



LOBBYIST

Lobbyist: +1 for each two times (rounded down) you sent an Agent to a  Landstrad board space.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

SCORING MODIFIER


CITY SLICKERS

City Slickers: +1 for each two times (rounded down) you sent an Agent to a  City board space.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

SCORING MODIFIER

NOMAD

Nomad: +1 for each two times (rounded down) you sent an Agent to a  Spice Trade board space.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

SCORING MODIFIER

EXPLORATION

Exploration: +1 for each unique space you sent an Agent to.

SCORING MODIFIER

KINSHIP

Kinship: +1 for each round you used *Fremen Bond*.

1	2	3	4	5
6	7	8	9	10

SCORING MODIFIER

CONQUEROR

Conqueror: +1 for each Conflict you won.

1	2	3	4	5
6	7	8	9	10

SCORING MODIFIER

UNDERDOG

Underdog: +3 for each Conflict win where you had less troops than an opponent.

3	6	9	12	15
18	21	24	27	30

SCORING MODIFIER


FENCING

Fencing: +1 for each Sword in the Conflict you had the most Swords in.



SCORING MODIFIER

TRINKETS

Trinkets: +1 for every two cards you acquired (rounded down) worth  2 or less from the *Imperium Row*.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

SCORING MODIFIER

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DEXTERITY

Dexterity: +1 for each time you shuffle your deck.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

FLOODGATES DOWNPOUR

Floodgates Downpour: +1 for each  spent.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

ANCESTRAL SEAT

Ancestral Seat: +1 for each Emperor card you acquired.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

JUNKYARD

Junkyard: +1 for each card you Trashed.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

BIG SPENDER

Big Spender: +1 for each Imperium Row card worth  or more you acquired.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

VOYAGER

Voyager: +1 for each Spacing Guild card you acquired.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

STRATEGIC PARTNERSHIPS

Strategic Partnerships: +3 for each Alliance you have at the end of the game.





Scoring Modifier

FLOW STATE

Flow State: +2 for each The Spice Must Flow card you acquire.

	2	4	6
8	10	12	14
16	18	20	22
24	26	28	30
32	34	36	38
40	42		

Scoring Modifier

ESTROLOGY

Astrology: +1 for each Bene Gesserit card you acquired.

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

Scoring Modifier

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INSIDER TRADING

Insider Trading: Place the CHOAM Shares Intrigue card next to the board (when using *Uprising* place Strategic Stockpiling instead), all players have access to it at all times. This card counts as part of your Intrigue card limit.

RULES MODIFIER

CALCULUS

Calculus: +1 for each time you sent the *Mentat* to a board space.

1	2	3	4	5	6
7	8	9	10	11	12

• DUNE IMPERIUM BASE GAME ONLY

SCORING MODIFIER

FRIEND OF THE SIETCHES

Friend of the Sietches: +1 for each *Fremen* card you acquired.

4	5	6	7	8	9
10	11	12	13	14	15
16	17	18	19	20	21

SCORING MODIFIER

UNEXPECTED TERRAIN

Unexpected Terrain: The order of the *Conflict* deck is randomised.



RULES MODIFIER

INHERITANCE

Inheritance: Start with a random 5 *Imperium Row* card in your starter deck.



RULES MODIFIER

SEAT OF POWER

Seat of Power: If you have a *High Council* seat, when you send an Agent to a space using a starting card that isn't your *Signet Ring*, that card is trashed.



RULES MODIFIER

INTO THE FRAY

Into the Fray: Replace the *Conflict I* card with a random *Conflict III* card when creating the *Conflict* deck.



Replace the missing *Conflict III* card with an additional random *Conflict II* card.

RULES MODIFIER

ASTROPOLITICS

Astropolitics: Faction *Alliances* are worth +1 VP.



RULES MODIFIER

TABULA RASA

Tabula Rasa: At the end of each round the *Imperium Row* is removed and replaced.



RULES MODIFIER

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OFFWORLD CONFLICT

Offworld Conflict:  boards spaces are Combat spaces.



RULES MODIFIER

DYNASTY

Dynasty: Replace a *Dune, The Desert Planet* card in your starter deck with an additional *Signet Ring* card.



RULES MODIFIER

ALL THE KING'S MEN

All the King's Men: Whenever you acquire an *Emperor* card, recruit one troop to your garrison.



RULES MODIFIER

SHARPEN FOCUS

Sharpen Focus: When a player with their *Swordmaster* reveals a card during their Reveal turn that began the game in their deck (other than their *Signet Ring*) it's trashed.



RULES MODIFIER

RAINMAN

Rainman: At the end of each round the player with the most  draws a card.



RULES MODIFIER

TACTICAL COMBAT

Tactical Combat: During your *Reveal* turn you may retreat up to one troop from the *Conflict*.



RULES MODIFIER

LEGENDS

Legends: +1 for each *named* card in your deck at the end of the game.

4	5	6	7	8	9	1	2	3
10	11	12	13	14	15			
16	17	18	19	20	21			

SCORING MODIFIER

OPERATIVE

Intrigue: +1 for each *Intrigue* card you played.

4	5	6	7	8	9	1	2	3
10	11	12	13	14	15			
16	17	18	19	20	21			

SCORING MODIFIER