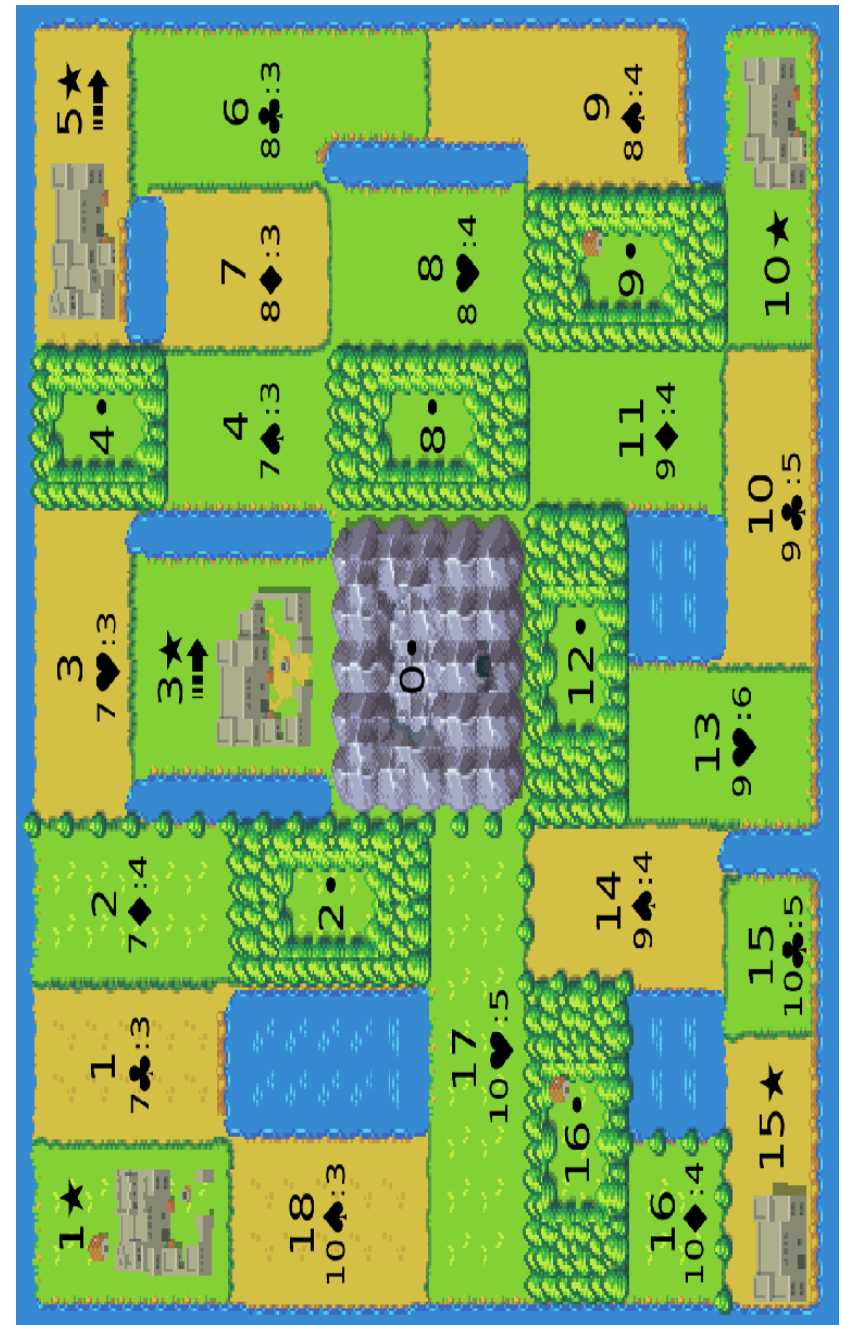


Special Thanks:

I would like to thank the creators of Dune and Rex.

I would like to thank artists that make their work available to the open source community.

- Jinn's Icons (by Jinn)
<https://opengameart.org/content/jinns-icons>
- Wyvern and Girl (by 5hiroi)
<https://opengameart.org/content/wyvern-and-girl>
- Dragon head icon (by Lorc) <http://game-icons.net/lorc/originals/dragon-head.html>
- Crossed swords icon (by Lorc) <http://game-icons.net/lorc/originals/crossed-swords.html>
- Locked chest icon (by Lorc) <http://game-icons.net/lorc/originals/locked-chest.html>
- Card pickup icon (by Quoting) <http://game-icons.net/quoting/originals/card-pickup.html>
- Mounted knight icon (by Skoll) <http://game-icons.net/skoll/originals/mounted-knight.html>
- Coins icon (by Delapouite) <http://game-icons.net/delapouite/originals/coins.html>
- Poker Hand icon (by Lorc) <http://game-icons.net/lorc/originals/poker-hand.html>
- Ace icon (by Lorc) <http://game-icons.net/lorc/originals/ace.html>
- Overworld Tiles (by Buch)
<https://opengameart.org/content/overworld-tiles-0>
- Throne king icon (by Delapouite under CC BY 3.0)
<http://game-icons.net/delapouite/originals/throne-king.html>



Special Rules:

1. Territory 0• (in the middle of the board) is the Great Mountain and is neutral territory. Players will never battle in territory 0•.
2. Forrest territories are represented by • (such as 16•). Units in a forest territory are safe from dragon attack.
3. Castle territories are represented by ★ (such as 10★). Players need to control 3 castles to win the game. Units in a castle are safe from dragon attack.
4. A player controls a castle if they alone have at least one unit there. Hidden units have no effect on castle control.
5. Players in control of 3★ or 5★ have access to griffins and receive a travel bonus. They may move through four territories in the movement round (instead of 2).
6. Players may never have more than 10 units between on the board and the player's graveyard at any one time.
7. No more than two players may have units in a castle at one time. This does not count hidden units.
8. Public agreements made in the game are binding and must be carried out, if possible. Public agreements can only be broken if all parties involved terminate the agreement.
9. Players may form alliances, but there can still be only one winning player. Forming an alliance grants your ally an alliance power. Alliances can only be formed or broken during a Great Council after a Red Dragon. (This is a change from Dune, which allows to players to share a victory.)

Advanced Faction Powers:

What could be more Dune-like than having optional rules that no one can agree on. Here are additional faction powers that may add depth or help balance the game.

- **Orcish Plunder:** The Orcs may steal artifacts. When they win a battle, they may take one of your opponents artifacts (randomly chosen), which they may then keep or discard for a reward of 1 gold.
- **Dwarven Elite Warriors:** The Dwarves are fierce warriors. They have two special units, which act as normal units in every way except that each unit counts as two units for the purpose of combat.
- **Elven Blessing:** After the Elves have lost 3 units in combat, they are given the power to invoke a blessing for one battle once per turn that gives them an bonus battle point and makes it so they can not be sabotaged for that battle.
- **Goblin Initiative:** The Goblins may take their turn in the Recruitment and Movement round at any time, regardless of player order.

Faction: Dwarves (♦)

The Dwarves empire has fallen. They are forced to sell artifacts from their treasuries with the hope of one day reclaiming their birthright.



Start With: 5 Gold, 1 Artifact.

Starting Units: None.

Special:

1. The Dwarves collect all gold spent by other players on artifact cards. Gold spent by the Dwarves on artifact cards goes to the bank.
2. The Dwarves may use their Jack as a Usurper (Queen) and their Queen as a Sabotaged Artifact (Jack). So, if they had the Queen of Spades and the Jack of Hearts, they could also play as though they had the Queen of Hearts and the Jack of Spades.
3. Special Card (Ace): You may use an ace as a Sabotaged Artifact (Jack) of the same suit.
4. Alliance Power: Your ally pays half value (rounded up) for artifacts.

9. If a player who took part in the battle has a their opponent as their usurper, and has a sabotaged artifact of the same suit as the artifact their opponent played, then they may declare their treachery and automatically win the battle, taking no losses. The loser removes all units from the territory (even those not used in the battle), and discards any artifacts used in the battle.
10. This process continues until all battles for a player are resolved.
11. Then the whole process repeats for the next player in player order.

VI. Collection Round:

1. All players receive 1 gold.
2. Players collect gold from any territories they control. They can collect two gold for every unit in the territory, up to the amount of gold in the territory.
3. If players wish, they may discard some or all of their artifacts.



Faction: Goblins (♣)

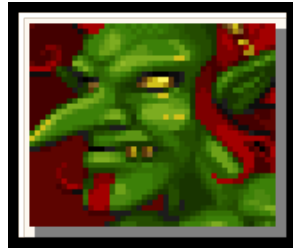
The Goblins are ruthless mercenaries who fight to satisfy their thirst for treasure.

Start With: 3 Gold, 2 artifacts.

Starting Units: 3 units in 10★.

Special:

1. Goblins collect all gold spent on hiring Goblin mercenaries. Gold spent by the Goblins on mercenaries goes to the bank.
2. The Goblins (and their ally) pay half price (rounded up) for Goblin mercenaries.
3. When the Goblins win an artifact cards, they get a second artifact card that is hidden from the Elves.
4. The Goblins may have up to 8 artifact cards (instead of 4).
5. The Goblins (and their ally) may disband units at the beginning of the movement round (instead of at the end).
6. Special Card (Ace): You may discard a special card to stop a player from hiring Goblin mercenaries that turn.
7. Alliance Power: Your ally may may half price (rounded up) for Goblin mercenaries (even the Orcs may do this) and you may disband units at the beginning of the movement round.



4. (continued)

- The Orcs may not hire mercenaries. Instead, they may raise armies in Orcish territories (16, 16•, 17, 18, 1, 1★, 2, & 2s) at no cost.
 - If the Orcs are allied with the Goblins then they may hire goblin mercenaries to any valid location at the usual rate, or may raise armies in the Orcish territories, but they may not do both.
 - The Elves (or a player with a Special Card) must declare if their units go into hiding if they now share the territory with another player's units.
5. The current player may move some or all units from one location through two territories.
 - Units may not move through or to any location where the dragon marker is present.
 - The Orcs may move through three territories.
 - If the player has access to griffins (if they control of 3★ or 5★) then they may move through four territories.
 - The player may play a Special Card to extend their movement range by 1 territory.
 - The Elves (or a player with a Special Card) must declare if their units go into hiding if they now share the territory with another player's units.
 6. The current player 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.
 7. If a player placed units in the same territory as the Troll Marker, then 5 units in that territory are removed. If there are still units then the Troll Marker is also removed.
 8. Then the whole process repeats for the next player in player order.

Cards:

1. Player Cards

- Dwarven Graveyard (King of Diamonds)
- Elven Graveyard (King of Hearts)
- Goblins Graveyard (King of Clubs)
- Orc Graveyard (King of Spades)
- Dwarven Usurper (Queen of Diamonds)
- Elven Usurper (Queen of Hearts)
- Goblin Usurper (Queen of Clubs)
- Orc Usurper (Queen of Spades)
- Sabotaged Clubs Artifact (Jack of Clubs)
- Sabotaged Diamond Artifact (Jack of Diamonds)
- Sabotaged Heart Artifact (Jack of Hearts)
- Sabotaged Spade Artifact (Jack of Spades)

2. Artifact Deck

- Special Card (Aces, All Suits)
- Artifacts (2 to 6, All Suits)

3. Event Deck

- Event Cards (7 to 10, All Suits)



III. Bidding Round:

The Starting Player is the first Starting Bidder.

One card is placed up for bid for each player that does not have their maximum number of cards. For each card up for bid, one at a time.

1. The Elves, and only the Elves, are shown the card.
2. Players, starting with the Starting Bidder, bid on card.
3. The winner receives the card and pays the Dwarves.
 - If the Dwarves win the artifact, their payment is payed to the bank.
 - The winner may play a Special Card to avoid paying.
4. The whole process repeats for the next player in player order. For each card, the next player after the current Starting Bidder (in player order) becomes the next Starting Bidder.
5. At the end of the Bidding Round, the Elves are shown the next event card.



How To Play:

Rounds:



Setup:

1. The board is set up. Players place their starting units.
2. One player is picked at random to be the Stating Player.
3. The Dragon Marker is placed. Roll the die three times and add the numbers. This is the starting location of the Dragon Marker.
4. Place the Troll Marker on 3★.
5. Each player is given the King of their faction from the deck. They place this card face up in front of them. This is their graveyard. This is the only card that has to be shown. All other cards may be kept secret until used.
6. Each player is dealt one of the Queens face down. Players may look at them.
7. Each player is dealt one of the Jacks face down. Players may look at them.
8. Each player is dealt one artifact card face down. Players may look at them.
9. The Goblins are given a second artifact card face down, which they may look at.

I. Dragon Round:



1. A six-sided dice is rolled, and the dragon marker is moved from its starting position that amount through the board, in numerical order. The dragon goes through all territories with the same numerical value, so the dragon would go to both 1★ and 1 when the dragon was at 1.
 - Note that the dragon marker never moves to territory 0•
2. Any units or gold the dragon marker encounters as it moves through the board that are not in a castle or forest are removed from the game.
 - Note that Orcs only take half losses, rounded up.
3. When the dragon marker reaches territory 18, it will next move to the 1★ and 1.
4. In the Recruitment and Movement round, players may never recruit units at or move units through or to a territory with the dragon marker.