeps all six troops and its 2 committed spice, and collects 6 spice for Feyd. Harkonnen loses Feyd and all five troops.



Two successful calls

If both sides successfully call traitor, both sides lose their troops, played cards and leaders. Neither side receives spice.

Example: both leaders betray their factions

Atreides reveals Feyd's Traitor Card and Harkonnen reveals Gurney's. Both leaders die and both armies are lost. Neither side wins a spice bounty.





SPECIAL TROOPS

Apply these exceptions after learning the ordinary battle. A troop worth 2 strength is still one troop token. Karama can suppress Fedaykin or Free Spice Dialing for the whole phase.

Troop	Unsupported	With 1 spice	Exception
Ordinary	1/2	1	Standard support
Sardaukar	1	2	Ordinary strength against Fremen
Fremen ordinary / Fedaykin	1 / 2	Not needed	Free Spice Dialing; apply Karama first
Cyborg	1	2	Immune to Karama
Suboid	1/2	Cannot support	May replace a Cyborg loss after winning
Patched Cyborg	2	Not needed	Survives a winning commitment; flips back

Cyborg losses

When Ix wins, an uncommitted Suboid may die in place of a committed Cyborg. Flip the saved Cyborg to its patched side. A patched Cyborg can be dialed in a later winning battle without dying, then flips back. These rules do not save troops from an ordinary defeat.





OTHER BATTLE OUTCOMES



Break Conditioning

After plans are revealed, determine which leaders would survive the weapons and defenses. If your resulting strength is at least twice your opponent's, Break Conditioning can replace the ordinary result. You win without losses and the opposing leader is killed.

Your leader survives this result even if the weapons would have killed it. Unlike an ordinary traitor victory, v0.8 treats the battle as having happened: leaders are committed and the winner may discard played cards.

Guild Retreat

The Guild may retreat only in its permitted window. Its troops can return to reserves at stronghold shipping rates. To save a played Treachery Card, pay spice equal to its leader's strength for that card.

Its leader still dies if the weapons and defenses would kill it. Pay committed battle spice and retreat costs to the bank. Both leaders remain committed. A resolved traitor or Break Conditioning result prevents Retreat.

Zoal chooses Infiltration

If Zoal survives and the opposing leader dies, Bene Tleilax may activate Zoal. The opponent wins and loses nothing. Bene Tleilax keeps its committed spice, returns its troops to reserves and may keep its played cards. Set Zoal and the target leader aside for Infiltration during the following Storm. See the Bene Tleilax chapter.

What does "prior to reveal" mean?

Make the announcement early enough for your opponent to hear it and have a reasonable opportunity to react, including changing any part of their plan that is not already locked. If you have no available leader or Cheap Hero, say so publicly and allow that opportunity before revealing. An announcement made as the plans are revealed is too late.





SPICE COLLECTION

Collect in the correct sector

Your troops must occupy the sector containing the spice. Each normal troop collects up to two spice. If you occupy Arrakeen or Carthag at collection, that rate is three per normal troop. Take only the spice actually present.

Capacity without city access

Three normal troops



6 spice

Example: eight spice on the sand

Three normal troops can collect six, leaving two on the board. With city access they can collect all eight. A capacity of nine does not create a ninth spice.

What remains

Uncollected ordinary spice stays on the board. A mine stays in place and supplies its fixed yield each turn, without exceeding its cap. Its replenishment window is still tracked in #1859.

STRONGHOLD INCOME

Occupied stronghold

Spice from the bank

Arrakeen

2

Carthag

2

Tuek's Sietch

1

Collect each payment

These payments are separate from desert spice. Occupying more than one of these strongholds earns each payment. You need to be there when collection occurs.

Faction differences

Ixian Cyborgs collect three spice each. Bene Gesserit advisors do not collect spice or provide city access. Before gaining the Kwisatz Haderach, Atreides gains two spice through Leto's Tithe for one stronghold or three for at least two; that income ends permanently when it gains the token.

Settle the correct income

Collect triggered tech-token income at the end of its phase. Bribes remain outside your supply until Mentat. Do not combine these different payment windows.



Finish the turn

Mentat is the turn's final phase. Collect bribes, resolve applicable Mentat abilities and check whether the game has been won. The actions below share this phase; their placement on this page does not introduce a new timing priority.

Collect bribes

Move the spice waiting in your bribe pile into your available supply. Factions may give and receive bribes during Mentat, including Bene Tleilax. Before collection, spice in a bribe pile may be passed onward as another bribe, but cannot pay ordinary costs.

Exchange unused Fate Indicators

Once during Mentat, exchange your Fate Indicator with another faction if neither has used its Fate. Swap indicators, not Treachery Cards. Your new indicator changes which worthless card can activate your unused Fate.

Example: an indicator is not the card

You exchange indicators and now need Baliset to activate your Fate. The exchange does not give you Baliset. You still need the matching Treachery Card.

Bene Tleilax

Bene Tleilax may discard face down and redraw one Face Dancer card. It may make a binding commitment to end a particular Face Dancer Infiltration in this window. Follow the faction's leader and replacement-card procedure.

Ixians

Move the Hidden Mobile Surveyor up to three non-stronghold territories, picking up and dropping off Ixian troops along its route. It carries troops, not spice. Its faction chapter explains the shelter and Shield Wall restriction.

CHECK VICTORY

1. Count controlled strongholds

The ordinary threshold is three for a lone faction or four between two allies. Add any applicable token or Shield Wall contribution.

2. Apply victory exceptions

Use the victory chapter for competing claims, Prediction, Infiltration and the Fremmen endgame. The marked council cases remain unresolved.

3. Begin another turn if needed

If nobody wins and the game continues, advance the turn marker and return to Storm. At the end of turn ten, apply the endgame condition instead.



ALLIANCES

Form or break an alliance

An alliance contains at most two factions. Alliances are public, and a faction can belong to only one at a time. During a Nexus, any faction may leave its current alliance and form another. Once that opportunity ends, wait for the next Nexus to change alliances.

The Nexus deck creates these opportunities in Dreamrules. Shai-Hulud does not create an additional alliance window.

Share a victory

A normal alliance needs four strongholds between its members at the victory check. Combine the positions each member controls. See the victory chapter for exceptions.

A temporary deal grants neither alliance powers nor shared strongholds.

Keep troops apart

Allies do not battle each other. You may ship into a territory containing your ally's troops, but must immediately leave during that same shipment-and-movement action. You cannot finish the action together. The Polar Sink and explicit faction exceptions, including Bene Gesserit advisors, allow coexistence.

If newly allied factions already share a territory, separate them during Shipment and movement. If the first ally to act does not leave, the second must leave or lose its troops there to the Tanks.

No binding deals between allies

Allies cannot make binding deals with each other. Their permitted assistance still applies.

What allies may share

You may discuss plans privately. Allies may show each other cards they have access to, including Treachery, Fate, Storm and Spice cards. They may not show each other Traitor or Prediction cards.

Allies may pay for each other's shipments and bids. A faction cannot make an unaffordable shipment or bid unless its ally has agreed to cover the shortfall. Other transfers or shared powers require a specific faction ability.

Alliance powers

Read both faction chapters. Shared Prescience and Shared Voice let an ally bring those powers into a battle. The Guild can extend shipping powers; Bene Tleilax extends its revival discount. Emperor can transfer spice immediately. Ixians can exchange a Treachery Card with its ally.

These are defined permissions, not a general right to use every power printed on an ally's sheet.

Example: paying for a shipment

Your shipment costs five spice and you have three. Your ally agrees to pay the remaining two, so you may make it. Without that commitment or another valid ability, you cannot ship first and hope someone pays afterward.

BINDING DEALS

Make the terms public

Factions that are not allied may make binding deals about legal actions, information and spice. State the terms aloud and agree to them. Once accepted, the deal must be honored. Both parties may agree to amend it.

Name who must do what, when they must do it and what payment is due. A discussion or an offer is not yet an agreement. No deals may be made during setup.

What you can promise

Information, a legal future action or a spice payment can be part of a deal. For example, a player can agree not to bid on one named card, to disclose information they are allowed to disclose, or to make a particular legal move.

A deal cannot authorize an illegal action, give away a faction power, or transfer cards, leaders or troops without a rule that allows that transfer.

Public terms and private discussion

Players may discuss plans privately. State publicly the terms that are to be binding; a private discussion is not a substitute for announcing the agreement. You can negotiate about information without revealing that information to everyone.

Make the agreement understandable

Restate unusual terms in plain language before accepting. Both players should be able to explain the same actions, payment and timing. If they describe different agreements, settle that difference first.

A clever bargain can reward careful play. Rushing through obscure wording or exploiting a language barrier makes it harder to play the game together.

Example: buying a pass

Before bidding begins on a particular card, two non-allied factions agree: "I pay you two spice now. You will not bid on this card." They announce and accept those terms. The recipient puts the spice in its bribe pile and passes for that card. The promise says nothing about the next auction.



BRIBES AND PAYMENTS

Use a bribe pile

When you receive a spice bribe before Mentat, keep it outside your hidden supply. Collect the pile during Mentat. Until collection it cannot fund ordinary purchases, shipments or spice dialing.

You may use spice already in your bribe pile to bribe another faction. It moves to that faction's bribe pile and keeps the same delayed availability. Fremen's ally also uses this pile for spice returned through Desert Power.

Example: passing on a bribe

A gives B three spice before Mentat. B can pass two of those spice to C as another bribe. B has one waiting in its pile and C has two. Neither can spend that spice on an ordinary payment before collecting it.

A bribe is not an allied payment

Allies cannot make binding deals with each other. They may pay for each other's bids and shipments as the alliance rules permit. That payment goes to its normal recipient and is not a bribe waiting for Mentat.

The Emperor's ability to give spice instantly to its ally is a separate faction advantage.

See [Alliances, page 42](#); [Emperor, page 70](#)

Follow the spice

Keep three things distinct: spice you can spend, bribes waiting outside your shield, and income waiting on tech tokens. Receiving spice does not always make it immediately spendable.

Example: payment now, spending later

During Bidding, Harkonnen pays Atreides three spice for permitted information. Atreides has two spice behind its shield. Until Mentat, its ordinary spending supply is still two, not five. It can pass the three-spice bribe onward in another bribe, but cannot use it to pay for a card.

Bene Tleilax

Bene Tleilax normally cannot give or receive bribes outside Mentat or make binding deals. Its exceptions include buying binding information about cards up for bid, and promising during Mentat to end a named Face Dancer Infiltration. Read its faction chapter before making a deal.

See [Bene Tleilax, page 74](#)

Token income

Tech tokens trigger during their named phase and pay at its end. Keep that pending income separate from a bribe pile, which is collected during Mentat.

See [Tech tokens, page 46](#)



MAKE THE AGREEMENT CLEAR

Specify the action

Name the move, bid or battle-plan choice being agreed. Check that each promised action is legal and that the players can perform it.

Example: arranging a battle

Two non-allied factions agree to a battle in which one will concede. They name the territory and specify that neither will play a weapon, call traitor or use Break Conditioning. The conceding player agrees to dial zero and use an available named leader.

They also specify the intended winner's leader and dial, making sure its strength will win. Any payment has an amount and a stated time. Both announce and accept the complete terms.

Resolve the battle normally

An agreement does not itself award a victory or remove losses. Players still make legal battle plans and resolve the battle. "A thrown fight" should not stand in for terms that the two players understand differently.

See [Build your plans, page 33](#); [Settle the battle, page 35](#)

Changing your agreement

Both parties may agree to amend a binding deal. State the revised terms clearly. One player changing their mind is not an amendment.

Example: a narrower promise

"I will not move into Arrakeen during my movement this turn" identifies a place, an action and a time. It does not promise to help defend Arrakeen, avoid bidding, or support the other player on a later turn. Agree separately to any additional obligation.

Good-faith play

Avoid binding deals that prevent players from trying to stop an imminent win. The v0.8 guidance treats these as poor sportsmanship. Using a faction advantage to make another player act first is part of play.

Take care when selling information based on memory or notes. Mistakes do not become reliable information because a promise sounds precise.

Truthtrance and records

Council questions #1851 and #1850 cover Truthtrance conflicts and records of public deals. These examples do not settle them.





Bring a token into play

Seven standard tech tokens begin outside the game. When a faction wins a battle without receiving a token from its opponent, and fewer than three standard tokens are in play, it takes a random token from the unused pool.

A faction that loses a battle with a token gives a token to the winner. Spice already waiting on a stolen token moves with it. The precise treatment of exceptional battle results is part of #1844.

Trigger and collect

Each token triggers at most once per turn. Its payout is spice equal to the number of tokens its holder possesses. Collect that spice at the end of the triggering phase. Watch the event and the named exception for that token.

Holding all three standard tokens counts as a stronghold for that faction's victory claim, subject to the priority procedure when more than one faction qualifies.

Carryall is separate

Atreides obtains Carryall through its Fate. It is not drawn from the standard pool and cannot be lost. It triggers when a mine sends troops to reserves. #1845 asks which payout and victory counts include Carryall; do not silently count it as a fourth standard token.

See [Carryall, page 47](#); [House Atreides, page 68](#)

Identify each token

The next page shows all seven standard tokens and the separate Atreides Carryall. Match each token to its trigger, then apply the payout and timing rules on this page.

See [Tech token reference, page 47](#)

Example: a token pays once

You hold two standard tokens and no Carryall. Your Heighliners token triggers when an eligible faction ships. It earns two spice, collected at the end of Shipment and Movement. Further qualifying shipments this turn do not trigger that token again.





TECH TOKEN REFERENCE



Heighliners

Triggers when a faction other than the Spacing Guild ships troops.



Tleilaxu Tanks

Triggers when a faction other than Bene Tleilax revives troops.



Spice Production

Triggers when a faction other than Bene Gesserit takes CHOAM Charity.



Imperial Supplies

Triggers when a faction other than the Emperor buys a Treachery Card.



Spice Collection

Triggers when any faction collects spice from a sand territory.



Customs

Triggers when a bribe is paid between factions other than the token holder.



Water Stealing

Triggers when a leader is killed. The printed Freemen exception awaits council verification in #1861.



Carryall

Atreides gains Carryall through its Fate. It triggers when a mine sends troops to reserves. It stays outside the standard pool and cannot be lost. Token-count questions: #1845.



VICTORY AND THE SHIELD WALL

Count strongholds at Mentat

A lone faction normally wins with three strongholds. An alliance normally wins with four between its two members. You need troops controlling a stronghold at the victory check; visiting it earlier in the turn is not enough. Bene Gesserit advisors do not supply control.

The Hidden Mobile Surveyor is not a stronghold. Arrakeen, Carthag, Sietch Tabr, Habbanya Sietch and Tuek's Sietch are the ordinary strongholds.

Shield Wall markers

Each Shai-Hulud card drawn adds one marker to the Shield Wall. Fremmen Thumpers do not add markers. At four markers, the Shield Wall counts as a stronghold for victory only.

Its shipping price and occupation rules otherwise stay unchanged. If the storm divides it and two factions occupy separate parts at Mentat, the troops on the larger part control it for this purpose. Ixians cannot move the Surveyor through it once it has become a victory stronghold.

Tokens can contribute

A faction holding all three standard tech tokens gains one stronghold contribution. This and the Shield Wall can produce overlapping victory claims. Carryall counting is still under review in #1845.

Resolve overlapping claims

The v0.8 priority rule removes the tech-token contribution first if more than one faction would win. If more than one still qualifies, remove the Shield Wall contribution. Recheck the remaining ordinary strongholds.

The complete interaction with Prediction and Infiltration still needs an agreed procedure. #1847 and #1849 cover those cases, including an alliance with one or both members infiltrated.

Faction victory conditions

Bene Gesserit can replace a predicted faction's win on the predicted turn. Its prediction does not apply to the Fremmen special victory.

Bene Tleilax can share an infiltrated faction's win in place of that faction's ally, subject to the five-stronghold exception and the unresolved overlapping cases.

If no faction wins by the end of turn ten, Fremmen wins. Its ally shares that win only if their alliance controls at least three strongholds. The Guild has no stallout victory.

Endgame without Fremmen

The current Fremmen condition is clear. The ending when Fremmen is absent, and whether any sudden-death rule applies, remains open in #1848. This draft does not select a tiebreaker from an older edition.



WEAPONS AND DEFENSES

The ordinary pairs

Your weapon attacks the opposing leader; your defense protects your own. Match the defense to the weapon. A defense of the wrong type does not help, and both leaders can die in one battle. See [Shield, page 62](#); [Snooper, page 63](#)

Weapon	Defense	Leader
Projectile	Shield	Protected
Poison	Snooper	Protected

Ordinary matches only. Resolve card exceptions using their own rules.

Worthless cards

A worthless card may fill either weapon or defense slot without effect. A matching card may instead activate your Fate at its permitted time. Bene Gesserit may use worthless cards as Karamas.

Orange Catholic Bible may fill either slot but cannot activate Fate. At the start of Bidding, you may give it to a player with hand space. See [Worthless cards, page 64](#); [Orange Catholic Bible, page 67](#)

Cheap Hero

A Cheap Hero replaces a leader and has zero strength. It allows you to play a weapon and defense even when no leader is available. It cannot be called traitor or named by The Voice. Discard it after an ordinary battle. Apply the special traitor-result rule when that result overrides normal card losses. See [Cheap Hero, page 65](#)

Lasgun

Lasgun kills the opposing leader without an ordinary defense stopping it. If either battle plan also contains a Shield, the combination causes an explosion. A Shield in your own plan is just as dangerous as an opposing Shield.

Do not resolve the explosion before a successful traitor call that overrides it. See Special battle results. See [Lasgun, page 65](#); [Other battle outcomes, page 39](#)

Weirding Way

Without another weapon in your plan, Weirding Way acts as a projectile weapon. With another weapon, it acts as projectile defense. It does not stop a Lasgun and does not cause a Lasgun-Shield explosion. The Voice must name Weirding Way specifically. See [Weirding Way, page 65](#)

Chemistry

Without another defense in your plan, Chemistry protects against poison. With another defense, it acts as a poison weapon. The Voice must name Chemistry specifically. See [Chemistry, page 65](#)

Example: matching the threat

Your opponent uses poison and you play a Shield. Your leader is unprotected and dies. A Snooper would stop that poison. The Shield would protect against a projectile weapon instead.



FATE AND TREACHERY CARDS

A faction Fate

During setup, each faction receives a Fate Indicator matching one of the six worthless cards. Orange Catholic Bible is not one of these six.

If you hold the matching worthless Treachery Card, you may play it to activate your faction's Fate once per game. The faction chapter gives the permitted timing and effect. Keep the indicator separate from the Treachery Card: the indicator tells you which card works, but does not itself supply that card.

Once during each Mentat phase, you may exchange Fate Indicators with another faction, provided neither faction has used its Fate.

Dreamrules uses these Fate abilities instead of the old special faction Karama abilities. Do not also grant a faction its original special Karama power.

Mercenaries and Supplies

Mercenaries is played with a battle plan and uses none of its weapon, defense or leader slots. It adds one to battle strength and wins ties regardless of storm order. You may keep it if you win. Play at most one Mercenaries card in a plan. If both players use one, resolve ties by the normal priority.

When Atreides asks for your dial, disclose the troop-and-spice total on the wheel and whether you are using Mercenaries.

Supplies is played in the pre-battle window to obtain a temporary cache of four basic cards: poison weapon, projectile weapon, Shield and Snooper. They do not count toward your hand limit and are otherwise played as Treachery Cards. Return the cache cards at the end of Battle.

Two interactions remain unresolved. Question #1840 asks whether Vladimir's Spite can swap cache cards. Question #1842 asks how their expiry interacts with Fremen Fanatical Tactics. This draft does not adopt either exception.

The draw deck contains 45 cards, reconstructed from the original Dreamrules inventory. The four Supplies cache cards are kept separate from the draw deck.



SPECIAL CARDS

Weather Control

After the first turn, play Weather Control during Storm after the normal distance is known and before the storm moves. It lets you choose a counterclockwise movement of zero to ten sectors instead. Resolve it before Family Atomics.

Family Atomics

After turn one, play after the storm distance is calculated, before the storm moves. Against the Shield Wall, you need a troop there or in an adjacent territory. Atomics destroys troops on the Shield Wall and removes its protection from Arrakeen, Carthag and the Imperial Basin.

Dreamrules also allows a single sietch as the target, with an activating troop inside or adjacent. That sietch becomes vulnerable to storm for the rest of the game. Playing Atomics on the sietch does not itself kill the troops inside. Remove Atomics from the game after use.

Hajr

During Shipment and Movement, make an additional on-planet move, following normal movement restrictions. It may move the same group again or a different group. It does not provide another shipment. A Hajr move does not disqualify a faction from receiving Zensunni Path.

Tleilaxu Ghol

Revive one of your leaders or up to five of your troops without paying spice. These revivals do not use the normal per-turn allowance. Return revived troops to reserves.

A leader that already fought this Battle phase remains committed to that territory even if Ghol revives it. Revival does not make the leader available for a different battle location.

Mercenaries, Supplies and conditioning

Mercenaries adds strength and changes ties without using a weapon or defense slot. Supplies provides four temporary basic combat cards. Break Conditioning can replace an ordinary victory with a no-loss result when the required strength margin is met. Read Fate and Treachery Cards and Special battle results for their procedures.

Example: Hajr moves another group

Your ordinary move takes troops from one territory to an adjacent destination. You then use Hajr to move a separate group elsewhere. Both routes must obey movement limits, storm and occupancy restrictions.





Karama

Quantity: 2

Choose one of the three uses on this page. The draw deck contains two Karama cards. Discard the card after use.

Full-phase suppression

Stopping an advantage suppresses that advantage for the rest of the current phase. A single use does not stop every advantage of the faction. Suppression ends with the phase.

Fates are separate

Dreamrules has no special faction Karama powers. Each faction has its own Fate ability, activated with a matching worthless card.

1. Stop a faction advantage

Name the opposing faction and the eligible advantage you are stopping. Play at that advantage's declaration window. The following pages list what changes and when to play.

2. Take an auction card

During Bidding, when it is your bid and you have room in hand, take the card up for auction without paying spice. This use obtains that card; it does not suppress an advantage.

3. Reduce a shipment's cost

For your own shipment or your ally's, pay half the normal shipping cost. Pay the Spice Bank. This use discounts the shipment; it does not suppress the Guild's advantages for the phase.

Bene Gesserit

Bene Gesserit may use a worthless card for these ordinary Karama effects. It follows the same timing and restrictions.



KARAMA: TIMING AND EXAMPLES

Name the advantage and its window

First choose the use. For suppression, name one eligible advantage and check its timing. Many windows occur as the faction attempts the action. Others close earlier. Do not wait until the result you wanted to prevent has already happened.

Bidding Prescience

Atreides is about to inspect a card up for bid. You play Karama on Bidding Prescience. Atreides cannot inspect that card or later auction cards during this Bidding phase. The effect ends when Bidding ends.

One advantage at a time

You suppress the Guild's Shipping Payments. Shipping fees go to the bank for the phase. The Guild still has its other shipping advantages unless one of those is separately stopped.

Battle declaration windows

The battle sequence matters. Ordinary Voice has its own window, followed by Battle Prescience. Several other battle advantages must be stopped before plans are committed, even when their effects would happen after reveal. Use the specific windows on the faction reference pages.

Prescience can be answered again

Atreides asks the Emperor for its dial. The Emperor answers, then Karama stops Sardaukar before commitment. Their strength changes, so the Emperor may answer the Prescience again. The same principle applies when Karama changes Fedaykin or Fremmen Free Spice Dialing.

Discounted shipment

An otherwise ordinary shipment costs eight spice. You use Karama's shipping option and pay four to the bank. The discount applies to that shipment. Other factions still pay their own shipping costs normally.

Reading the faction reference

These pages compile current faction-sheet interactions. Full-phase duration is confirmed. #1852 tracks review of the interaction list and its timing windows.



KARAMA: ATREIDES AND HARKONNEN

HOUSE ATREIDES

Bidding Prescience

Bidding, before inspection. Atreides cannot inspect future auction cards this phase.

Nexus Prescience

Storm. Atreides cannot inspect the top Nexus card for the rest of this phase.

Battle Prescience

At the Prescience window, including after the question but before the answer. Atreides cannot demand part of an opposing plan this Battle phase.

Kwisatz Haderach

Before battle-plan commitment. Atreides cannot use the token in any battle this phase.

Leto's Tithe

Spice Collection. Atreides collects no spice from this advantage this phase.

HOUSE HARKONNEN

Extra Treachery Cards

Bidding, including after winning an auction but before drawing. Harkonnen receives no bonus cards from later purchases this phase.

Captured Leaders

At the leader-capture step. Harkonnen cannot capture leaders this Battle phase.

Vladimir's Spite

Before battle-plan commitment. Harkonnen cannot swap the played cards this phase. The window is earlier than the leader death that would trigger Spite.

Extra Traitors

The current faction sheet specifies no Karama interaction.



KARAMA: EMPEROR AND GUILD

EMPEROR

Bidding Payments

Before the first bid on a card. Payments for that card and later cards go to the bank for the phase, including spice used for subsidy.

Shaddam's Favor

Bidding, including after the final sale but before the phase ends. Discard the spice set aside for subsidy this phase.

Sardaukar

Before battle-plan commitment. Sardaukar count as normal troops this phase. The Emperor may answer a dial Prescience again.

SPACING GUILD

Shipping Payments

Shipment and Movement. Shipping payments go to the bank this phase.

Discount Shipping

Shipment and Movement. Guild pays normal shipping rates this phase. If interrupted while shipping, Guild may change its shipment. Its ally is unaffected.

Three Types of Shipment

Shipment and Movement. Guild and its ally may ship only from reserves to the planet this phase. Their shipping rates are unchanged.

Three Types of Interjection

Before Guild's normal turn in storm order. Guild cannot change turn order this phase.

Retreat

Before battle-plan commitment. Guild cannot retreat during this Battle phase.





KARAMA: FREMEN

Free Spice Dialing

Before battle-plan commitment. Fremmen must pay spice for full strength or use the ordinary unsupported strength rules this phase.

Fedaykin

Before battle-plan commitment. Fedaykin count as normal troops this phase. Fremmen may answer a dial Prescience again.

Fanatical Tactics

At its early card-reveal window. Fremmen cannot announce protected cards this phase.

Native Movement

Shipment and Movement, including after movement is declared. Fremmen redoes that move with ordinary movement limits: one territory, or three with ornithopters.

Zensunni Path

Shipment and Movement, including its closing window. Fremmen cannot grant the extra move this phase.

Worm Riding

Spice Blow. Fremmen cannot place additional worms and can be devoured this phase. Thumper riding worms are unaffected.

Storm Immunity

Storm or Shipment and Movement. Fremmen takes full storm losses this phase. If played during its Shipment and Movement turn, Fremmen may redo its whole turn in that phase.

Storm Knowledge

Storm. Fremmen cannot inspect the top Storm card for the rest of this phase.

Spice Blow Knowledge

Spice Blow. Fremmen cannot inspect the top cards of the Spice decks for the rest of this phase. The deck structure is tracked separately in #1837.

Rallying, Thumpers and victory

The faction sheet specifies no Karama interaction for Rallying Shipment, Thumpers or Rain on Arrakis.



KARAMA: BENE GESSERIT AND TLEILAX

BENE GESSERIT

Charity

CHOAM Charity. Bene Gesserit loses automatic charity and must qualify under the ordinary rule, having zero or one spice.

Worthless Karama

Any phase, including in response to its use. Bene Gesserit discards the worthless card without effect and cannot use worthless cards as Karamas again that phase.

The Voice

At the Voice window. Bene Gesserit cannot use ordinary Voice in its own or its ally's battles this phase.

Spiritual Advisors

Shipment and Movement, before an affected flip. Bene Gesserit troops cannot flip for the rest of that phase.

Prediction and Political Marriages

Prediction has no Karama interaction. The Voice granted by Political Marriages cannot be stopped by Karama.

BENE TLEILAX

Infiltration

Storm. Bene Tleilax cannot start an Infiltration this phase. This does not affect Zaal's special ability.

Revival Income

Revival. Bene Tleilax collects no income from troop or leader revivals this phase.

Discount Revival

Revival. Bene Tleilax follows normal revival limits and prices this phase, including the three-troop limit and two-spice cost per ordinary troop.

Synthetic Spice

Shipment and Movement. Bene Tleilax cannot sacrifice reserve troops to pay shipment costs this phase.

Zaal

Before battle-plan commitment. Zaal is a normal strength-two leader this phase.

Dishonorable

The faction sheet specifies no Karama interaction.





KARAMA: IXIANS

General Bidding Knowledge

Bidding, before the batch is inspected or split. Ixians cannot inspect or split the batch this phase.

Technology

Bidding. Ixians cannot exchange a hand card with the card up for bid this phase.

Augmented Troops

Before battle-plan commitment. Suboids cannot die in place of Cyborgs this phase. Cyborgs themselves are immune to Karama.

Hidden Mobile Surveyor

Mentat. Ixians cannot move the Surveyor this phase.

Shared Treachery Cards

Any phase, including in response to a transfer. Return the cards involved. Ixians and their ally cannot transfer or swap Treachery Cards again that phase.

Initial Treachery Knowledge

The faction sheet specifies no Karama interaction during setup.

Cyborgs keep their strength

You stop Augmented Troops before commitment. The Ixian Cyborgs keep their combat strength. If Ixians wins, it cannot use Suboids to absorb the Cyborg losses while that suppression lasts.

An interrupted transfer

Ixians passes a Treachery Card to its ally. A Karama stops Shared Treachery Cards in response. The card returns, and that advantage is suppressed for the rest of the phase.

Use the precise consequence

A power can contain several effects. Use the consequence listed for that advantage. Stopping Augmented Troops removes the Suboid substitution; it does not turn Cyborgs into ordinary troops.





Truth Trance

Quantity: 2

Publicly ask one player one yes-or-no question about the game. They must answer publicly and truthfully. The draw deck contains two Truthtrance cards.

Ask in public

Name one player and ask a single yes-or-no question about the game. They answer publicly. You may ask about information they hold or a future action to which they can commit.

Pause play for the answer

Playing Truthtrance pauses the game completely. Ask the question and obtain the answer before play continues. No binding deals, other cards or other game actions may occur during this pause. A second Truthtrance cannot interrupt it.

Use the right moment

You may play Truthtrance at any time. To constrain a battle plan, use it before commitment in the preparation window. Once plans are committed, a question does not grant permission to rewrite them.

Ask about a known fact

"Do you hold Stilgar as a traitor?"

The target knows its own Traitor Cards and can answer yes or no. The question reveals that fact to the whole table.

Name the card choice

"Will you play a poison weapon in our next battle this turn?"

The question names the choice and the battle. The target must give an answer it can fulfill under the information available to it.

An answer can bind future play

When the question concerns a future action, the answer is a commitment. The following pages explain how possibility, later events and conditions affect it.





TRUTHTRANCE: FUTURE COMMITMENTS

Answer what you can fulfill

At the time of the answer, it must be theoretically possible to fulfill it, however unlikely. Consider the information available to the answering faction, including its own cards, accessible deck information and earlier revelations.

Keep fulfillment possible

After answering, you may not deliberately take an action that makes your commitment impossible. You may take a risk that could cause it to become impossible later.

Risking a promised weapon

Bene Gesserit has promised to play a poison weapon in a later battle. It may use that weapon in an earlier fight if winning and keeping the card remains possible. It may not simply choose an action that guarantees the promised weapon becomes unavailable.

When later events make it impossible

If later events make fulfillment impossible, the answer no longer requires an impossible action. The v0.8 rule allows the player to proceed without announcing that the commitment can no longer be fulfilled.

Losing the weapon

In the earlier battle, Bene Gesserit loses its poison weapon. If there is then no possible way to fulfill the later commitment, it need not play a poison weapon it cannot obtain. Taking the earlier risk was allowed while fulfillment remained possible.

Keep the horizon short

A question about the next battle usually gives fewer opportunities for circumstances to change than one about a battle several turns away. Name the action and the relevant moment clearly.

Existing binding deals

Council ticket #1851 tracks conflicting wording about an answer that clashes with an existing binding deal. This chapter does not invent a precedence procedure. The other commitment rules here follow v0.8.





TRUTHTRANCE: CLEAR QUESTIONS

Specify the subject now

Questions must concern the game. Do not ask about a future Truthtrance answer, or leave a person or choice to be specified after the target answers.

A forbidden future answer

"Will you answer yes to my next Truthtrance?"

This asks about a future Truthtrance answer, so the topic is forbidden.

A missing subject

"Will you ally with the faction I name afterward?"

The faction has not been specified. Name it in the question so the target knows what it is committing to.

Use questions the target can answer

Prefer information the target knows or actions it can choose. Avoid relying on another player's hidden cards or a remembered note being correct.

Conditions are part of the commitment

A conditional answer must be fulfilled only if its condition is fulfilled. Until fulfillment of the condition becomes impossible, the target must assume it will occur. Extra conditions give the target more ways for the commitment to cease applying.

A conditional battle question

"If you fight me in Carthag this turn, will you play a poison weapon?"

The target treats the battle condition as applicable while it remains possible. If you never enter Carthag and that battle cannot occur, the answer does not require a poison weapon elsewhere.

Finish the question before continuing

Atreides plays Truthtrance and asks Harkonnen a question. Harkonnen cannot play a card or make a binding deal before answering. No other faction may intervene with a game action either. Harkonnen gives its answer, then the game continues.

Clarity at the table

Ask slowly enough for the target and the table to understand the exact question. Clear wording makes the commitment easier to remember and apply.



PROJECTILE WEAPONS AND SHIELD



Maula Pistol

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a projectile defense protects it. You may keep it if you win.



Crysknife

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a projectile defense protects it. You may keep it if you win.



Slip Tip

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a projectile defense protects it. You may keep it if you win.



Stunner

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a projectile defense protects it. You may keep it if you win.



Hunter Seeker

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a projectile defense protects it. You may keep it if you win.



Shield

Quantity: 5

Play as your defense. Protects your leader from projectile weapons. A Lasgun in either plan causes an explosion with a Shield. You may keep this card if you win.

POISON WEAPONS AND SNOOPER



Chaumas

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a poison defense protects it. You may keep it if you win.



Chaumurky

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a poison defense protects it. You may keep it if you win.



Gom Jabbar

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a poison defense protects it. You may keep it if you win.



Ellaca Drug

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a poison defense protects it. You may keep it if you win.



Basilia Weapon

Quantity: 1

Play as your weapon in a battle plan. Kills the opposing leader unless a poison defense protects it. You may keep it if you win.



Snooper

Quantity: 5

Play as your defense. Protects your leader from poison weapons. It provides no protection from projectiles or Lasgun. You may keep this card if you win.



WORTHLESS CARDS



Baliset

Quantity: 1

Has no combat effect. Play in a weapon or defense slot. If it matches your Fate Indicator, you may instead use it for your once-per-game faction Fate, at the time your faction allows.



Jubba Cloak

Quantity: 1

Has no combat effect. Play in a weapon or defense slot. If it matches your Fate Indicator, you may instead use it for your once-per-game faction Fate, at the time your faction allows.



Trip to Gamont

Quantity: 1

Has no combat effect. Play in a weapon or defense slot. If it matches your Fate Indicator, you may instead use it for your once-per-game faction Fate, at the time your faction allows.



Kull Wahad

Quantity: 1

Has no combat effect. Play in a weapon or defense slot. If it matches your Fate Indicator, you may instead use it for your once-per-game faction Fate, at the time your faction allows.



Kulon

Quantity: 1

Has no combat effect. Play in a weapon or defense slot. If it matches your Fate Indicator, you may instead use it for your once-per-game faction Fate, at the time your faction allows.



La La La

Quantity: 1

Has no combat effect. Play in a weapon or defense slot. If it matches your Fate Indicator, you may instead use it for your once-per-game faction Fate, at the time your faction allows.

SPECIAL BATTLE CARDS



Lasgun

Quantity: 1

Kills the opposing leader regardless of defense. A Shield in either plan causes an explosion that destroys all troops, leaders, spice and played cards. Neither side wins. A successful traitor call takes precedence.



Weirding Way

Quantity: 1

A projectile weapon when played alone. With another weapon, it instead becomes a projectile defense. In that role it does not protect against Lasgun and does not cause a Lasgun-Shield explosion. You may keep it if you win.



Chemistry

Quantity: 1

A poison defense when played alone. With another defense, it instead becomes a poison weapon. Determine its role from the other card in the plan. You may keep it if you win.



Cheap Hero

Quantity: 2

Replaces a leader with zero strength and permits a weapon and defense. Cannot be called traitor or named by The Voice. Normally discard after use; a traitor winner keeps played cards. All Cheap Hero artworks share these rules.



Cheap Heroine

Quantity: 1

The female-art Cheap Hero has the same rules as Cheap Hero. The draw deck contains two Cheap Heroes and one Cheap Heroine.



Mercenaries

Quantity: 2

Adds one strength and wins ties. Uses no plan slot; play at most one. If both sides use it, normal tie priority applies. When asked for your dial, also disclose Mercenaries. You may keep it after winning.



SUPPLIES AND CONDITIONING



Supplies!

Quantity: 1

Before The Voice, play Supplies to take the four cache cards shown here. They do not count toward your hand limit. Use them as their printed card types. Return cards when lost and all remaining cache cards at the end of Battle. Winning lets you keep them until then.



Ernoc Seed!

A poison weapon. Kills the opposing leader unless protected by a poison defense. Return it to the cache when lost, or at the end of Battle.



Supplies Snoop!

A poison defense. Protects your leader from poison weapons. Return it to the cache when lost, or at the end of Battle.



Trishula!

A projectile weapon. Kills the opposing leader unless protected by a projectile defense. Return it to the cache when lost, or at the end of Battle.



Supplies Shield!

A projectile defense. Protects your leader from projectiles. It is a Shield for a Lasgun explosion. Return it to the cache when lost, or at the end of Battle.



Break Conditioning

Quantity: 1

After reveal, if your strength is at least twice the opponent's after leader deaths, win without losses, save your leader and kill theirs. Leaders stay committed. See Special battle results for aftermath and open timing questions.

MOVEMENT, WEATHER AND INFLUENCE



Hajr

Quantity: 1

During your own turn in Shipment and movement, play Hajr to take one additional on-planet move. Move the same group again or another group, obeying normal restrictions. It grants no shipment and does not disqualify you from Zensunni Path.



Tleilaxu Ghola

Quantity: 1

Revive one leader or up to five troops for free, outside normal allowances. Troops return to reserves. A revived leader can fight again, including in another territory. During battle, play Ghola prior to reveal.



Weather Control

Quantity: 1

After turn one, play during Storm after the normal distance is known and before movement. Choose a counterclockwise movement of zero to ten sectors instead. Resolve this before Family Atomics.



Family Atomics

Quantity: 1

After turn one, play before storm movement. With a troop on or adjacent to the target, destroy the Shield Wall or expose one sietch to storm. Only Shield Wall detonation kills its occupants. Then remove this card from the game.



Orange Catholic Bible

Quantity: 1

Fills a weapon or defense slot with no effect. At the start of Bidding, give it to a player with hand space before or after the auction count is set. It does not activate Fate.





Strategy: your first game

Keep a presence in Arrakeen for mobility and income. Buy a useful weapon or defense, but leave enough spice to move troops and support a battle.

Track the cards bought at auction. Before using Battle Prescience, decide which answer would actually change your plan. Fight when that information gives you an advantage.

Do not sacrifice troops just to rush the Kwisatz Haderach. Surviving troops and Leto's Tithe can be worth more than gaining it early.

LEADERS



At start

10 troops in Arrakeen and 10 in reserves.

Start with 10 spice.

Free revival: 2 troops.

Prescience and the Kwisatz Haderach

During Bidding, look at each Treachery Card as it comes up for bid. You may keep notes about these cards. Nexus Prescience lets you look at the top card of the Nexus Deck.

During battle, force your opponent to reveal one part of their plan early: weapon, defense, leader, or dial together with whether they are playing Mercenaries. Your ally may allow you to use this advantage in their battles.

After you have lost at least seven troops in battles, gain the Kwisatz Haderach. Play it with a leader in battles in one territory per turn. It adds two to the leader's strength and prevents that leader from being called traitor. A lasgun-shield explosion can kill the token; it can then be revived like a leader.

Before you gain the token, Leto's Tithe gives you two spice during Spice Collection if you control one stronghold, or three if you control at least two. Gaining the Kwisatz Haderach ends this income permanently.

Your Fate, Arrakis Fiefdom, may be played before Ship & Move. Gain the Carryall Tech Token, which you cannot lose. It triggers when a spice mine sends troops to reserves. You may also place a three-spice mine in a sand territory without a Spice Blow marker.

See [Carryall, page 47](#); [Mercenaries, page 65](#)



HOUSE HARKONNEN



Strategy: your first game

Use Carthag's mobility and your larger hand to threaten several opponents. Buy cards early, while keeping spice for shipment and battle support.

Check your traitors before choosing a target. A small battle can clear poor cards from your hand, but count the leader and troop losses before committing.

Your hand is only useful if you can afford to act.

Avoid spending all your spice at auction. Treat Spite as a way to recover value from a bad result, not a reason to seek one.



LEADERS



At start

10 troops in Carthag and 10 in reserves. Start with 10 spice.

Free revival: 2 troops.

Treachery, capture and Spite

Keep all four Traitor Cards during setup. If you draw at least two of your own leaders, or at least three leaders from one faction, you may call a mulligan that makes everyone redraw.

You may hold eight Treachery Cards. During setup, and whenever you buy a card, take an extra card from the top of the deck for free.

After winning a battle, you may randomly capture one of the loser's leaders. Exclude leaders already used elsewhere this turn. Kill the captured leader face down for two spice, or keep them for one use in combat. Return a surviving leader after that use. Return all captured leaders if you have no living Harkonnen leaders. A faction can always call its own leader traitor when you play that leader against it.

If your leader dies in battle, Vladimir's Spite lets you swap played Treachery Cards between the battle participants. Resolve the normal discards and returns after the swap. The winner cannot immediately discard a card you gave them. Spite does not change the winner.

A dead Cheap Hero, a traitor result or successful Break Conditioning does not trigger Spite. Cheap Hero cards cannot be swapped. Supplies eligibility is disputed in current production and awaits council question #1840.

You may call traitor in your ally's battles. Your Fate, Blackmail, forces your own or your ally's opponent to reveal their full battle plan early.





Strategy: your first game

Use the first auction to build a useful hand, then establish a position you can afford to defend. Keep spice available for shipment and battle support.

Preserve your Sardaukar. They concentrate strength, but replace slowly and lose their advantage against Fremen. Avoid making Fremen your first target merely because it looks poor.

Look for an ally whose mobility, information or battle power gives your money a clear purpose. Fund a specific plan rather than paying whenever asked.

LEADERS



At start

20 troops in reserves. Start with 10 spice.

Free revival: 1 troop.

Wealth and Sardaukar

When another faction buys a Treachery Card during Bidding, they pay the spice to you.

With Shaddam's Favor, place spice in front of your Player Shield to reduce another faction's bidding payment by that amount. Collect this spice at the end of Bidding. A faction may bid beyond its own available spice if you agree to cover the shortfall.

Your five starred troops are Sardaukar. Each has double the combat strength of a normal troop. Only one Sardaukar may be revived per turn. Against Fremen, treat Sardaukar as normal troops.

Your alliance advantage, Golden Lion Throne, lets you give spice to your ally instantly, at any time. This allows you to support payments such as revival and spice dialing that ordinary allies cannot pay directly for one another.

Your Fate, Prison Planet, revives up to five troops of any kind and any one leader at their normal cost. You may revive pieces for other players. The usual special-troop and leader limits do not apply to this revival, and Bene Tleilax does not collect income from it. You may play this Fate at any time except battle step 3.



Strategy: your first game

Keep Tuek's Sietch earning while shipment income builds your options. Use discounted shipping to stay within reach of several strongholds.

For your first few turns, acting late is a useful default: see where opponents commit before choosing your destination. Change that plan when acting earlier secures an important position.

Retreat costs spice and does not guarantee your leader survives. Keep a reserve instead of treating it as free insurance. You must pursue a victory; there is no Guild stallout win.



At start

5 troops in Tuek's Sietch and 15 troops in reserves. Start with 5 spice.

Free revival: 1 troop.

Shipment, timing and retreat

Other factions pay their shipping spice to you. Your own shipments cost half the normal rate. You may ship from reserves to one territory, from one territory to another at the destination's rate, or from a territory to reserves at stronghold rates.

Once during shipment and movement, choose one interjection: take your turn first, last or between other factions; swap your position with another faction; or make another faction act now and take its position. The last two choices must occur before your normal position has passed.

After battle plans are revealed, Retreat may let you ship troops to reserves at stronghold rates. Pay spice equal to your leader's strength for each played Treachery Card you save. Your leader still dies if the opposing cards would kill them. Pay spice committed to battle and retreat costs to the bank. Both leaders remain committed to the territory.

The live sheet prohibits Retreat once a traitor or Break Conditioning has resolved the battle. The precise order and all resulting losses await questions #1839 and #1841.

Your ally may use Discount Shipping. You may also allow Three Types of Shipment, including for Fremen. You can reveal spice from behind your shield to pay for your ally's shipment without losing that spice.

Your Fate, Battle Training, permanently lets you play two leaders in each battle, including Cheap Heroes. Either can be called traitor, and both survive or die together. Use the lower-strength leader to price saved cards when retreating. Play the Fate before shipment and movement.





Strategy: your first game

Build a useful combat hand without chasing every auction. Storm immunity and worm rides let you approach positions others cannot. Keep troops ready for the next opening.

Use Fanatical Tactics to preserve valuable cards, and protect your Fedaykin. Your turn-ten threat gives you bargaining power, but another faction can still win sooner.



At start

10 troops distributed on the board (see setup). 10 in reserves. Start with 3 spice.

Free revival: 3 troops.

If nobody wins by the end of turn ten, you win. Your ally shares this win only if you jointly control at least three strongholds.

Life in the desert

Rally troops for free within two territories of the Great Flat. You cannot ship normally. Your troops move two territories and need no spice to fight at full strength. Your three Fedaykin have double strength; revive at most one per turn.

Your troops are immune to storm and may move into, through and out of it. You may choose to let them die in storm. Look at the top Storm card. The live sheet also permits inspection of both Spice Blow Decks; the deck structure is awaiting question #1837.

Shai-Hulud does not devour your troops. They may instead ride to any territory. If several worms appear, choose the locations of all after the first, including rock and stronghold territories from which your troops can ride.

Start with two Thumpers. After Spice Blow cards are revealed, spend at most one per turn to summon a riding worm to a sand or polar territory containing your troops. It eats spice but not troops. Treat it as the first worm of the phase when redirecting later worms.

With Fanatical Tactics, reveal a weapon, a defense or both in your battle plan early to retain it even if you lose. A traitor call against your leader or a lasgun-shield explosion still loses it. Spite may replace a protected card only with one of the same color. Supplies expiry is awaiting question #1842.

After all factions finish shipment and movement, Zensunni Path lets one faction, including yourself, make an on-planet move if it made none this phase. A Hajr move does not disqualify it.

Alliance and Fate

Your ally puts spice used for spice dialing into their bribe pile instead of the bank, and their troops are safe from worms.

Your Fate, Planetology, lets you add or subtract one from the revealed Storm card, starting in the Storm Phase when you play it and continuing each turn.





Strategy: your first game

Spread advisors through accompanying shipments. Before turning them into fighters, decide what each group can achieve.

Use The Voice to protect your leader or remove an opponent's defense. Your troops revive slowly, so choose battles carefully. Pursue Prediction while building a position that can also win through strongholds.



At start

1 in an unoccupied territory, 1 in the polar sink, 18 troops in reserves. 5 spice.

Free revival: 1 troop.

Secretly predict a faction and turn during setup. If it wins on that turn, you win instead. Prediction excludes Fremen's special victory.

The Voice and spiritual advisors

You always receive CHOAM Charity. You may use worthless cards as Karamas to stop a faction advantage, ship at half price while paying the bank, or buy a Treachery Card without paying.

Before battle plans are completed, The Voice can require or forbid a Treachery Card category, such as a projectile weapon, poison defense, worthless card or Mercenaries. Name special cards such as Lasgun or Weiriding Way specifically. You cannot Voice Cheap Heroes. An opponent who lacks a required card silently ignores the instruction. You may also use The Voice in your ally's battles.

Fighters act as normal troops. Advisors can move and coexist with enemies or allies, but do not fight, count toward occupancy limits or control territory for ornithopters or victory. Each territory has one posture for your troops. Advisors entering a territory with your fighters become fighters.

When another faction moves into your territory, you may flip fighters to advisors. Reinforcement of a faction already there does not permit this.

At the beginning of shipment and movement, you may flip groups of advisors to fighters. A group with no other faction present flips automatically. This is the only window when an advisor territory becomes a fighter territory. You may ship either posture.

When another faction ships from off planet, place an advisor at its destination if you have no fighters there, or a fighter in the Polar Sink.

Political Marriages

Your Fate, Political Marriages, lets you use The Voice on one side in any or all battles where you have advisors that turn. Play it at the Voice window. Karama cannot stop this Voice.





Strategy: your first game

Watch the Tanks and your Face Dancer cards before spending on expansion. Revival income and an available infiltration target can change which opponent you want to pressure.

Keep enough of your own leaders available for battles. Committing them to Infiltration has a cost even when the information is valuable.

Use Synthetic Spice to fund a shipment with a purpose. Killing reserves to land a troop that cannot achieve anything leaves you paying to rebuild. Check your deal restrictions before offering terms another faction could normally accept.

LEADERS



Revival and synthetic spice

Dishonorable prevents you from giving or receiving bribes outside Mentat and from making binding deals, except buying information about cards up for bid. The live sheet also prohibits binding disclosure such as showing cards to other players. The special Mentat commitment to end Infiltration is described on the next page.

Collect one spice whenever a non-Tleilaxu troop is revived. Collect all spice paid for non-Tleilaxu leader revival. You may set the revival price of one leader per faction per turn, increase a faction's troop-revival limit from three to five, and inspect face-down leaders in the Tanks.

Your own revival has no limit. Pay half price, rounded up, except for your face-down leaders, who cost full price. Your ally shares these prices. Round each leader separately and round a group of revived troops after totaling its cost.

When shipping, you may kill troops in reserves to generate one spice per troop from the bank toward the shipment. This is Synthetic Spice.

Your Fate, Stone Burner, prevents all troops in one territory from being spice dialed for the rest of the phase, including Fremen. Play it during battle before step 3.

At start

20 troops in reserves. Start with 10 spice.

Free revival: 0 troops.





BENE TLEILAX: INFILTRATION

Face Dancers

During setup, receive five cards from other factions' unchosen traitors. Choose one as your traitor; the other four become Face Dancer Cards. Follow the dealing order in Set up the factions.

During Storm, you may revive a dead enemy leader matching a Face Dancer Card as a spy. Return that leader to its original faction. Commit one of your own leaders on top of the matching card as the impersonator. You cannot use your committed leader in battle.

The target may immediately call your committed leader traitor to prevent the Infiltration. That committed leader's traitor identity also applies to the revived spy, including your ability to call your own leader traitor.

While the revived leader lives and you retain its Face Dancer Card, you may inspect the infiltrated faction's spice and Treachery Cards at any time. Inspect its battle plan at the Infiltration window during commitment.

During Mentat, you may discard face down and redraw one Face Dancer Card. You may make a binding promise to reshuffle a specific Face Dancer then.

When an Infiltration ends, immediately draw a replacement Face Dancer so you again hold four. Put both the revived leader and your committed leader face down in the Tanks.

Zoal and shared victory

If Zoal is revealed in your plan, survives, and the enemy leader dies, you may choose Infiltration instead of the ordinary battle result. A traitor call can trigger this ability.

The opponent wins and loses nothing. You may keep your played Treachery Cards, return all your troops in the territory to reserves for free, and keep spice committed to the dial.

Set aside Zoal and the killed leader until next turn's Storm Phase. Then place the target leader in front of its faction's shield and Zoal among that faction's leaders. Zoal counts as the target leader in battle. Either Zoal or the target leader can be called traitor. Otherwise apply the ordinary Infiltration rules.

The live sheet says you share an infiltrated faction's victory in place of its ally, unless that alliance controls at least five strongholds. Cases involving two infiltrated allies and competing predictions need an explicit winner table. Questions #1847 and #1849 track those rulings.





Strategy: your first game

Keep Cyborgs and Suboids together when their combined movement and casualty options help. Avoid spending Cyborgs in fights that cheaper troops could handle.

Use your auction knowledge to improve your hand. Before exchanging a card through Technology, decide which missing weapon or defense matters most.

Plan the Surveyor's Mentat route before exposing troops outside it. Its shelter helps preserve an army, but troops aboard do not hold the surrounding territory. You still need troops outside it to claim strongholds.

LEADERS



At start

3 Cyborgs & 3 Suboids in the HMS. 6 Cyborgs and 8 Suboids in Reserves. 10 spice.

Free revival: 1 troop, either Suboid or Cyborg.

Cards and augmented troops

Look at the initial Treachery Cards before they are dealt. At the start of Bidding, inspect the offered batch. You may divide it into two piles as evenly as possible and choose which pile is auctioned first.

Once per Bidding Phase, before the first bid on a card, Technology lets you replace it with a card from your hand. If you did not split the batch into piles, Atreides may not inspect the card you obtain.

Your nine Cyborgs have double combat strength, move two territories, collect three spice each and cost three spice to revive. Karama cannot affect Cyborgs.

Your eleven Suboids always fight at half strength and cannot be spice dialed. They cost one spice to revive and may move two territories when accompanied by a Cyborg.

If you win after dialing Cyborgs, undialed Suboids can die in their place. Those Cyborgs flip to their patched side. In a later battle, a patched Cyborg can be dialed once without dying and then flips back.

Once per turn, you and your ally may swap or transfer one Treachery Card. During battle, use the pre-plan exchange window.

Your Fate, Defect, prevents a special card from being used for the whole turn. Play it in advance or when a faction attempts to use that card, returning it to their hand. To stop Mercenaries or a special weapon or defense, act before battle plans are made. You cannot play Defect during battle step 3.





IXIANS: THE HIDDEN MOBILE SURVEYOR

A sheltered territory

During setup, place the Hidden Mobile Surveyor in any territory that is not a stronghold. Treat it as a territory within that territory. It is not itself a stronghold.

You may ship to the Surveyor at stronghold rates, and move into or out of it as a normal territory. Other factions cannot enter, including Bene Gesserit advisors.

Troops inside are safe from storm and Shai-Hulud. The Surveyor carries troops, not spice. It cannot pick up spice from territories it crosses.

During Mentat, move the Surveyor up to three non-stronghold territories. You may pick up and drop off Ixian troops along the route. Its movement can shelter troops before an approaching storm or worm.

The v0.8 Shield Wall rule prohibits the Surveyor from entering the Shield Wall after it becomes a stronghold for victory. Drawn Shai-Hulud cards add markers; Fremmen Thumpers do not.

Plan the route before moving

First choose a route that stays within the Surveyor's movement allowance and avoids strongholds. Identify which Ixian troops you intend to pick up or drop off at each stop.

Troops left outside the Surveyor do not gain its protection. If you want a group protected from a coming worm or storm, it must actually be aboard when that danger resolves.

The Surveyor does not turn its surrounding territory into a stronghold and does not count as one for victory. Its stronghold shipping rate is a cost exception only.

Example: shelter aboard the Surveyor

The Surveyor travels through two legal territories during Mentat. It picks up your troops at the first and keeps them aboard at the second. Those troops occupy the Surveyor, not the exposed desert outside it. If you instead drop them in the second territory, they no longer have its shelter.



GLOSSARY

Reserves and Tanks

Reserves are your troops available to enter play. The Tleilaxu Tanks hold dead troops and leaders awaiting revival. Returning to reserves is not the same as dying.

Territory and sector

A territory is a named area of the map. A sector is a radial slice used for storm position and spice collection. One territory can span several sectors. Count territories for ordinary movement distance, and state the sector where troops finish.

Control and occupation

Troops occupy the territory where they stand. Control matters for stronghold victory and some faction advantages. Bene Gesserit advisors can coexist in a territory without granting control, collection or ornithopters.

Storm order

Start with the player marker the storm next approaches counterclockwise, then continue around the table. Abilities such as Guild interjection can change the order of a particular phase.

Dial and support

Dial, troop strength, spice support and leader commitment are explained together on the following glossary page.

See [Glossary: battle, page 79](#)

Treachery, Traitor and Fate

Treachery Cards form your playable hand. A Traitor card identifies a leader you may betray. A Fate Indicator identifies the worthless card that activates your faction power.

Nexus

The phase after Storm. Draw from its deck; a number below the turn allows alliances to change. Return and reshuffle the card. Worms do not trigger Nexus.

Bribe pile

Spice waiting outside your supply until Mentat. You may pass it onward as a bribe but cannot spend it normally before collection.

Committed leader

A surviving leader used in battle is normally restricted to that territory for the Battle phase. A killed leader goes to the Tanks; if revived with Ghola, it can fight again. An ordinary traitor result does not commit leaders.

Infiltration

Bene Tleilax returns an enemy leader as a spy, gaining information and a possible shared victory. Face Dancer cards and Zoal establish it differently.

Tech token and spice mine

A tech token earns income when its event occurs. A spice mine is a persistent location with a fixed yield each turn.



GLOSSARY: BATTLE

Troop

One troop token. Its battle strength depends on its type and support. Count tokens separately from strength.

Dial

The troop strength committed on the battle wheel. Add surviving leader strength and permitted bonuses when resolving the battle.

Support

Spice spent to raise a troop from its unsupported strength to its supported strength. Ordinary troops cost 1 spice each to support.

Battle strength

The dial plus the surviving leader's strength and any permitted bonuses. Use this total to determine an ordinary winner.

Committed troop

A troop counted toward the battle dial. In an ordinary victory, take losses matching the dial and support spice. In an ordinary defeat, all troops in the territory die.

Committed leader

A surviving leader used in battle is normally restricted to that territory for the Battle phase. A killed leader goes to the Tanks; if revived with Gholas, it can fight again. An ordinary traitor result does not commit leaders.

Aggressor

The player currently resolving battles in storm order. The aggressor chooses the next battle and normally wins ties.



ABOUT THIS DRAFT

A first reading draft

This book brings the current Dreamrules rules into one illustrated guide. It includes the eight finished factions, the revised card deck and the confirmed rulings used by the Dreamrules group. Iduali, Moritani and Ecaz remain playtest factions and are outside this ruleset.

Which sources it follows

Quickstart v0.8 is the starting point. Later confirmed Dreamrules rulings take precedence. Current faction sheets supply faction-specific details. GF9 supplies unchanged base rules. The original JSX rulebook informs the explanations, but its older phase sequence and experimental rules are not current authority.

Confirmed corrections

Truthtrance pauses game actions until its question is answered. Karama suppresses the named advantage for the full phase. A killed leader revived with Ghola can fight again; play Ghola before reveal. Allied troops may share a destination only for the immediate shipment-and-movement exception described in that chapter.

What still needs confirmation

Some sources disagree or leave an interaction incomplete. Those cases remain marked with their own council issue. A provisional answer is not a confirmed rule. The following page groups the open questions so a table can identify them before play.

Before your first game

Resolve the Spice deck preparation and draw-pile questions first. If relevant to your table, also check the Bene Tleilax setup outside six players and the turn-ten ending without Fremmen. Agree any temporary table ruling openly; it does not settle the Dreamrules council question.

Questions and corrections

The council index is github.com/ndelangen/dunezone/issues/1831. Each numbered question there has its own link, source evidence and eventual ruling. FAQ explanations belong in the ruleset rather than in this book.

How to read a draft note

The ordinary rule remains usable where it is clear. A note identifies the unresolved boundary; it does not grant permission to invent an exception. Update the affected chapter and examples together when a ruling is confirmed.



RULES AWAITING CONFIRMATION

Setup and spice

- #1837: Spice draw decks and discard piles.
- #1838: Worm count and prepared setup.
- #1859: Mine replenishment timing.
- #1860: Bene Tleilax setup at other player counts.

Faction timing and cards

- #1835: Infiltration timing during Storm.
- #1839: Retreat and Break Conditioning order.
- #1840: Spite exchanges involving Supplies.
- #1841: Special battle aftermath.
- #1842: Fanatical Tactics exceptions.
- #1852: Karama interaction review.
- #1862: Reconstructed Treachery deck inventory.

Tokens and victory

- #1844: New tech tokens after exceptional battles.
- #1845: Carryall in token and victory counts.
- #1847: Overlapping victory conditions.
- #1848: Turn-ten ending without Fremen.
- #1849: Infiltrated winning alliances.
- #1861: Water Stealing and Fremen.

Agreements

- #1850: Written records of public deals.
- #1851: Truthtrance and existing deals.

Council review

Each number refers to a separate issue in the council index on the previous page. These entries record uncertainty; they are not additional rules or FAQ answers.



THANK YOU

Dreamrules grew around a table. Its designers brought ideas, but it took players willing to try them, challenge them and play another game to find out what worked.

Thank you to everyone who tested a faction, questioned an interaction, caught an unclear sentence or explained the game to someone new. Those contributions shape both the rules and the experience of playing them.

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The names above come from the original Dreamrules manuscript. Our thanks also go to the wider community of players whose games and discussions continue to improve Dreamrules.

We are grateful to Dune's original designers, Bill Eberle, Jack Kittredge and Peter Olotka, and to Gale Force Nine for bringing the game to new tables.

And thank you for playing. We hope the next game gives your table something worth talking about.

