

PHASE 11: STORM

The Storm Marker is moved around the map. The faction whose Player Marker the storm next approaches will be the First Player for this turn.

STORM CALCULATION

In all subsequent Storm Phases, the two players who last used the Battle Wheels will independently dial a whole number from 0 to 3, simultaneously reveal their numbers, add them together, and then advance the Storm Marker from its current position counterclockwise around the map for the sum total of sectors.

When both players dial 0, the storm moves 1.

WITH FREMEN DRAFTED

When the Fremmen are in the game, Storm calculation happens via the Storm deck instead. The player playing as the Fremmen draws 1 random card from the Storm deck, and reveals that card during the Storm phase. Then immediately draws a new card for next turn.

DAMAGE

Any Troop tokens in a sector of sand territory (except the Imperial Basin) over which the storm passes or stops are killed. Place these forces in the Tleilaxu Tanks. Forces that are not on a sand territory are protected from the storm. In addition any Spice in a sector over which a storm passes or stops is removed to the Spice Bank.

OBSTRUCTION

Forces may not move into, out of, or through a sector in storm.

FIRST TURN

The first time the storm is moved, the Storm Marker is placed at a random location along the map edge using either a D18 dice (recommended) or using the following procedure:

1. The two players whose player circles are nearest on either side of the Storm Start Sector will secretly dial a number from 0 to 20 on the battle wheels.
2. The two numbers are simultaneously revealed
3. move Storm Marker from the Storm Start sector counterclockwise around the map for the sum total of the 2 number.

