THE ESOTERIC ORDER OF GAMERS

Labor Lusum Meliorat

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Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

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v3

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Game:	**DUNE: IMPERIUM**
Publisher:	**Dire Wolf (2020)**

DUNE
IMPERIUM

SETUP

Place the **game board** in your play area, then place the **Mentat** on its side in the mentat space, and the 4 alliance tokens on the marked areas of the faction's influence tracks (*Emperor, Spacing Guild, Bene Gesserit,* and *Fremen*).

Separate the **conflict cards** by their backs (I, II, and III) and shuffle each deck. Place the 4 conflict III cards facedown in the marked area of the board, deal 5 conflict II cards facedown on top of them, then deal one conflict I card facedown on top of them. This final 10 card deck is the **conflict deck**. Return the unused conflict cards to the box without looking at them.

Shuffle the **intrigue deck** and place it facedown next to the board. Shuffle the **Imperium deck** and place it facedown next to the board. From it, deal 5 cards face up to form an **Imperium row**.

Next to this, place the **reserve cards** in 3 stacks: one for *Arrakis Liaison,* one for *The Spice Must Flow,* and one for *Foldspace.*

Each player takes a **leader** and places it in front of them (choose or select at random). Leaders with more icons after their names are more strategically complex.

Each player takes a 10 card **starting deck**, shuffles it, and places it facedown in their supply to the left of their leader. Each player takes 1 **water** and places it in their supply.

Create a bank next to the board containing the **solari**, **spice**, and remaining **water** tokens. These are not limited; if you run out and need more, use any convenient substitute.

Each player chooses a color and takes all of its components. Place 2 of your agents on your leader, and your third (*swordmaster*) next to the board. Place one of your 2 discs on the **score track**. In a 4 player game, place it on the 1 space. Otherwise, place it on the 0 space. Place your **combat marker** (sword side faceup) on the 0 space of the combat track.

Place 4 **cubes**, one each, on the bottom spaces of the influence tracks of the 4 factions. The other 12 cubes are your **troops**: place 3 in one of the 4 circular garrisons on the board (each player taking the one closest to them).

Place remaining components in your supply, in view of all players. Determine a first player randomly to take the **first player marker**.

ROUND STRUCTURE

The game is played in a sequence of **rounds**. Each round consists of 5 **phases**, played in order.

1. ROUND START

Reveal a new conflict card from the top of the conflict deck and place it faceup in the space next to the deck (on top of any conflict cards from previous rounds).

Each player then draws 5 cards from their own deck, forming their hand for the round.

2. PLAYER TURNS

Starting with the player with the first player marker and going clockwise, players take 1 turn at a time.

On your turn, take either an **agent turn** or a **reveal turn**. Generally, you take agent turns until you run out of agents to place, then you take a reveal turn. Agent turns are optional. If you wish, you can take a reveal turn while you still have agents instead of taking an agent turn.

Once you've taken a reveal turn, your turns are skipped for the rest of the phase, while other players finish taking their turns. Once all players have taken a reveal turn, this phase ends.

You may play any **plot intrigue cards** you have during this phase, at any point during one of your own agent or reveal turns.

AGENT TURN

In an **agent turn**, you play 1 card from your hand faceup in front of you, using it to send an **agent** from your leader to an unoccupied space on the board. **This space must have an icon in its upper left corner matching one of the agent icons on the card.**

You must choose only 1 agent icon on your card; one card can't send multiple agents.

You can't send an agent to a board space that already has one.

The board space you choose may have a cost or requirements. If you can't pay the cost immediately (before resolving any effects of the space or the card you played), you can't send your agent there.

Sietch Tabr has a unique requirement: to send an agent there, you must have 2 or more influence with the Fremen.

The **agent box** (top box) of the card you played may provide an effect when you play it on an agent turn (ignore the reveal box of the card during agent turns).

If a card does not have any agent icons on it, you may not play it during an agent turn; it may only be revealed during a reveal turn.

When you play a card and send an agent to a board space, you gain the effects of the board space as well as the effects contained in the card's agent box. **If the board space belongs to one of the factions, you also move your cube 1 space up on its influence track.** You may carry out all these effects in any order.

Arrows ($\Longrightarrow$) indicate that there is a cost (left of the arrow, or above it) you must pay to get the effect (right of the arrow, or below it). You are never forced to pay such a cost, but if you don't, you do not gain the effect.

DEPLOYING TROOPS TO THE CONFLICT

Whenever the **cube icon** appears on a card or board space, you **recruit 1 troop**. Take a troop from your supply and place it in your garrison on the board. If you run out of troops in your supply, you can't recruit more until some return.

When you send an agent to a **combat space** (a desert illustration and crossed swords), you may deploy units to the conflict area of the board. **You may deploy any or all units recruited during your current turn** (from both the board space and the card you played), **plus up to 2 more units from your garrison.** Any units you recruit but choose not to deploy to the conflict are placed in your garrison as usual.

CONTROL BONUSES

Some conflict cards reward you with control over one of 3 spaces: *Arrakeen, Carthag,* or *Imperial Basin* (based on the card's title). If you win such a conflict, take a **control marker** from your supply and place it on the flag below the appropriate board space.

While your control marker is on one of these spaces, you receive the bonus shown whenever any player (yourself included) sends an agent there. The bonus is 1 solari for *Arrakeen* or *Carthag,* and 1 spice for *Imperial Basin.*

When a conflict card is revealed for a space that you already control, you receive a **defensive bonus**: you may deploy 1 troop from your supply to the conflict.

HARVESTING SPICE

There are 3 board spaces with a Maker icon, where you may harvest spice: *The Great Flat, Hagga Basin,* and *Imperial Basin.* When you send an agent to one, you gain the base value of spice shown, plus any bonus spice that has accumulated there.

REVEAL TURN

When you have no more agents for agent turns (or you choose not to use any agents you have remaining), you take a **reveal turn** by performing these steps in order:

1. REVEAL CARDS

Reveal all cards remaining in your hand, placing them faceup in play in front of you. Keep them separate from other cards you played previously on agent turns.

2. RESOLVE REVEAL EFFECTS

You now gain the effects in the reveal boxes (bottom box) of all the cards you just revealed (but not those of any cards you played during agent turns earlier in the round).

You may resolve reveal effects in any order you like. You may also may use **persuasion** ◆ you've gained to acquire new cards for your deck before, between, or after your reveal effects.

You may acquire any of the 5 cards in the Imperium row, or *Arrakis Liaison* or *The Spice Must Flow* from the reserve (*Foldspace* is acquired at the board space of the same name). The cost to acquire a card is shown at the top right of that card.

You may acquire as many cards as you like, as long as you have enough persuasion to spend. You may pool persuasion from multiple sources (cards and board spaces) to acquire 1 card, and may split persuasion from a single source to pay for different cards. Any persuasion you don't use during your reveal turn is lost.

When you acquire a card, place it in your discard pile (faceup to the right of your leader).

Whenever the Imperium row does not have 5 cards, replace missing cards from the top of the Imperium deck. Therefore, after you acquire a card, you may then acquire the card that replaces it (if you have enough persuasion).

3. SET STRENGTH

Total your **strength** for the combat this round. Each troop you have in the conflict is worth 2 strength (troops in your garrison or supply contribute nothing). Each **sword** you revealed during your reveal turn is worth 1 strength.

You must have at least 1 troop in the conflict to have any strength. If your last troop is removed, your strength is 0, and can't be increased by any means, including swords on cards you revealed.

When you've totaled your strength, announce it to your opponents and move your **combat marker** to the corresponding space on the combat track. If your strength is over 20, flip the combat marker to the +20 side and start again from the beginning of the track.

4. CLEAN UP

Remove all the cards from in front of you (from your agent and reveal turns) and put them in your discard pile.

3. COMBAT

1. COMBAT INTRIGUE CARDS

Starting with the player who has the first player marker and going clockwise, each player with at least 1 troop in the conflict may play any number of **combat intrigue cards**, or may pass.

You are not required to pass just because you passed earlier in the combat phase. Once all players involved in combat pass consecutively, you then resolve the combat.

If a card changes the number of troops a player has in the conflict (or otherwise alters their strength), they adjust their combat marker accordingly on the combat track (if you have no troops in the conflict, your strength is 0).

If an intrigue cards says you do something *"when you win a conflict,"* you must wait until you've won the conflict before playing the card.

2. RESOLVE COMBAT

Rewards from the conflict card are given to players based on their strength, as shown on the combat track.

The player with the highest strength wins the conflict and gains the top reward on the conflict card. The player with the second highest strength gains the second reward. In a 4 player game (only), the player with the third highest strength receives the third reward. A player with 0 strength does not receive any reward.

Once all rewards have been given, each player takes their troops from the conflict and puts them in their supply (not their garrison). Reset all combat markers to 0 on the combat track.

On a tie for first place, no one wins. The tied players each receive the second reward. In a 4 player game, if 2 players tie for first place, the other 2 players still compete for the third reward.

When players tie for second place, they each receive the third reward. Players tying for third place receive nothing.

4. MAKERS

Check each of the 3 board spaces with a Maker icon: *The Great Flat, Hagga Basin,* and *Imperial Basin.* If the space does not have an agent, **place 1 spice from the bank on that space** (in the spot designated for bonus spice). This is added to any bonus spice that may already be there from previous rounds.

5. RECALL

If any player is at 10 or more **victory point** (VPs) on the score track, or if the conflict deck is empty, the endgame is triggered. If no one has won, prepare the next round:

Return the Mentat to its designated space in the *Landsraad* (if it's not already there). Players recall their agents, returning them to their leaders.

Finally, pass the first player marker clockwise to the next player, and begin a new round.

OTHER RULES

LEADERS

Each Leader has 2 unique abilities: the ability on the left is used during play as described. The ability on the right (marked by the signet ring icon, is activated when you play your *Signet Ring* card on one of your agent turns.

DECK BUILDING

Whenever you acquire a new **Imperium** or **reserve** card, place it in your discard pile. If at any time you're unable to draw a card because your deck is empty, reshuffle your discard pile to form a new deck, then continue to draw as needed.

AGENTS

You send agents to spaces on the game board, sometimes gathering resources, sometimes paying resources to advance your strategy. You can't send an agent to a board space without first playing a card that allows it.

The Mentat is a special freelance agent that you can temporarily add to your roster of agents for 1 round.

FACTIONS

When you send an agent to a faction's board space, **gain 1 influence with that faction by advancing your cube 1 space on its influence track**. Other game effects can also move your cube up and down the track.

When you reach 2 influence with a faction, you gain a VP. If you drop back below 2 influence, you lose that VP.

When you reach 4 influence, gain the bonus on that space of the track. If you drop back below 4 influence, you do not give back the bonus (you may earn the same bonus more than once).

The first player to reach 4 influence with a faction also earns an **alliance** with that faction. They take the **alliance token** from the track, put it in their supply and gain the VP shown on the alliance token. If they are ever passed by an opponent rising to a higher space on the track, they must give the alliance token to that opponent; they lose that VP and the opponent gains it.

INTRIGUE CARDS

You receive intrigue cards primarily from these board spaces: *Carthag*, *Conspire*, and *Secrets*. They are kept facedown, separate from your deck, and you may look at them at any time. Reveal them only when you play them. Once an intrigue card is played and resolved, place it faceup in a discard pile next to the deck.

Plot: play any time during one of your agent or reveal turns.

Combat: play only during combat.

Endgame: play only at the end of the game.

ENDGAME

First, you may play and resolve any endgame intrigue cards you have. Then **whoever has the most VPs is the winner**. On a tie, tiebreakers are, in order: amount of spice, solari, water, and garrisoned troops.

HOUSE HAGAL

House Hagal cards are used to control automated opponents (**rivals**) who compete against you in solo and 2 player games. These opponents send agents to occupy board spaces and contest conflicts by recruiting and deploying troops.

Rivals are affected by cards and board spaces that affect 'opponents/players' if they have the specified resources.

Agents

During **Phase 2: Player Turns**, a rival will take agent turns but it will not take reveal turns.

When a rival takes an agent turn, reveal the top card of the House Hagal deck; this will send an agent to the revealed board space, as long as it is unoccupied. If it is occupied, ignore the card and **continue revealing cards until you reveal an unoccupied space**.

If the House Hagal deck is ever empty (or if the reshuffle card is revealed), immediately reshuffle the cards to form a new deck.

When a rival sends an agent to a board space, ignore all normal costs and effects of that space. Instead, it gets only the effects indicated on its revealed card:
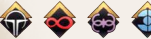
The rival advances on the indicated influence track. It earns no bonuses from an influence track, but it will take a faction alliance if able.

The rival uses the *Signet Ring* ability on its leader (solo play only).

The rival recruits 1 troop from its supply for each such icon. If the revealed card is a combat space, deploy them to the conflict. Otherwise, put the troops in its garrison.

Any time a rival sends an agent to a combat space, it also deploys up to 2 troops from its garrison (if available) to the conflict. Do this even if the card itself recruited no troops.

Combat

When **Phase 3: Combat** begins, each rival that has at least 1 troop in the conflict gets a combat bonus. In turn order, reveal the top card of the House Hagal deck. If you reveal the reshuffle card, reshuffle the deck and reveal again. Ignore everything on the revealed card except for the sword icons at the bottom.

Advance the opponent's combat marker on the combat track by the number of swords revealed. Players may then play combat intrigue cards before resolving combat.

2 PLAYER GAMES

House Hagal competes against you and your opponent. It doesn't collect resources, build a deck, earn rewards, or score VPs, but it does use the House Hagal cards as described above (occupying board spaces with agents, competing in conflicts by recruiting and deploying troops, and taking faction alliances).

SETUP

Choose a color for House Hagal. Place one of its cubes on each of the bottom spaces beneath the influence tracks of the 4 factions. Put the rest of its cubes in its supply. It starts with no troops in its garrison. Remove from the House Hagal deck the 3 *Arrakeen* cards marked **1P** in the upper right corner. Shuffle the remaining cards and place them and House Hagal's 3 agents near its supply.

GAMEPLAY

After each of the first player's agent turns, House Hagal acts, as long as it has an agent remaining in its supply. The number of turns it takes each round varies since it acts after the first player.

Because House Hagal can't collect rewards from a conflict, it can never claim control of a board space. However, if it wins a conflict for a board space currently controlled by another player, remove that player's control marker.

SOLO GAMES

You face off against 2 rivals; if either reaches 10 or more VPs, they will trigger the end of the game (and they may defeat you).

SETUP

Select a **difficulty level**:

	Mercenary *Novice*	Sardaukar *Veteran*	Mentat *Expert*
Your extra starting resources	1 solari 1 spice	—	—
5 solari token on Mentat space	No	Yes	Yes
Rival starting garrisoned troops	—	3	3
Conflict cards above rival swordmasters	5	4	3
Rival extra starting resources	—	1 intrigue card	1 intrigue card

Kwisatz Haderach (Expert+): You also can't gain a swordmaster.

Choose 2 leaders, one for each rival. These rivals will use only the *Signet Ring* ability on their leaders, ignoring the ability on the left. Your opponents can't play *Paul Atreides* or *Helena Richese*.

For each rival, choose a color. Place one of each of the bottom spaces beneath the influence tracks of the 4 factions. Put the number of troops in their garrison for your chosen difficulty, and the rest in their supply. Place 2 of their agents in their supply, and insert the swordmasters (third agents) for both rivals into the conflict deck, putting exactly the number of cards on top of them as indicated for your difficulty.

Remove from the House Hagal deck all cards marked **2P** in the upper right corner (the *Reshuffle* card and 3 *Arrakeen* cards). Shuffle the remaining cards and place the deck near your rivals.

If your difficulty calls for it, place a 5 solari token on the Mentat space: for this game, this board space costs 5 solari instead of 2. You and your rivals each start with 1 water, plus the extra resources indicated for your chosen difficulty. The rival on your left takes the first player marker.

RIVALS' TURNS

During **Phase 2: Player Turns**, your rivals each take agent turns in sequence with you, as long as they have an agent remaining in their supply.

When a rival uses **harvest spice** to send an agent to a board space, it gains all spice there (base and bonus). Place any accumulated resources in the rival's supply.

COMBAT

Rivals gain first and second place rewards from conflicts, even things they otherwise don't take from board spaces: they gain VPs, and influence with factions. They gain solari, spice, water, and intrigue cards (keep these in the rival's supply). They win control of board spaces, placing a control marker on the flag below it. On future turns, they get the control bonus whenever you or a rival sends an agent there. They also receive the defensive bonus of 1 troop if a conflict over that board space is later revealed. They gain the Mentat, and use it as an agent during the next round.

ADDITIONAL RULES

Swordmasters: When you reveal the conflict card above the rival swordmasters, your rivals each immediately receive their third agents; they will use them in the current round and for the rest of the game.

Choices: Whenever a rival has a choice about gaining influence, they choose the faction in which they have the least. On a tie (or when there is a choice not involving influence), you decide.

Corner the market: For the purposes of this intrigue card, treat each rival as though they have 2 *The Spice Must Flow* cards (you'll need 3 yourself to get 2 VPs).

Expert troop deployment: When playing at expert difficulty, your rivals are more selective about deploying troops to a conflict. When fighting for a conflict I or II card, a rival won't deploy troops if it is already leading by 2 or more troops (saving them in its garrison instead). For a critical conflict III card, a rival will resume deploying all the troops it can at every opportunity.

SPENDING RESOURCES

At any time, when a rival has the following resources, they'll spend them to earn a VP.

1 VP = 3 intrigue cards / **3** water / 7 solari / 7 spice.

BOARD SPACES

ARRAKEEN

Agent icon: City
Combat space. Recruit a troop and draw a card. Arrakeen's controller gains 1 solari.

CARTHAG

Agent icon: City
Combat space. Recruit a troop and draw an intrigue card. Carthag's controller gains 1 solari.

CONSPIRE

Agent icon: Emperor   **Cost:** 4 spice
Gain 1 influence with the Emperor. Gain 5 solari, recruit 2 troops, and draw an intrigue card.

FOLDSPACE

Agent icon: Spacing Guild
Gain 1 Influence with the Spacing Guild. Acquire a *Foldspace* card from the reserve.

THE GREAT FLAT

Agent icon: Spice Trade   **Cost:** 2 water
Combat space. Gain 3 spice, plus any bonus spice accumulated here on the Maker icon.

HAGGA BASIN

Agent icon: Spice Trade   **Cost:** 1 water
Combat space. Gain 2 spice, plus any bonus spice accumulated here on the Maker icon.

HALL OF ORATORY

Agent icon: Landsraad
Recruit a troop. During your Reveal turn, gain 1 persuasion if you have an agent here.

HARDY WARRIORS

Agent icon: Fremen   **Cost:** 1 water
Combat space. Gain 1 influence with the Fremen. Recruit 2 troops.

HEIGHLINER

Agent icon: Spacing Guild   **Cost:** 6 spice
Combat space. Gain 2 influence with the Spacing Guild. Recruit 5 troops and gain 2 water.

HIGH COUNCIL

Agent icon: Landsraad   **Cost:** 5 Solari
You may send an agent here once per game. Place your councilor token on an unoccupied council seat (to the right of the space). For the rest of the game, during each of your reveal turns, gain 2 persuasion.

IMPERIAL BASIN

Agent icon: Spice Trade
Combat space. Gain 1 spice, plus any bonus spice accumulated here on the Maker icon. Imperial Basin's controller gains 1 spice.

MENTAT

Agent icon: Landsraad   **Cost:** 2 Solari
Draw a card. If the Mentat is here, take it and place it on your leader; this round, you may use it as one of your agents to take an agent turn. During Phase 5: Recall, return it here.

RALLY TROOPS

Agent icon: Landsraad   **Cost:** 4 Solari
Recruit 4 troops.

RESEARCH STATION

Agent icon: City   **Cost:** 2 water
Combat space. Draw 3 cards.

SECRETS

Agent icon: Bene Gesserit
Gain 1 influence with the Bene Gesserit. Draw an intrigue card. Each opponent who has 4 or more intrigue cards must give you one of them (selected at random).

SECURE CONTRACT

Agent icon: Spice Trade
Gain 3 Solari.

SELECTIVE BREEDING

Agent icon: Bene Gesserit   **Cost:** 2 spice
Gain 1 Influence with the Bene Gesserit. Trash 1 card to draw 2 cards.

SELL MELANGE

Agent icon: Spice Trade   **Cost:** 2 to 5 spice.
Gain the amount of solari shown based on the cost you paid. You can't make multiple exchanges on a single turn.

SIETCH TABR

Agent icon: City
Requirement: You must have 2 or more influence with the Fremen.
Combat space. Recruit a troop and gain 1 water.

STILLSUITS

Agent icon: Fremen
Combat space. Gain 1 influence with the Fremen. Gain 1 water.

SWORDMASTER

Agent icon: Landsraad   **Cost:** 8 Solari
You may send an agent here once per game. Gain your swordmaster (your third agent that was placed next to the board during setup). Place it on your leader. For the rest of the game (including this round) you have 3 agents.

WEALTH

Agent icon: Emperor
Gain 1 influence with the Emperor. Gain 2 solari.

DUNE
IMPERIUM

1. ROUND START

Reveal a new conflict card.
Each player then draws 5 cards from their own deck.

2. PLAYER TURNS

Starting with the first player and going clockwise, players take 1 turn at a time. On your turn, take either an **agent turn** or a **reveal turn** (commonly, you take agent turns until you run out of agents, then you take a reveal turn). Once you've taken a reveal turn, your turns are skipped for the rest of the phase. Once all players have taken a reveal turn, this phase ends.

You may play any **plot intrigue cards** at any point during one of your own agent or reveal turns.

AGENT TURN

Play 1 card from your hand, using it to send an **agent** to an unoccupied space. **This space must have an icon in its upper left corner matching one of the agent icons on the card.** Pay any cost or requirement of the space.

Gain the effects of the board space and the effects in the card's agent box. **If the board space belongs to one of the factions, move your cube 1 space up on its influence track.**

Arrows (➡) indicate there is a cost to pay to get the effect.

DEPLOYING TROOPS TO THE CONFLICT

Whenever the **cube icon** appears on a card or board space, **recruit 1 troop**, placing it in your garrison.

When you send an agent to a **combat space**, you may deploy any or all units recruited during your current turn, **plus up to 2 more from your garrison.**

CONTROL BONUSES

Some conflict cards reward you with control over *Arrakeen, Carthag,* or *Imperial Basin.* If you win such a conflict, place a **control marker** on the flag below the space.

You receive the bonus shown whenever any player (yourself included) sends an agent there (1 solari for *Arrakeen* or *Carthag,* and 1 spice for *Imperial Basin).*

When a conflict card is revealed for a space that you already control, you receive a **defensive bonus:** you may deploy 1 troop from your supply to the conflict.

HARVESTING SPICE

When you send an agent to a space with a Maker icon *(The Great Flat, Hagga Basin,* and *Imperial Basin)*, you gain the base value of spice shown, plus any bonus spice there.

REVEAL TURN

1. REVEAL CARDS
Reveal all cards remaining in your hand.

2. RESOLVE REVEAL EFFECTS
Gain the effects in the reveal boxes (bottom box) of all the cards you just revealed. You may also may use **persuasion** ◆ you've gained to acquire new cards for your deck. You may acquire any of the 5 cards in the Imperium row, or *Arrakis Liaison* or *The Spice Must Flow* from the reserve.

You may acquire as many cards as you like, as long as you have enough persuasion to spend. Any persuasion you don't use during your reveal turn is lost.

When you acquire a card, place it in your discard pile.

Whenever the Imperium row does not have 5 cards, replace missing cards from the top of the Imperium deck.

3. SET STRENGTH
Total your **strength**. Each troop you have in the conflict is worth 2 strength. Each **sword** you revealed during your reveal turn is worth 1 strength. You must have at least 1 troop in the conflict to have any strength.

Announce your total strength to your opponents and move your **combat marker** to the corresponding space.

4. CLEAN UP
Remove all the cards from in front of you (from your agent and reveal turns) and put them in your discard pile.

3. COMBAT

1. COMBAT INTRIGUE CARDS
Starting with the player who has the first player marker and going clockwise, each player with at least 1 troop in the conflict may play any number of **combat intrigue cards**, or may pass.

You are not required to pass just because you passed earlier in the combat phase. Once all players involved in combat pass consecutively, you then resolve the combat.

If a card changes the number of troops a player has in the conflict (or otherwise alters their strength), they adjust their combat marker accordingly on the combat track (if you have no troops in the conflict, your strength is 0).

If an intrigue cards says you do something *"when you win a conflict,"* you must wait until you've won the conflict before playing the card.

2. RESOLVE COMBAT
Rewards from the conflict card are given to players based on their strength, as shown on the combat track.

The player with the highest strength wins the conflict and gains the top reward on the conflict card. The player with the second highest strength gains the second reward. In a 4 player game (only), the player with the third highest strength receives the third reward. A player with 0 strength does not receive any reward.

Once all rewards have been given, each player takes their troops from the conflict and puts them in their supply (not their garrison). Reset all combat markers to 0 on the combat track.

On a tie for first place, no one wins. The tied players each receive the second reward. In a 4 player game, if 2 players tie for first, the other 2 players still compete for the third reward.

When players tie for second place, they each receive the third reward. Players tying for third place receive nothing.

4. MAKERS

Check each of the 3 board spaces with a Maker icon: *The Great Flat, Hagga Basin,* and *Imperial Basin.* If the space does not have an agent, **place 1 spice from the bank on that space** (added to any bonus spice from previous rounds).

5. RECALL

If any player is at 10+ VPs, or if the conflict deck is empty, the endgame is triggered.

If no one has won, prepare the next round: return the Mentat to its *Landsraad* space. Players recall their agents. Finally, pass the first player marker clockwise to the next player, and begin a new round.
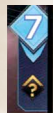
ACQUIRE
Some cards have a special **acquire box**, shown underneath their cost. You gain the effect here one time, at the moment you acquire the card (and not later, when you play it from your hand).

ACQUIRE A FOLDSPACE CARD
from the reserve.

AGENT
From the **swordmaster** space, you can gain your third agent (that was placed next to the board during setup of the game), then use it for the rest of the game.

ALLIANCE
You may use this effect only if you have the **alliance token** of the faction shown.

CONTROL
If you win a conflict with a control reward (*Arrakeen*, *Carthag*, or *Imperial Basin*), place your control marker on the flag below that space (replacing any opponent's marker there). When a conflict card is revealed for a space that you already control, you may deploy one troop from your supply to the conflict.

DRAW A CARD from your deck. If your deck is empty, reshuffle the discard pile in your supply to form a new deck, then continue to draw.

DRAW AN INTRIGUE CARD from the intrigue deck. Keep it facedown until you play it. You may look at it at any time.

FREMEN BOND
You may use this effect if you have one or more *other* Fremen cards in play. Two cards with *Fremen bond* can activate one another, regardless of order played.

IN PLAY
Cards you play on agent turns and reveal during your reveal turn remain faceup and *in play* until you clean up at the end of your reveal turn (unless they are trashed first).

INFLUENCE
You may use this effect only if you have at least the amount of **influence** indicated with the given faction.

GAIN INFLUENCE
with the faction shown: **Emperor**, **Spacing Guild**, **Bene Gesserit**, or **Fremen**.

GAIN 1. GAIN 2. LOSE 1 INFLUENCE
Choose any one of the 4 factions. If gaining 2 influence, you cannot choose 2 different factions.

LOSE A TROOP
When you lose a troop, return it to your supply (not your garrison).

MAKER
The 3 board spaces with the **maker icon** each gain 1 bonus spice during *Phase 4: Makers* if no agent is present. When you send an agent to one of these board spaces, you also gain all bonus spice there.

MENTAT
Take the **mentat** from its space on the board (if it's there; you can't take it from another player or another space).

Place it on your leader; you may use it as one of your agents to take an agent turn. When you take the mentat as a conflict reward, keep it as an agent for next round and don't return it to the board at the end of this one.

PAYING A COST
Indicates a **cost** (left of the arrow, or above it) and an **effect** (right of the arrow, or below it).

If you don't pay the cost, you don't get the effect. You are never forced to pay such a cost on a card.

PERSUASION
You receive **persuasion** mainly from the reveal boxes on cards, and use it to acquire Imperium or reserve cards, paying the cost shown in their top right corner.

RECALL
When you **recall** one of your agents, put it back on your leader. You may use it again on another agent turn in the same round.

RESOURCES
Solari, **spice**, **water**.

When you gain a resource or pay one as a cost, it's taken from or returned to the bank. For solari and spice, gain or pay the amount shown.

RETREAT
When you **retreat** a troop, move it from the conflict back to your garrison.

SIGNET RING
When you play your **signet ring** card on an agent turn, you use the signet ring ability (with the corresponding icon) on your leader.

STEAL INTRIGUE
Each opponent who has 4 or more intrigue cards must give you one of them (selected at random).

SWORD
Each sword adds **1 strength to your strength total** in a conflict.

TRASH 1 CARD from your hand, discard pile, or in play. Return it to the box; it won't be used for the rest of the game (return reserve cards to their stack in the reserve instead).

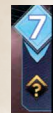Trashing is optional unless it's paying a cost, or if a card directs you to trash itself.

TROOP
Recruit 1 troop; take it from your supply and put it in your garrison on the game board. If you recruited the troop while sending an agent to a combat space, you may deploy it to the conflict.

VICTORY POINT
When you gain a VP, move your score marker 1 space up on the score track. When you lose one, move your score marker 1 space down.

DUNE
IMPERIUM

RISE OF IX
ADDITIONS TO SETUP

Place the **CHOAM board overlay** on top of the upper right corner of the game board (covering the original Landsraad and CHOAM sections).

Place the **Ix board** next to the game board.

Shuffle the 18 **tech tiles** facedown, then divide them into 3 stacks of 6 tiles. Place the stacks on the 3 spaces of the Ix board, then turn the top tile in each stack faceup.

Add the new **conflict** cards, **intrigue** cards, and **Imperium** cards to their respective decks before performing their setup as normal.

Add the 6 new **leaders**. When taking leaders, players may choose any combination of new or existing leaders.

Each player takes the new components of their color. Place the 2 **dreadnoughts** with your other starting components. Place the disc as a **freighter** on the bottom space of the shipping track.

UNITS
This new term means either a troop or a dreadnought. New cards may refer to a *unit* generally, or to a *troop* or *dreadnought* specifically. All cards from the base game that refer to *troops* don't affect *units*, and so can't affect dreadnoughts.

TECH TILES

The **acquire tech** icon is the only way to acquire a tech tile. Each time you trigger one, you may acquire 1 tech tile from the Ix board. There is no limit to the number of tech tiles you may have.

To acquire a tech tile, choose a faceup tile on top of any of the 3 stacks, pay the cost in spice shown, then put the tile in your supply (visible to all players). Finally, turn the next tile in the stack faceup. If a stack is emptied, there will be fewer choices available for the rest of the game.

There are 2 means of reducing the cost of a tech tile, though the cost can never be less than 0:

Tech discounts: When the acquire tech icon appears with a -1 or -2 spice icon on the corner, the cost of that single purchase is reduced by that amount of spice. You can't combine the discounts from more than 1 icon.

Tech negotiation: Each time you trigger this icon you may take a troop from your supply and place it as a **negotiator** on the Ix board, on the banner to the left of the tech tiles. If you have no troops in your supply, nothing happens.

Your tech negotiation pays off later, when using the acquire tech icon. At that time, you may return to your supply any number of your negotiators from the Ix board.

For each negotiator you return, reduce the cost of the tech tile you're buying by 1 spice. You may combine this with a tech discount.

An ability with this icon is used during one of your agent turns, and can be used only **once per round**. When you use such a tech tile, flip it facedown. At the start of the next round (during phase 1: round start), return it to its faceup side to show you can use it again.

THE SHIPPING TRACK
MOVING AND RECALLING FREIGHTERS

Each time you trigger the **freighter icon**, you may move your freighter in one of 2 ways:

1. **Advance** your freighter 1 space up on the shipping track. You can't choose this if your freighter is already on the top space.

2. **Recall** your freighter back to the bottom of the shipping track. When you do, you collect all the shipping rewards associated with your freighter's current space **and each space below it.**

COLLECTING SHIPPING REWARDS

When you recall your freighter, take your **rewards** in any order. The rewards for each space on the shipping track are:

Top: You may acquire tech with a tech discount of 2 spice.

Middle: You recruit 2 troops, and also gain 2 influence with any one of the 4 factions.

Bottom: Gain 5 solari and each of your opponents gains 1 solari *or* gain 2 spice.

DREADNOUGHTS

Each time you trigger the **dreadnought icon**, you may commission 1 **dreadnought**: take it from your supply and put it in your garrison.

If you commissioned the dreadnought while sending an agent to a combat space, you may deploy it to the conflict.

Each player may have only 2 dreadnoughts commissioned at a time; if you have none left in your supply, you can't commission any more.

Each dreadnought in a conflict is worth 3 strength. They provide strength even if you have no troops in a conflict; your strength does not become 0, your swords still count, and you may play combat intrigue cards.

When combat resolves, your dreadnoughts don't return to your supply. If you don't win, return them to your garrison instead.

CONTROLLING LOCATIONS

A dreadnought can control any of the 3 spaces where a control marker can be placed: *Arrakeen*, *Carthag*, or the *Imperial Basin*.

When you win a conflict in which you had at least 1 dreadnought, you must choose one of those spaces where there is not already a dreadnought. Place your dreadnought on the flag below that space, covering any control marker that may already be there. If your second dreadnought was also in the conflict, return it to your garrison.

While your dreadnought is at a location, you gain any bonus that would normally be given for a control marker: 1 solari for *Arrakeen* or *Carthag*, 1 spice for the *Imperial Basin*, and 1 troop if a conflict card awards a defensive bonus. Your control lasts until the end of the next combat phase. At that time, your dreadnought returns to your garrison (and control of the location returns to the owner of any control marker your dreadnought may have been covering).

NEW ICONS

DISCARD
The **discard** icon means you choose a card from your hand (not an intrigue card) and put it in your discard pile, usually to pay a cost to get some other effect.

UNLOAD
The reveal boxes of some new cards are marked with an **unload** icon. This indicates 2 additional ways to gain the effects: when you **discard** the card, and when you **trash** the card.

Unload reveal boxes also work like all other cards on one of your reveal turns: if you reveal the card, ignore the unload icon, and gain its reveal effects normally.

A card with an unload reveal box does not itself provide the option to discard or trash it. Unless specifically stated, you must use other means to do so.

INFILTRATION
Some new cards have special **agent** icons that show the partial profile of an agent. This indicates that you may infiltrate an occupied board space: enemy agents (even multiple ones) don't block your agent from being placed on a board space that shares the agent icon.

You can't use infiltration to send a second agent to a board space where you already have one; infiltration only works against enemy agents. Infiltration does not allow you to ignore the effect of the card *The Voice*.

If you use the intrigue card *Dispatch an Envoy* to add icons to a card that has an infiltration icon, the new icons you add do not allow you to infiltrate.

SOLO & 2 PLAYER GAMES
SETUP

Remove the 2 *Hall of Oratory* cards and the 2 *Rally Troops* cards from the House Hagal deck. Shuffle in the new House Hagal cards (some are excluded, depending on the number of players).

For a solo game, remove the 2 *Dreadnought* cards marked **2P**. For a 2 player game, remove the 4 cards marked **1P** (2 *Dreadnought* cards and 2 *Tech Negotiation* cards).

NEW HOUSE HAGAL CARDS
The new cards send rival agents to board spaces on the Ix board and CHOAM overlay, giving them the effects shown on the cards.

Dreadnought: If this card is revealed for a rival that already has 2 dreadnoughts, skip it and reveal another card instead.

Interstellar Shipping: The *Interstellar Shipping* board space requires that a player has 2 influence with the Spacing Guild. This also applies to rivals, so each *Interstellar Shipping* card provides an alternative for a rival that doesn't have enough influence: either skipping the card to reveal another, or specifying an alternate space for the rival's agent.

THE SHIPPING TRACK
When a rival moves its freighter on the shipping track, it always advances until it reaches the second space (recruit 2 troops and gain 1 influence), and then it will recall its freighter. It always chooses dividends (not spice) as its reward for the first space: gaining 5 solari (in a solo game) while all other players gain 1 solari. Rivals in a solo game gain 1 solari from dividends whenever another player chooses it (a human or a rival).

DREADNOUGHTS
A rival always prefers to deploy dreadnoughts over troops, and will deploy a dreadnought to the conflict whenever it can.

Whenever a rival wins a conflict and its dreadnought must take control of a board space, it always covers an opponent's control marker when possible, and will avoid covering one of its own. When there are still multiple places a rival could send its dreadnought, it prefers *Imperial Basin*, then proceeds counter-clockwise around the board (to *Arrakeen*, then *Carthag*).

SOLO GAME RIVALS
Two of the new leaders can be played by a rival in a solo game: *Prince Rhombur Vernius* and *Viscount Hundro Moritani*. You may freely mix them with existing leaders when selecting your rivals.

Prince Rhombur Vernius: When this rival activates his *Signet Ring*, he will **acquire tech** if he can. If not, he will use the **tech negotiation** icon.

Viscount Hundro Moritani: When this rival activates his *Signet Ring*, he will always spend 1 spice (if he has it) for the freighter icon. Some new conflicts reward players with troops; a rival in a solo game does collect these rewards.

TECH TILES
In a 2 player game, your rival ignores tech tiles completely. None of these tech tiles rules apply.

In a solo game, rivals can acquire tech tiles, but only those that are marked with a small **House Hagal icon** in the lower right corner. If at any time there are no faceup tech tiles with that mark on any of the stacks, trash the tile from the largest stack and reveal a new one (if multiple stacks are tied for the largest, trash the tile from the topmost stack).

A rival will hoard spice for tech tiles; they will not spend 7 spice for a VP unless the current conflict card is a conflict III card.

When a rival uses an **acquire tech** icon, it acquires the most expensive tech tile it can (in the case of a tie, it chooses the tech tile from the topmost stack).

When a rival sends an agent to **tech negotiation**, it will **acquire tech** with a 1 spice tech discount. If it can't afford any tech tiles, but it does have at least 1 troop in its supply, it will instead place a troop as a negotiator on the planet Ix. The next time the rival has a chance to acquire tech, it will use that negotiator (and any others it has on Ix) to reduce the cost of a tech tile if it can.

When a rival acquires a tech tile, it generally works as normal. Some tech tiles require specific clarification:

Detonation Devices: A rival will always gain a VP when it can.

Flagship: Whenever a rival sends an agent to a combat space, if it has 4 solari (and at least 3 troops in its supply), it will spend that solari and flip this tile to recruit and deploy 3 troops.

Holtzman Engine: This tile is worth 1 VP to a rival at endgame. As with the *Corner the Market* intrigue card, each rival is considered to have 2 *The Spice Must Flow* cards.

Invasion Ships: A rival flips this tile when needed to avoid its agent being blocked. It does so without having to pay the discard cost.

Sonic Snoopers: A rival will draw an intrigue card when acquiring this, but it will never trash the tech tile.

Spy Satellites: If a rival has 3 spice on its turn, it will spend that spice to trash this tile for a VP.

Training Drones: A rival will flip this during its turn at the first opportunity each round, including immediately when it acquires the tile.

Troop Transports: A rival will always deploy to the conflict all troops it recruits from the shipping track (unless you're using the *Expert Troop Deployment* rule).

EPIC GAME MODE
This optional variant is for a longer and more intense multiplayer game. For an especially epic game, you can also use the *Arrakeen Scouts* mode in the companion app.

In an epic game, play to 12 VPs instead of 10. All other changes are made during the setup:

Do not use any conflict I cards when building the conflict deck. Instead, use 5 randomly selected conflict II cards on top of 5 conflict III cards. Each player removes 1 copy of *Dune, the Desert Planet* from their starting deck and replaces it with 1 copy of *Control the Spice*.

Each player draws an intrigue card (a player using *Viscount Hundro Moritani* should wait until all players have drawn their intrigue card, then use the **Intelligence** ability).

Each player begins with 5 troops in their garrison (instead of 3).

DUNE
IMPERIUM

IMMORTALITY
ADDITIONS TO SETUP

Shuffe the 30 **Imperium cards** into the Imperium deck (before forming the Imperium row).

Place the **Bene Tleilax board** above the Imperium row and reserve cards. Place 2 spice from the bank on the fourth space of the **Tleilaxu track**.

Each player takes the 2 new discs of their color, then places 1 as a **Tleilaxu token** on the leftmost space of the Tleilaxu track and 1 as a **research token** on the leftmost space of the research track.

Create a **Tleilaxu row** above the Imperium row. Place the *Reclaimed Forces* card to the left of the Bene Tleilax board.

Shuffle the **Tleilaxu deck** and place it facedown above the Imperium deck. From it, deal 2 cards faceup next to the *Reclaimed Forces* card.

Place the **Research Station overlay** on top of the *Research Station* space of your original game board.

Each player takes a **family atomics token** and place it in their supply.

Each player returns their 2 starting deck copies of *Dune, the Desert Planet* to the box, replacing them with 2 copies of *Experimentation* from this expansion.

Shuffle the 15 **intrigue cards** into the intrigue deck.

THE BENE TLEILAX BOARD

THE RESEARCH TRACK

Each time you trigger the **research icon**, advance your research token 1 space to the right on the research track.

You may have a choice between 2 rightward directions, but you may never move straight up or down, or to the left.

When you advance to a research space, immediately gain the bonus shown there:

Genetic markers: For the rest of the game, any effects on cards marked with this icon are active for you.

Some effects will work with just 1 genetic marker, while others require you to reach the second marker at the end of the research track.

When you reach the first genetic marker, for the rest of the game, you may put Tleilaxu cards you acquire on top of your deck.

When you reach the second genetic marker, for the rest of the game, triggering the research icon no longer advances your research token; instead, draw a card.

THE TLEILAXU TRACK

Each time you gain a **Tleilaxu icon**, advance your Tleilaxu token 1 space on the Tleilaxu track. **When your Tleilaxu token reaches a space with a bonus, gain it immediately.**

A player gains a VP when they reach the central victory point space, *and* the first player to reach it takes an additional bonus: the 2 spice placed here during setup.

TLEILAXU CARDS

Tleilaxu cards are similar to Imperium cards, however they come from the Tleilaxu row and cost **specimens** to acquire.

Whenever the **specimen icon** appears on a card or board space, generate 1 specimen: take a troop from your supply and place it in the **Axolotl tanks** on the Tleilaxu board.

You can spend your specimens in the Axolotl tanks to acquire a Tleilaxu card in the Tleilaxu row (paying the **specimen cost** shown in the top right corner) or to pay for an effect with a specimen cost on one of your cards. Whenever you spend a specimen, return it to your supply. You may return any of your specimens to your supply at any time.

The Tleilaxu Row must always have 2 cards plus *Reclaimed Forces.* Whenever it does not, replace missing cards from the top of the Tleilaxu deck. The *Reclaimed Forces* card is never removed from the Tleilaxu Row. When you 'acquire' it, choose one of its effects (recruit 2 troops, or advance their Tleilaxu token 1 space on the Tleilaxu track), but leave the card in place.

You can't acquire Tleilaxu cards using effects that acquire cards from the Imperium row. Since Tleilaxu cards don't cost **persuasion**, you can't acquire them using effects that refer to or modify a persuasion cost.

GRAFT

These cards have a modified agent box with a special background and the word **GRAFT** above it.

When you play a **GRAFT** card during an agent turn, it can't be played alone. You must play 2 cards (and only 2) on that turn. You may either play 2 **GRAFT** cards together, or one card with **GRAFT** and one without.

You may use an agent icon from either card to send your agent to a board space. Both played cards are considered to have 'sent' the agent, no matter which card's icon you use.

You gain the effects on both cards, in addition to the board space effects, in any order you choose.

GRAFT cards may be revealed as usual during your reveal turn, for the effects in their reveal boxes.

When you play a pair of cards using **GRAFT**, both cards are considered to be *grafted* together. Additional effects can be triggered on some cards *'if grafted.'*

When a card refers to *'the other grafted card,'* it means the card it's grafted to.

FAMILY ATOMICS

Each player receives a **family atomics token** during setup. Once per game, you may spend yours during your turn (returning it to the box) to remove all cards from the Imperium row, then deal a new Imperium row from the top of the Imperium deck.

VARIANTS

EPIC GAME MODE FROM RISE OF IX

If you add *Immortality* to the *Rise of Ix* epic game mode, do not replace any of the 10 starting cards with *Control the Spice*. Instead, each player places their *Control the Spice* in their discard pile at the start of the game.

GO TO 11

For those groups desiring a longer game (including veteran and tournament players), play to 11 VPs. For a 4 player game, start at 0 and play to 10.

SOLO GAMES

These rules govern how **rivals** in a solo game interact with *Immortality*; these rules don't apply to 2 player games.

SETUP

Remove the 3 original *Carthag* cards from the House Hagal deck.

Shuffule the 4 new House Hagal cards from *Immortality* into the House Hagal deck (3 new *Carthag* cards and a *Research Station* card).

Place Tleilaxu tokens for each rival at the start of the Tleilaxu track. Do not place tokens for your rivals on the research track (rivals don't use it).

If you'd like solo games to allow a little more time for maneuvers and schemes, consider using the *Go to 11* variant.

NEW HOUSE HAGAL CARDS

Tleilaxu track: If a rival uses a House Hagal card with a Tleilaxu icon to send an agent, it also advances 1 space on the Tleilaxu track, gaining any bonus on the new space.

Tleilaxu row: These icons on a House Hagal card reference 2 of the cards in the Tleilaxu row (not *Reclaimed Forces*). Whenever a rival uses such a card to send an agent, remove and replace the card corresponding to the crossed-out icon (either the left or the right card).

CLARIFICATIONS

Clandestine Meeting: To play this card on an agent turn, you must somehow add at least 1 agent icon to it (*eg,* by grafting it.)

Dispatch an Envoy: If you play 2 cards grafted together to send an agent, choose which card gains the agent icons.

Ghola: If you graft this card with *Power Play* to send an agent to a faction board space, you gain only 2 influence with that faction, the same as if you'd played *Power Play* alone.

Ghola copies the entire agent box of the card it's grafted to, including effects like *Trash this card*.

If you graft *Ghola* to a Bene Gesserit card with an effect that checks *'if you have a Bene Gesserit card in play'* (such as *Reverend Mother Mohiam*), the Ghola's version of the effect will count that Bene Gesserit card in play. However, *Ghola* can't be counted by other cards looking for a Bene Gesserit card, since it is not itself a Bene Gesserit card.

If you graft *Ghola* to *Weirding Way* (from *Rise of Ix*), you may take 2 extra turns in a row.

Ilesa Ecaz: When you graft a card to the one you set aside using this leader (from *Rise of Ix*), you receive 1 spice or 1 solari depending on the icons of the card you set aside, even if you send your agent to a board space allowed by the other grafted card.

Kwisatz Haderach: This card's agent effect replaces the normal rules for sending an agent to a board space. If you graft another card to it, you still only send 1 agent that turn. Even *Ghola* won't allow you to send a second agent in a single turn.

Spaceport: This tech tile (from *Rise of Ix*) allows you to put Tleilaxu cards you acquire on top of your deck, even if your research token hasn't reached the first genetic marker.

Usurp: You may graft this to another card in your hand instead of grafting it to a card in the Imperium row. A grafted card in the Imperium row isn't considered to be *in play*.

Trashing a card with *Usurp* does trigger effects like *Replacement Eyes* and cards with **unload** (from *Rise of Ix*).