Dune Rules Clarifications

World Boardgaming Championships 2003

<mark>Changes and additions from 2002 are highlighted</mark>

Frequently asked questions are bolded.

It is well known that Dune, while a fantastic game, has one of the most frequently disputed sets of written rules. I have found that almost no two groups of players can completely agree upon exactly how Dune is played. While not all of the questions raised here are necessarily impossible to adjudicate with the rules as written, all have come up as points of contention during play-by-email Dune games and tournaments in which I have taken part. I know that every group has its own preferred interpretations for many of these rules, but I have found this set of rulings to be the most self-consistent and justifiable.

These clarifications will be enforced as official extensions/clarifications of the published rules throughout the tournament, so make sure you are familiar with them.

III. Set-up For Play

1. If fewer than 6 players are playing, only the leaders of the factions actually involved in the game are eligible to be drawn as traitors.

2. The Bene Gesserit's prediction must be made immediately after factions are assigned.

3. The Bene Gesserit token placed at the start of the game is not required to coexist in the first game turn.

4. Fremen tokens placed at the start of the game may include Fedaykin (starred) tokens if desired.

IV. Object of Play

1. **Bene Gesserit tokens in a space that was declared to be coexisting during the turn do not count as occupying a stronghold for the purposes of determining victory, even if they are the sole occupants after battle is resolved.**

2. You may not claim a solo victory if you are currently part of an alliance.

VI. Storm

1. The precise order of activities during the Storm Round is:
   - Reveal storm marker,
   - Play Weather Control,
   - Play Family Atomics,
   - Move storm.

   (This takes some liberty with the wording for Weather Control on the Player Aid Pad, with the intention of avoiding potential timing conflicts.)

2. Weather Control and Family Atomics may not be played during the first game turn.

3. No tokens are destroyed by the storm during the first game turn. The storm is considered to begin over the randomly-determined sector; it is not considered to have moved in the first game turn.

4. After Family Atomics is played, the Shield Wall, Arrakeen, and Carthag all still retain their normal status as non-desert spaces, even though the latter two become susceptible to storm effects.

5. Two groups of tokens (same faction or not) in different sectors of the same region are considered to be "separated by storm" for the purposes of movement and battle if the storm is between them or covering one of them.

VII. Spice Blow

1. **A Nexus is caused for every worm that is revealed (excluding worms raised by the Fremen's play of a Karama card), regardless of which spice blow it appears at or how many worms have appeared that turn.**

2. **When more than one worm is drawn for a given spice blow, the Fremen may send the additional worms to any territory on the board.**

3. If the Fremen directs a second or additional worm to appear in a space occupied by their tokens, those tokens may ride the worm normally.

4. When the Fremen rides a worm, tokens and/or spice in the destination space are not eaten.

5. Fremen worm riders may not leave or enter a space under the storm.

6. Fremen worm riders may enter a stronghold already occupied by two other factions, if and only if one of them are Bene Gesserit tokens which ended the previous turn coexisting. This will force those Bene Gesserit to remain coexisting when they declare their status in the upcoming Movement Round.

7. **Tokens owned by an ally of the Fremen are safe from being eaten by worms, but they may not ride worms as the Fremen do.**

8. Worms eat tokens only after the Nexus is resolved.

VIII. Bidding Round

1. When a treachery card is required to be drawn and the treachery deck is empty, the discard pile should immediately be reshuffled to form a new deck. The only card that is ever removed from the game after one play is Family Atomics.

2. **After a player passes during the bid for a treachery card, that player may choose to later enter bidding for the same card again on his normal bidding turn if the card has not already been sold at that time.**

3. The Atreides is <u>not</u> permitted to see any free cards drawn by the Harkonnen.

4. The Harkonnen is considered to have a single 8-card hand, <u>not</u> two separate 4-card hands. The Harkonnen is not required to separate his free cards from his purchased cards for any purpose.

5. The Emperor receives payments for treachery cards immediately upon the purchase of each card.

6. **Spice paid by the Emperor's allies for card purchases is paid to the Emperor. Only the Emperor's own card purchases are paid to the bank.**

7. If the Emperor gives spice to another player to purchase a treachery card, the spice is still paid to the Emperor (not the bank). If another player gives spice to the Emperor to purchase a treachery card, the spice is paid to the bank.

8. The Emperor may not choose to offer discounted card purchases to any player, but he may give spice to any player at any time (before or after the purchase) to defray card purchase costs. (That is, the full cost of the bid must be able to be paid somehow.)

9. **A player <u>may</u> bid higher than the amount of spice he currently holds if he intends to play a Karama to avoid paying for the card. In the event that more than one player intends to play a Karama to buy a card, the first one to bid "infinity" in his proper turn to bid wins the card (and obviously <u>must</u> use the Karama ability to avoid paying).**

10. **A player may <u>never</u> bid if his hand is currently full, <u>even if</u> he intends to play a Karama to avoid paying for the card.**

IX. Movement

1. The precise order of activities during the Movement Round is:
   - All players take revival (in player dot order if it matters),
   - The Bene Gesserit declares coexistence status where necessary,
   - Players ship and move in player dot order.

2. The Guild receives payments for shipment immediately when the shipment is made.

3. **Spice paid by the Guild's allies for shipping is paid to the Guild. Only the Guild's own shipping is paid to the bank.**

4. If the Guild gives spice to another player to pay for shipment, the spice is still paid to the Guild (not the bank). If another player gives spice to the Guild to pay for shipment, the spice is paid to the bank.

5. The Guild may not choose to offer discounted shipping to any player (except allies, as written), but he may give spice to any player at any time (before or after the shipment) to defray shipping costs. (That is, the full cost of the shipment must be able to be paid somehow.)

6. Tokens may be moved on-planet in the same turn that they are shipped to the planet.

7. **A player is considered to have access to ornithopters during his turn only if he controlled Carthag and/or Arrakeen at the <u>end of the Storm Round</u>. That is, you generally get ornithopters in the turn after you take control of Carthag or Arrakeen, but not if you are subsequently wiped out by the storm. You do <u>not</u> get ornithopters the same turn you ship, ride a worm, or come out of coexistence in one of the cities. (This clarification is a <u>conscious re-write</u> of the existing ornithopter access rule in order to simplify as many conflicts in interpretation as possible.)**

8. **Fremen shipments may be to any space within a movement of 2 from The Great Flat, regardless of the location of the storm. Only shipments <u>ending</u> in a space under the storm take half losses, rounded up (as written).**

9. Fremen shipment or movement may not end off the board. (Barring special Guild ally shipments, Fremen shipment is one-way to the surface of the planet, just like other factions.)

10. **Fremen movement may <u>not</u> leave or enter a space under the storm.**

11. If the Fremen are allied with the Guild, the Fremen may choose to either use normal Fremen shipment for no cost, <u>or</u> any form of Guild shipment for Guild cost.

12. The Guild (and its allies) may <u>not</u> ship tokens that begin in a space under the storm.

13. Guild cross-planet shipment is considered to be a shipment, <u>not</u> an on-planet move.

X. Battles

1. All battles, including the Guild's, are resolved in player dot order as written (regardless of when the Guild actually chose to take his movement turn).

2. All battle ties, including the Guild's, are resolved in player dot order as written (regardless of when the Guild actually chose to take his movement turn).

3. **The precise sequence of activities in a battle is:**
   - **Issue the Voice command,**
   - **Play Karama to cancel the Voice.**
   - **Issue the Prescience question,**
   - **Play Karama to cancel the Prescience.**
   - **Answer the Prescience question (if not canceled).**
   - **Play Karama to view entire battle plan.**
   - **Play Karama to cancel Kwisatz Haderach.**

- **Play Karama to cancel Sardaukar or Fedaykin bonus.**
- **Commit battle plans,**
- **Reveal battle plans and resolve the battle. Karama actions mentioned above may occur at point after the applicable step but before the Commit Battle Plans step.**
Truthtrances and Karama actions other than those specifically mentioned above may be played between any two of the above steps. Battles plans may be changed at any time during the above sequence before the Commit Battle Plans step as long as all un-cancelled Voice, Prescience, and Truthtrance effects are not violated.

4. Tokens under the storm may <u>only</u> battle with tokens in the same space <u>and</u> sector.

5. The Bene Gesserit may <u>not</u> specify weapon or defense when Voicing an opponent to play or not play a Worthless Card. (That is, the Voice may only be "play a Worthless Card" or "do not play a Worthless Card".)

6. If, when battle plans are revealed, a player has failed to include a leader in his battle plan when he was required to do so, his lowest-value available leader disk must be played.

7. If, when battle plans are revealed, a player has dialed a number higher than his tokens and/or spice paid would allow, the number must be reduced to the highest supportable number given the number of tokens in the battle and the spice paid.

8. The Harkonnen's capture of an opponent's leader when he wins a battle is optional.

9. The identity of leaders captured by the Harkonnen is <u>not</u> required to be public knowledge.

10. If the Harkonnen chooses to immediately kill a captured leader, the Harkonnen <u>receives</u> 2 spice (as opposed to <u>paying</u> 2 spice).

11. A captured leader played by the Harkonnen against the original owner in battle may <u>always</u> be called as a traitor (regardless of whether or not the captured leader was also a traitor to the Harkonnen or any other player).

12. A captured leader played by the Harkonnen in battle against a player who chose that leader as his traitor may still be called as a traitor, as normal.

13. If a traitor is called in a battle with a potential lasegun-shield explosion, the explosion does <u>not</u> occur. (That is, traitor calls take precedence over lasegun-shield explosions.)

XI. Spice Collection

1. **Bene Gesserit tokens in a space that was declared to be coexisting during the turn can <u>not</u> collect spice.**

XIII. Bribery

1. **All players may exchange spice freely, for any purpose, at any time, even though this effectively makes the Emperor's special alliance power meaningless. The fact that spice is changing hands and the amount of spice exchanged need not be announced publicly.**

2. Private negotiation away from the table <u>is</u> permitted. Any deals discussed during this time cannot be considered formal and enforceable unless they are made public at the table.

3. <u>Only</u> those aspects of a deal that are <u>announced publicly</u> are required to be enforced. Assumptions, inferences, and unspoken implications cannot be enforced.

XV. Additional Character Advantages

1. The Atreides gains permanent access to the Kwisatz Haderach <u>immediately</u> after losing a cumulative total of 7 or more tokens in battles over the course of the game. That is, the Atreides may use the Kwisatz Haderach in a later battle in the same game turn that it is gained, and he may thereafter use the Kwisatz Haderach once per turn every turn for the rest of the game (unless it is in the tanks).

2. The Kwisatz Haderach may only be played on an Atreides leader played in battle by the Atreides player. (That is, it may <u>not</u> be played on an ally's leader nor a captured Atreides leader played by the Harkonnen.)

3. Bene Gesserit coexistence status is attached to the <u>territory</u> (as opposed to the group of tokens occupying that territory).

4. **The Bene Gesserit must declare coexistence status only in territories where Bene Gesserit tokens and opposing tokens are/become co-located. Territories in which coexistence has not yet been declared this turn are implicitly <u>not</u> coexisting.**

5. Coexistence status is only declared at the start of the Movement Round (after revival is taken) and during the Movement Round at the instant when Bene Gesserit tokens and opposing tokens become co-located.

6. **A space that has been explicitly announced to be non-coexisting may change to coexisting in the same turn <u>only</u> when the space has been vacated by all non-Bene Gesserit tokens and then is later entered by a different faction.**

7. **A space that has been explicitly announced to be coexisting may <u>never</u> change to non-coexisting in the same turn.**

8. **The Bene Gesserit must <u>always</u> declare territories that contain tokens owned by both him and his ally to be in coexistence.**

9. An ally of the Bene Gesserit may move tokens into a space containing only the Bene Gesserit, but the Bene Gesserit must immediately declare coexistence for that territory. An ally of the Bene Gesserit may not move tokens into a space containing a third faction with Bene Gessert tokens that are not coexisting. (In that case, the stronghold is blocked.)

10. The Bene Gesserit's sending of spiritual advisors is optional.

11. Bene Gesserit spiritual advisors may be placed in the Polar Sink instead of the territory into which the other player shipped if that territory is not coexisting or if the Bene Gesserit so chooses.

12. The Bene Gesserit may send spiritual advisors with his ally's shipments if desired.

13. The Bene Gesserit can not send a free spiritual advisor with the Fremen's shipment.

14. The Bene Gesserit can not send a free spiritual advisor with his own shipments.

15. The Bene Gesserit can not send a free spiritual advisor with a Guild shipment that originates on the planet.

16. **Coexisting Bene Gesserit tokens are allowed to use ornithopter movement (but do not count for the purpose of determining access to ornithopters).**

XVII. Special Karama Powers

1. **The Harkonnen can play a Karama to steal treachery cards from another player at any time not forbidden by another ruling.**

2. **The precise sequence of activities when the Harkonnen plays a Karama card to steal treachery cards from another player is:**
   - **Declare how many cards are being taken,**
   - **Randomly select the declared number of cards from the target,**
   - **Look at the cards that were taken,**
   - **Return the declared number of cards to the other player.**
   Returned cards must come from the Harkonnen's original hand (but may be of the same type as the cards that were stolen, if desired).

3. The Harkonnen is permitted to invalidate a Voice command by using a Karama to give away treachery cards after receiving the Voice command. However, Prescience answers that have not been canceled may not be invalidated in this way. (Note that the Harkonnen may simply play the Karama to exchange cards before answering the Prescience question.)

4. The Atreides can play a Karama to force any opponent to immediately commit and reveal his entire battle plan any time before battle plans are committed (i.e. after Voice and Prescience are resolved, if desired). The Atreides commits and reveals his own battle plan after seeing the opponent's plan.

5. The Atreides can play a Karama to force any player to reveal his entire battle plan. The Atreides is not required to be a part of the battle involved, but the battle plan is only revealed to the Atreides (who may sell/give the information as he sees fit).

6. The Guild can play a Karama to cancel another player's shipment any time after the shipment is declared, but before the player's movement is declared.

7. The Guild can not play a Karama to cancel the Fremen's shipment.

8. The Fremen may play a Karama to cause a worm to appear only during the Spice Round.

9. The Emperor may play a Karama to revive 3 tokens or a leader at any time not forbidden by another ruling.

XIX. Increased Spice Flow

1. Bene Gesserit tokens in a space that was declared to be coexisting during the turn may not collect increased spice flow.

Player Aid Sheet
(Treachery Card Descriptions)

1. The Hajr card effect may only be used to move tokens owned by the player who played the card.

2. The Tleilaxu Ghola card effect may only be used to revive tokens (or a leader) owned by the player who played the card.

3. Truthtrance questions and answers must be announced publicly.

4. Truthtrance questions must be answered immediately after the question is given. No other card plays or other game actions (except player discussion) may occur until the question is answered.

5. **Truthtrance questions are permitted to require the target to answer questions about future actions or conditions. However, no player is required to act to make the conditions of the question true. When/if the explicit conditions specified by the question are met, the target must abide by the answer given to the question to the best of his ability. If the target is logically impossible to abide by the answer given to the question, then the Truthtrance is negated and the target must publicly state that the answer previously given is invalid.**

For example, I ask "Will you play a projectile weapon in battle against me in Carthag this turn?" and you

answer "Yes". You are bound to play a projectile weapon if we have a battle in Carthag this turn and if you hold a projectile weapon at the time that battle plans are committed. If we do battle in Carthag, but you have no projectile weapon in your hand when it comes time to commit our battle plans, then you must announce that you are physically unable to abide by the answer you have given, the Truthtrance is negated and we ignore the answer to the question – you may play any weapon or no weapon at all. If you had answered "No", then you may not play a projectile weapon in any battle against me in Carthag this turn, no matter what else happens.

In practice, highly speculative questions have rarely been found to be valuable uses of Truthtrances anyway. Players are encouraged to confine Truthtrance usage to the least speculative questions possible. Player are required to avoid frivolous or purposely paradoxical use.

6. Karama powers that specify "once" in the description refer to "once per Karama card play" (as opposed to "once per game" or "once per player").

7. Any player may play a Karama to "prevent Atreides from seeing the future once", selecting one of the following effects: cancel Prescience in one battle, prevent looking at the next spice blow card this turn, prevent looking at the rest of the treachery cards up for bid this turn. The Atreides use of a Karama to see an entire battle plan can not be canceled.

8. Any player may play a Karama to cancel the Atreides' Prescience in any battle any time after the Prescience question is asked but before battle plans are committed. If the Prescience is canceled after the answer was given, the answer may be ignored.

9. Any player may play a Karama to cancel the Atreides' use of Kwisatz Haderach any time before battle plans are committed. (This does not prevent the Atreides from using the Kwisatz Haderach in a different battle later in the same turn.)

10. Any player may play a Karama to cancel the Bene Gesserit's Voice in any battle any time after the Voice is given but before battle plans are committed.

11. Any player may play a Karama to cancel any single BG spiritual advisor immediately after the advisor is announced.

12. Any player may play a Karama to cancel the Bene Gesserit's use of a Worthless Card as a Karama immediately after the Karama effect is announced. (The Worthless Card is still discarded.)

13. A Karama card may only be used to cancel a treachery card payment owed by the player who played the card. The Karama must be played immediately when the purchase is made.

14. Any player may play a Karama to cancel the Emperor's or Fremen's starred token advantage in any battle any time before battle plans are committed.

15. Any player may play a Karama to prevent the Fremen (or an ally of the Fremen) from controlling a worm once (thus sending their tokens to the tank instead) any time after the worm is revealed but before worm-riding is resolved. If this was an "additional" worm that was placed in a location by the Fremen, it instead appears at the first spice blow in the stack beneath it, as usual. You can not cancel the Fremen's control of a worm that he called with a Karama card of his own.

16. A Karama card may only be used to reduce the cost of a shipment made by the player who played the card. The Karama must be played any time after the shipment is declared, but before the player's movement is declared.

17. Any player may play a Karama to force the Guild to move in proper player dot order any time before the player who would move after the Guild has begun his turn.

18. Any player may play a Karama to prevent the Harkonnen from drawing a free card any time before the identity of the free card is seen.

19. Any player may play a Karama to cancel the Harkonnen's capture of a leader any time after determining which leader has been captured but before the Harkonnen decides whether to keep it or kill it.

Miscellaneous

1. Only the Atreides player may keep written notes of treachery card ownership during the game.

2. No computer assistance is permitted during the game.

3. Any player may reveal any personal information, including their treachery cards, to any other player at any time if desired.

4. All spice transactions require agreement from both players involved. (That is, no player may give spice to another player unless that player consents to receive it.)

5. In any timing dispute not ruled on elsewhere in these clarifications, (for example, if players attempt to play Truthtrances and/or Karamas simultaneously) resolve the tie in player dot order.