

# INTRODUCTION

## OBJECT OF THE GAME

Each faction has a set of unique economic, military, strategic, or treacherous advantages.

The object of the game is to use these advantages to gain control of Dune. The winners are the first players to control 3 Victory Points, or 4 in an Alliance with one other player, during the Mentat Pause phase.

A faction has special advantages detailed on their faction sheets that may contradict the rules. A faction's particular advantages always have precedence over the rules.

## THE BOARD

Printed on the board is a map of the planet Dune. The map contains six types of territories.

|                          |   |                                |
|--------------------------|---|--------------------------------|
| <b>Sand</b>              |    | Yellow                         |
| <b>Imperial Basin</b>    |    | Yellow with dashed border      |
| <b>Rock</b>              |    | Light brown with solid border  |
| <b>Shieldwall</b>        |   | Light brown with solid border  |
| <b>Polar Sink</b>        |  | White                          |
| <b>City stronghold</b>   |  | Dark Brown, with dashed border |
| <b>Seitch stronghold</b> |  | Dark Brown, with solid border  |

