

THE SPICE MUST FLOW

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

WELCOME TO DUNE

TABLE OF CONTENTS:

1. About & Credits
2. Introduction
3. The board
4. Cards
5. Tech Tokens
6. Factions
7. Phases
8. Deals
9. FAQ
10. The origin

ABOUT DREAMRULES

This document consists of the full rules for the Dream Rules variant of Gale Force Nine's reprint of Dune and their Ixian and Tleilaxu expansion.

Dream Rules Dune is a game best played with Six players.

The ruleset has been engineered to increase player engagement and agency as well as to remove many random elements and heighten the skill ceiling.

More information about design goals etc, can be found on the last page of this rule book.

CREDITS

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INTRODUCTION

OBJECT OF THE GAME

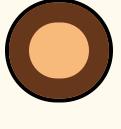
Each faction has a set of unique economic, military, strategic, or treacherous advantages.

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.

Sand	 Yellow
Imperial Basin	 Yellow with dashed border
Rock	 Light brown with solid border
Shieldwall	 Light brown with solid border
Polar Sink	 White
City stronghold	 Dark Brown, with dashed border
Seitch stronghold	 Dark Brown, with solid border

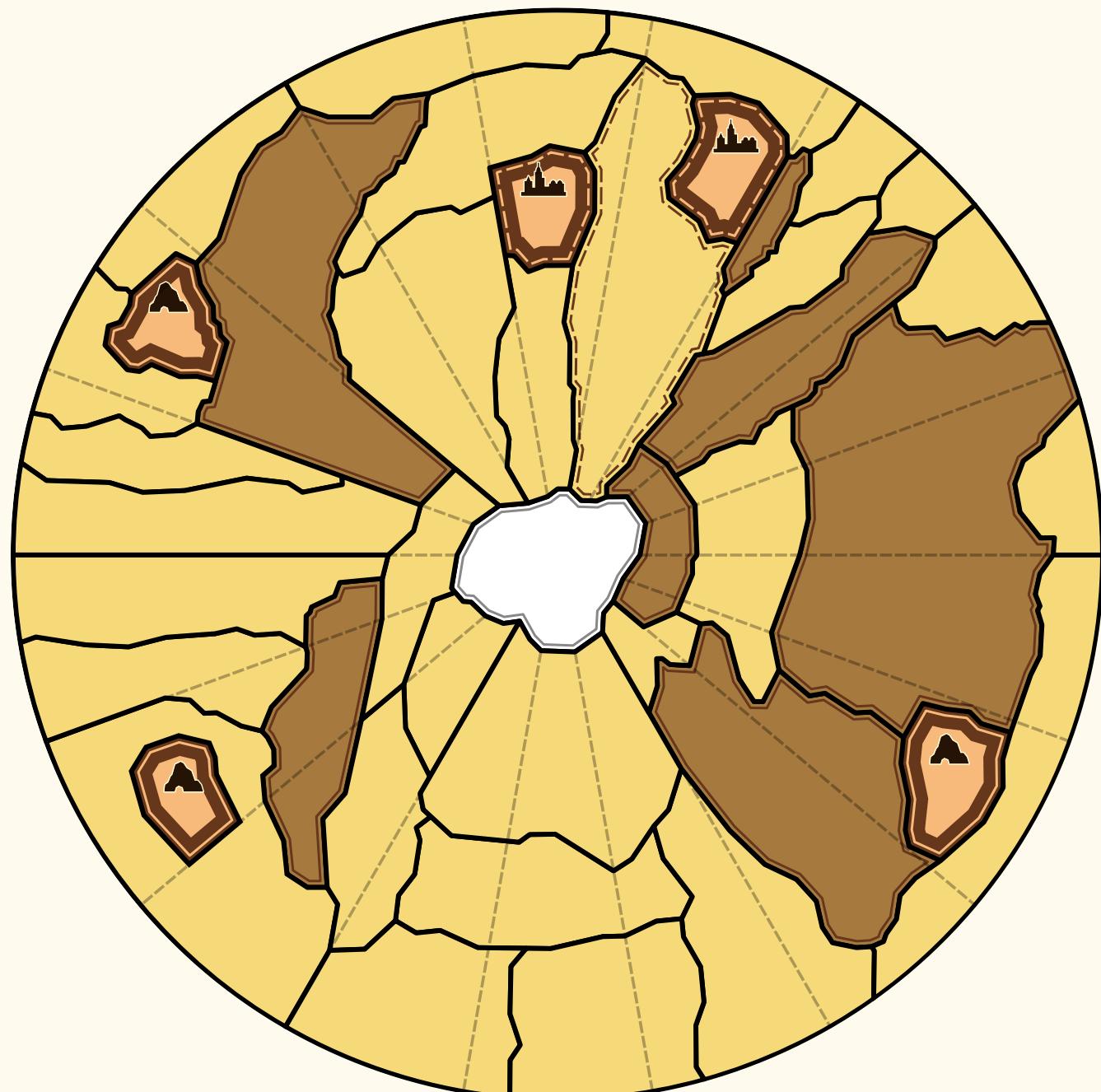
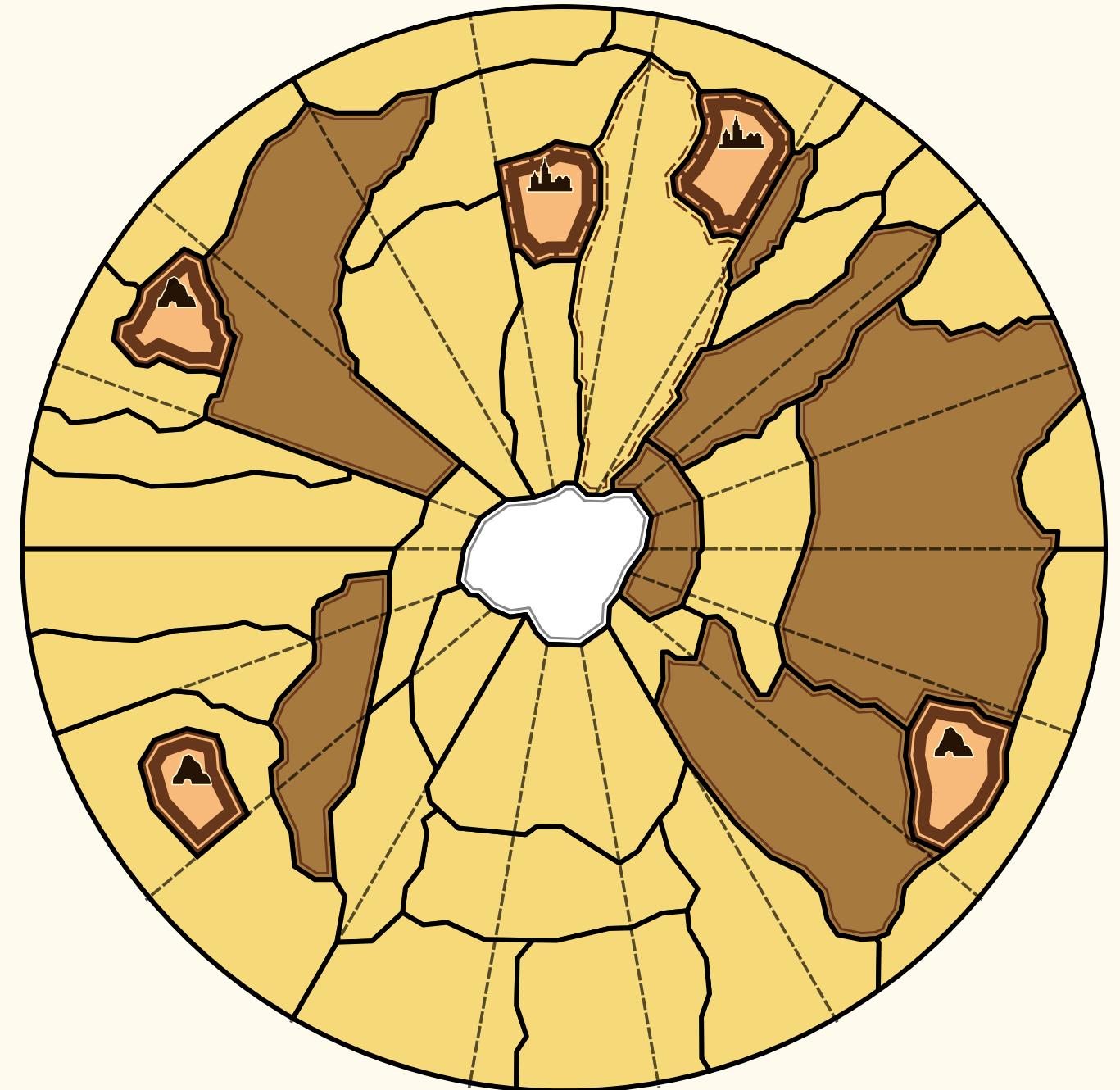


SECTORS

The map is also divided by longitude lines into 18 sectors which extend from the edge of the Polar Sink to the horizon.

Sectors are important in 3 ways:

1. When the storm moves, it moves from sector to sector.
2. Territories that are under storm cannot be entered or moved through. When a territory is partially under storm, these parts act as separate territories.
3. Spice can only be collected within the appropriate sector of a territory.



SPICE LOCATIONS

There are a total of 20 locations on the board where Spice can spawn and be collected.

- 15 "Spice blows" ranging from 6 to 12 Spice.
- 5 "Spice mines" ranging from 3 to 5 Spice.

TODO: the map on the left should show the locations of the Spice-blows and Spice-mines, clearly.

POLAR SINK TERRITORY

A unique territory on dune is the polar sink. This territory is safe from everything

- Safe from storm.
- Safe from Shai-Halud.
- Safe from battle.

There are never battles here.

There is no occupancy limit for this territory.



STRONGHOLDS

There are 5 strongholds clearly marked on the board:

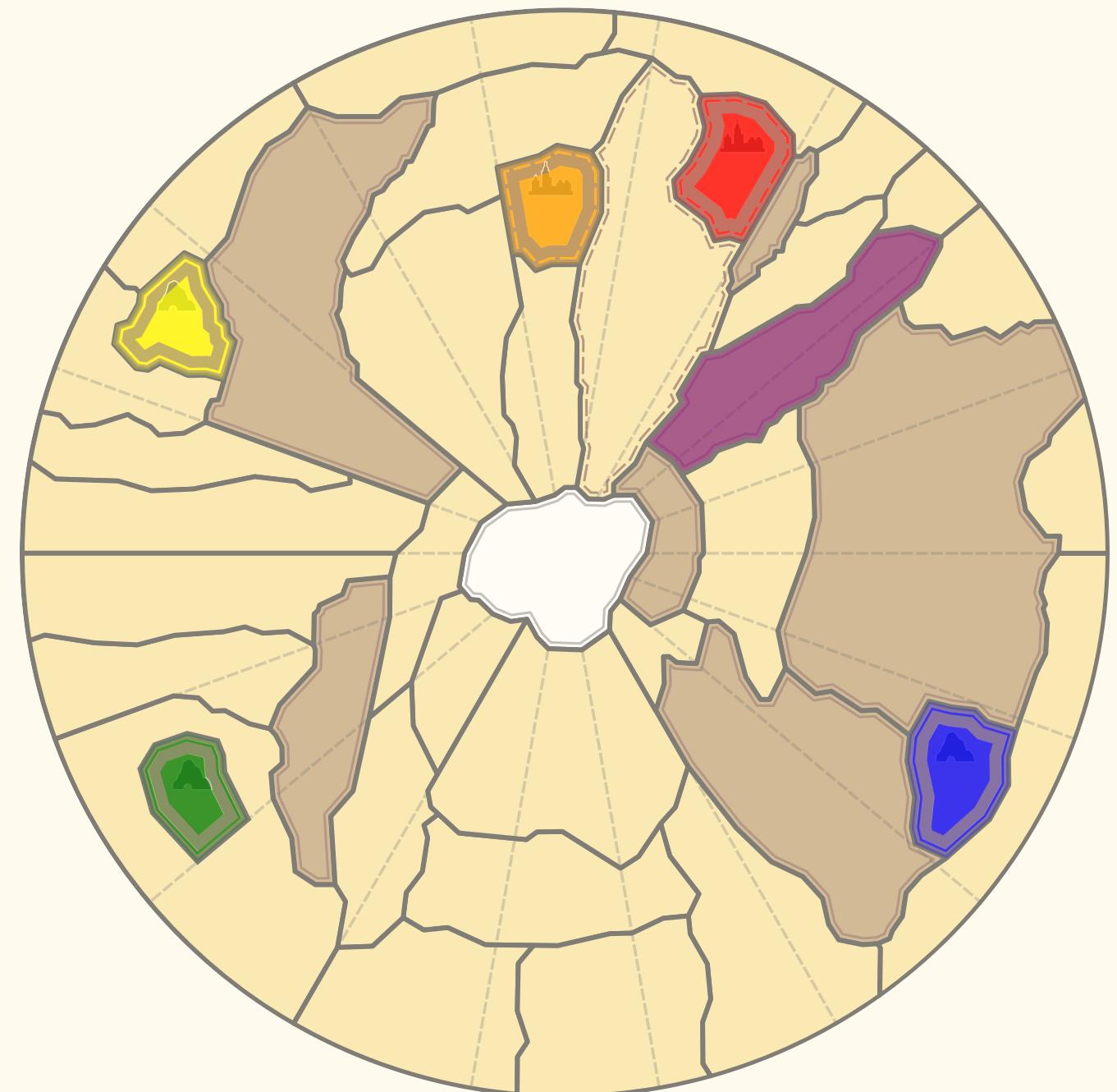
- Arrakeen** The home-base of house Atreides.
If you have Troop tokens here, you have access to "ornithopters" (*explained further on page N*).
If you have Troop tokens here at the collection phase, you gain 2 Spice from the Spice bank.
- Carthag** The home-base of house Harkonnen.
If you have Troop tokens here, you have access to "ornithopters" (*explained further on page N*).
If you have Troop tokens here at the collection phase, you gain 2 Spice from the Spice bank.
- Seitch Tabr** The home-base of the Fremen.
- Habbanya Seitch** This stronghold has no special uses, but is the hardest one to reach.
- Tuek's Seitch** The home-base of the Spacing Guild
If you have Troop tokens here at the collection phase, you gain 1 Spice from the Spice bank.

After 4 Shai-Halud cards have been revealed, the 6th stronghold opens up:

The Shieldwall territory will be a stronghold for victory purposes only. This means that:

- It still costs 2 Spice per Troop to ship to it.
- There is no occupation limit.
- It can still be blown up by Family Atomics.

When the Shieldwall territory is partially under storm, only the larger part (upper left) counts as the stronghold.



Arrakeen	
Carthag	
Seitch Tabr	
Habbanya Seitch	
Tueks Seitch	
Shield wall	



CARDS

The game is played with multiple card decks.

These decks and their contents are outlined here:

Storm deck 6 cards numbered 1 through 6

6 cards This deck is only used if the Fremen are in play.

Spice deck 15 Spice-blow cards.

25 cards 5 Spice-mine cards.

5 Shai-Halud cards.

Tells where Spice Blows will create treasure troves of Spice waiting to be harvested, and when the giant sandworms known as Shai-Hulud will turn up.

Fate deck 6 Cards, each one mimics a specific worthless Treachery Card.

6 cards

Alliance deck 1 card per faction, each detailing a specific faction's alliance ability.

use these to remind who is allied to whom, and what the faction alliance ability is.

Treachery deck Provides weapons, defenses, tricks and tools to outmaneuver opponents and win battles.

45 cards *These cards are explained in detail below.*

TREACHERY CARDS

Here's an overview of all of the card in the Treachery deck:



- 6x Worthless Cards, unique
- 5x Poison Weapon Cards, unique
- 5x Projectile Weapon Cards, unique
- 5x Snooper Cards, generic
- 5x Shield Cards, generic
- 1x Lasgun
- 1x Weirding Way
- 1x Chemistry
- 3x Cheap Hero, 2 male 1 female
- 2x Karama Cards, generic
- 2x Truth Trance Cards, generic
- 2x Mercenaries, generic
- 1x Hajr
- 1x Weather Control
- 1x Tleilaxu Ghola
- 1x Family Atomics
- 1x Orange Catholic Bible
- 1x Break Conditioning
- 1x Supplies!



WORTHLESS



WORTHLESS CARDS

Worthless cards can be used/discharged in one of 2 ways:

1. Discarding them by playing them in a battle plan.
2. Discarding them by playing your fate ability, when you have the matching fate card.

I love this card!

~ *IhasPinecone*

WEAPONS

PROJECTILE WEAPONS

There are 5 standard projectile weapons in the Treachery deck: Stunner, Slip Tip, Maula Pistol, Crysknife & Hunter seeker.

Playing this card in your battle plan will kill the opponent's leader unless they have a projectile defense in their battle plan.

These cards can be voiced as "*projectile weapon*"

Fremen might want this one..

~ *Aidym*

POISON WEAPONS

There are 5 standard poison weapons in the Treachery deck: GomJabbar, Chaumas, Chaumurky, Basilia weapon & Ellaca drug.

Playing this card in your battle plan will kill the opponent's leader unless they have a poison defense in their battle plan.

These cards can be voiced as "*poison weapon*"

That's a good card!

~ *Awpteamoose*



UNIQUE BATTLE CARDS



WEIRDING WAY

Playing this card in your battle plan without a second weapon will kill the opponent's leader unless they have a projectile defense in their battle plan.

Playing this card in your battle plan with a second weapon protect your leader from a projectile weapon.

It will not protect your leader from a lasgun.

Playing this with a lasgun does not cause a lasgun-shield explosion.

This card can be voiced as "*weirding way*".



LASGUN

Playing this card in your battle plan will kill the opponent's leader.

If your battle-plan also contains a shield, or your opponent's battle plan contains a shield, a lasgun-shield explosion occurs.

All tokens in the territory, including Spice, Troops, Leaders are destroyed/killed.

This card can be voiced as "*lasgun*".

I bindingly don't have a lasgun

~ Hoots



CHEMISTRY

Playing this card in your battle plan with a second defense will kill the opponent's leader unless they have a poison defense in their battle plan.

Playing this card in your battle plan without a second defense protects your leader from a poison weapon.

This card can be voiced as "*chemistry*".



PROJECTILE DEFENSES



There are 5 standard projectile defenses called "Shield" in the Treachery deck.

Playing this card in your battle plan will defend your leader from projectile weapons in your opponent's battle plan.

When this card is ever played in combination with a "Lasgun" a lasgun shield explosion occurs.

It does not matter if the Lasgun is in your battle-plan or in your opponent's.

These cards can be voiced as "*projectile defense*" or "*shield*"

You must play a shield!

~ central419

POISON DEFENSE

There are 5 standard poison defenses called "Snooper" in the Treachery deck.

Playing this card in your battle plan will defend your leader from poison weapons in your opponent's battle plan.

These cards can be voiced as "*poison defense*" or "*snooper*"

He has a second snooper?!

~ laurens



KARAMA CARD



KARAMA

There are 2 karama cards in the Treachery deck.

You can play this card in 1 of 3 ways:

1. During any phase of the game, you can play this card to cancel/block any **other** faction's ability listed on their faction sheet.
2. During bidding phase, make an infinite bid for a card, take the card without paying.
3. During **your** shipment and movement turn, your shipment cost is reduced to half of normal. Your payment for this shipment goes to the Spice Bank.

FULL TURN

Playing a karama to block another faction's advantage will cancel this advantage for the rest of the current turn.

When you play a karama to stop the Atreides bidding prescience advantage, the Atreides can't look at **any** cards that bidding phase.

KARAMA EFFECTS

On each player's faction sheet each advantage that can be karama'd is denoted by a "*" -token.

On the second page of their faction sheet is described in detail what happens when this ability is blocked/cancelled.

Certain advantages have a narrow time-window when you can play the karama to block them. This is also described on the second page.

EXAMPLES:

When playing a karama to stop the Spacing Guild from using their storm order advantage during ship and move, you must do so before the Spacing Guild was supposed to take their turn.

When playing a karama to stop the Bene Gesserit from using their voice advantage against you, you can listen to what their voice is, but must play the karama before proceeding with further actions/revealing.





TRUTH TRANCE

There are 2 truth trance cards in the Treachery deck.

You can play a Truth Trance card at any time.

Publicly ask one other player a single yes/no question about the game that must be answered publicly.

The game pauses until an answer is given.

The player must answer "yes" or "no" truthfully.

THE GAME PAUSES

When a truth trance card is played, no game actions can happen:

- No binding deals can be made during this time.
- No cards can be played, including other Truth Trance cards.

BINDING FUTURE ACTIONS

You can be asked about future actions you will perform.

You must commit to an answer and then you are not allowed to make game actions that would make your answer not true.

To be clear: you will be locked into future actions via the answer you give.

GOOD EXAMPLES

Do you have Stilgar as a traitor?

Will you play a projectile weapon, weirding way as a weapon or a lasgun in the next battle?

Will you have more than 4 Troop tokens in Arrakeen by the end of your shipment & movement turn?

WHAT QUESTIONS ARE ALLOWED?

Some player discretion is needed, it's possible for extreme toxic play to happen with either deliberately unclear questions, or questions that are effectively a card-blanc "you must do exactly the thing i decide you must do".

- Absolutely, no questions about future truth-trace questions.
- No confusing questions, if you need to explain the question, it's not clear enough.
- No questions about undecidable future events.

If you asked your question and it turns out to be toxic, you must discard your Truth Trance card, you do **not** get to ask another question.

BAD EXAMPLES

Will you win both battles?

Is Hasimir Fenring anyone's Traitor?



CHEAP HERO



There are 3 Cheap Hero cards in the Treachery deck, 2 are called "Cheap Hero", 1 is called "Cheap Heroine".

Play this card in your battle-plan **instead of** a leader.

Guild can play it along with a leader disc after having activated their fate.

The leader's strength is 0.

The Cheap Hero cannot be called traitor.

A Cheap Hero card is always discarded after use. Unless you won with Traitor, in that case you can chose to keep or discard.

It's not allowed to voice Cheap Hero, neither positive, nor negative.

I love cheap heroine!

~ awpteamoose

WEATHER CONTROL

There's a single Weather Control card in the Treachery deck.

You can play this card during the storm phase only, after the storm calculation is complete, but before the storm is moved.

You can move the storm up to 10 sectors forwards.

FAMILY ATOMICS

There's a single Family card in the Treachery deck.

You can play this card during the storm phase only, after the storm calculation is complete (and after Weather Control is played), but before the storm is moved.

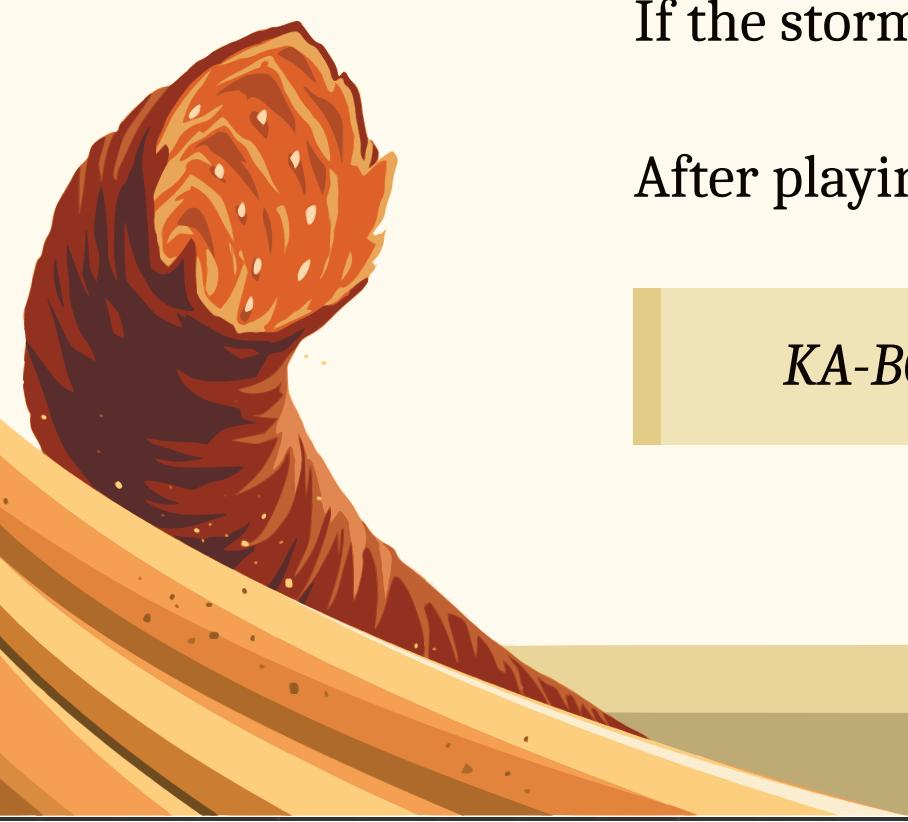
You can only play this card if you have at least 1 Troop token in an territory adjacent or on the Shieldwall territory.

If the storm is in the way, you cannot use Family Atomics.

After playing this card it is removed from the game.

KA-BOOM!

~ IhasPinecone



MERCENARIES



There are 2 Mercenaries cards in the Treachery deck.

You can play this card in the battle plan, in addition to playing a weapon and a defense.

When this card is in your battle plan, it adds 1 battle strength to your battle plan.

In addition you also become the aggressor in battle, and thus win ties.

If both players play Mercenaries, then storm order decides the aggressor.

When asked for dial as Atreides battle prescience, you must answer the number of your Battlewheel and must also disclose if you are playing Mercenaries.

This card can be voiced as "Mercenaries".

SUPPLIES!



There's 1 Supplies! card in the Treachery deck.

You can play this card at any time, within the following constraint:

You cannot play this between the time-window of Voice and battle plan reveal.

Effectively this means you are allowed to play it at start of battle, before any battle advantages are used.

When you play the Supplies! card, you discard it and take the 4 Supplies! Treachery cards from the supply, into your hand.

These special Treachery cards do not count towards your hand limit.

The Supply! Treachery cards cannot be spited by Harkonnen.

The Supply! Treachery cards can be voiced, like regular Treachery cards.

Are you supplies!-ed?

~ DragonJade



TECH TOKENS

Tech tokens start in a general supply at the start of the game.

If you win in battle against another faction, and that faction has a Tech Token; you choose which one to take if they have multiple.

When They do not have a tech token, but there is 1 available in the supply, take 1 random tech token from the supply.

Once Tech Tokens are controlled, they are kept in front of shields, for public view.

Controlling 3 Tech Tokens counts as a Stronghold for winning the game (e.g., if you have Troop tokens in Arrakeen and Carthag, and 3 Tech Tokens, you win the game).

Allies do not share control of Tech Tokens. To qualify as a stronghold, a single player must control 3 Tech Tokens.

The fourth tech token: the Spice Mine tech token is described on house Atreides's faction sheet and is not distributed with the others.

Each Tech Token that you control has a potential income from the Spice Bank. Any Spice gained from Tech Tokens is placed on the Tech Token and then collected at the end of the current phase.

AXOLOTL TANKS If at least one player, including you, takes free revival, you collect 1 Spice for every Tech Token you control. However, if only the Tleilaxu player takes free revival, you do not collect Spice.

HIGHLINERS If at least one player, including you, ships Troop tokens from off-planet, you collect 1 Spice for every Tech Token you control. However, if only the Spacing Guild ships Troop tokens from off-planet, you do not collect Spice.

SPICE PRODUCTION If at least one player, including you, takes CHOAM Charity, you collect 1 Spice for every Tech Token you control. However, if only the Bene Gesserit take CHOAM Charity, you do not collect Spice.

SPICE MINING If at least one Troop belonging to any player, including you, returns to their reserves after getting evacuated from a Spice mine, you collect 1 Spice for every Tech Token you control.



MISCELLANEOUS RULES

WRITTEN RECORDS AND DISCARD PILES

No faction other than House Atreides may keep any written notes of any kind.

Both the treachery discard pile and Spice blow discard piles are public information and may be searched at any time by any faction.

FIGHTING UNDER STORM

Battles may happen under the storm, the Fremen may ship and move under the Storm.

LEADER REVIVAL

When a faction has one available leader at the revival phase, they may begin the process of reviving leaders by paying their leader's strength in Spice.

TODO: These can likely be removed, considering they really should come up in the phases explanation!



FACTIONS

Each set is composed of the following:

A Faction token This token is placed on the storm track around the board, to indicate where this player is seated.

On the backside of the token is a "pass"-icon, indicating this faction is no longer able/willing take actions this phase.

A Faction Sheet Describing each Faction's Advantages.

Reference for their troops & leader strengths.

Reference for their karama effects & FAQ.

Leader discs Each disc shows a leader and their fighting strength.

Leader traitor cards Every leader disc should have a traitor card representing the leader disc.

Troop tokens A total of 20 tokens.

Troops tokens can be multi-sided.

Some factions have multiple types of Troop tokens.

Starting Spice This should match the starting Spice specified on the faction sheet.

Faction specific items Some factions will have unique items, such as a Kwisatz Haderach token for house Atreides.

All block of each player set have the same color for easy identification.



And the following factions are available in the expansion:



FACTIONS IN THE GAME

You will play as one of these factions:

EMPEROR

his majesty the Padishah Emperor Shaddam IV of house Corrino — keen and efficient, yet easily lulled into complacency by his own trappings of power.



SPACING GUILD

represented by steersman Edric (in league with smuggler bands) — monopolist of transport, yet addicted to ever increasing spice flows.



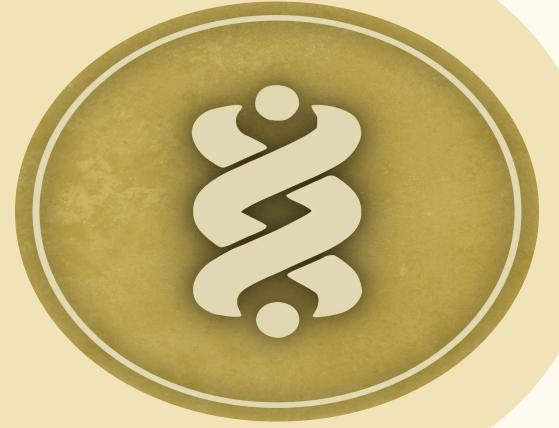
FREMEN

represented by the planetary ecologist Liet Kynes — commanding fierce hordes of natives, adept at life and travel on the planet, and dedicated to preventing any outside control while bringing about Dune's own natural regeneration.



IXIAN

led by the human cyborg Prince Rhombur Vernius possessing courage. They are technocrats who specialize in production and supply chains. On Arrakis they have a movable stronghold, which is hidden from space.



HOUSE ATREIDES

led by the youthful Paul Atreides (Muad'dib) — rightful heir to the planet, gifted with valiant lieutenants and a strange partial awareness of the future, but beset by more powerful and treacherous opponents.



Continued list of factions.



BENE GESSERIT

represented by Reverend Mother Gaius Helen Mohiam — ancient and inscrutable, carefully trained in psychological control and a genius at achieving her ends through the efforts of others.



BENE TLEILAXU

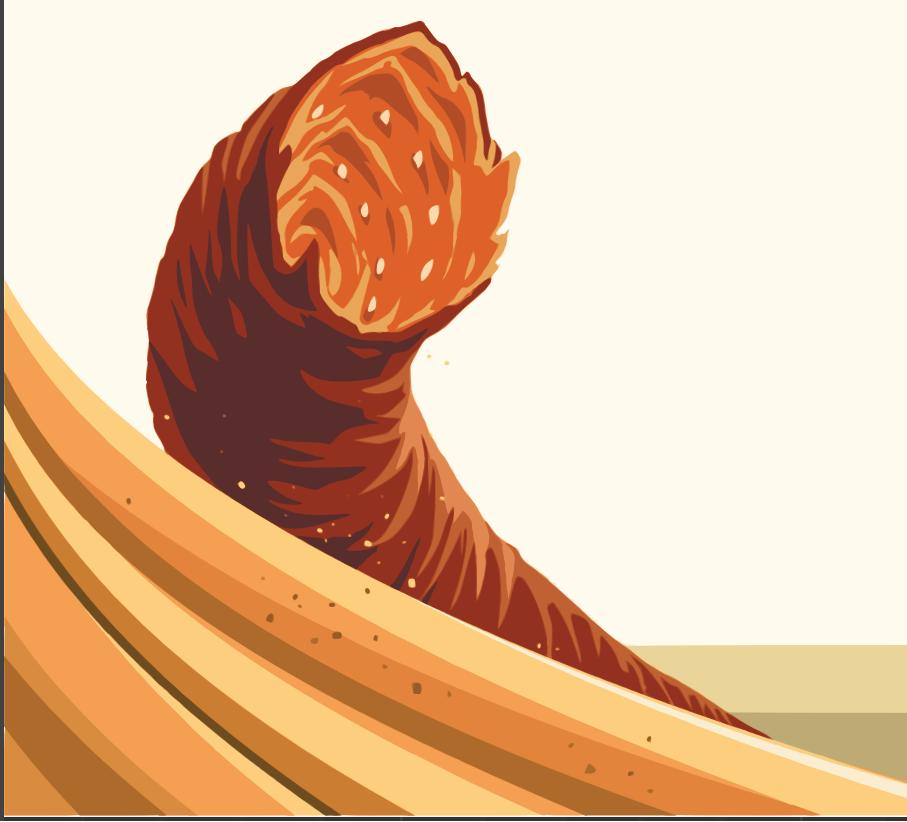
led by their Masters Council. They control the Axlotl tanks, and infiltrate other factions with deadly Face Dancers. Although loathed by other factions, they are tolerated because of the miracles they are able to produce.



HOUSE HARKONNEN

led by the decadent Baron Vladimir Harkonnen — master of treachery and cruel deeds.

There's room for more factions!



SETUP

This section describes how to setup a game of dune.

SETUP PART 1 : DRAFTING

1. Place the board on the center of a table (seating at least 6). A recommended minimum size for the table is 60cm by 60cm.
2. Sit around a table. It's best if players don't sit directly parallel next to each other, but sit in a circle.
If you want to randomize seating, you can randomly deal the first 6 numbered prediction cards to players. Then have players sit in storm order starting from the "storm start" denoted on the board.
3. Each player drafts the faction-token of 1 faction they wish have in play, by places it in the center of the board. *Drafting a faction does not mean you'll be playing as that faction.*
4. Collect all the faction-tokens from the center of the board, and shuffle them thoroughly. Place the faction-tokens as evenly spaced as possible around the board on the storm track.

The result should be that every player around the table has a faction-token placed in front of them.

1. Players may now trade faction-tokens, but they are not allowed to swap seats.
What faction-token is in front of you, that faction is the one you'll be playing as.
2. Every players takes all the items specific to the faction they are playing, out of the box.
They take their initial Spice out of the Spice bank.
Place the faction-shield in such a way that the shield is clear to see for other places and it obscures your personal Spice stash.
There should be ample room in front of your shield for bribes and Tech Tokens.



SETUP PART 2 : TABLE LAYOUT & DECKS

1. Create a Treachery deck (**D1**)
2. Create a Fate deck (**D2**)
3. Take all Spice cards, and separate all the Shai-Halud cards.

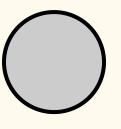
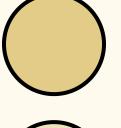
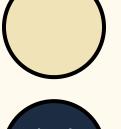
The non-Shai-Halud cards are shuffled, then place 1 card (face down) from this deck on **A** and 1 card (face down) on **B**.

From the same deck place 1 card (face down) on **Pa**.

Add 2 Shai-Halud cards and shuffle the deck. Then place 1 (face down) card on **Pb**.

Finally add the remaining Sha-Hulud cards and shuffle the deck. Place this deck (face down) on **D**.

4. Randomize Tech Tokens, and place them in a Stack (face down),
5. Create a Traitor deck by gathering all the Traitor card from the faction that have been drafted. (**C**)

	Table
	Board
	Player faction-token location
	Turn tracker
	Phase tracker
	Draw Treachery deck.
	Discard Treachery deck.
	Pile 1: cards to draw new auction cards from.
	Pile 2: cards to draw new auction cards from, after P1 is exhausted.
	The single card, currently up for auction.
	Draw Spice deck.
	Prescience for A.
	Prescience for B.
	Spice location A.
	Spice location B.



SETUP PART 3 : PREDICTION

If the Bene Gesserit faction is in the game, they must do their prediction immediately before any card are distributed.

If the Bene Gesserit faction was not drafted, skip this phase.

SETUP PART 4 : TRAITORS

1. Deal 4 Traitor cards from the Traitor deck to every player except the player playing as the Bene Tleilaxu faction.
2. Every player except the one playing as Harkonnen must chose 1 out of the 4 as their Traitor.
Harkonnen keeps all 4.
3. If Bene Tleilaxu was not one of the drafted factions, then remove the non-chosen and remaining Traitor cards from the game.

I have Stilgar as my traitor.

~ Aidym

WITH BENE TLEILAXU

If the Bene Tleilaxu was one of the drafted factions:

1. Instead of removing from the game, each player (except Bene Tleilaxu themselves) places their non-chosen Traitor cards on their faction-token.
2. The player playing as the Bene Tleilaxu faction shuffles each pile on every faction-token & and takes 1 card from each pile.
3. If this results in less than 5 Traitor cards in their hand, they draw from the remaining Traitor deck, until they have exactly 5.
4. When they have 5 Traitor cards, they pick one of them to be their Traitor, by placing their Traitor card (face down) behind their shield.
5. All Traitor cards that other factions didn't chose are collected into a deck, and this becomes the Bene Tleilaxu FaceDancer draw deck.



WITH IXIANS

If the Ixians was one of the drafted factions:

1. Deal Treachery cards equal to the number of players (including Ixian).
2. Ixian can **look** at these "starting cards".
3. After looking, Ixians create a deck out of the starting card, shuffle it and then deal 1 to each player (including themselves).

This is a simple step:

1. Every player gets dealt 1 Treachery card.
2. Every player gets dealt 1 Fate card.

Harkonnen takes 1 extra Treachery card from the Treachery draw deck.



SETUP PART 6 : STORM PLACEMENT

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.

SETUP PART 6 : TROOP PLACEMENT

Faction now place their starting troops on the board.

This happens in a set order of priority:

1. Atreides & Harkonnen & the Spacing Guild
2. Ixian (*place their Mobile Deployment Platform*)
3. Fremen
4. Bene Gesserit

Highest priority deploys first.



PHASES

DUNE is played in turns to a maximum limit of 10 turns.

Each turn is composed of nine specific phases that must be completed in the exact sequence presented below.

Note: All factions have special advantages that may contradict these rules.

A faction's particular advantages always have precedence.

PHASE 1: INFILTRATION

Skip phase step when:

- on Turn 1.
- the Bene Tleilaxu faction wasn't drafted.

Bene Tleilaxu can discard 1 Traitor card to the Traitor discard deck and draw 1 from the Traitor draw deck.

The player playing as Bene Tleilaxu can infiltrate factions by revealing traitors cards from their hand of leaders in the Tleilaxu Tanks.

Then, the following happens:

1. The Traitor card is placed in front of the Bene Tleilaxu's shield.
2. The Bene Tleilaxu places one of their leader discs on top of the revealed Traitor card.
3. The faction that the Traitor card belongs to, now has a brief time-window to call traitor on the Bene Tleilaxu leader placed on top of the Traitor card.

If the traitor is called, the Tleilaxu leader dies, and the faction does not become infiltrated.

INFILTRATED

If **no** traitor is called, the leader of the Traitor card is revived (no cost) and return to the owner faction.

From now on, the faction is infiltrated.

The leader of which the Traitor card is in front of the Bene Tleilaxu is called the "infiltrating leader".

When you are infiltrated, you must (whenever the Bene Tleilaxu asks) provide the Bene Tleilaxu with the following information (in secret):

- Your Spice total in your personal Spice reserve.
- Exactly which Treachery card you have.
- The contents of your finalized battle-plan before reveal.

ENDING INFILTRATION

This Infiltration lasts until the infiltrating leader dies.

If an infiltrated faction wins the game Bene Tleilaxu win **along with** them.



PHASE 2: NEXUS

This phase is currently a work in progress. It's actively being designed.

Skip this phase on Turn 1.

NEXUS DECK

1. Take 1 card from the Nexus deck.
2. Do what it says on the card.

No Nexus

Draw n Nexus cards from the Nexus draw deck (one at a time), placing them on the Nexus discard deck.

When the drawn card is titled *Perform Nexus*, then **stop** and perform the actions detailed on that card.

FORMING ALLIANCES

When the card indicated there should be a Nexus, here are the steps:

1. Players that are currently allied can break their alliance by returning the Alliance card they received, and taking back their own.
2. Players can offer an alliance to 1 other player at a time.
They do this by offering their Alliance card.
3. If the player chooses to accept, the alliance is formed.
4. If the player chooses to decline, they can offer to someone else.

Perform Nexus

1. Stop drawing cards.
2. Perform a Nexus.
3. Shuffle all Nexus cards back into a new Nexus draw deck

The distribution of cards (total 20):

No Nexus 4 cards with the number: 4
5 cards with the number: 5
6 cards with the number: 6
4 cards with the number: 7

Perform Nexus 1 card



PHASE 3: FATE SWAPPING

Skip this phase on Turn 1.

You know this is a worthless card right?

~ Brodie

Every player may make a single 1:1 trade of a Fate card with another player.

PHASE 4: BIDDING

DECLARATION

Each faction must publicly reveal the number of Treachery Cards in their hands. A player can never have more than four cards in their hand at any one time.

A player cannot bid for Treachery Cards if they are at their hand limits.

DEALER

Count the number of factions not at their hand limit, and for each of them set aside one card from the top of the Treachery deck. If the Treachery deck has fewer cards than players who can bid, the cards remaining in the deck are set aside. The discard pile is then shuffled together and cards equal to the difference are drawn and placed separately to the first pile. The first pile will be auctioned off first, and the second pile second.

AUCTION

The first card in the stack is now auctioned for Spice.

- The first player in Storm Order will open bidding on the first card. If that player already has 4 Treachery Cards the next player who does not have 4 Treachery Cards opens bidding.
- They may bid one or more Spice or pass. Bidding then proceeds to the next player in Storm Order who may raise the bid or pass until all other players pass in a row. The top-bidding player then pays the number of Spice they bid to the Emperor, or the Spice Bank if the Emperor is not in the game, and takes the card into their hand.



BID LIMIT

No player may bid more Spice than they have, except with permission from their ally if any, or the Emperor.

If a faction wins the bidding, but cannot pay for the card due to not having enough Spice, the bid is considered illegal and the bidding on the card in question is restarted with the same starting bidder, however the player who made the illegal bid is unable to bid on that Treachery Card.

NEXT STARTING BIDDER

In subsequent bidding during this phase, the First Player who can bid, to the right of the player who opened the bid for the previous card, begins the bidding for the next card. In this way every player who can bid gets a chance to open the bidding for a Treachery Card.

END OF BIDDING

Bidding for Treachery Cards continues until all cards available for bid have been auctioned off or a card is not bid on by anyone.

If a card is passed by everyone, all remaining cards are returned to the top of the Treachery deck in the order they were dealt and the bidding round is over.

TRANSPARENCY

The number of (not the type) Treachery cards each player holds is public information during the bidding round. Nobody is allowed to hide the number of cards they hold at this time.

If a player has a full hand, they must pass on all cards up for bid.

BIDDING ETIQUETTE

While these are not strict rules, we suggest they are complied with to keep the bidding round as short as possible

A pause should be taken before the use of faction powers like Ixian deck Splitting or Atreides Prescience where they announce to the table that they are about to use them thus giving players a fair chance to use karama cards, or faction powers.

We suggest 30 seconds to a minute should be spent before the bidding of each card to allow the factions to make deals on card knowledge, subsidies and bidding strategy. In general, when a player is asking for subsidy from their ally or the Emperor, we recommend asking for an amount of Spice and accepting a yes or no answer to keep the round moving. This will also allow allies to share their plans on who should buy what and how much Spice they can share between them. Complex deals should be saved for this time period.

Once bidding starts on a card, each players bid should take no more than 10 seconds. Simple deals can take part in this time however the game should not be paused to allow a complex deal to take place.

When it is a players turn to bid they should have priority in making simple deals. This means that other players should be quiet and interfere minimally when they make deals during their 10 seconds.

We suggest that players frequently flouting these conventions be warned, with a potential limit being imposed that they may only state their bid and nothing else once bidding has started.



PHASE 5: REVIVAL

All revivals happen in Storm Order for purposes of the Bene Tleilaxu's Revival Income, and the Bene Tleilaxu always revive their Troop tokens and leaders last.

FORCE REVIVAL

All players may now revive up to 3 Troops from the Tleilaxu Tanks.

Free A certain number of Troop tokens are revived for free as stated on the player sheet.

By Spice Any additional Troop tokens that may be revived must be done at a cost of 2 Spice per Troop token, or more if indicated on faction sheet. All Spice expended for Troop token revival is placed in the Spice Bank.

Limit A player can never revive more than 3 Troop tokens per turn, unless a Tleilaxu Ghola Card is played to revive troops.

To Reserves Revived Troop tokens must be placed in the player's reserve.

LEADER REVIVAL

Once a player has only, or has had only 1 available leader, they may revive one leader per turn until all of their leaders have been revived.

Revival Cost To revive a leader, a player must pay that leader's strength in Spice to the Bene Tleilaxu, or the Spice Bank if the Bene Tleilaxu is not in the game.

Revived Leader Status A revived leader can be played normally and is still subject to being a traitor.

Dead Again If a revived leader is killed again, place it face down in the Tleilaxu Tanks. This leader cannot be revived again until all of the player's other revivable leaders have been revived, killed, and sent to the Tleilaxu Tanks again.



PHASE 6: SPICE BLOW

1. Reveal both card card A & B, simultaneously
2. Place Spice / Shai-Halud tokens in the territory.
3. Draw & place extra a Spice Card(s) on any Shai-Halud card.
4. Fremen may re-direct (if multiple) and ride the spawned Shai-Halud tokens.
5. Set any 3rd Shai-Halud cards aside, shuffle them back into the deck at the end of the phase.

FIRST TURN

Any Shai-Halud cards that are drawn on turn 1, are set aside instead.

They take no effect and are shuffled back into the Spice deck at the end of the phase.

The Spice deck never re-shuffles. By the end of turn 10, the complete Spice deck is used.

PHASE 7: SHIPPING & MOVEMENT

STORM ORDER

Shipment and Movement happens in Storm Order by default. Each player's turn consists of one shipment and one movement. If the Spacing Guild is in the game, their Ship When You Wish advantage takes precedence to Storm Order. After the Spacing Guild has used this advantage, Shipment and Movement proceeds in strict Storm Order until all factions have had a chance to Ship and Move.

SHIPMENT

A player may make one shipment of any number of tokens from their reserves to any one territory on the map. A player must pay spice to the spice bank for their shipment or to the Guild if they are in the game. The cost of shipping off-planet reserves is one spice per token shipped into any stronghold or city, and two spice per token shipped to any other territory. The Fremen player does not have to pay as their reserves are on the far side of Dune, see their faction sheet for details.



MOVEMENT

RESTRICTIONS

No player may ship into a sector in storm or a stronghold already occupied by two other players. Otherwise, shipments may be placed in any territory. No player except the Spacing Guild and their ally may ship tokens from the board back to their reserves.

The Stronghold Shield Wall counts as a Rock Territory in terms of Shipment, Movement and occupation limits.

Each player may move, as a stack, any number of their Troop tokens from one territory into one other territory. The default move limit is one Territory.

ORNITHOPTERS

When a player has any amount of Troop tokens in Arrakeen or Carthag has access to ornithopters. If the faction shipped forces into Arrakeen or Carthag, they immediately gain access to Ornithopters for their movement.

MOVEMENT

Each player may make only one move per turn. Sectors have no effect on movement, i.e., tokens can move into or through a territory ignoring all sectors. As sector's only function is to regulate the movement and coverage of the storm and spice collection. No token except for the Fremen's may move into, out of, or through a sector in storm (including non-sand territories). If a faction's forces are split into 2 or more sectors of the same territory, they may all leave the territory with one movement action as a stack. To recombine these forces into one stack while remaining in that territory requires one movement action.

Many territories occupy several sectors, so that a player may move into and out of a territory which is partly in the storm and part out, so long as the group does not pass through the part covered by the storm. When ending a move in a territory lying in several sectors, a player must make clear in which sector of the territory they choose to leave their tokens. The polar sink is never in storm. Tokens do not block movement with one exception: Like shipment, tokens cannot be moved into or through a stronghold if tokens of two other players are already there. Otherwise, tokens are free to move into, out of, or through any territory occupied by any number of tokens.



PHASE 8: BATTLE

DETECTING BATTLES

You can recognize battle locations, using these rules:

- At least 2 (non-allied) factions have Troop tokens in the same territory during the battle phase.
- The Bene Gesserit advisors never participate in battles.
- There are never any battles in the Polar Sink territory.
- When the territory is split by the storm and troops tokens are not in the same sector, then those troops do not battle each other.

ORDER OF BATTLES

From the storm marker onwards, check if the first player is in any battles. If they are they become the aggressor.

The aggressors will:

- Choose which battle they are in will be resolved next.
- Win battle in the case of a tie in battle-strength.

When all the battles of the first player are resolved, the next player becomes the aggressor. Repeat this process until all battles are resolved.

WINNING A BATTLE

The winner of the battle is the player that:

- Was not called Traitor upon.
- Had a battle strength that was higher than the opponent, or was the aggressor in case of a tie.

There are exactly 0 winners in a Battle when any of these conditions are true:

- A lasgun and shield were revealed (it does not need to be from the same battle-plan).
- Both players call Traitor.

The winning player loses the Troop tokens they dialed in battle, as well as the Spice they used.

The Spice for all killed leaders is collected by the winner.

LOSING A BATTLE

The losing player loses all the Troop tokens they had in the territory and must discard every Treachery Card they used in their battle-plan.

Fremen can choose to keep Treachery cards they played as Fanatical Tactics.

Spacing Guild can keep Treachery cards they played when they retreat, and pay the appropriate amount of Spice (the strength of the leader they played times the number of Treachery cards)

Note that the loser does not lose their leader as a result of battle. Leaders are killed only by weapon Treachery Cards.



BATTLE PLANS

To resolve a battle, each player must secretly formulate a Battle Plan.

A Battle Plan **MUST** include:

- A Battle Wheel with a dialed number, representing the number of Troop tokens's strength.
- A Leader disc or Cheap Hero Treachery card.
(unless the player has neither available)

And it **MAY** include:

- 1 weapon Treachery card.
- 1 defense Treachery card.
- 1 Mercenaries Treachery card.
- A number of Spice tokens.

BATTLE WHEEL

Each player picks up a Battle Wheel and secretly dials a number from zero to the number of Troop tokens they have in the disputed territory. Both players will lose the number of Troop tokens dialed on the Battle Wheel.

The maximum dial is 20, even if you have more Troop tokens or if Troops add more strength.

TREACHERY CARDS

You are only allowed to play Treachery cards, if you play either a Leader disc or Cheap Hero Treachery card in your battle plan.



LEADER DISC

You must play a Leader disc in your battle plan, if able.

You may play a Cheap Hero Treachery card in place of a Leader disc.

If you have neither available, you must declare so in Battle phase - step 2.

TRAITORS

Both player may choose if they call Traitor on the opponent's leader (*if they can*). When both pass and Harkonnen is allied to 1 of the 2 players, ask Harkonnen if they call Traitor.

Harkonnen can only reveal the Traitor card of the Leader disc played by their ally's opponent. If harkonnen chooses to do so, it is as if the ally played the Traitor card.

When a Traitor card is revealed that matches the Leader disc played by their opponent, the the player that called Traitor:

- wins the fight.
- does not lose the Spice they dialed.
- does not lose any Troop tokens, even if dialed.
- their leader lives, regardless of Treachery cards played.
- the opponent leader is killed, regardless of Treachery cards played.

DOUBLE TRAITORS

When both players reveal a Traitor card matching the opponent's leader, both leaders are killed, all Spice dialed is lost, all Troop tokens are send to the Tleilaxu Tanks.

Both player lose, there is no winner.

BATTLE SUB-PHASES

- Step 1** Aggressor pick the battle location and opponent.
- Step 2** Either player declares they have no leader leaders to play, if they do not.
- Step 3** Last option of playing Supplies! Treachery card.
Last option of playing Ixian alliance ability.
Last option of playing Bene Tleilaxu Fate.
Last option of playing Guild Fate.
Last option of playing Bene Gesserit Fate.
- Step 4** Bene Gesserit Voice.
- Step 5** Atreides Battle Prescience.
- Step 6** Harkonnen Fate ability.
- Step 7** Bene Tleilaxu can look at infiltrated faction's committed battle-plan.
- Step 8** Last option of playing TruthTrance Treachery cards.
Fremen Fanatical Tactics.
- Step 9** Reveal & Resolve battle-plans.
- Step 10** Option of discarding or using Break Conditioning Treachery card.
- Step 11** Traitor calls. (*this trumps Break Conditioning if played*).
- Step 12** Guild retreat ability. ()
- Step 13** Apply the weapon and defense Treachery cards to send Leader discs to the Tleilaxu Tanks.
Set Spice aside for killed leaders.
- Step 14** For both players count their total battle strength by adding:
 - The Leader strength (*if not killed*)
 - The dial on the battle-wheel
 - Add $1\frac{1}{4}$ if Mercenaries was addedThe player with the highest total battle strength is the winner.

I find that rolling dice and going up a ladder is great fun and a great feeling whilst sliding down a snake is not fun but theres always hope you might climb a ladder and still win objectively snakes are worse than ladders but without them the ladders feel pointless if you want a highly competitive game where the smart ass always wins play dream rules

~ Eichmal



PHASE 9: MENTAT PAUSE

During this phase players check if any of the players meet the following conditions for winning the game:

Strongholds	Having Troop tokens in any of the strongholds awards $1\frac{1}{4}$ Victory Points,
<i>1¼ Victory Points, per Stronghold</i>	per Stronghold.
Shieldwall	Having Troop tokens on the North-West sector of Shieldwall (<i>after</i>
<i>1½ Victory Points</i>	<i>Shieldwall has been activated</i>), awards $1\frac{1}{5}$ Victory Points.
Tech Tokens	Having 3 or more Tech tokens, awards 1 Victory Point.
<i>1 Victory Point</i>	

The fractions are purely for tie-breaking purposes.

NON-ALLIED PLAYERS

Players that do not have an ally, will win the game if they have at least 3 Victory Points.

ALLIED PLAYERS

Players that do have an ally, will win the game if they have at least 4 Victory Points.

ON TURN 10

1. If fremen are in the game, and they (and their ally) have 3 or more Victory Points, Fremen plus their ally win.
2. If fremen are in the game, but they (and their ally) do not have 3 or more Victory Points, Fremen win alone.
3. If fremen are not in the game, then the player (not alliance) with the most Victory Points wins. If there is a tie, the player first in storm order wins.

PHASE 10: COLLECTION

Collect Spice from Spice-blows & strongholds.

Any player with 0 or 1 Spice can collect Spice from the Spice bank to bring their total to 2, by collecting Spice from the Spice bank.

Players are allowed to bribe each other during the Collection phase, to be able to use the charity.

All collection, (*including from Choam charity & Bribe piles*) happens as **a single instant for all players, at the same time**.



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 Fremen are in the game, Storm calculation happens via the Storm deck instead.

The player playing as the Fremen 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.



BINDING DEALS

Players can make any kind of verbal deals or bribes between one another. Once made, these deals and bribes may be stated aloud and must be honored. A player cannot renege on a deal or bribe.

VALID:

- Information.
- Future actions.
- Spice.

INVALID:

- Treachery card.
- Faction advantages.
- Leader discs.
- Troop tokens.
- Actions that are unrelated to the current game being played.

Spice exchanged as part of a binding deal is placed in a faction's Bribe pile, in public, in front of the player's shield.

Players are allowed to offer deals that are impossible for them to actually perform, but they are not allowed to accept them.

Once a deal has been accepted by both parties, the parts the players want to be binding must be stated in public.

You can chose to keep details of a deal private, but this can cause bad things to happen:

- Players can lie to each other and betray each other.
- Private communication was done poorly, and no other players verified what was said.

Bribes

The spice can be collected at the Collection phase.

Spice on the Bribe pile may not be removed from the bribe pile until the Collection phase, regardless of if the deal was dissolved.

Collecting the Spice from the Bribe pile is a single instant (*every faction performs this at the exact same time*) that happens at the very end of the Collection phase.

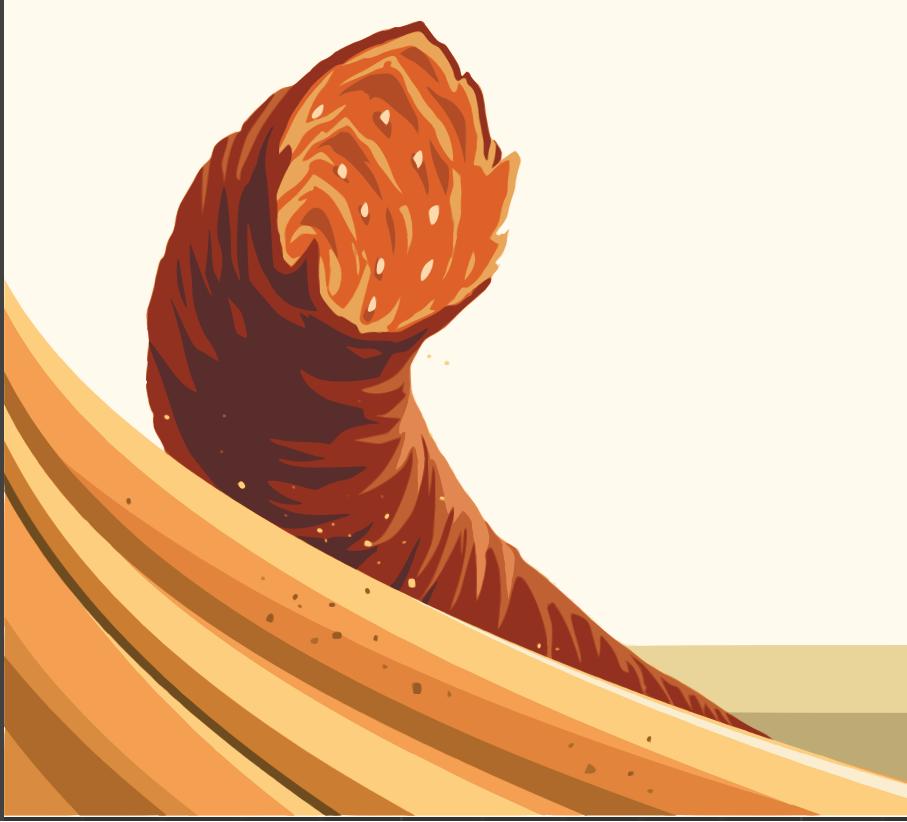
"THROWN FIGHTS"

A very common binding deal revolves around "blocking" strongholds in order to prevent other players to win that turn.

You can use the word "Thrown fight" and it has the official definition:

Players decide amongst themselves who will be the victor.

- Neither player will play a weapon Treachery card.
- Neither player will reveal a Traitor.
- Neither player will play Break Conditioning to gain its effect.
- The losing player will dial 0.
- The losing player will play a leader that is low enough.
- The winner's battle plan can have any dial or leader.



FAQ

When multiple players have the game-winning number of strongholds during the mentat-phase; Who wins?

The normal strongholds on the board: Arrakeen, Carthag, Tabr Seitch, Habbanya Sietch, Tuek's Seitch; are of higher value than others

If there is still a tie, the Shieldwall stronghold is of higher value than Tech Tokens.

Can a Ghola card let a player revive more than one Sardaukar or Fedaykin per turn?

No, This revival limit of Fedaykin cannot be circumvented.

The Sardaukar revival limit can only be broken by Emperor's fate ability, not by the Tleilaxu Ghola Treachery card.

How does paying for your ally's treachery cards work?

In the Bidding phase, a player may pay for part or all of the cost of a treachery card purchased by an ally.

The player gives this Spice directly to the Emperor (or the bank if the Emperor is not in the game).

The emperor can not pay for his ally's cards; but instead share his Spice with his ally freely. The ally pays for the card like normal, to the Emperor.

How does paying for your ally's shipment work?

During shipment a player may pay for part or all of the cost of an ally's shipment.

The player gives this Spice directly to the Guild (or the bank if the Guild is not in the game).

If the player giving the Spice is the Spacing Guild, then the Spice is still given to the Spacing Guild.

When a battle is won by revelation of a Traitor, can the winner discard Treachery cards used in their Battle Plan?

Yes, you can discard Treachery Cards you played, including Cheap Hero.

Can non-allies have secret communications?

Yes, You can perform secret

When moving with ornithopters, can you pass THROUGH a space containing your ally's Troop tokens without ending your move there?

Yes, you are allowed to move over your ally's troops, but you cannot end your move in the same location as where your ally has troops.

When you call traitor, can the leader you played in that battle be used elsewhere on the board, that turn?

No. The leader you committed will stay in the territory of that battle, until the collection phase.

When you played a leader against Harkonnen and lost the fight, is the leader you played in that battle subject to the random leader stealing ability?

TODO: Who knows this, for real?

When Harkonnen plays a captured leader in a battle and it survives, does it return to you instantly, or is it committed to the battlefield, and then at Collection phase you collect it instead of Harkonnen?

TODO: Who knows this, for real?

Can the Bene Gesserit flip from advisors to fighters in a territory with an ally?

No.

When using the Voice, do the Bene Gesserit have to specify using any special cards?

If the card says "Special", then the Bene Gesserit have to voice it by name.

They cannot voice you to play (or not play) a Cheap Hero.

They cannot voice you to play a Treachery Card that cannot go into a battle plan.

Can a player ship cross-planet if either the origin territory or destination territory are in the Storm?

No.

When Harkonnen steal a leader with their advanced ability, can they take which leader they stole before the



ABOUT DREAMRULES

The Dreamrules ruleset is the brainchild of a group of Dune players, with each of whom has hundreds of hours of game time under their belt.

After playing the game for this long; a long list of mechanics/rules become problematic. With the rulebook being open to many interpretations, that would often lead to heated debates in games, we decided we wanted to rewrite the rulebook, to remove inconsistencies, clear up wording etc.

After the Ixian & Tleilaxu expansion and FAQ documents being released we came to understand the instead of a rulebook-rewrite, we would have to create our own variant of the game to fix the issues we had.

THE DESIGN GOALS WERE AS FOLLOWS:

- Reduce randomness to a low level.
- A turn where no-one can win, is pointless.
- Increase player interaction/participation.
- Revealed battleplans cannot change be influenced except by traitor.
- Remove un-fun mechanics. (Harkonnen Special Karama, Guild Timeout Victory, etc)
- Balance factions, especially the Fremen.
- Reduce the likelihood of Early Nexus's.
- Make 10 turn games less likely.
- Make skirmishes outside strongholds more necessary and fun.
- Treachery deck balance, high powered cards are single use.

THEN AS SECONDARY GOALS:

- This is a living document, we update it as rules are changed.
- Rules are allowed to change, feedback from players is encouraged.

