

GF9 2019 TO GF9 2.0

WHAT CHANGES FOR EXPERIENCED PLAYERS

SETUP AND RENAMED TERMS

One standard ruleset

The second edition combines Basic and Advanced into one standard ruleset. City income and the former Advanced faction abilities now apply by default.

Starting cards before traitors

Deal starting Treachery cards before players choose their traitors. Previously, traitors came first, so players could not consider their starting hands when choosing.

Starting resources

Fremen starts with four spice instead of three. Guild starts with eight spice and all twenty forces in reserves, then pays for a setup shipment. Previously it received five forces in Tuek's Sietch. Leader changes are listed on the roster page.

Earlier name	2.0 name
Projectile	Kinetic
Habbanya Sietch	Cave of Birds
Hajr	Harj, as printed
Turn, for the full cycle	Round
Aggressor, for battle priority	Player with Initiative

Harj

Harj has the same extra-movement effect as the old Hajr card.

Sources: 2019 pp4,6,16-19; FAQ November 2020 p3; second edition pp3,6,8,25-26,28,33,36.

THE STORM DECK

GF9

After the first storm placement, two players normally dialed the storm's movement. The six-card Storm deck was an Advanced Fremen ability, with its own procedure for returning and shuffling cards.

GF9 2.0

After the first storm placement, use the shared nine-card Storm deck, even without Fremen. Draw each card into a discard pile and follow its instruction. Three cards require the discards to be reshuffled after the storm moves.

The dial card

The dial card tells the last two players to handle Battle Wheels to dial 1-3 each. If nobody battled in the previous round, the two players nearest either side of the storm dial instead. If the storm is exactly at a faction marker, skip that faction and use its two neighbors. Initial storm placement still uses 0-20 dials.

Deals during storm movement

Players cannot coordinate their dials for the first storm placement. Deals and bribes are allowed when the later dial card is drawn.

Fremen sees the top card

At the end of Storm, Fremen uses Storm Insight to inspect the top card of the shared deck. It no longer selects and recycles a private card to set the next movement.

Battles in a protected sector

Rivals in the same storm-covered sector of rock or a stronghold now battle. The old FAQ prohibited this. Battles are still prevented if only one side is in storm or the storm separates the groups.

Sources: 2019 pp7,16; FAQ November 2020 p1; second edition pp7,10,16,28.

ONE SPICE CARD, TWO BLOWS

GF9 Basic and Advanced

Basic used single-territory cards. Advanced drew twice, using two discard piles and a separate worm history for each pile.

GF9 2.0

Each normal Spice card names two territories. Place both blows, checking each affected sector for storm, and use one discard pile.



Hagga Basin and Cielago Depression share one Spice card.

A worm after a paired blow

If the previous normal card placed spice in Hagga Basin and Cielago Depression, Shai-Hulud devours the remaining spice and forces in both territories. Fremen may protect itself and its ally from being devoured. Draw replacements until an ordinary Spice Blows card appears.

What changes for Atreides

Inspecting the top card now reveals both upcoming blows, or a special event. In old Advanced play, it revealed only one of the two independent draws.

What changes for Fremen

One worm event can affect more than one location. Fremen uses the revised Call Sandworms and ally-riding rules with the single discard pile.

Sources: 2019 pp8,13,16; second edition pp11,29.

LITTLE MAKER



Little Maker

The last player in storm order places ten spice on an eligible empty Spice Blow marker outside storm. A Nexus follows. Little Maker devours no forces or spice and cannot be ridden.

A new Spice card

The base Spice deck now contains sixteen cards instead of twenty-one. Little Maker is new to this deck. Sandtrout and Great Maker are separate expansion cards with different effects.



Shai-Hulud triggers worm abilities. Little Maker does not.

What if Little Maker appears in round one?

Answer: Set it aside with the other non-normal-Blow cards and reshuffle them afterward. Little Maker does not cause a Nexus in round one.

What if it appears while drawing replacements after a worm?

Answer: Discard it without effect and continue drawing replacements. It adds neither ten spice nor another Nexus during this sequence.

Sources: 2019 pp5,8,13; second edition pp7,11.

NEW SPICE LOCATIONS AND AMOUNTS

Location	GF9	2.0
Broken Land	8	6
The Great Flat	10	6
South Mesa	10	9
Habbanya Ridge Flat	10	9
The Greater Flat	No normal card	7
Cielago Depression	No normal card	8
Cielago East	No normal card	8

Other blow amounts are unchanged.

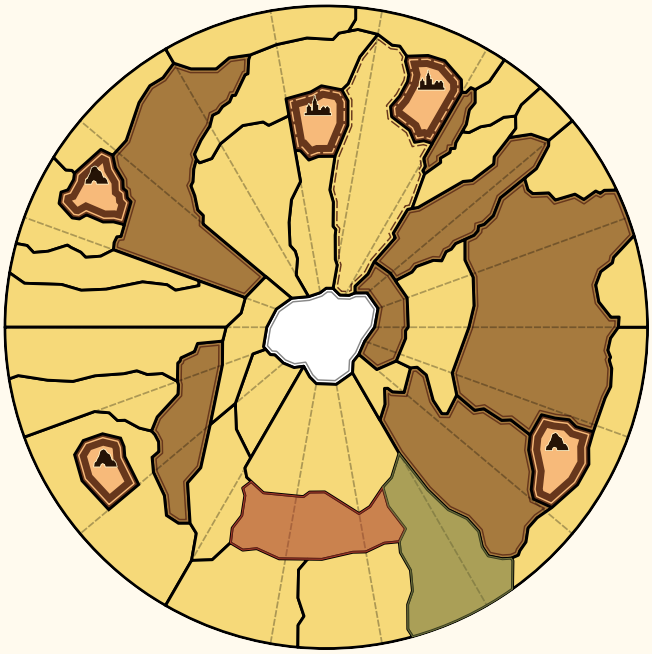
Paired locations

The nine normal Spice cards show eighteen locations. Each pair determines which two territories a later Shai-Hulud can affect.

First blow	Second blow
Broken Land 6	Cielago North 8
Funeral Plain 6	Sihaya Ridge 6
Habbanya Erg 8	The Minor Erg 8
Hagga Basin 6	Cielago Depression 8
Old Gap 6	Habbanya Ridge Flat 9
Rock Outcroppings 6	South Mesa 9
The Great Flat 6	Cielago South 12
The Greater Flat 7	Red Chasm 8
Wind Pass North 6	Cielago East 8

Sources: 2019 board p4; second-edition Spice deck; second edition p11.

NEW SPICE BLOW LOCATIONS



The Greater Flat, Cielago Depression and Cielago East are highlighted. The map retains the old stronghold names.

New normal blow locations

The Greater Flat has a seven-spice blow. Cielago Depression and Cielago East each have eight. Their paired locations are Red Chasm, Hagga Basin and Wind Pass North respectively.

Changed amounts

Broken Land, The Great Flat, South Mesa and Habbanya Ridge Flat have smaller blows. Use the new card amounts listed on the preceding page, even when playing on an older board.

Sources: 2019 board p4; second edition pp6,11,29; second-edition Spice deck.

SPICE STRENGTH IN BATTLE

GF9 Basic

An ordinary force contributed one strength without spending spice.

GF9 Advanced

Ordinary forces and Sardaukar needed one spice per token to fight at full strength. An unsupported ordinary force counted as half; an unsupported Sardaukar counted as one, or half against Fremen. Fremen forces fought at full strength without spice, including Fedaykin at two.

GF9 2.0

Forces fight at full strength. You may spend spice for one strength bonus, provided your dial meets that bonus's threshold. Add the bonus and any surviving leader's strength to your force strength. The spice bonus costs no additional forces.

Classic is optional

Classic Spice Dialing uses the old Advanced support system. Choose this variant before play. Under the default 2.0 rules, unsupported forces no longer fight at half strength.

Force dial at least	Spice cost	Added strength
2	2	+1
4	4	+2
8	8	+3

Four ordinary forces

Four ordinary forces contribute 4 strength without spice, or 6 after spending four spice. Under old Advanced rules, the same four forces contributed 4 with full support or 2 without support.

Buy one bonus

A force dial of eight allows a +1, +2 or +3 bonus at a cost of 2, 4 or 8 spice. Choose one bonus; they cannot be combined.

Thresholds use force strength

One Sardaukar normally contributes two force strength. That qualifies for a +1 bonus at a cost of two spice. Against Fremen, it counts as one.

Sources: 2019 pp10-11,13; second edition pp16-18,26.

BATTLE STRENGTH EXAMPLE

Four ordinary forces and four spice

The left wheel uses the old Advanced rules: four spice supports four ordinary forces for 4 strength. The right wheel uses 2.0: four spice buys a +2 bonus, giving the same forces 6 strength before adding a leader.

ATREIDES
GF9 Advanced



4 strength before leader.

ATREIDES
GF9 2.0



6 strength before leader.

Add a strength-3 leader

If the leader survives, the old Advanced plan totals 7 and the 2.0 plan totals 9. Both wheels show the same player's plan under the two editions.

Force losses

If the 2.0 plan wins, the player loses four ordinary forces. The +2 spice bonus adds no losses. A losing player still loses their forces in the territory under the normal battle rules.

The dial sets the maximum bonus

Having eight forces in the territory does not qualify you for +3 if you dial only four. Special forces count at their force strength when checking the threshold.

Sources: 2019 p13; second edition pp16-18.

PAYING FOR BATTLE SPICE

Payment at reveal

Choose your spice bonus secretly on the wheel, then pay the Spice Bank when plans are revealed. You must already have the spice available. An ordinary allied contribution or a bounty from this battle cannot pay for it.

Faction and card exceptions

Fremen receives its qualifying bonus for free. Emperor halves its ally's cost. Solaris pays from the Spice Bank.

A bounty cannot fund the plan

You have no spendable spice and expect to kill a strength-5 leader. That bounty cannot pay for a +2 bonus in this battle. Bribes waiting in front of your screen are also unavailable.

Traitor calls

The winner of a traitor call keeps their committed spice and loses nothing. The betrayed player loses their committed spice. If both players call a traitor, both lose their spice.

Reusing a leader after a traitor win

After winning with a traitor, you may use your leader in another territory that round. The earlier Dune Zone core book did not state this exception.

No advance leaderless announcement

You no longer announce in advance that you have no available leader or Cheap Hero. Without either in your Battle Plan, you still cannot play Treachery cards in the battle.

Sources: 2019 pp10-11,13; second edition pp16-19.

BATTLE RESULTS AND SURRENDER



Lasgun/shield explosions kill earlier survivors

A lasgun/shield explosion now kills face-up leaders that survived earlier battles in the territory. The earlier Dune Zone book protected those leaders, treating them as markers of where they had fought.

Three factions, two battles

Your leader survives a battle and remains beside the territory. If the remaining rivals then detonate a lasgun and Shield there, your leader dies too.

Negotiated Surrender

The new book gives a procedure for throwing a battle as part of a deal. Both players agree on a legal plan and its terms. The usual agreement excludes weapons, defenses and traitor calls, but may allow Worthless cards to be discarded.

Post-battle effects

A negotiated surrender does not trigger Moritani's revised Execute. Its full rules belong to the revised expansion. The base book leaves other post-battle abilities unaddressed.

Sources: 2019 pp10-12,22; old GF9 judgement GF9-CORE-012; second edition pp16-18,22,25,31-32.

LEADER REVIVAL

GF9

A faction became eligible to revive leaders after all its leaders were dead or otherwise unavailable under the clarified rules. A revived leader killed for a second time had to wait for the rest of the leaders to complete another revival-and-death cycle.

GF9 2.0

Once all your leaders are dead or captured, place your second faction token in the Tanks. From then on, you may revive any dead leader with your one normal leader revival each round. A leader who has already been revived is eligible again.

Reviving the same leader again

After leader revival becomes available, you revive your strongest leader and it dies again. You may pay to revive that leader in the next Revival phase without waiting for the others to die again.



Ghola can revive several special forces

Ghola may now revive multiple starred forces. The old FAQ limited it to one Fedaykin or Sardaukar. Normal revival still has that cap. Emperor's War Machine can also revive several Sardaukar.

Sources: 2019 pp9,16-19; FAQ November 2020 p2; second edition pp13,29-31.

KARAMA CANCELLATION



One cancelable advantage per faction

Each faction has one advantage Karama can cancel, listed below. You may instead use Karama to activate your own once-per-game power. Another faction's Karama cannot cancel that power. The old economic effects have moved to Solaris.

Target	When to play Karama	Effect
Atreides	Immediately after it names the requested element	Cancels this use of Battle Prescience
Bene Gesserit	Immediately after it declares Voice	Cancels that command
Emperor	Before or during plan formation; see appendix	Sardaukar count as standard forces for this battle
Fremen	Before or during plan formation; see appendix	Cancels free Battle Edge bonus; Fremen may pay normally
Harkonnen	After its win, before drawing a captive	Cancels this use of Capture Leaders
Guild	Before its normal turn has passed	Guild must act in normal storm order

The Emperor and Fremen deadlines differ between the summary and faction sheets. See the appendix.

Earlier cancellation lists no longer apply

The old FAQ and Dune Zone book listed many cancelable effects. In 2.0, Karama cannot cancel income, auction inspection, Harkonnen bonus draws or Fremen storm protection. Use the six targets above.

Sources: Second edition pp24,27-33.

SOLARIS



Choose one of three effects

On your own bidding turn in a normal auction, take the card for free; give any faction Guild rates for a shipment from reserves, paid to the Bank, including Fremen; or pay for your own battle spice strength from the Bank. The shipping effect discounts a shipment you are already allowed to make.

Dial four, gain up to +2

With a force dial of four, Solaris can pay for a +2 bonus. The +3 bonus still requires a force dial of eight.

Bids must be affordable

The old Karama clarification allowed bids beyond your spice holdings while you held Karama. The new auction rule forbids unaffordable bids, even with Solaris. You can instead take the current card for free on your own bidding turn.

Sources: FAQ November 2020 p7; second edition pp12,25-26.

OTHER TREACHERY CARD CHANGES

Truthtrance asks for information

The old FAQ allowed Truthtrance to bind a player to a decision later that turn. It now asks for information the player can answer truthfully. Use a separate deal to bind a future action.

Can I make you promise not to attack this round?

Answer: No. Truthtrance asks what the player knows. To agree on a future attack or shipment, make a deal.

Unanswerable questions

If the question cannot be answered, you keep Truthtrance. Players cannot test a series of possible traitors by deliberately asking questions that produce "I don't know" answers.



Discard revealed Worthless cards

A Worthless card may still fill a Weapon or Defense slot. Once revealed, discard it even if you win. The earlier Dune Zone book allowed winners to keep it.



Weather Control and Family Atomics

The old FAQ allowed these cards in either order. The new explanation allows a second card after the first only if its player is later in storm order.

Weather Control and the new deck

Weather Control can be played before the Storm card is drawn. If it is, no Storm card is drawn for that movement.

Example of card order

After Weather Control is played, a player later in storm order may respond with Family Atomics. A player earlier in storm order cannot respond in that sequence.

Deck size

The base Treachery deck increases from 33 to 35 cards and includes two Solaris cards. Use the new deck without adding the old replacement Karamas.

Sources: 2019 pp5,10-11,22; FAQ November 2020 pp1-2,8-9; second edition pp7,10,23,25.

ALLIES SHARING A TERRITORY

GF9

After forming an alliance in a shared territory, the first ally could stay. The later ally had to leave or lose its forces to the Tanks.

GF9 2.0

The first ally with a Movement action must leave the shared territory. If it cannot, its forces return to reserves at the end of its turn. If both allies remain at phase end, the forces sharing the territory return to reserves. They no longer go to the Tanks.

The first ally cannot leave

You form an alliance while sharing a territory. You act first but have no legal move out. Your forces return to reserves at the end of your turn; your ally does not have to leave instead.

Bene Gesserit exception

Bene Gesserit advisors may remain in a territory with an ally.

Sources: 2019 pp12,23; FAQ November 2020 pp2,4; second edition pp14-15,21,28.

DEALS, PRIVATE INFORMATION AND NOTES

Bribery is part of the default game

The old FAQ and Dune Zone book treated bribery as Advanced, although it appeared in the old printing. Announce deals with non-allies aloud. Legal deals are binding and may be made with or without a spice bribe.

Deals between allies

Allied deals are nonbinding and cannot transfer spice. The usual allied contributions and Emperor's specific gift ability still apply.

Bribe payments

Bribe spice stays in front of the recipient's screen until the start of Mentat Pause, when it becomes available to spend.

No new bribes or Treachery in Mentat Pause

Players cannot make new bribes or play Treachery cards during Mentat Pause. The new phase restriction applies even to cards with older "any time" wording.

Announce private exchanges

Private information exchanges must be announced, including private messages and conversations outside the room. The contents may remain secret, but the exchange itself must be public.

Only Atreides may take notes

The new default forbids written notes except through Atreides' Bidding advantage. The old FAQ and Dune Zone book allowed general notes, while reserving Treachery card tracking to Atreides.

Sources: FAQ November 2020 pp1-3,9; second edition pp20-22,36.

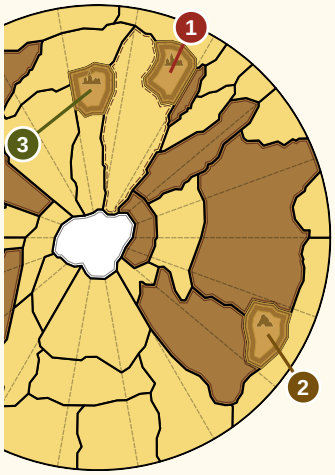
CITY INCOME

Income during Spice Collection

Basic players now collect city income during Spice Collection. The controlling faction receives the amounts shown opposite, unchanged from Advanced play.

Carryalls

Carryalls is the new name for the existing three-spice-per-force collection rate from qualifying city occupation.



City income during Spice Collection.

1 **Arrakeen**
Carryalls and 2 spice stronghold income.

2 **Tuek's Sietch**
1 spice stronghold income.

3 **Carthag**
Carryalls and 2 spice stronghold income.

Sources: 2019 p13; second edition pp20,36.

VICTORY PRIORITY

Choosing between qualifying winners

The earlier FAQ and Dune Zone core book allowed sides that qualified together to share a tied victory. The new book gives the order below. Rows involving Tech Tokens apply only when using that module.

Ties at the same priority

Compare strongholds, then forces in strongholds, then spice. Apply these tie-breaks only after checking the priority order.

Priority	Victory condition
1	Unallied: at least 3 strongholds
2	Unallied: 2 strongholds and all 3 Tech Tokens
3	Alliance: at least 5 strongholds
4	Alliance: 4 strongholds and all 3 Tech Tokens
5	Alliance: 4 strongholds
6	Alliance: 3 strongholds and all 3 Tech Tokens

Sources: 2019 pp11-12; FAQ November 2020 p1; second edition pp5,20-21,27,29,33.

ROUND-TEN VICTORY

Guild must control strongholds

Guild no longer wins simply by preventing another victory until game end. Its special victory now requires enough strongholds. Fremen's revised special condition also accounts for its ally. Check both before using the general round-ten tie-breaks.

If no normal or special victory applies

Compare strongholds. If tied, favor an unallied faction over an alliance, then compare forces in controlled strongholds, then spice. This replaces the old automatic Fremen fallback without Guild and Dune Zone's earlier inferred order for special victories.

Unallied Guild example

Guild has two strongholds. Atreides has two and its Bene Gesserit ally has one. Guild meets its special condition because it matches the highest individual faction, despite the opposing alliance having three in total.

Allied Guild example

If Guild is allied with Emperor, compare their total with the strongest faction or alliance. Against the same three-stronghold alliance, Emperor needs one stronghold to add to Guild's two.

Which total to compare

An unallied Guild compares itself with individual factions, including members of an alliance. An allied Guild compares its alliance with both individual factions and alliances.

Sources: 2019 pp19,23; second edition pp5,20,29,33.

LEADERS AND THEIR CHANGED VALUES

Faction	Earlier roster item	2.0
Atreides	Duncan Idaho 2	Duncan Idaho 3
Atreides ruler	Paul Muad'Dib	Duke Leto Atreides
Bene Gesserit	Alia 5	Lady Anirul Corrino 5
Emperor	Caid 3	Bashar Garon 3
Emperor	Burseg 3	Colonel Kolona 3
Emperor	Bashar 2	Wensicia Corrino 2

Leader changes

Duncan gains one strength. The Emperor's leader values remain 6,5,3,3,2, with three changed characters. The new Bashar Garon replaces Caid at strength 3; the old strength-2 Bashar is replaced by Wensicia Corrino. Duke Leto replaces Paul as ruler and is not a sixth battle leader.

Guild before	Guild in 2.0
Staban Tuek 5	Starguide Serello 5
Master Bewt 3 / Esmar Tuek 3	Ertun 4 / Olar 3
Soo-Soo Sook 2	Crozeed 2
Guild Rep 1	Loyxo 1

Guild leader values

Guild changes from 5,3,3,2,1 to 5,4,3,2,1. Its new leaders are different characters. The table pairs them by strength.



GF9 2019: Duncan Idaho 2

Four ordinary forces and a surviving Duncan total 6 in Basic. In Advanced, the same total requires four spice to support the forces. Duncan contributes 2 in either case.



GF9 2.0: Duncan Idaho 3

Four force strength and a surviving Duncan total 7 without spice, or 9 after buying +2 for four spice. His higher value also affects the bounty for killing him and the cost to revive him.

Sources: 2019 roster illustrations pp2-3 and Advanced p13; second edition pp4-5,16-18.

BENE GESSERIT: VOICE, CARDS AND PREDICTION

Setup

After Fremen sets up, place one force in a territory of your choice. It is a fighter if alone or an advisor if sharing.

Voice names weapon or defense types

Name kinetic, poison or special for the weapon or defense. Voice no longer controls Cheap Hero, Worthless or Reinforcements. The older FAQ required exact special-card names; the new rule allows the general special type.

Use the printed card types

A card labeled both special and kinetic or poison matches either type. An effect alone does not give a card another type. The new Gas Tooth example requires a special-weapon command.

Transmutation covers Karama and Solaris

Worthless cards can be used as either Karama or Solaris. Bene Gesserit keeps the economic effects and can use the new Bank-funded spice strength. A Worthless card used as Karama has the same restricted cancellation targets as a normal Karama.

Canceling Voice

Play Karama immediately after Bene Gesserit declares Voice, before the command takes effect.

Prediction excludes titled special victories

The old sheet excluded the Guild and Fremen special victories. The new rule excludes any victory through an advantage titled Special Victory Condition, including expansion abilities with that title.

CHOAM Charity

Effects that modify CHOAM Charity now also apply to the Bene Gesserit two-spice Charity payment.

Sources: 2019 p18; FAQ November 2020 pp4-5,9; second edition pp27-28.

BENE GESSERIT: ADVISORS AND FIGHTERS

Advisors no longer flip when left alone

Under the old Advanced rules, advisors automatically became fighters when left alone. They now stay advisors. You may flip them to fighters before Shipping and Movement begins. During setup, your starting force is a fighter if placed alone, or an advisor if sharing a territory.

No advisor-to-fighter change on arrival

You can no longer move advisors into an occupied territory and turn them into fighters on arrival. A moving group also cannot flip merely to join your opposite-face group at its destination.

A stronghold empties during movement

If your advisors are left alone after Shipping and Movement begins, they stay advisors. They cannot control the stronghold, collect spice, gain ornithopters or block entry.

Normal paid shipping uses fighters

Normal paid shipment uses fighters. You may ship into your fighters or a territory without your own tokens. The old general permission to ship into your advisors no longer applies.

Fighters may become advisors when moving

When fighters move into another faction's territory where you had no forces, you may flip them to advisors. You must flip them if that faction is your ally. Moving advisors stay advisors.

Intrusion includes deployments

You may flip fighters to advisors when another faction deploys into their territory, as well as when it ships or moves there. To accompany another faction's shipment with a free advisor, you may first flip your existing fighters in that territory to advisors.

Sources: 2019 p18; FAQ November 2020 p4; second edition pp21,27-28.

FREMEN: STORMS AND SANDWORMS

Storm Insight

At the end of Storm, inspect the top card of the shared Storm deck. Fremen no longer selects, returns and reshuffles a private card each round.

Move or ride into storm

The older FAQ prohibited normal movement and worm rides into or out of storm. You may now ship, move one territory or ride a worm into storm. Lose half the entering tokens, rounded up.

Count tokens for storm losses

A group of three entering forces loses two tokens, half rounded up. A Fedaykin counts as one token for this loss, despite its battle strength of two. You may choose to lose more, including the whole group.

Limits on storm movement

You may ship into storm or move into it, but cannot ship into one storm territory and then move to another. A worm ride goes straight to its destination sector. It needs no clear movement path.

Karama targets Battle Edge

Battle Edge is the only Fremen advantage Karama can cancel. You keep Storm Insight, storm protection, movement and worm riding.

Call Sandworms uses one sequence per phase

Call Sandworms applies to Shai-Hulud drawn after the first in that phase. Placed worms resolve at the end of Nexus. Use one sequence for the phase, replacing the separate histories Dune Zone used for Spice piles A and B.

Riding a placed worm

A worm placed through Call Sandworms can carry your forces or your ally's forces from that territory.

Bless the Maker

The revised one-time power counts as drawing Shai-Hulud during Spice Blow and Nexus. Choose worms in the last normal card's territories, or place a worm in any sand territory at the end of Nexus using Call Sandworms.

Sources: 2019 pp13-14,16,22; FAQ November 2020 pp3,5; second edition pp11,26,28-29.

FREMEN: FREE SPICE STRENGTH AND ALLIES

Free spice strength

Fremen automatically receives the bonus its force dial qualifies for, without paying spice. This replaces the old exemption from supporting forces. Under Classic, Battle Edge instead lets forces fight at full strength without spice.

Dial four ordinary forces

Fremen dials four ordinary forces and gains +2 spice strength for free, before adding a surviving leader. If Karama cancels Battle Edge, Fremen may pay for a bonus normally.

Special victory allows allied occupation

For your round-ten special victory, Sietch Tabr and Cave of Birds may be occupied by you, your ally or nobody. Atreides, Harkonnen, Richese and Emperor must stay out of Tuek's Sietch unless allied with you. Previously, an ally's occupation could prevent this victory.

Allies may ride

Fremen may now let its ally ride worms after Nexus.

Sources: 2019 pp14,16; FAQ November 2020 pp2,5; second edition pp26,29.

EMPEROR: ALLIANCE AND REVIVAL CHANGES

Gifts at the end of a phase

Emperor may now give spice directly only at phase end. The old FAQ and Dune Zone book allowed gifts at any time.

Auction and shipment contributions

Normal allied contributions still occur when payment is due. In the Emperor's new examples, its contribution goes to the Bank, while the ally's own auction payment goes to Emperor.

Contributing during bidding

Emperor can contribute during an ally's auction purchase. The contribution pays for that card; the ally receives no spice to keep.

Allied spice strength costs half

The old benefit of paying for up to three extra allied force revivals is gone. Emperor instead halves its ally's spice-strength cost. A +2 bonus costs two spice instead of four. Force losses and the force dial are unaffected.

War Machine revives forces and a leader

During Revival, the one-time power now revives up to four forces, including Sardaukar, and one leader outside the normal limits. Previously it revived up to three forces or one leader. War Machine and Ghola may revive more than the normal limit of one Sardaukar.

Canceling Sardaukar

Karama makes Sardaukar count as standard forces for the battle. The exact cancellation deadline is unclear; see the appendix.

Sources: 2019 pp14,19; FAQ November 2020 pp2,5; second edition pp24,26,30.

ATREIDES: PRESCIENCE AND KWISATZ HADERACH

Ask which card occupies the slot

Prescience asks for the Treachery card in the Weapon or Defense slot, including a card that is not itself a weapon or defense. The earlier Ecaz & Moritani rules concealed Reinforcements and Harass & Withdraw from the narrower question.

Ask for force and spice strength together

The force question now reveals dialed force strength plus spice strength. It no longer reveals just the force dial. Other parts of the plan stay secret.

Allied Prescience reveals to both allies

The chosen element is revealed to Atreides and its ally. The old sheet named only the ally, although legal information sharing was already allowed.

> ### Canceling Battle Prescience
>
> Play Karama immediately after Atreides names the element it wants revealed, before receiving the answer.

Track battle losses publicly

The old sheet told Atreides to track losses secretly. The counter is now public. Kwisatz Haderach still activates immediately after seven battle losses, including traitor losses. Storm and worm losses do not count.

Earlier Kwisatz Haderach revival

For two spice, Atreides may use its one leader revival to revive Kwisatz Haderach before normal leader revival becomes available. The earlier Dune Zone book required normal eligibility.

Sources: 2019 pp14,17; Ecaz & Moritani p11; old GF9 judgement GF9-CORE-011; second edition pp4,13,24,26,31.

HARKONNEN: REDRAW AND EXCHANGE

Redraw your own traitors once

If the initial four traitors include your own leaders, reveal and set aside any of those you want to replace. Draw replacements before other players return their cards, then shuffle the set-aside cards back. Keep the replacements, even if they are your own leaders again.

Captives return when your own leaders are unavailable

Captives now return when your own leaders are dead, captured or face-up from earlier battles. The old sheet required all your leaders to be killed. Leaders already committed elsewhere this round can therefore count toward returning captives.

> ### Canceling Capture Leaders
>
> Play Karama immediately after Harkonnen wins, before it draws a captive. Karama no longer cancels bonus card draws or allied traitor calls.

Vendetta exchanges cards with every player

At the end of Bidding, take one random card from each other player and one from the deck. Choose one card from the combined hand to give to each player. Discard one if you have nine. This replaces the old exchange with one player.

Sources: 2019 pp14,17; FAQ November 2020 p6; second edition pp26,32.

GUILD: SHIPPING, RATES AND SPECIAL VICTORY

GF9

You began with five forces in Tuek's, fifteen in reserves and five spice.

GF9 2.0

Start with all twenty forces in reserves and eight spice. After setup step five, make a compulsory paid shipment using the normal Guild rules and a legal destination. Bene Gesserit may accompany it.

Shipping five forces to a stronghold

Five forces cost three spice at Guild's reserve-shipment rate, rounded up. That leaves five spice. Guild chooses the number and destination instead of receiving five forces in Tuek's. This shipment is in addition to normal round play.

Cross-shipping costs the normal rate

Guild used to pay half price for cross-shipping. The discount now applies only to shipments to or from off-planet. Four forces cross-shipping to a stronghold cost four spice instead of two.

Allies can return forces to reserves

A Guild ally may now use all three shipment types, including returning forces to reserves. Fremen may use this benefit too. The old FAQ and Dune Zone book excluded returns to reserves. As with Guild's own shipments, cross-shipping now costs the normal rate.

Unallied Guild compares individual factions

Guild must control at least as many strongholds as the highest individual faction, even if that faction has an ally. It no longer wins simply because no one else won by game end.

Allied Guild compares combined totals

Guild and its ally must together match the strongest faction or alliance. See the examples on the round-ten page.

Fold Space

Guild may take its whole Shipping and Movement turn first, last or between other players without announcing the choice in advance.

Cancel before the normal Guild turn passes

Karama makes Guild act in normal storm order. It must be played before Guild's normal turn has passed, even if Guild has chosen to act later.

Sources: 2019 pp14,19; FAQ November 2020 pp5,9; second edition pp24-26,33.

TWO OPTIONAL VARIANTS

Spirit World

With this variant, discard your faction's named card instead of Karama to activate its once-per-game power. Playing or discarding that card normally does not activate the power.

Faction	Spirit World card	Power
Atreides	Family Atomics	Golden Path
Emperor	Cheap Hero	War Machine
Fremen	Harj	Bless the Maker
Harkonnen	Solaris	Vendetta
Guild	Weather Control	Blockade
Bene Gesserit	None	No separate one-time power

Use the faction power instead of the card effect

Using Family Atomics to activate Golden Path does not destroy Shield Wall. Using Harj to activate Bless the Maker gives no extra move. The discarded card activates only the faction power.

Still once per game

Using the power with Karama also uses up its Spirit World activation, and vice versa. A named card cannot activate another faction's power or be used as a normal Karama cancellation.

Classic Spice Dialing

Classic replaces 2.0 spice strength with the 2019 Advanced support system. Pay one spice per token for full strength. An unsupported ordinary force counts as half; an unsupported Sardaukar counts as one, or half against Fremen. After winning, remove forces whose strength and spice support match your plan.

Fremen under Classic

Under Classic, Fremen forces fight at full strength without spice, including Fedaykin at two. Battle Edge replaces the default spice bonus with this exemption.

> ### Four ordinary forces without spice
>
> Four ordinary forces without spice contribute 4 in default 2.0, or 2 under Classic.

Sources: 2019 pp13-14; second edition pp26,29-33.

ANNOUNCED EXPANSION CHANGES

Old expansions need updated rules

Jack Reda says the old expansions are not completely compatible with 2.0. His examples are Karama, Suboid half-strength dials and Richese sales. Agree house rules before mixing editions. References to seven other factions in the base book do not replace their older sheets.

Faction	Earlier rules	Announced changes
Ixians	Inspect the starting cards and choose any one. Put the excluded auction card on top or bottom of the deck.	Draw starting cards in sequence, with a choice to stop and keep the last card. Shuffle the excluded auction card into the deck.
Tleilaxu	Battle Face Dancers can target the same faction again under the old restrictions.	Battle reveals cannot repeat a target faction. Infiltration places forces during Revival, up to the revealed leader's strength.
CHOAM	Six Worthless card effects. The special Karama gives spice per discarded card.	Some Worthless effects improve. The special Karama gives more spice and free revivals.
Ecaz	Occupy adds forces to an ally's battle strength, with losses on a win.	Choose whether to contribute after reveal, avoiding losses in deliberately lost battles.
Moritani	Six Terror tokens and the Advanced Assassinate Leaders ability.	Ambush removes half an entering group. Execute Leaders has fewer restrictions.
Richese	A cache sale replaces an auction. Normally one No-Field.	A larger, improved cache; a cache card paired with a normal auction card; an extra low No-Field and paired use.

Incomplete expansion rules

The changes above are expansion announcements. Use the revised sheets, decks and module rules for full values, timing and exceptions. The next pages list the interactions that need those rules.

Sources: Original expansion rulebooks; GF9 Faction Changes, 9 October 2026; Jack Reda, BGG thread 3785979, posts 48320031 and 48320615.

COMPATIBILITY: CARDS AND BATTLE EFFECTS

Rule or card	Known change	Still needed
Karama targets	The base game now limits cancellation to designated advantages.	Expansion targets and cancellation timing.
Replacement cards	CHOAM & Richese replaced the old Poison Tooth, Artillery Strike and Karama.	New expansion card faces and deck lists.
Gas Tooth	Named in the new Bene Gesserit example.	Its complete card face and relationship to Poison Tooth.

Voice and dual-role cards

The new type rules cover Weirding Way, Chemistry and Shield-Snooper. Voice cannot force an optional alternate role. Lasgun explodes against a Shield. Weirding Way is a kinetic defense but does not cause that explosion. Other label changes need the new card faces.

Larger alliances

This guide assumes two-faction alliances. The new book omits the old optional rules for larger alliances.

Ixian force values need replacement rules

Old Suboids fight at half strength, and Cyborg rules refer to the old support system. The new base combat rules do not give replacement values or loss rules for them.

Sources: Old expansion rules and replacement cards; second edition pp24-28,31.

COMPATIBILITY: MODULES AND REFERENCE DECKS

Module	Known changes affecting it	Still needed
Tech Tokens	The base book gives a new victory priority.	Revised capture, income and event rules.
Leader Skills	Combat, revival, card types and Worthless use have changed.	Revised skill cards and refresh rules.
Stronghold Cards	Battle spice spending changes. The Arrakeen card refers to the old force-support payment.	Updated Stronghold Cards.

Module	Rules or cards to check
Nexus	Little Maker causes a Nexus. Faction abilities and Karama targets have changed. Revised Nexus cards are needed.
Homeworlds	Cards refer to old battle support, shipping, income, thresholds and leaders. Revised card faces are needed.
Discovery and Sandtrout	Old effects refer to one Spice Blow territory. Their interaction with paired blows, one discard pile and Little Maker needs new text.

Sources: Ixians & Tleilaxu pp4-5,11; CHOAM & Richese pp8-12; Ecaz & Moritani pp9-16; second edition pp11,16-17,20,24-28.

APPENDIX: UNCLEAR MOVEMENT AND BATTLE RULES

May a move gather forces from several sectors?

Answer: The old Q&A lets forces from clear sectors of one territory move together. The new rule specifies one origin sector and one destination sector. It gives no example showing whether the old combined move survives.

Two origin sectors

Two forces occupy each of two clear sectors of Hagga Basin. The old rules let all four move together. A literal reading of the new rule allows only one origin sector.

May you ship onto an ally, then move out?

Answer: The old FAQ allows this. The new rule prohibits ending any action in an ally's territory and treats Shipment and Movement as separate actions. It gives no exception for leaving later in the turn.

When is stronghold control tested for income?

Answer: Income is paid in phase eight, but the glossary defines control at round end. A sole occupant qualifies either way. With storm-separated rivals, the book gives no income test for that earlier phase.

Must a player use Cheap Hero when no leader is available?

Answer: One passage requires a leader or Cheap Hero if possible. Another lets a player be unwilling to use Cheap Hero. The book gives both instructions without resolving the conflict.

When must Karama be played against Emperor or Fremen?

Answer: The cancellation table requires Karama before plans are made. The faction sheets allow it while plans are being formed. Both put the deadline before reveal, but disagree on whether cancellation can wait until planning has started.

How does Solaris work under Classic?

Answer: Solaris pays for spice strength, which Classic replaces with force support. Emperor's new allied discount also refers to spice strength. The rulebook gives no equivalent payment rules for Classic.

Sources: 2019 and November 2020 FAQ; second edition pp8,11,14-16,20-21,24,28,36.

APPENDIX: UNCLEAR CARD AND VICTORY RULES

Does Solaris cover every Guild shipping type?

Answer: The card specifies shipment from reserves. The explanation says Shipping actions. Cross-shipping and returns to reserves fit the explanation but fall outside the card wording.

What if Vendetta finds empty hands or an empty deck?

Answer: Vendetta requires a card from every other player and the deck. It gives no procedure for an empty hand, an empty deck or the temporary hand-limit problems the exchange can create.

Is the Spice Vision window intentionally broader?

Answer: The new sheet allows inspection any time during Shipping and Movement; the old sheet allowed it at the start. GF9 describes the ability as unchanged, so the wider window may be a wording error.

What if the round-ten tie-break remains tied after spice?

Answer: The rulebook gives no further tie-break and leaves some special-victory overlaps unresolved. Dune Zone's earlier inferred priority is not stated in the new text.

Which blow does a worm target after Little Maker?

Answer: Mark the location where Little Maker placed spice. The rulebook includes it among the locations a later worm can affect, but leaves its discard history unexplained. It gives no procedure for tracking that location after another card covers Little Maker.

Who picks first using the prediction-card selection method?

Answer: The rulebook says to start with the lowest card, then proceed in descending order. Those instructions conflict. Agree on a selection order before using this method.

Storm deck faces

The rulebook gives the deck total and reshuffle instructions but does not list all nine faces. A complete card list is needed to calculate probabilities.

Expansion cards

Gas Tooth appears in the new Bene Gesserit example, but the base book gives no complete card text. Use its revised expansion card for the full effect. Updated module cards are also needed for their revised rules.

Component totals

The Spice token count changes from 156 to 144. No bank-exhaustion rule is added.

Sources: Second edition pp7-8,11,20,24-27,29-33,36; GF9 Faction Changes, 9 October 2026.

SOURCES

Printed rules

GF9 Dune 2019 rulebook, 24 pages; November 2020 FAQ, nine pages; second-edition rulebook, 36 pages. Expansion references come from the original Ixians & Tleilaxu, CHOAM & Richese, and Ecaz & Moritani rulebooks.

Dune Zone books

Dune Zone: GF9 core and three expansion books, Edition 2; GF9 2.0 Rulebook, Edition 3.

Jack Reda on the editions

boardgamegeek.com/thread/3785979
Dune 2ed vs Kwisatz - What is What
Jack Reda explains the shared rules, deluxe expansion content and compatibility with earlier expansions.