

DUNE



**ECAZ &
MORITANI**



HOUSE EXPANSION

ADD THE EXPANSION

Add Ecaz and Moritani to the available factions before setup. Add their **10 Traitor Cards** to the Traitor Deck. Choose the participating factions, then remove absent factions from the Traitor Deck. With all three expansions there are 12 faction choices. The recommended game remains **at most 6 players**.

Choose **Homeworlds, Nexus Cards, the three new Treachery Cards and Discovery Tokens** independently before setup. Any combination works without either new faction. Only powers marked Advanced require the Advanced Game.

Each new faction has a shield, player sheet, player marker, 5 standard leaders, **20 forces** and 2 Alliance cards. Ecaz adds 11 Ambassadors. Moritani adds 6 Terror tokens and 1 Atomics Aftermath token. Duke Prad Vidal is an additional leader with no Traitor Card.

The optional modules add 12 Nexus Cards; 13 Homeworld Cards and matching reserve discs; one each of Recruits, Reinforcements and Harass & Withdraw; and 7 Spice Cards with 8 Discovery tokens. Use only the components for your chosen modules.

Learn the factions first, then the optional modules. The core turn sequence, battle procedure and victory checks apply unless a rule here gives an exception.

See [Ecaz, page 3](#); [Moritani, page 11](#); [Homeworlds, page 22](#); [Nexus Cards, page 40](#); [Three Treachery Cards, page 53](#); [Discovery, page 56](#)

ECAZ



ECAZ

Archduke Armand Ecaz leads House Ecaz. Ambassadors reward other factions for entering chosen strongholds, while an alliance lets Ecaz share territory and fight beside its ally.

LEADERS



Start with **12 spice**, 6 forces in the Imperial Basin and 14 in reserves. Your free revival is **2 forces**.

Take the Ecaz Ambassador and **5 random Ambassadors** from the other 10. Keep the token identities in your available supply visible. Keep used random tokens separate until you have used all five.

An early alliance makes co-occupation available. Place Ambassadors where another faction is likely to enter, and decide whether the benefit is worth interrupting that entry.

PLACE AMBASSADORS



Ambassadors

At the **end of Revival**, you may place tokens **face up** from your supply in any stronghold not in storm and without an Ambassador. Pay 1 spice for the first placed this turn, 2 for the second, 3 for the third, and so on.

Three placements

Placing three Ambassadors in one turn costs **6 spice**: 1 + 2 + 3. Each token needs a different eligible stronghold. The cost starts again at 1 next turn.

When another faction enters a stronghold containing an Ambassador, you may trigger it immediately. Your ally, Bene Gesserit advisors and the faction matching that token **do not trigger it**. Resolve the effect, then set the token aside.

A triggered Ambassador **interrupts the entering faction's action**. For example, resolve a Guild Ambassador shipment before that player continues with movement.

AMBASSADOR EFFECTS



Ecaz Ambassador

Choose to gain Duke Vidal if he is not in the Tanks, captured or a ghola, or offer an alliance to the triggering faction. You may form that alliance only if neither of you is allied and that faction agrees. If it allies with you, you may give it control of Vidal for this turn. The Ecaz token returns to your supply after use.



Bene Gesserit Ambassador

Use the effect of any Ambassador that was **not in your supply**. Then remove the Bene Gesserit token from the game. The copied effect may affect the faction matching the copied token, such as using Harkonnen against Harkonnen.

You may choose to have your **ally** benefit from a triggered Ambassador effect. This is Ecaz's alliance advantage.

See [Share territory, page 8](#)



Atreides Ambassador

See the triggering faction's hand.



Harkonnen Ambassador

Look at a random Traitor Card held by the triggering faction.



CHOAM Ambassador

Discard any number of your Treachery Cards. Gain 3 spice from the Bank for each discarded card.



Emperor Ambassador

Gain 5 spice from the Spice Bank.



Ixian Ambassador

Discard a Treachery Card, then draw the top Treachery Card.



Richese Ambassador

If your hand is not full, pay 3 spice to the Bank and draw the top Treachery Card.



Tleilaxu Ambassador

Revive one of your leaders or up to 4 of your forces for free.

After all **5 random Ambassadors** in the supply have triggered, return them to the unused tokens and draw a new random supply of 5. The used Bene Gesserit token stays out of the game. Storms and explosions return affected Ambassadors to your supply.



Fremen Ambassador

Move one group of your forces already on the board to any territory. Follow storm and occupancy restrictions.



Spacing Guild Ambassador

Send up to **4 reserve forces** to any territory not in storm for free. Resolve this before the entering player continues their action.

Ambassadors can be lost to storm and explosions. Terror tokens survive both. Advisors are excluded from Ambassador triggers but may trigger Terror.

SHARE TERRITORY

While allied, Ecaz and its ally count as **one faction for territory occupancy**. Their forces may enter and remain together. In a stronghold they occupy one of the two faction places, so an enemy may also be present.

If both allies collect spice in a desert territory, divide the collection by agreement. If you cannot agree, divide it as evenly as possible and give the odd spice to **Ecaz's ally**.

When Ecaz and its ally co-occupy Arrakeen or Carthag, **both have ornithopters** and a collection rate of 3 spice per force. An ally shipping in to join Ecaz there receives those benefits that turn.

A co-occupied stronghold counts only once. Ecaz controls it. The alliance wins with **3 strongholds** if both allies co-occupy all three. Otherwise use the normal alliance requirement.

All three Tech Tokens must be held by **one player** to count as a stronghold. Ecaz beside its Fremen ally in Sietch Tabr does not prevent Fremen special victory. Homeworlds are not territories, so Occupy does not apply there.

FIGHT BESIDE YOUR ALLY

Once battle order is determined, choose whether Ecaz or its ally is the faction fighting the battle. That faction supplies the leader and Treachery Cards and uses its applicable battle powers.

See [Ordinary Karama, page 21](#)

Regardless of which faction fights, **dial the ally's forces**. Add half the Ecaz forces in the territory, **rounded up**, to that dial. The Ecaz contribution needs no spice support in Advanced play.

Use the ally's normal force strengths and support rules. Fedaykin retain their strength when present. Fremen forces need no spice for full strength in Advanced play. In Advanced play, the faction chosen to fight pays any required spice support.

On a win, retain half the Ecaz forces, **rounded down**, and send the rest to the Tanks. Resolve the ally's dialed losses normally. On a loss, resolve both forces under the normal losing rules.

Five Ecaz forces

Ecaz and Atreides have 5 forces each in Carthag. Choose Atreides to fight. Add **3** to the Atreides dial. If the alliance wins, **3 Ecaz forces** go to the Tanks and **2 remain**.

ADVANCED ECAZ

Before Traitors are drawn, set aside a **random Ecaz Traitor Card face up**. Never add it to the deck. Then draw Traitors normally. Karama cannot stop Loyalty.

If Ecaz and its ally co-occupy Arrakeen, Carthag or Tuek's Sietch during Spice Collection, **each receives the full stronghold income**. Karama may stop Ecaz from collecting for these co-occupied strongholds that phase. Its ally collects normally.

Once per game, spend a Karama Card to use your Special Karama Power. If you played **neither a weapon nor a defense**, add the difference between your leader disc and the opposing leader disc to your number dialed. Use the absolute gap between printed leader values; do not include skill or Kwisatz Haderach bonuses in that gap.

A Bene Gesserit ally may send Spiritual Advisors with Ecaz shipments and may use Intrusion when Ecaz enters a territory containing its fighters. Advisors remain advisors where applicable; they do not become fighting forces through Occupy.

MORITANI



Viscount Hundro Moritani leads House Moritani. Hidden Terror tokens threaten factions entering strongholds, and Enemy of My Enemy can turn a threatened faction into an ally.

LEADERS



Start with **12 spice**. After all other factions set up, put 6 forces in any unoccupied territory. Keep 14 in reserves. Your free revival is **2 forces**. Keep all 6 Terror tokens hidden.

You usually add only one Terror token each turn. Allow time for the threats to build, then decide whether an offered alliance is more valuable than revealing a token.

SET A THREAT



Terror tokens

During **Mentat Pause**, place one Terror token face down in a stronghold without one, or move one of your tokens to such a stronghold. It may be in storm. Do not place Terror in the Hidden Mobile Stronghold or on Homeworlds.

When another faction other than your ally **ships or moves into** that stronghold, you may reveal the token and apply its effect to the entering faction. This includes advisors. Your own forces do not trigger it.

Revealed Terror tokens leave the game after their effect, except when Extortion returns. Storm and explosions do not remove Terror tokens.

An entering reinforcement group may trigger Terror even if its faction already has forces there. Adding forces through an effect that is neither shipment nor movement does not itself trigger Terror.

NO-FIELDS AND TERROR

A Richese No-Field entering a stronghold may trigger Terror, **even a 0 No-Field**. Apply the revealed Terror effect to Richese.

Revealing a No-Field already present does not trigger Terror. Neither does placing Tleilaxu forces after a Face Dancer reveal. These forces were represented by what entered earlier.

You normally choose whether to reveal Terror when the entry happens. If you offer Enemy of My Enemy and the faction refuses, you **must reveal** the token.

TERROR EFFECTS



Assassination

Choose a random leader belonging to the entering faction. Send it to the Tanks and collect spice equal to its value, or **3 for Zoal**.



Atomics

Send **all forces** in the territory to the Tanks. Place Atomics Aftermath there. No faction may ever ship into it again, including Fremen. From this turn on, reduce your hand limit and your ally's by 1. Discard a random card from a hand exceeding its new limit.



Extortion

Take **5 spice** from the Bank and place it in front of your shield. Collect it during Mentat Pause. Then regain this token unless any one player pays you **3 spice**. Offer that payment opportunity in storm order.



Robbery

Steal **half the entering faction's spice, rounded up**, or draw the top Treachery Card. If the draw exceeds your hand limit, discard a card of your choice.

AFTER ATOMICS



Atomics Aftermath

Leave this marker in the territory. It bans future shipment and cross-shipment into the territory. Ordinary on-planet movement remains possible, and Sneak Attack explicitly works here.

Atomics destroys every force there, including Moritani forces and advisors. It is separate from Family Atomics, the Treachery Card that destroys the Shield Wall.

The hand-limit penalty is ongoing from this turn forward. Check Moritani and its ally against their reduced limits; a random card must be discarded when a hand exceeds its limit.



Sabotage

Draw a random Treachery Card from the entering faction and discard it if possible. Then you may give that faction a Treachery Card of your choice from your own hand.



Sneak Attack

Send up to **5 reserve forces** into that territory for free. Follow storm and occupancy rules. You may do this even if Atomics Aftermath is there.

OFFER AN ALLIANCE

When a faction other than Ecaz would trigger Terror, you may offer an alliance **before revealing the token**. If it accepts, both of you break any existing alliance, form the new alliance and return the unrevealed token to your supply.

If it refuses, reveal and resolve the token. Enemy of My Enemy permits an alliance outside a Nexus. It cannot be offered to Ecaz.

When your ally loses a battle **that had a winner**, it may keep one Treachery Card played in the battle that it could have kept had it won. A card requiring discard even on a win cannot be retained through this benefit.

ADVANCED MORITANI

After losing a battle, if **no Traitor was called** and the opposing leader disc survived, you may reveal a Traitor Card for another leader of that opponent's faction. If that leader is not in the Tanks, kill it and collect its value in spice. Zoal pays 3.

During Mentat Pause, set the revealed card aside face up as a marker and draw a new Traitor Card. Use Assassinate Leaders **once against each faction**. If you ever reveal a Traitor Card normally, you lose this advantage for the rest of the game.

You may expose one of your own leaders captured by Harkonnen as a traitor normally. You may not use Assassinate Leaders on that captured leader. Karama cannot prevent Assassinate Leaders.

Once per game, after losing a battle, spend a Karama Card to use your Special Karama Power. Choose whether the opponent must **keep or discard any or all Treachery Cards they played**. This power is separate from the alliance benefit.

DUKE PRAD VIDAL



Duke Prad Vidal

Duke Prad Vidal is a **strength-6 Ecax leader** with no Traitor Card. Begin with him set aside. He is an extra leader, separate from the five normal Ecax leaders.

Ecax gains Vidal through its Ambassador. Ecax keeps him until it uses him in a battle or Moritani takes him. The Ambassador may give him to a newly formed ally for that turn.

At the **end of Shipment and Movement**, Moritani gains Vidal if it faces battles in at least 2 strongholds, excluding battles involving Ecax, and Vidal is not in the Tanks. Take him from the faction currently controlling him.

Moritani keeps Vidal for one battle. At turn end, set him aside if he is neither in the Tanks nor captured. Moritani may gain him again on a later turn if it qualifies. Gaining him does not permit a second battle use in the same turn.

REVIVE VIDAL

Only **Ecaz** may revive Vidal, including through the Gholat Treachery Card. Ecaz may always pay **5 spice** to revive him, regardless of how many other leaders are in the Tanks.

Revival returns Vidal to the set-aside supply. It does not give Ecaz control. Ecaz must acquire him through its Ambassador, or Moritani through its battle condition.

Ecaz may revive its other leaders normally when at least **5 leaders**, counting Vidal, are in the Tanks. It may do so even while one leader remains alive.

The Ecaz Nexus Cunning and the Ecaz Homeworld's Occupied effect give specific exceptions to ordinary Vidal control or revival. Apply those card effects when their optional modules are in use.

See [Ecaz Nexus, page 44](#); [Ecaz, page 38](#)

ORDINARY KARAMA

Karama may prevent Ecaz from **placing any Ambassadors that turn**. It does not cancel an Ambassador's triggered effect. Loyalty is a setup procedure and cannot be stopped.

Play Karama **before Battle Plans are formed** to stop Occupy's battle cooperation. The faction fighting must dial its own forces; its ally's forces count zero. This does not prevent the alliance winning with 3 co-occupied strongholds.

Karama may prevent Moritani from placing or moving a Terror token, acquiring Vidal, or forming an Enemy of My Enemy alliance. Canceling acquisition does not remove Vidal already held. If the alliance is prevented, Moritani may still reveal Terror.

Karama cannot stop Moritani's Assassinate Leaders or an existing Terror token's reveal. It has no effect on Homeworld advantages or penalties. Ordinary Karama cannot cancel another faction's Special Karama Power.

HOMEWORLDS

Use this optional module with any faction selection. Each faction takes its Homeworld Card and matching reserve disc. Keep its reserve forces on that disc. Start with the **full-art High Threshold side** face up.

A card's threshold counts the native reserve forces there. At or above that threshold, use High. Below it, flip to Low and apply the Low effect. Check the state as the reserve count changes. Salusa Secundus has a special overlap rule.

See [The Emperor has two worlds, page 26](#)

Low normally adds **1 free revival** and **1 spice when collecting CHOAM Charity**. The extra Charity comes directly from the Bank, not CHOAM. It does not change who is eligible for Charity. Salusa Secundus gives neither bonus.

Homeworlds are **not territories**. Ecax Occupy does not extend to them, and Moritani cannot place Terror there. Karama cannot cancel their advantages or penalties. CHOAM's Tupile reverses the usual pattern, with a High penalty and a Low advantage.

SHIP TO ANOTHER HOMEWORLD

Use your normal shipment to send reserves to another faction's Homeworld. Pay **1 spice per force**, or the Guild's half price. This shipment triggers the Heighliners Tech Token when that module is in use.

Forces may ship between Homeworlds. Only the Spacing Guild may ship from Arrakis to a Homeworld as a cross-shipment, unless Junction's High advantage grants that service. Otherwise the way to add forces to your own Homeworld is revival.

You cannot form an alliance with a faction whose forces occupy your Homeworld. You cannot ship to or occupy your ally's Homeworld.

Bene Gesserit cannot send advisors to Homeworlds. Fighters on another faction's Homeworld cannot flip to advisors.

BECOME THE OCCUPIER

Become the **Occupier** by defeating the native faction and retaining forces there, or immediately when your faction is alone there. Retain that status while your forces remain. Merely arriving at a defended Homeworld does not immediately suppress its native powers.

Apply the card's Occupied effect. Its Low penalty continues while occupied. Some Homeworlds also pay an Occupier income during Spice Collection, **even in Basic play**. Collect that income from the Bank.

An Occupier may immediately share spice collected for occupying a Homeworld with its ally.

BATTLE ON A HOMEWORLD

Add the Homeworld's printed battle strength for its current state to the **native faction's dialed total**. Invaders cannot call Traitors or Face Dancers there. The native faction retains its normal applicable rights.

In a Lasgun-Shield explosion, both factions lose and leaders die normally. Invading forces are lost normally. The native faction sends only a number of forces equal to its current **Homeworld Battle strength** to the Tanks, regardless of its dial. Other native forces remain.

Explosion on Caladan

High Caladan has battle strength **2**. A Lasgun-Shield explosion therefore costs Atreides at most **2 native forces** there, even if its dial was higher. Both sides still lose the battle.

THE EMPEROR HAS TWO WORLDS

In Basic play, use **Kaitain only**. Put all Emperor reserves there and treat Sardaukar as normal forces.

In Advanced play, add **Salusa Secundus**. Start and revive Sardaukar there; start and revive normal forces on Kaitain. The Emperor may use its normal movement to move forces between these two worlds.

One Emperor shipment may contain forces from both Homeworlds, whether shipping to Arrakis or another Homeworld.

On Salusa Secundus, flip from High to Low below 2 Sardaukar, and from Low to High above 2. At **exactly 2**, keep its current state. Salusa adds no extra free revival or Charity.

CALADAN



Caladan

High Threshold begins at **6 native reserves**. High Homeworld Battle strength is **2**. When you win a battle and still have a force there, you may add one reserve force to the territory or Homeworld where that battle occurred.

Low Homeworld Battle strength is **2**. You lose Spice Deck Prescience. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier shares your Bidding Prescience.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

GIEDI PRIME



Giedi Prime

High Threshold begins at **7 native reserves**. High Homeworld Battle strength is **2**. During Collection, if you collect spice from a sand territory or Homeworld, gain 2 spice from the Bank, once in total.

Low Homeworld Battle strength is **2**. There is no additional Low penalty. Apply the normal Low revival and Charity bonuses.

Occupied

When you buy a card, your extra free card goes to the Occupier or its ally, provided the recipient's hand is not full.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

Collect the High bonus of 2 spice only **once in total** during Spice Collection if either listed condition is met. It is not paid for each separate collection.

SOUTHERN HEMISPHERE ON ARRAKIS



Southern Hemisphere on Arrakis

High Threshold begins at **3 native reserves**. High Homeworld Battle strength is **2**. Revived starred forces may be placed in any territory where you have forces.

Low Homeworld Battle strength is **2**. There is no additional Low penalty. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier gains half, rounded down, of the spice you collect during Collection.

This Homeworld provides no fixed Occupier spice income during Spice Collection.

The High effect works in Basic play too. The starred Fremen tokens still identify the forces eligible for its revival placement, even though they have normal battle strength in Basic.

KAITAIN



Kaitain

High Threshold begins at **5 native reserves**. High Homeworld Battle strength is **2**. At the end of Bidding, you may discard cards by paying 2 spice each.

Low Homeworld Battle strength is **3**. Collect only half, rounded up, of card payments. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier gains half, rounded down, of card payments to you.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

Split one payment

With Kaitain Low and occupied, a 5-spice Treachery payment gives **3 to the Emperor and 2 to the Occupier**. This also applies if the Occupier bought the card.

SALUSA SECUNDUS



Salusa Secundus

High Threshold begins at **2 native reserves**. High Homeworld Battle strength is **3**. Sardaukar need no spice support. At exactly 2 reserves, retain the previous High or Low state.

Low Homeworld Battle strength is **2**. Sardaukar cannot be revived for free. At exactly 2 reserves, retain the previous High or Low state. Do not add the normal Low revival or Charity bonuses.

Occupied

Sardaukar lose their +1 strength bonus.

This Homeworld provides no fixed Occupier spice income during Spice Collection.

At exactly 2 Sardaukar keep the previous High or Low state. High removes their spice-support requirement; when occupied they lose their extra strength.

JUNCTION



Junction

High Threshold begins at **5 native reserves**. High Homeworld Battle strength is **2**. You may offer other factions cross-planet shipment at half or full price as their Shipping action, including to or from Homeworlds and their own

Homeworld.

Low Homeworld Battle strength is **2**. Collect only half, rounded up, of shipment payments. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier collects half, rounded down, of payments to the Guild.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

WALLACH IX



Wallach IX

High Threshold begins at **11 native reserves**. High Homeworld Battle strength is **3**. When accompanying a shipment to Polar Sink, you may send one extra force.

Low Homeworld Battle strength is **2**. You cannot send spiritual advisors. Apply the normal Low revival and Charity bonuses.

Occupied

You cannot Voice the occupier or their ally.

During Spice Collection, the Occupier collects **1 spice** from the Bank for this Homeworld.

IX



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High Threshold begins at **5 native reserves**. High Homeworld Battle strength is **2**. When you pay to revive a Cyborg, revive two Suboids for free.

Low Homeworld Battle strength is **2**. You cannot move the Hidden Mobile Stronghold. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier sees cards drawn for Bidding and removes one instead of you.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

TLEILAX



Tleilax

High Threshold begins at **9 native reserves**. High Homeworld Battle strength is **2**. When taking free revival, you may send those forces for free from reserves to any **one** territory or Homeworld, subject to storm and

occupancy rules.

Low Homeworld Battle strength is **2**. If you start Revival Low, collect no spice for other factions taking free revival. Apply the normal Low revival and Charity bonuses.

Occupied

You cannot Face Dance the occupier or their ally.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

TUPILE



Tupile

High Threshold begins at **11 native reserves**. High Homeworld Battle strength is **2**. You may not discard Worthless Cards for spice, except through your Advanced Special Karama Power.

Low Homeworld Battle strength is **2**. Once per faction, when you are on another Homeworld or that faction is on Tupile, you may require it to tell you how much spice it has and the **number** of weapons or defenses it holds. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier and ally gain +1 hand limit. When this occupation ends, they discard down to their normal limits. CHOAM loses the Low interrogation advantage.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

RICHESE



Richese

High Threshold begins at **10 native reserves**. High Homeworld Battle strength is **2**. You may ship forces along with No-Fields.

At **9 native reserves or fewer**, Low Homeworld Battle strength is **2**. You cannot move No-Fields. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier chooses which Richese Treachery Card is sold during Bidding and gains half, rounded down, of any payment you receive.

During Spice Collection, the Occupier collects **1 spice** from the Bank for this Homeworld.

ECAZ



Ecaz

High Threshold begins at **7 native reserves**. High Homeworld Battle strength is **2**. Gain 3 spice from the Bank each time a poison weapon is discarded. Your alliance can win by co-occupying at least one stronghold and occupying two

other factions' Homeworlds.

Low Homeworld Battle strength is **2**. When you and your ally share a battle, the opponent chooses who fights. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier or ally gains Duke Vidal and may revive him from the Tanks, overriding the Ecaz and Moritani Duke Vidal advantages.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

GRUMMAN



Grumman

High Threshold begins at **8 native reserves**. High Homeworld Battle strength is **2**. During Spice Collection, you may add a Terror token to a stronghold that already has one, or remove a Terror token from the board. Then gain **4 spice**

from the Bank.

Low Homeworld Battle strength is **2**. You may reveal Terror tokens only when at least 3 forces enter. Apply the normal Low revival and Charity bonuses.

Occupied

Occupier and ally do not trigger Terror tokens.

During Spice Collection, the Occupier collects **2 spice** from the Bank for this Homeworld.

NEXUS CARDS

At the **end of Spice Blow and Nexus**, after alliances are made, if a Nexus occurred and at least one alliance exists, each unallied player may draw one Nexus Card. If already holding one, that player may discard it and draw a replacement. Keep it secret.

Discard your Nexus Card to enter **any alliance**, including one formed through a faction ability. After using a card, discard it. At a later qualifying Nexus you may draw again if unallied. Shuffle the discards when the deck runs out.

Use the one role matching the named faction's status. **Betrayal** applies when another player controls it. **Cunning** applies when it is your faction. **Secret Ally** applies when it is absent. Secret Ally grants its stated effect, rather than forming a normal faction alliance.

See [Atreides Nexus, page 41](#); [Ecaz Nexus, page 44](#)

Whenever you draw your own faction's Nexus Card, you may discard it immediately and draw another, in **Basic or Advanced** play. Some Cunning effects require Advanced rules.

ATREIDES NEXUS



Betrayal

Prevent the Atreides Battle advantage of seeing one element of any Battle Plan.

Cunning

Force your opponent to show you a second element of their Battle Plan.

Secret Ally

During a battle, force your opponent to reveal your choice of one element of their Battle Plan: leader, weapon, defense, or number dialed.

BENE GESSERIT NEXUS



Betrayal

Prevent the Bene Gesserit from using their Voice advantage.

Cunning

You may flip any or all groups of your advisors to fighters during your turn in the Shipment and Movement phase (all troops in a territory must end up the same type).

Secret Ally

During a battle, you may use the Bene Gesserit Voice advantage of forcing your opponent to play or not play a Treachery Card.

Play the Bene Gesserit Secret Ally effect **before Atreides Prescience** is used.

CHOAM NEXUS



Betrayal

Force CHOAM to discard a card at random from their hand, and gain no spice for it.

Cunning

You may discard any Treachery Card to use any Worthless Card special effect.

Secret Ally

You may either discard a Worthless Card and gain 2 spice during Spice Collection, or after winning a battle, you may look at a random card in your opponent's hand (not used in battle).

ECAZ NEXUS



Betrayal

Any time before Shipment and Movement, if Ecaz and their ally both have troops in a territory, force the Ecaz ally to return their troops (from one territory that contains both factions' troops) to their reserves.

Cunning

Gain Duke Vidal for this turn (even if he is captured, in the Tanks, or a ghola, overriding Moritani). At the end of this turn, set him aside normally.

Secret Ally

Force one player to reveal whether or not they have any of your leaders as Traitors (though not which leaders).

EMPEROR NEXUS



Betrayal

Force the Emperor to pay for their ally's Treachery Card during Bidding (at least as much spice as necessary) or, while making Battle Plans, prevent the Emperor from using their Sardaukar advantage.

Cunning

Before formulating your Battle Plan, you may count 5 of your troops as Sardaukar if you have none in that battle.

Secret Ally

Keep your spice when buying a Treachery Card (you must show that you have the amount you would have paid) or, revive 3 additional troops beyond Revival limits during Revival for free.

FREMEN NEXUS



Betrayal

Prevent Fremen from 'riding the worm' this turn, or prevent Fremen from moving 2 territories during Shipment and Movement.

Cunning

If a sandworm appears in a territory with no troops, any troops you have in one sand territory may 'ride the worm' to any territory subject to storm and occupancy rules.

Secret Ally

You may either avoid losing troops to Shai-Hulud, or revive a total of 3 of your troops for free during Revival.

HARKONNEN NEXUS



Betrayal

Cancel a revealed Harkonnen traitor. Shuffle the traitor into the Traitor Deck, and then the Harkonnen player draws a new Traitor Card during the Mentat Pause.

Cunning

Draw a Traitor Card and add it to your hand at any time. Then secretly shuffle any one of your Traitor Cards back into the Traitor Deck.

Secret Ally

During the Mentat Pause, draw two Traitor Cards and add them to your hand. Then shuffle two Traitor Cards you hold back into the Traitor deck.

A Traitor Card Tleilaxu keeps through Harkonnen Secret Ally is a **Face Dancer**, not a traitor.

IXIANS NEXUS



Betrayal

Prevent Ixians from using either their Bidding advantage or their Technology advantage (but not both).

Cunning

Before formulating your Battle Plan, you may count all of your Suboids in all battles this turn as counting full strength (without needing to support them with spice).

Secret Ally

You may discard a Treachery Card you just purchased during Bidding and then draw the top card of the Treachery deck.

MORITANI NEXUS



Betrayal

Remove a Terror token from the board, returning it to Moritani. It is not revealed.

Cunning

When you place a Terror token, it may be placed in any territory on Arrakis, even one that already has a Terror token.

Secret Ally

When you lose a battle that had a winner, keep one Treachery Card you played in the battle you would have been able to keep had you won.

Betrayal removes one token anywhere on the board and returns it unrevealed. Moritani may place Terror normally afterward.

RICHESE NEXUS



Betrayal

Force Richese to discard a Richese Treachery Card they were going to buy (it is discarded and no spice is paid), or prevent Richese from receiving payment on a card they sell (spice goes to the Spice Bank).

Cunning

You may use 2 No-Field tokens for a single shipment (still counting it as shipping 1 troop). Reveal one token immediately, to place in front of your shield.

Secret Ally

You may discard a Treachery Card you just purchased during Bidding and then draw the top card of the Treachery deck.

SPACING GUILD NEXUS



Betrayal

Gain any one payment in full for Shipping that would have gone to either the Spacing Guild or the Spice Bank, even your own. This overrides collection from a faction occupying Junction.

Cunning

You may make a second Shipment immediately after performing your Shipment and Movement. The second Shipment does not get to move unless you play Hajr.

Secret Ally

Your shipment is at Guild rates, and you may also ship cross-planet or back to your reserves as your Shipping action.

TLEILAXU NEXUS



Betrayal

Cancel a revealed Face Dancer. It remains revealed until Tleilaxu have revealed all of their Face Dancers.

Cunning

Set aside all revealed Face Dancers. Secretly draw replacements and then shuffle the set-aside Face Dancers into the Traitor deck.

Secret Ally

Revive one of your leaders for free and up to 5 of your troops for 1 spice each during Revival.

THREE TREACHERY CARDS



Recruits

Play during **Revival**. Double every faction's current free revival rate and raise the turn's revival limit to **7**. Discard after use.

Double the current rate

Low Homeworld Fremmen have a current free revival rate of 4. Recruits doubles it to 8, but the limit permits **7 free revivals**. Double the current rate, including the Low bonus, rather than only the printed faction rate.

Double the current free revival rate **before other effects adjust it**. Include the **Low Homeworld bonus before doubling**, as the booklet specifically requires. Doubling a zero rate still gives zero.

REINFORCE A BATTLE PLAN



Reinforcements

Play in place of a weapon or defense in your Battle Plan if you have at least **3 forces in reserves**. Add **2** to your number dialed and send 3 reserve forces to the Tanks. Discard after use.

Reinforcements and Harass & Withdraw occupy a weapon or defense place in a plan, but **count as neither**. If Atreides asks for that element, say you are not playing a weapon or defense there. You do not have to reveal the special card through that request.

See [Withdraw undialed forces, page 55](#)

WITHDRAW UNDIALED FORCES



Harass & Withdraw

Play in place of a weapon or defense in your Battle Plan, except on your **own Homeworld**. Return your undialed forces to reserves. Your leader can still be killed normally. An opposing traitor call cancels this effect. A Face Dancer call on your

leader does not affect your undialed forces. Discard after use.

In a co-occupied Ecax battle, **the card's player** returns only that player's own undialed forces to reserves. Treat the other ally's forces normally.

DISCOVERY

Shuffle the **7 new Spice Cards** into the Spice Deck: Great Maker and 6 Discovery blows. Mix the **8 tokens** face down. Keep the four Hiereg and four Smuggler tokens available as separate random pools.

When a Discovery Spice Card is drawn, destroy existing spice and **all forces** in its indicated spice territory, including Fremen and advisors. Place **6 spice** in its indicated sector, unless storm prevents placement. This destruction is special to a Discovery blow.

Then place one random token of the indicated type face down at the **separate territory and sector shown on the card**. The token destination and the spice blow are different places.

See [Discovery Spice Cards, page 58](#); [Two Discovery blows, page 59](#)

GREAT MAKER



Great Maker

Treat this as Shai-Hulud against the preceding spice territory: return spice to the Bank and non-Fremen forces to the Tanks. Apply the ordinary worm protections and first-turn Shai-Hulud restrictions.

In storm order, every player votes yes or no on a Nexus. A **strict majority must vote yes**. A tie means no Nexus.

Afterward, Fremen may ride with **any number of reserve forces** to any territory permitted by storm and occupancy rules. This replaces riding from an on-board territory or placing the Shai-Hulud token.

Karama may destroy Fremen forces in the devoured territory, but it does **not** prevent the separate reserve ride.

DISCOVERY SPICE CARDS



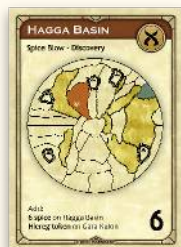
Sihaya Ridge

Destroy existing spice and all forces in **Sihaya Ridge**. Place **6 spice** in its only sector, unless in storm. Place one random face-down **Hiereg** token in **Cielago East, west sector**. Fremmen may inspect the hidden token.



Rock Outcroppings

Destroy existing spice and all forces in **Rock Outcroppings**. Place **6 spice** in its south sector, unless in storm. Place one random face-down **Hiereg** token in **Meridian, west sector**. Fremmen may inspect the hidden token.



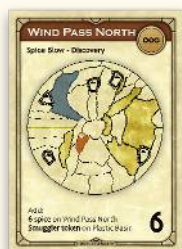
Hagga Basin

Destroy existing spice and all forces in **Hagga Basin**. Place **6 spice** in its west sector, unless in storm. Place one random face-down **Hiereg** token in **Gara Kulon, only sector**. Fremmen may inspect the hidden token.



Funeral Plain

Destroy existing spice and all forces in **Funeral Plain**. Place **6 spice** in its only sector, unless in storm. Place one random face-down **Smuggler** token in **Pasty Mesa, north sector**. Spacing Guild may inspect the hidden token.



Wind Pass North

Destroy existing spice and all forces in **Wind Pass North**. Place **6 spice** in its north sector, unless in storm. Place one random face-down **Smuggler** token in **Plastic Basin, middle sector**. Spacing Guild may inspect the hidden token.



Old Gap

Destroy existing spice and all forces in **Old Gap**. Place **6 spice** in its middle sector, unless in storm. Place one random face-down **Smuggler** token in **False Wall West, middle sector**. Spacing Guild may inspect the hidden token.

REVEAL A DISCOVERY

During **Spice Collection**, a faction with non-advisor forces in a token's territory may look at it and choose whether to reveal it. If it stays hidden, a qualifying faction has the same opportunity next Spice Collection.

Fremen may look at a hidden Hierreg token at any time without revealing it. The Spacing Guild may do the same with hidden Smuggler tokens.

Five tokens are locations. Leave a revealed location in place. **Revealing does not occupy it.** At the start of the next turn, before storm and before Ixian stronghold movement, factions in its parent territory may move some or all non-advisor forces there into the newly revealed location.

ENTER A LOCATION

A revealed location is a **territory within its parent territory**. In normal movement, enter the parent, then spend another territory of movement to enter the location.

Shipping into a revealed location costs the **stronghold rate**. Forces inside are immune to storm and sandworms. Only Jacurutu Sietch is expressly a stronghold for victory.

Inside Meridian

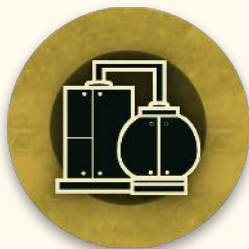
If Jacurutu Sietch is in Meridian, a force moving from outside Meridian must first enter Meridian and then spend another movement to enter Jacurutu. The location remains a separate territory after entry.

HIEREG LOCATIONS



Jacurutu Sietch

A normal stronghold. After winning a battle here, gain **1 spice** for each **opposing undialed force** sent to the Tanks.



Cistern

While occupying this territory during Spice Collection, gain **2 spice** from the Bank.



Ecological Testing Station

While occupying this territory during Storm, you may add or subtract **1** from storm movement. This does not affect Weather Control.



Shrine

While occupying this territory, you may play Truthtrance as Karama and Karama as Truthtrance.



Orgiz Processing Station

This is a location. While occupying it during Spice Collection, steal **1 spice** from each spice blow collected.



Treachery Card Stash

Gain one Treachery Card. If your hand is full, draw first, then discard any card. Remove this token from the game.



Spice Stash

Gain **7 spice** from the Bank. Remove this token from the game.



Ornithopter

Take this token. On a subsequent turn, spend it to use **movement 3** instead of your normal movement for one action. Then remove the token from the game.

TURN REMINDERS

Before a later storm, factions may enter locations revealed during the previous turn. Do this **before** Ixian stronghold movement and storm movement.

During Revival, Recruits may change the current free rate and limit. At the **end of Revival**, Ecaz may pay to place Ambassadors.

During Shipment and Movement, resolve Ambassador and Terror entry effects immediately. At the end of the phase, check whether Moritani qualifies to gain Vidal.

During Spice Collection, inspect Discoveries and collect applicable Homeworld or location income. During Mentat Pause, resolve Extortion, Moritani's Terror placement or movement, and Assassinate Leaders card replacement. Check victory with current occupancy and applicable module effects.

CHOOSE A MATCH

For **Intrigue**, deal each player two factions. Each secretly chooses one, then all reveal together.

Closed Economy: Bene Gesserit, CHOAM, Emperor, Richese, Spacing Guild and Tleilaxu. **War of Assassins:** Atreides, Ecaz, Emperor, Harkonnen, Moritani and Spacing Guild, with Stronghold Cards.

Technocrats: Bene Gesserit, CHOAM, Emperor, Ixians, Richese and Tleilaxu, with Tech Tokens. **Desert Power:** Atreides, Bene Gesserit, Fremmen, Harkonnen, Ixians and Spacing Guild, with Discovery Tokens.

Long Live the Fighters: Atreides, CHOAM, Emperor, Ecaz, Fremmen and Moritani, with Leader Skills. **Schemes Within Schemes:** Bene Gesserit, CHOAM, Fremmen, Harkonnen, Spacing Guild and Tleilaxu.

Amtal Rule: Ecaz, Fremmen, Ixians, Moritani, Richese and Tleilaxu. **Landsraad:** Atreides, Ecaz, Harkonnen, Ixians, Moritani and Richese, with Homeworlds.