

## LOBBYIST

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



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

## 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.



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

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 you won where you had less troops than an opponent.

3	6	9	12	15
18	21	24	27	30

SCORING MODIFIER

## FENCING

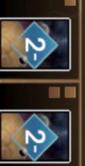
Fencing: +1 for each Sword in the Conflict you had the most Swords in.

1	2	3	4	5
6	7	8	9	10

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

## 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

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## STRATEGIC PARTNERSHIPS

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

Flow State	+2 for each The Spice Must Flow card you acquire.	
2	4	6

SCORING MODIFIER

SCORING MODIFIER

SCORING MODIFIER

## FLOODGATES DOWNPOUR

Floodgates Downpour: +1 for each water spent.

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

## BIG SPENDER

Big Spender: +1 for each Imperium Row card worth 5 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

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

## 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

SCORING MODIFIER

## ESTROLOGY

Estrology: +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.

## UNEXPECTED TERRAIN

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

## INTO THE FRAY

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

## 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

RULES MODIFIER



## INHERITANCE

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



RULES MODIFIER

## FRIEND OF THE SETCHES

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

1	2	3
4	5	6

SCORING MODIFIER



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.



## 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

## 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

## LEGENDS

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

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

SCORING MODIFIER

## OPERATIVE

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

1	2	3
4	5	6
10	11	12
16	17	18
16	17	19
16	17	20
16	17	21

SCORING MODIFIER



RULES MODIFIER

## TACTICAL COMBAT

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



RULES MODIFIER

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



RULES MODIFIER