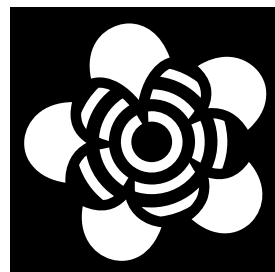


Simple Dune



This is a cheap, printable edition of the AH Dune board game.

This is much in the spirit of the wonderful Dirt Cheap Dune, but since 2012 there has been a proliferation of really great, clean, vector based open source art. Having icons makes the game more accessible.

This set features:

- The Game Board (pages 3 to 6)
- Treachery Cards and the Kwisatz Haderach (pages 7 and 8)
- Storm Cards and the Storm Token (page 8)
- Spice Cards (page 9)
- Player Dot Tokens (page 9)
- Spice Tokens (pages 9 and 10)
- Faction Tokens (page 11)
- Leader and Traitor Cards (page 12)
- Player Shields (pages 13 to 18)
- Player Aid (page 19)
- Card Backs Page (page 20)
- An Intentionally Blank Page (page 21)

The different decks (spice, treachery, storm) are different sizes, so they can be told apart easily.

Printing options are to either run them on cardstock, or run them on regular paper and have them laminated.

I have left options for using regular playing cards on the board. It includes a list of all treachery cards and a list of all leaders and their values. This gives players the option of only printing some of the decks. Also, even if you don't plan on using playing cards, it makes information like leader strength readily available.

Printing double sided in the following order 3, 21, 4, 21, 5, 21, 6, 21, 7, 20, 8, 20, 9, 20, 10, 20, 11, 21, 12, 20, 13, 19, 14, 19, 15, 19, 16, 19, 17, 19, 18, 19.

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Art Credits

The following open-source artwork was used to make this set. Special thanks to all artists who share their work under an open license.

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- * Ray gun icon <https://game-icons.net/lorc/originals/ray-gun.html>
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- * Mushroom cloud icon <https://game-icons.net/lorc/originals/mushroom-cloud.html>
- * Hawk emblem icon <http://game-icons.net/lorc/originals/hawk-emblem.html>
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- * Lion icon <http://game-icons.net/lorc/originals/lion.html>
- * Worm mouth icon <http://game-icons.net/lorc/originals/worm-mouth.html>
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- * Vector Dune map based on Descartes edition, with English labels
<https://boardgamegeek.com/filepage/91517/vector-dune-map-based-descartes-edition-english-la>

Simple Dune

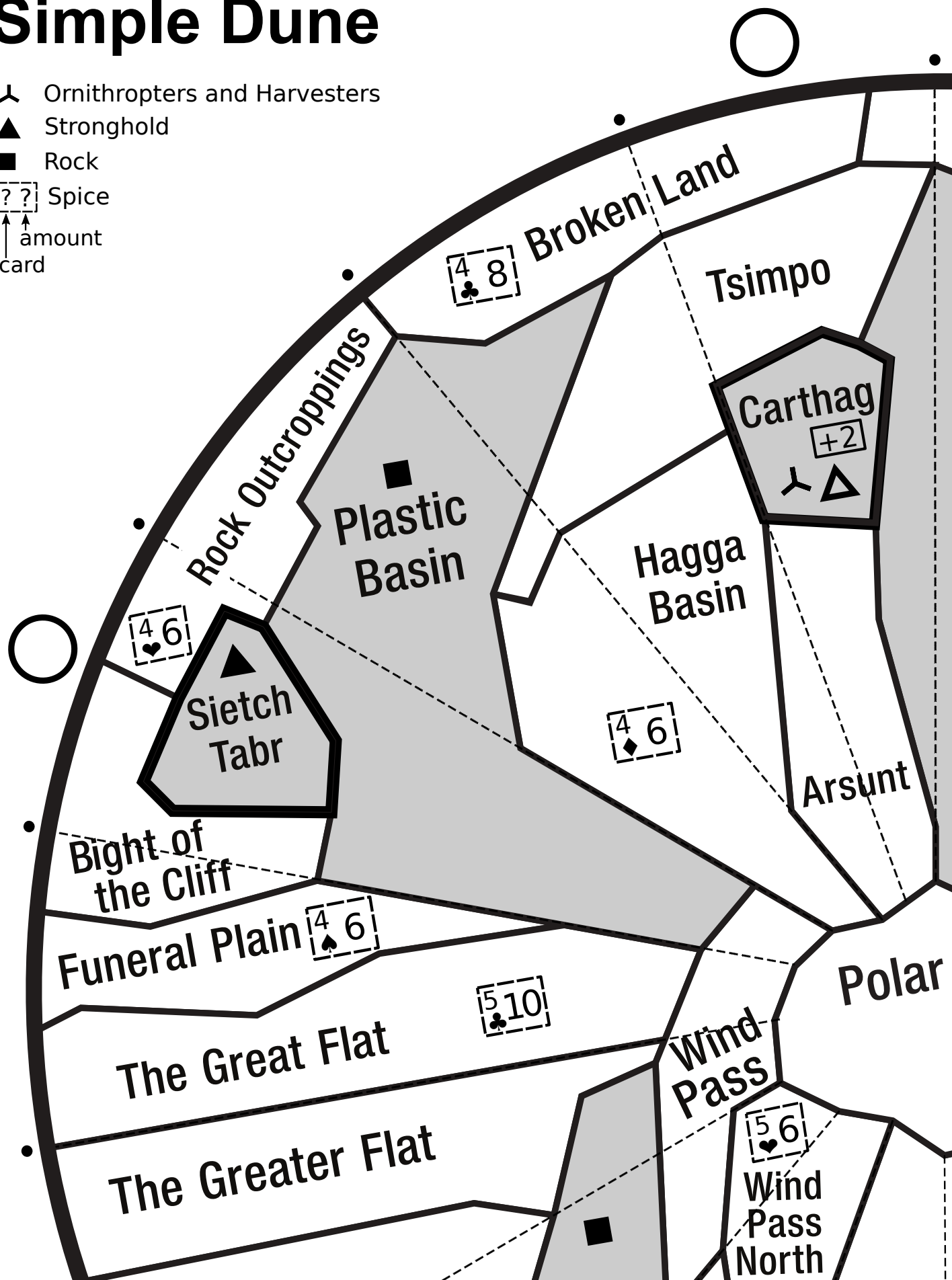
人 Ornithropters and Harvesters

▲ Stronghold

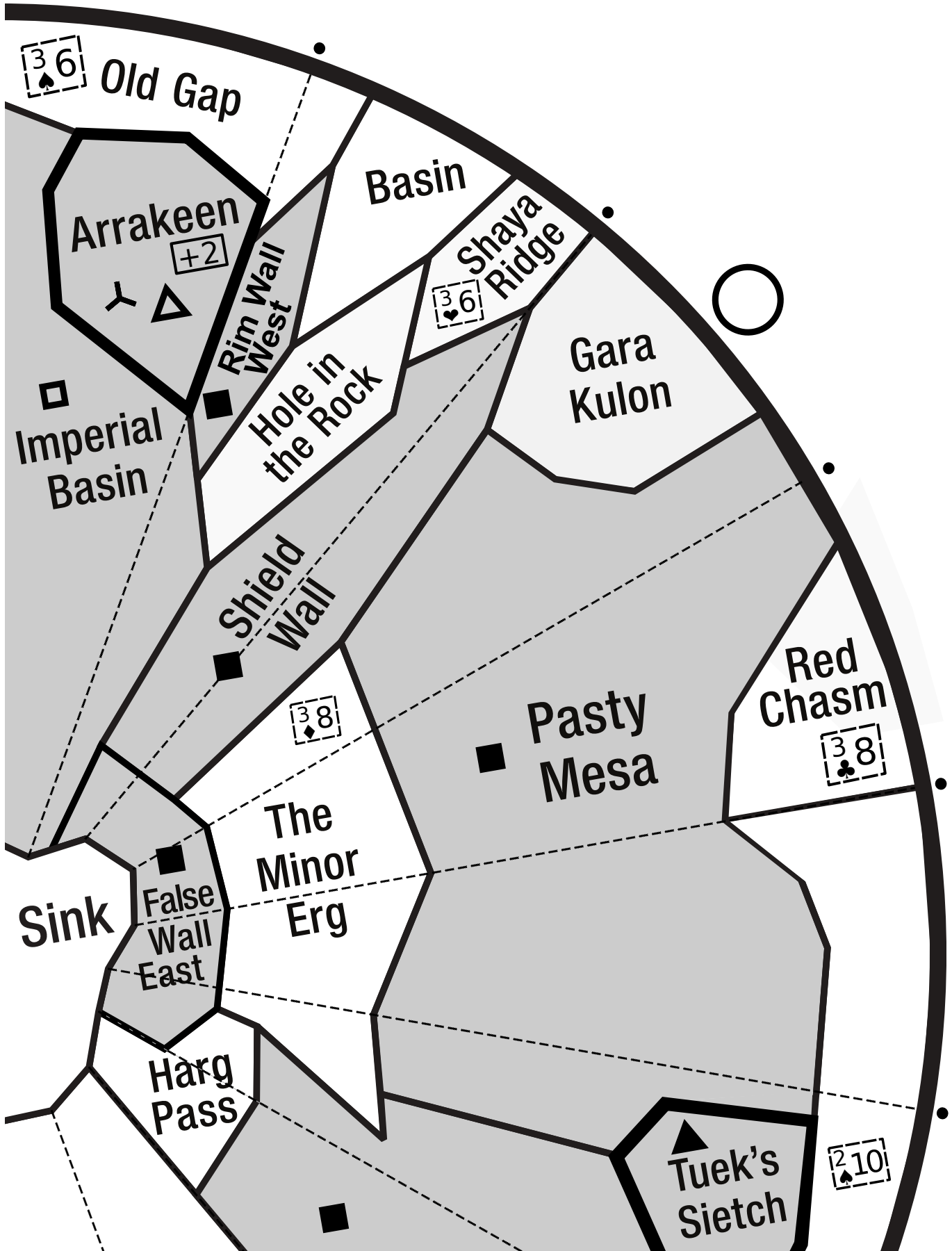
■ Rock

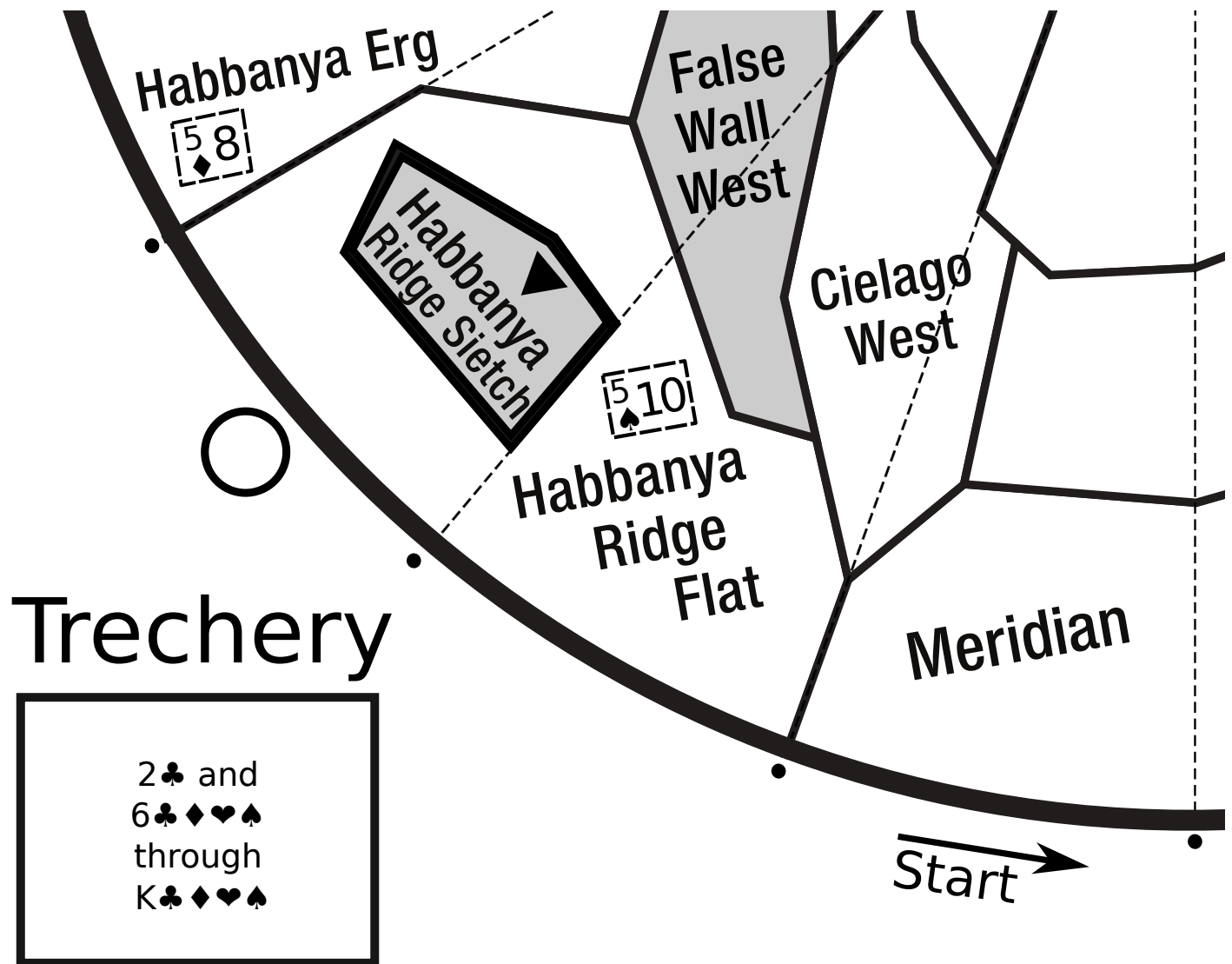
[?] Spice

↑ amount
card



Tanks





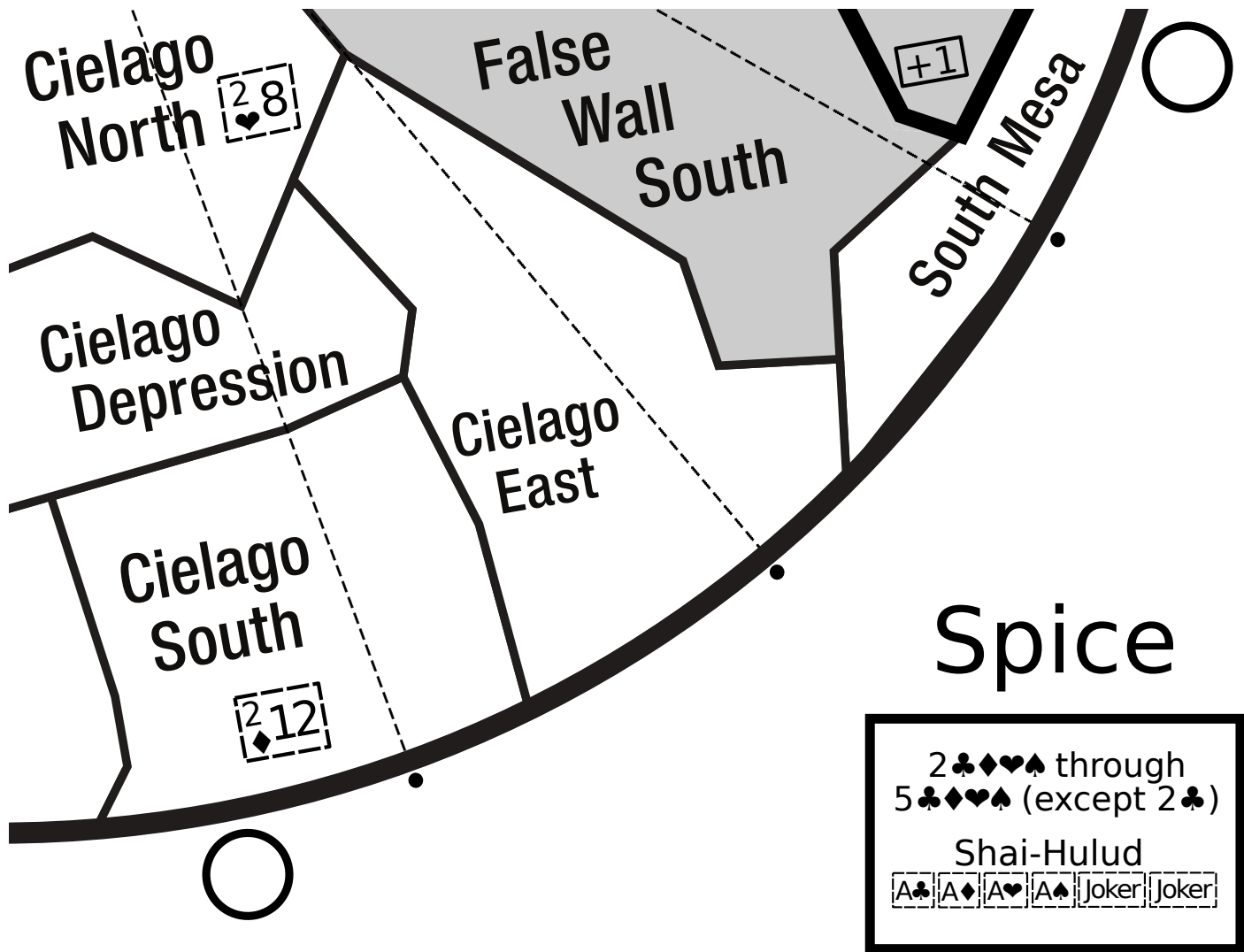
K♣♦♥♠: Posion
 Q♣♦♥♠: Snooper
 J♣♦♥♠: Projectile
 10♣♦♥♠: Shield
 9♦♥: Karama
 9♣♠: Truthtrance
 8♣: Hajr
 8♦: Weather Control
 8♥: Family Atomics
 8♠: Lasgun
 7♣: Ghola
 7♦♠♥: Cheap Hero(ine)
 6♣♦♥♠ and 2♣: Worthless

Atreides

- A♥ 1. Thurfir Hawat (5)
- 2♥ 2. Lady Jessica (5)
- 3♥ 3. Gurney Halleck (4)
- 4♥ 4. Duncan Idaho (2)
- 5♥ 5. Dr. Yueh (1)

Bene Gesserit

- 6♥ 1. Princess Irulan (5)
- 7♥ 2. Mother Ramallo (5)
- 8♥ 3. Alia (5)
- 9♥ 4. Lady Fenring (5)
- 10♥ 5. Wanna Marcus (5)



Leaders & Traitors

Fremen

- A♣ 1. Stilgar (7)
- 2♣ 2. Chani (6)
- 3♣ 3. Ortheym (5)
- 4♣ 4. Shadout Mapes (3)
- 5♣ 5. Jamis (2)

Harkonnen

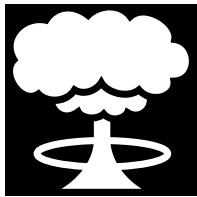
- 6♣ 1. Feyd-Rautha (6)
- 7♣ 2. Beast Rabban (4)
- 8♣ 3. Piter DeVries (3)
- 9♣ 4. Cpt. Nefud (2)
- 10♣ 5. Umman Kudu (1)

Guild

- A♦ 1. Staban Tuek (5)
- 2♦ 2. Esmar Tuek (3)
- 3♦ 3. Master Bewt (3)
- 4♦ 4. Soo Soo Sook (2)
- 5♦ 5. Guild Rep. (1)

Emperor

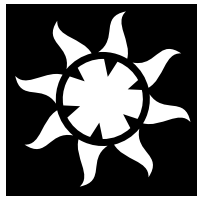
- 6♦ 1. Count Fenring (6)
- 7♦ 2. Cpt. Aramsham (5)
- 8♦ 3. Burseg (3)
- 9♦ 4. Caid (3)
- 10♦ 5. Bashar (2)



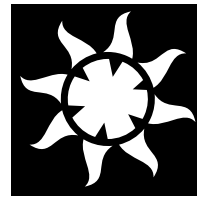
**Family
Atomics**



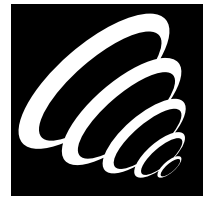
Hajr



Karama



Karama



**Weather
Control**



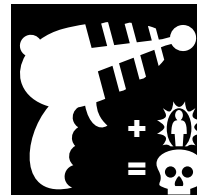
**Cheap
Hero**



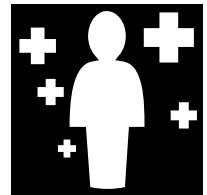
**Cheap
Hero**



**Cheap
Heroine**



Lasgun



Ghola



**Truth-
trance**



**Truth-
trance**



Trip to Gamont
Worthless



La La La
Worthless



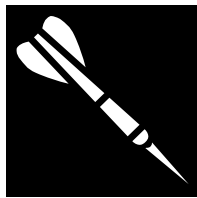
Kulon
Worthless



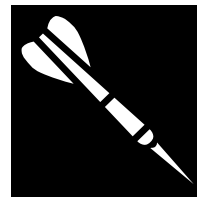
Jubba Cloak
Worthless



Baliset
Worthless



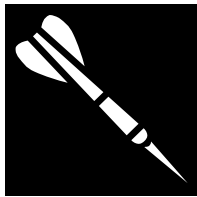
Crysknife
**Projectile
Weapon**



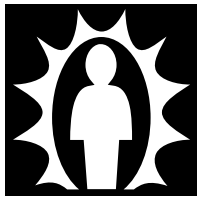
Slip-Tip
**Projectile
Weapon**



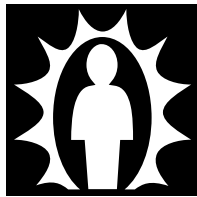
Stunner
**Projectile
Weapon**



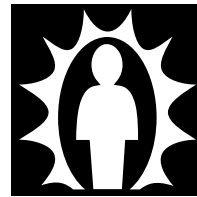
Maula Pistol
**Projectile
Weapon**



Shield
**Projectile
Defense**



Shield
**Projectile
Defense**



Shield
**Projectile
Defense**



Shield
**Projectile
Defense**



Chaumas
**Poison
Weapon**



Chaumurky
**Poison
Weapon**



Ellaca Drug
**Poison
Weapon**



Gom Jabbar
**Poison
Weapon**



Snooper
**Poison
Defense**



Snooper
**Poison
Defense**



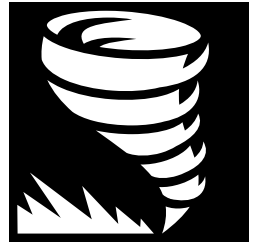
Snooper
**Poison
Defense**



Snooper
**Poison
Defense**



+2
**Kwisatz
Haderach**



The
storm
moves
1



The
storm
moves
2



The
storm
moves
3



The
storm
moves
4



The
storm
moves
5



The
storm
moves
6



K.H.



K.H.



K.H.



K.H.















































K.H.

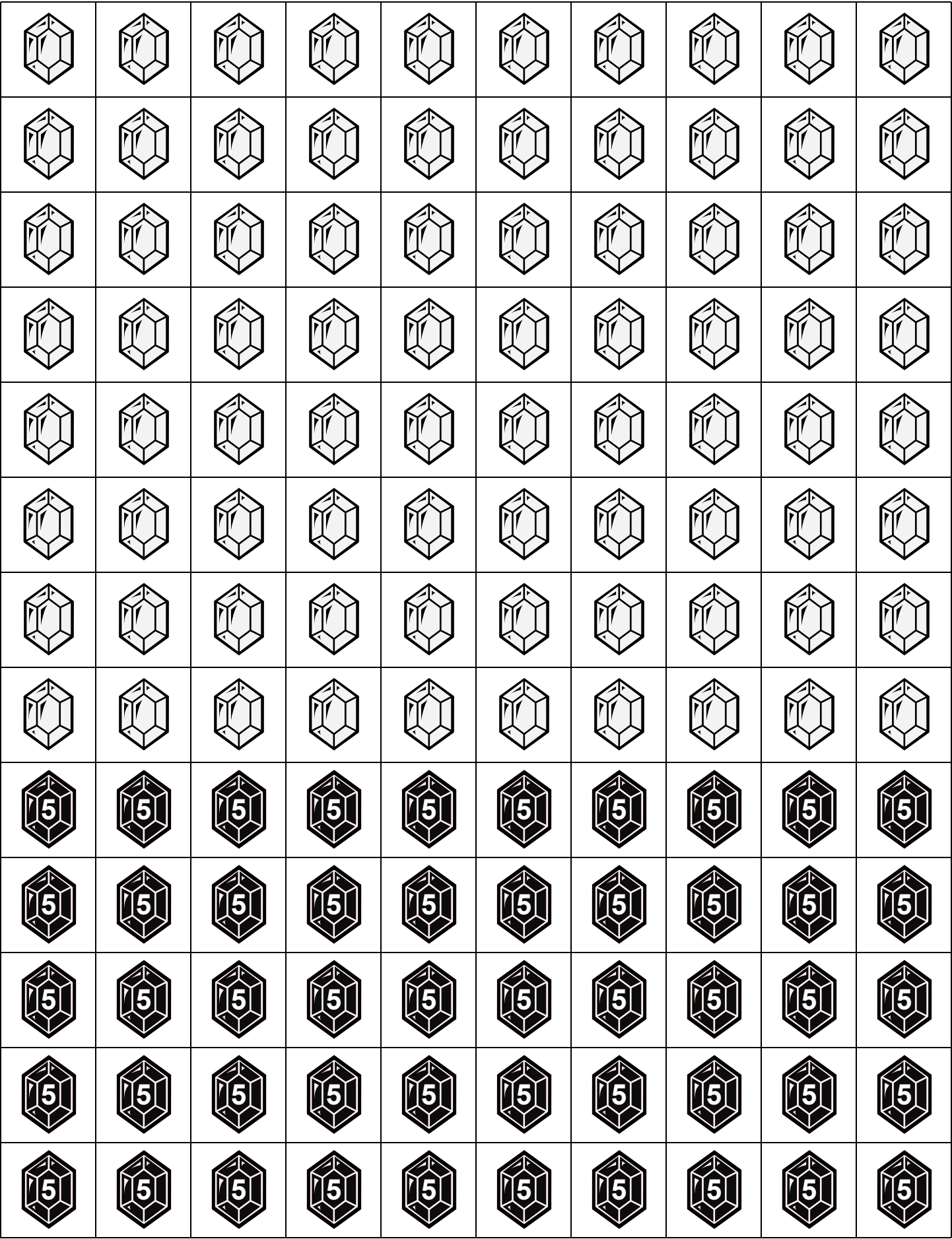


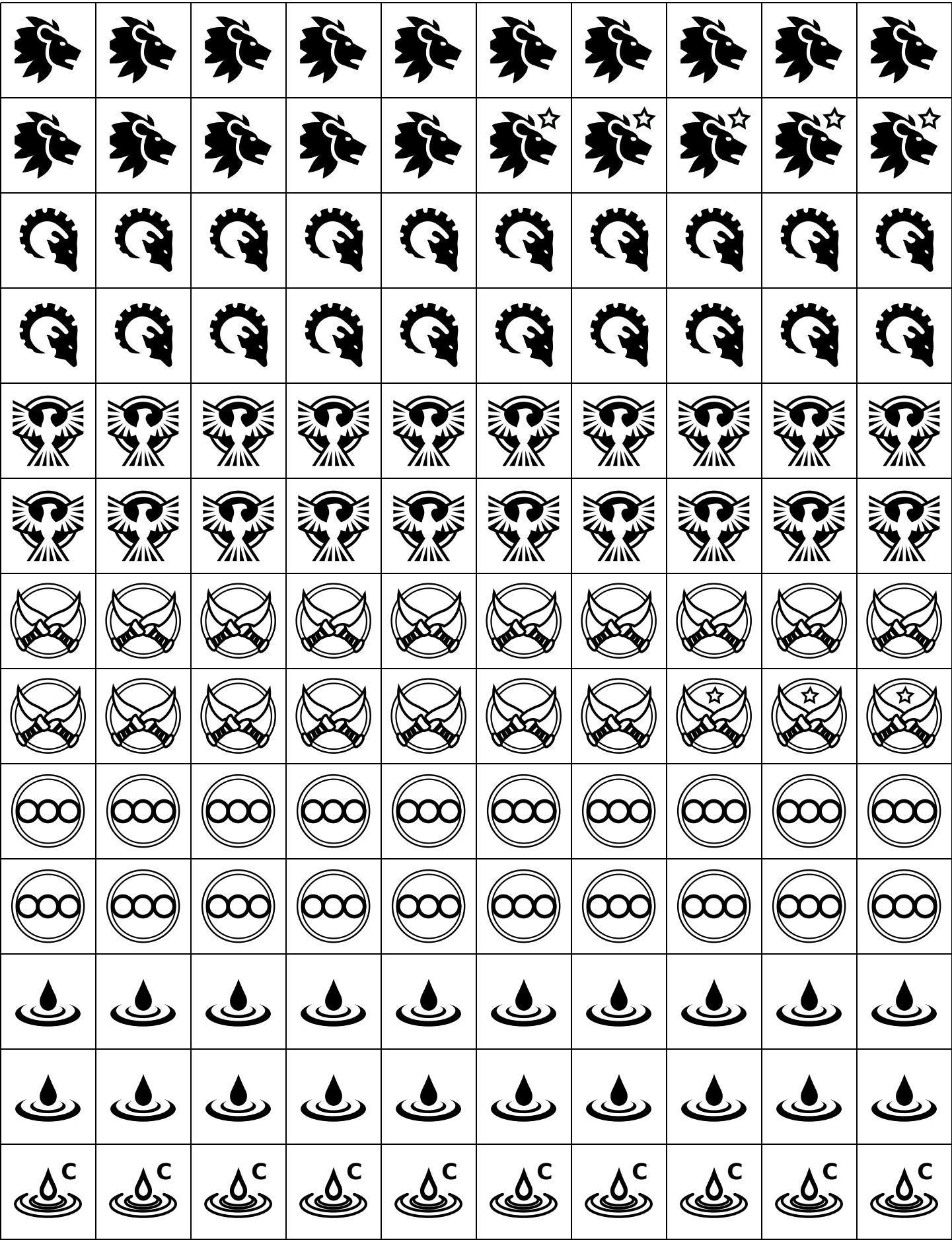
K.H.

































Shield Wall
stronghold
token.

											
Shai-Hulud		Shai-Hulud		Shai-Hulud		Shai-Hulud		Shai-Hulud		Shai-Hulud	
											
Broken Land (8)		Cielago North (8)		Cielago South (12)		Funeral Plain (6)		Habbanya Erg (8)		Habbanya Ridge Flat (10)	
											
Hagga Basin (6)		Old Gap (6)		Red Chasm (8)		Rock Outcroppings (6)		Sihaya Ridge (6)		South Mesa (10)	
											
The Great Flat (10)		The Minor Erg (8)		Wind Pass North (6)				Ally	Ally	Ally	
											
											
											





 (5) Lady Jessica	 (6) Count Fenring	 (5) Staban Tuek	Traitor: (5) Lady Jessica Atreides	Traitor: (6) Count Fenring Emperor	Traitor: (5) Staban Tuek Guild
 (5) Thufir Hawat	 (5) Cpt. Aramsham	 (3) Esmar Tuek	Traitor: (5) Thufir Hawat Atreides	Traitor: (5) Cpt. Aramsham Emperor	Traitor: (3) Esmar Tuek Guild
 (4) Gurney Halleck	 (3) Burseg	 (3) Master Bewt	Traitor: (4) Gurney Halleck Atreides	Traitor: (3) Burseg Emperor	Traitor: (3) Master Bewt Guild
 (2) Duncan Idaho	 (3) Caid	 (2) Soo Soo Sook	Traitor: (2) Duncan Idaho Atreides	Traitor: (3) Caid Emperor	Traitor: (2) Soo Soo Sook Guild
 (1) Dr. W. Yueh	 (2) Bashar	 (1) Guild Rep.	Traitor: (1) Dr. Wellington Yueh, Atreides	Traitor: (2) Bashar Emperor	Traitor: (1) Guild Rep. Guild
 (5) Alia	 (7) Stilgar	 (6) Feyd-Rautha	Traitor: (5) Alia Bene Gesserit	Traitor: (7) Stilgar Fremen	Traitor: (6) Feyd-Rautha Harkonnen
 (5) Lady M. Fenring	 (6) Chani	 (4) Beast Rabban	Traitor: (5) Lady Margot Fenring, BG	Traitor: (6) Chani Fremen	Traitor: (4) Beast Rabban Harkonnen
 (5) Princess Irulan	 (5) Otheym	 (3) Piter DeVries	Traitor: (5) Princess Irulan Bene Gesserit	Traitor: (5) Otheym Fremen	Traitor: (3) Piter DeVries Harkonnen
 (5) R. M. Ramallo	 (3) Shadout Mapes	 (2) Cpt. I. Nefud	Traitor: (5) R. M. Ramallo Bene Gesserit	Traitor: (3) Shadout Mapes Fremen	Traitor: (2) Cpt. Iakin Nefud, Hark.
 (5) Wanna Marcus	 (2) Jamis	 (1) Umman Kudu	Traitor: (5) Wanna Marcus Bene Gesserit	Traitor: (2) Jamis Fremen	Traitor: (1) Umman Kudu Harkonnen

ATREDIES

At Start: 10 Tokens in Arrakeen and 10 in reserve (off-planet).

Start with 10 spice.

Free Revival: 2 tokens.

Advantages: You have limited prescience.



- During the bidding round, you may look at each treachery card as it comes up for purchase before any player bids on it.
- At the start of the movement round, you may look at the top card of the spice deck.
- During the battle round, you may force your opponent to show you your choice of one of the four elements he will use in his battle plan with you; the leader, the weapon, the defense, or the number dialed. If your opponent show you that he is not playing a weapon or defense, you may not ask to see another element of the plan.
- (optional) Any turn after losing a total of at least 7 tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or cheap hero(ine) per turn. If the leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a laser gun-shield explosion. A leader accompanied by Kwisatz Haderach cannot turn traitor. If killed Kwisatz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival.

Karama Card: May use to secretly look at the entire Battle Plan of any Faction. This commits the Battle Plan. The Atreides may modify their Battle Plan before committing.

Alliance: You may assist your allies by forcing their opponents to show them one element of their battle plan.

BENE GESSERIT

At Start: 1 token in the Polar Sink and 19 tokens in reserve (off-planet).

Start with 5 spice.

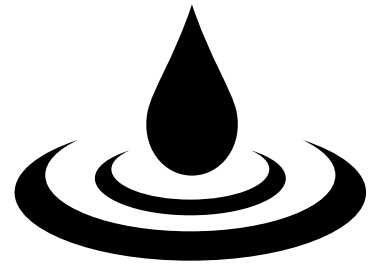
Free Revival: 1 token.

Advantages: You are adept in the ways of mind control.

- At the start of the game (before traitors are picked) you write down the name of one other player and the turn in which you think he will win (you can't predict the automatic Guild or Fremen victory at the end of play). If that player wins (alone or as an ally, even your own) when you have predicted, you reveal the prediction and you alone have won. You can win normally of course.
- Whenever any other player ships tokens onto Dune from off-planet, you may ship free 1 token from your reserves (spiritual advisors) into the Polar Sink. You may also ship normally of course.
- You may 'voice' your opponent to do as you wish with respect to one of the cards he plays in his battle plan, i.e., to play or not to play a projectile, shield, poison, snooper, lasergun, or worthless card. You cannot voice a cheap hero(ine) card. If he cannot comply with your command, he may do as he wishes.
- (optional) You have the power to coexist. (See rule book)

Karama Card: May use any worthless card as a Karama Card.

Alliance: In an alliance you may 'voice' an ally's opponent.



EMPEROR

At Start: 20 tokens in reserve (off-planet).

Start with 10 spice.

Free Revival: 1 token.

Advantages: You have access to great wealth.



- Whenever any other player pays for spice for a treachery card, he pays it to you instead of the spice bank.
- (optional) Your five starred tokens (elite Sadaurkar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremmen. Your starred tokens are worth just one token against Fremmen. They are treated as one token in revival. Only one starred token can be revived per turn.

Karama Card: May use at any time to revive up to three of their Tokens or one Leader at no cost.

Alliance: You may give spice to your allies to purchase treachery cards, to revive tokens, and to make shipments. Their payment for any treachery card, even with your own spice, comes right back to you.

FREMEN

At Start: 10 tokens distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 tokens in reserve (on the far side of Dune).

Start with 3 spice.

Free Revival: 3 tokens.

Advantages: You are native to Dune and know its ways.

- You may move your token group two territories instead of one.
- You may bring any or all of your reserves onto any territory within two territories of an including the Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any other way than this.
- If a worm appears in a territory where you have tokens, they are not devoured but, immediately upon conclusion of the nexus, may move to any one territory on the board (subject to storm and occupancy rules).
- If no player has won by the end of the last turn and if you (or no one) occupies Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides, nor Emperor occupies Tiek's Sietch, you have prevented interference with your plans to alter Dune and win.
- (optional) You select and may look at next turn's storm movement marker (used only with optional rule XIV).
- (optional) During spice blow, all additional worms which appear after the first worm can be placed by you in any territory you wish. They cannot devour tokens if not in a desert territory.
- (optional) If caught in a storm, only half of your tokens are killed (rounded up). You may bring your reserves into a storm at half loss.

Karama Card: Use at any time to call worm to any territory. All tokens & spice in sand territories are consumed. Does not initiate Nexus.

Alliance: Your allies are not devoured by worms. They win with you if you win at the end of the last turn.



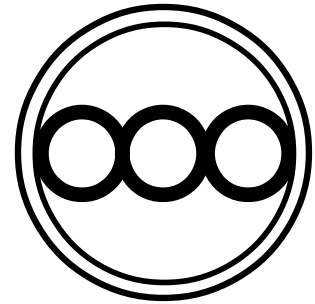
GUILD

At Start: 5 tokens in Tuek's Sietch and 15 tokens in reserve (off-planet).

Start with 5 spice.

Free Revival: 1 token.

Advantages: You control all shipments on and off Dune.



- You are capable of making one of three possible types of shipments each turn. You may ship normally from off-planet reserves to Dune; or you may ship any number of tokens from one territory to any other territory on the board; or you may ship any number of tokens from any one territory back to your reserves.
- You need pay only half the fee when shipping your tokens. The cost for shipping your reserves in one spice for every two tokens shipped or fraction thereof.
- When any other player ships tokens onto Dune from their reserves, he pays the spice to you instead of to the spice bank.
- If no player has been able to win by the end of the play, you have prevented control of Dune and automatically win the game.
- (optional) You are not required to take your move when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

Karama Card: May use to stop an off-planet shipment (thus not Fremmen) at any time before movement is declared.

Alliance: Allies may use the same types of shipments and at the same cost as you. They may win with you if no one else wins.

HARKONNEN

At Start: 10 tokens in Carthag and 10 tokens in reserve (off-planet).

Start with 10 spice.

Free Revival: 2 tokens.

Advantages: You excel in treachery.

- At the start of the game you write down the name of all leaders belonging to other players which you draw.
- You may hold up to 8 treachery cards. At first you are dealt 2 cards instead of 1, and every time you buy a card you get an extra free from the deck.
- (optional) Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the thanks for 2 spice, or use the leader once in a battle after which you must return him to the original owner. If you all your own leaders have been killed, you must return all captured leaders immediately to their original owners. Killed captured leaders are put in the tanks from which the original owners can revive them (subject to revival rules). A captured leader is automatically in the pay of the original owner.

Karama Card: May use at any time to declare and steal any number of Treachery cards randomly from the hand of another Faction (not from a Battle Plan). After looking at the stolen cards they are placed to one side and the Harkonnen Factions gives an identical number of cards back to the target Faction from their hand.

Alliance: Leaders in your pay may also betray your allies opponents.



Player Aid Pad

SEQUENCE OF PLAY: Storm Round, Spice Blow, Bidding Round, Revival and Movement Round, Battle Round, Collection Round.

Standard Shipping Cost: 1 per token to Strongholds; 2 per token everywhere else.

Token revival cost: 2 spice per token, up to a maximum of 3 tokens.

Cards:

- Poison Weapons – Kills opponent's leader unless a Poison Defense is played.
- Projectile Weapons – Kills opponent's leader unless a Projectile Defense is played.
- Lasegun – a special weapon. There is no defense against a lasegun, i.e., it automatically kills an opponent's leader. But, should you or your opponent play a shield in the same battle, a nuclear explosion occurs and all tokens and spice (even those not involved in the battle) in the territory are lost to the 'tanks' as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.
- Cheap Hero(ines) – played in place of a leader in battle (this is the only time a player may play 3 cards in a battle: cheap hero, weapon, and defense). The cheap hero has no value to add to your total. Must be discarded when played.
- Worthless Cards – Kulon, Trip to Gamont, La La La, Baliset and Jubba Cloak. They have no value in play. Played in place of a weapon, defense or both. This is only way they may be discarded from hand.
- Truth Trances – played at any time against any player. Forces that player to answer truthfully any one "yes" or "no" question concerning the game that you ask him.
- Weather Control – played at the start of a storm round, it enables the player to control the storm that round and move it from 0 to 10 sectors in a counterclockwise direction.
- Hajr Card – played during a player's movement round enables that player to make an extra on-planet group move, subject to the normal movement rules.
- Ghoia Card – played at any time. It allows the player either to immediately recover one leader from the 'tanks' without payment, or to revive up to 5 tokens from the 'tanks' to his reserves.
- Family Atomics – played just after the storm has been dialed but before it has been moved, by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it. It destroys the shield wall (and all tokens there) so that the Imperial Basin, Arrakeen and Carthag are no longer protected from the storm. Once played, the card is placed off the board by the Shield Wall to indicate that it has been destroyed.
- Karama Cards – When played can do any one of the following:
 - Prevents the Atrides from seeing the future, once; or (optional rule) prevents the Atrides from using Kwisatz Haderach once.
 - Prevents the Harkonnen from taking a second free treachery card, once; or (optional rule) prevents Harkonnen from capturing a leader once.
 - Prevents the Bene Gesserit from accompanying one shipment; using the 'voice' once; or (optional rule) using worthless card as a Karama card once.
 - Prevents the Fremmen from controlling a worm once (their tokens in the territory are destroyed and taken to the tanks); or (optional rule) from counting Fedaykin bonus in one battle
 - Enables a player to bid for and buy one treachery card without paying for it; or (optional rule) prevents the Emperor from counting Sardaukar bonus in one battle.
 - Enables a player to land tokens from off-planet reserves at the Guild cost (half rate). The payment goes to the spice bank and not to the Guild. This takes the place of that player's normal shipment for that round. Or (optional rule) prevents the Guild from taking his move when he wants. He must make his move in his proper turn in the movement sequence.
- Karama cards can also be played to allow players to use their (optional) special power suited to their character once. These powers are a part of the player shield.

[illegible]

