

dune



ARRAKIS

FIELD GUIDE

FACTIONS, STRONGHOLDS AND TREACHERY



**DESERT POWER &
IXIAN INGENUITY**



DEMONSTRATION EDITION

DESERT POWER & IXIAN INGENUITY

Every faction changes the shape of the contest. Learn what your forces can do, what your rivals can see, and which promises are worth making before the first shipment reaches Arrakis.

FREMEN



The Fremen know the desert as a home, a road and a weapon. Their forces travel farther across the surface, fight without spending spice for full strength, and ride the great sandworms. Their advantage is freedom of movement. Where another faction must pay to arrive, the Fremen rally near the Great Flat. Plan around the next spice blow and keep an escape route through the open desert.



LEADERS



Read the storm

This Fremen variant may inspect the top Storm Card and the top cards of both Spice Blow Decks. Use that information when deciding where to gather and where to leave room.

IXIANS

The Ixians turn technology into choices. They inspect the Treachery Cards offered for bidding, divide the batch, and may exchange a card before the first bid. Their Cyborgs give a force its strength; Suboids support the machine.

The Hidden Mobile Surveyor offers a different way across Arrakis. It shelters Ixian forces and can collect or release them as it moves. Keep the force together until the right opening appears.

LEADERS



READING ARRAKIS

Before placing a force, find its territory on the board and trace the route you intend to take. A short journey on the map can still leave a force exposed.



1 Arrakeen

Arrakeen. Find the city, then trace the territories between it and the next stronghold.

2 Carthag

Carthag. Its place beside the northern basin makes nearby routes easy to compare.

3 Sietch Tabr

Sietch Tabr. Follow the printed boundary carefully where several territories meet.

4 Tuek's Sietch

Tuek's Sietch. Check both the territory and its storm sector when planning a route.

Four landmarks on the northern face of Arrakis.

PLAN YOUR ROUTE

1. Find the current storm sector.
2. Locate the next stronghold you want to reach.
3. Check the boundaries along your route.
4. Read your faction's movement exceptions.

Know your edition

Movement, storm and stronghold rules vary between homebrew editions. This illustrated guide is a demonstration; the selected Ruleset and faction sheets settle play.



TREACHERY & THE SUPPLIES CACHE

A Treachery Card is useful because of when you can play it as much as what it does. Read its type, timing and return conditions together. The cards below belong to the Dreamrules Supplies cache.

A temporary arsenal

Supplies! gives access to a separate collection of weapons and defenses for the Battle Phase. Keep those cards together so their return is easy to track.



Supplies!

Quantity: 1

Play before The Voice step. Discard Supplies! after receiving the cache cards, then return the borrowed cards at the end of the Battle Phase.



Ernoc Seed!

Quantity: 1

A poison weapon. Its printed rules identify the Snooper as the matching defense.



Trishula!

Quantity: 1

A projectile weapon. Its printed rules identify the Shield as the matching defense.

BEFORE YOU REVEAL

1. Confirm that the card may be used at this point in the battle.
2. Read its weapon or defense type aloud when the plan is revealed.
3. After the battle, return or discard it according to its own text.



LEADERS & THE PIECES OF PLAY

READ A LEADER DISC



Stilgar, from the Fremen faction.

- 1 Portrait**
Portrait. Recognise the leader before reading the small print.
- 2 Fighting strength**
Strength. The printed value belongs to this leader.
- 3 Faction emblem**
Emblem. Match the disc to the faction that uses it.
- 4 Name**
Name. Use the exact name when checking a matching Traitor Card.

Lay the discs where their names and values remain visible. A readable table makes it easier to check a claim before a plan is committed.

A TOKEN CAN CARRY A RULE



Water Extraction, a community-authored Tech Token.

The Water Extraction token places its timing and exception around the rim. The central droplet makes it recognisable even when the text is too small to read from the other side of the table.

KEEP THE TRIGGER CLOSE

For this Asset, the accompanying rules describe an Iduali ability tied to leaders dying in battle, with an exception for Thinking Machines. Read the full Asset entry before adding it to a game.

