

Dragon Dune

A game for 4
players inspired by
Avalon-Hill's Dune
board game.



This was formally
called Dragons,
Usurpers, and Empires (DU&E), but the Internet hates
ampersands.

So, let's justify this things existence. Dune is a great game, but it has it's drawbacks. The rules are kind of ambiguous. It can take a while to play. It can be tough to get 6 players together. Rex attempted to iron out some of these idiosyncrasies, but they got rid of things like binding agreements, which seem as fundamentally important to a political wheeling-and-dealing game like Dune.

This is an attempt to make a resource light game in the style of Dune, that is friendlier to beginners, easier logistically (4 players instead of 6), with greater rule clarity, and with a strong sense of theme (taking place in a fantasy setting).

About This Game

The game is version 1.2.

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Github: <https://github.com/dragon-dune/dragon-dune>

Web: <http://dragondune.inkfox.org>

PDF: <http://pdf.dragondune.inkfox.org>

Advanced Special Card Actions:

Players may discard 2 Special Cards to:

1. Make an extra movement during the Recruitment and Movement Round.
2. Ask one yes or no question of another player that must be answered honestly.
3. Cause a chaos monster to be summoned in a battle that player is taking part in where an artifact with a value of 6 has been played by either (or both) players. The chaos monster, somewhat predictably, destroys all gold and units in the territory, as well as all artifacts used in the battle.
4. To destroy the castle walls of one territory, causing that territory to no longer be safe from dragon attack on the Dragon Round. The player must have a unit within 1 territory of the territory to be affected.
5. To control the dragons on the Dragon Round, causing them to be moved an amount selected by the player (between 1 and 6) instead of the die roll.

Balancing Options:

An easy way to balance the game is to give a player more gold or to give them a greater reserve of units (for example, having 12 units available instead of 10). You could dial forward or back faction abilities, unit regeneration, unit conscription, anything. Really, it's a game. Play it however makes you happy.

What You Need to Play:

1. The Board
2. Faction Unit Markers
(4 factions, 10 per faction)
3. Hidden Unit Markers (10 total)
4. Gold Markers (approximately 60 total)
5. Deck of Standard Playing Cards
6. One Six-Sided Die
7. One Troll Marker
8. One Dragon Marker
9. One First Player Marker

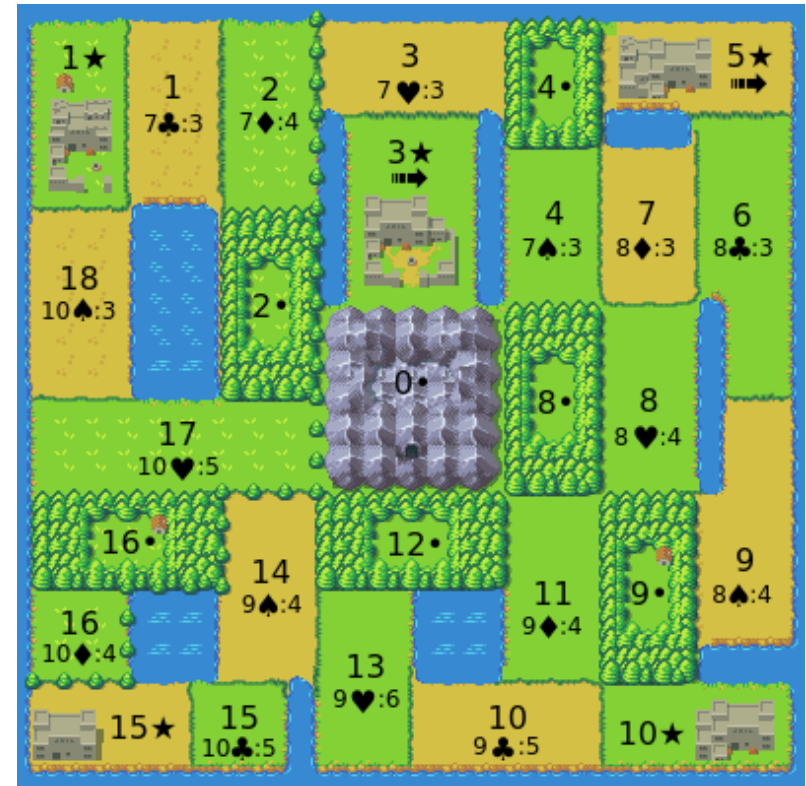
VII. Victory Round:



1. The next player in player order becomes the Emperor.
2. The next player (in player order) after the current Starting Player becomes the Starting Player for the next turn.
3. If any player controls three castles then they have won the game.
4. If 8 turns have passed without a winner, then the Orcs win.
 - If the Orcs are not playing, then whomever has the most castles wins. If there is a tie, then all tied players may fight with any units already present in 0• (normally a neutral territory), with the winner of the battle winning the game.
5. If then game has not ended, then it goes back to the Dragon Round.

10. Players placing units in the same territory as the Troll Marker (3★) lose 5 units in that territory at the end of their movement round. If there are still units in the territory after the units are removed, then the Troll Marker is also removed.
11. Players may exchange gold at any time and for any reason, although players may never exchange artifacts.

The Board:



V. Battle Round:

Starting with the Starting Player, and the proceeding in player order, if a player has units in the same territory another player, they shall do the following (in the following order):



1. The player whose turn it is is the attacking player.
2. If the Elves (or their ally) are taking part in the battle, they may ask what color artifact their opponent will play, or ask the size of the army they will send into battle. The answers to these questions are binding.
3. Each player secretly records how many units they will send as an army into battle, and they may select one artifact to use in the battle. For each unit sent into battle the army receives two points of battle value.
4. Players reveal the size of their armies and their artifacts selected.
5. For each color (red and black), whomever played the lower numbered artifact of that color, gets that amount added to their battle value. If two artifacts of the same color are played, the higher valued artifact is discarded, regardless of who wins the battle.
 - If the two artifacts played are the same number and color, then both artifacts are destroyed.
6. The player with the highest battle value wins the battle. In the case of a tie, the attacker wins.
7. The winner removes all units used in an army in the battle.
8. The loser removes all tokens from the territory, regardless of whether or not they took part in the battle. The loser also discards all artifact cards used.

Faction: Elves (♥)

The ancient Elves have vast arcane knowledge.

Start With: 5 Gold, 1 Artifact.

Starting Units: 5 units in 5★.



Special:

1. The Elves may see the artifact that is up for bid before bidding begins.
2. In battle with the Elves (or their ally), the Elves may ask the color of their opponent's artifact card or to ask how many units their opponent sending in to battle before selecting their own card and units.
3. At the beginning of the Recruitment and Movement Round, the Elves may see what the next event card will be.
4. Elven units may go into hiding in a territory in order to escape conflict. Hidden units act in every way as though they did not exist. Hidden units may only come out of hiding if they move into a empty territory or at the beginning of the Recruitment and Movement round.
5. Special Card (Ace): You may discard a special card to place up to 2 units on any one territory for free.
6. Alliance Power: Your ally may ask question before a battle just as the elves do.

IV. Recruitment and Movement Rounds:

The Elves must declare if any of their units are coming out of hiding. All non-elven hidden units come out of hiding.



Then, starting with the Starting Player, and the proceeding in player order, all players may (in the following order):

1. The current player may remove 2 units from the players graveyard.
 - On the Orcs (and their ally's) turn, they may remove 3 units from the graveyard.
2. If the current player is the Goblins (or their ally) they may disband some or all of the units in one territory. Disbanded units are removed from the board, but do not go to the graveyard.
3. The current player may conscript 1 units from the bank onto any territory where they already have a unit. This action is free.
 - On the Orcs (and their ally's) turn they may conscript 2 units.
4. The current player may hire Goblin mercenaries at a cost of 1 gold per mercenary if it is in a city, or 2 gold per mercenary if it is into any other territory. The payment is made directly to the Goblins.
 - Goblin mercenaries may not be hired in any territory where the dragon marker is present.
 - Payments made by the Goblins (and their ally) are half price, rounded up.
 - The player may play a Special Card to pay half the standard price, rounded up.
 - The Goblin's payment is made to the bank.

Faction: Orcs (♠)

The Orcs control the wild territories of the west. They worship the mighty Red Dragon.

Start With: 3 Gold, 1 artifact.

Starting Units: 5 units split between 1★, 9• & 16•.

Special:

1. Orcs may not hire mercenaries. Instead, they may raise armies in Orcish territories (16, 16•, 17, 18, 1, 1★, 2, & 2•) at no cost.
2. The Orcs may move units 3 territories in the movement round (instead of 2).
3. The Orcs take only half losses (rounded up) against Dragons.
4. The Orcs take no losses from the Red Dragon, and ride the Red Dragon if they are in the same territory.
5. The Orcs may conscript 2 units (instead of 1).
6. The Orcs may remove 3 units from the graveyard on their Recruitment and Movement round (instead of 2 units).
7. If no player has won at the end of the game, then Orcs are the default winner.
8. Special Card (Ace): In the Dragon Round, you may move one stack of units to any location.
9. Alliance Power: Your ally may remove 3 units from the graveyard and may conscript 2 units a turn.



II. Event Round:

1. Any player other than the Orcs (the Elves are a good choice because they already have the information) checks to see if the color of the next event card is the same color as the event card at the top of the discard pile.
 - If it is, then the Red Dragon has attacked the territory at the top of the event discard pile (the territory where the previous event took place). All units and gold in that territory are lost.
 - If the Orcs are in the same territory as the Red Dragon, they may move some or all of their units at that location to any other location.
 - In response to the appearance of the Red Dragon, a Great Council is called immediately. This is the only time players may form or break alliances. The Great Council continues until all players have passed or formed an alliance.
 - The dragon marker does NOT go to the Red Dragons location. The dragon marker is only moved on the dragon round.
2. The next event card is revealed and placed on the top of the discard pile.
3. Gold is placed on that location, unless the dragon marker is at that location. If the dragon marker is at that location, then no gold is placed this turn.



Special Card Actions:

Aces are considered Special Cards.

Players may discard a Special Cards to:

1. Not pay for an artifact card in the bidding round.
2. Pay half of regular price for mercenaries in the Bidding and Recruitment round.
3. Move through one additional territory with your moved units in in the Bidding and Recruitment round.
4. Make your units in one territory hidden for one turn. This must be done as soon as the units share a territory with another player's units. The units come out of hiding at the beginning of next turn's Recruitment and Movement round (at the same time that the elves choose to stay hidden or not).
5. May be played as an artifact in battle with a value of 1.

