

MAHDI SOLO MODE

INTRODUCTION

In the Mahdi Solo Mode, the player controls the Atrides as in a 2-player game but they also play out the actions of the Harkonnens, using the rules presented here. These solo rules can also be used by 2 players, one as House Atrides and the other as the Fremen Ally, applying the previous chapter's rules for shared faction gameplay (without using the Cone of Silence tokens).

♦ TACTICAL CARDS

The Mahdi Solo Mode requires the deck of 8 Tactical cards. Each card indicates a Sector and a Sietch (for example *North-East Sector — Gara Kulon*). However, for the two *Central Sectors* cards, all 4 Central Sectors must be considered as if they were a single Sector.



Tactical Cards

♦ IF YOU CAN, YOU CHOOSE

When presented with multiple options to meet the criteria for the actions of the Harkonnens, you are free to choose any option that gives you the greatest advantage in defeating the hated invaders!

SETUP

Set up the game as in a 2-player game. Shuffle the 8 Tactical cards into a facedown Tactical deck and place it near at hand.

Note: Leave the Sietch and Atrides Deployment tokens face down! Revealing such tokens has a game effect (see Special Rules on page 42). You can always inspect them at any time.

GAME ROUND SEQUENCE

Apply the regular sequence, with the following exceptions.

♦ START OF THE ROUND

Draw and reveal **2 Prescience cards** (instead of 3).

Draw a Tactical card and place it faceup. This is the Harkonnen **Harvesting Sector** for the round.

Then, draw a second Tactical card and place it faceup to the right of the first one. This is the Harkonnen **Target Sietch** for the round. If the Sector on the second card is the same as on the first card, or the Sietch specified on the card has been destroyed, discard the card and draw another one (until the drawn card shows a different Sector or a Sietch still in play). If, at any time during a round, the Target Sietch is destroyed, discard its card and immediately draw another one (the new card must meet the same requisites above).

Finally, draw 1 Planning card from the Corrino Ally deck and 1 from the House Harkonnen deck and place them facedown to form the Harkonnen **Reinforcements deck**.

Follow this scheme for ease of reference:



Harvesting Sector Card



Target Sietch Card



Reinforcements Deck

1. VEHICLE PLACEMENT

Check The Spice Must Flow board to see how many Vehicles are available and how many Harkonnen Action dice can't be used this round, as usual. Then, place all Vehicles on the board using the following criteria.

Place Harvesters

First, place all available Harvesters in Areas contained in the Harvesting Sector for the round, following this priority order:

1. All empty Deep Desert Areas not adjacent to an Atreides Legion or Sietch.
2. All empty Desert Areas not adjacent to an Atreides Legion or Sietch.
3. All remaining free Deep Desert Areas.
4. All remaining free Desert Areas.

If there aren't enough eligible Areas inside the Harvesting Sector, place any remaining Harvesters in Areas of an adjacent Sector of your choice, following the same priority order. This adjacent Sector cannot be the one indicated in the Target Sietch card.

Place Carryalls

Then, place all available Carryalls in the Air Zones that protect the highest number of Harvesters.

Place Ornithopters

Finally, place all available Ornithopters.

1. If there are any Harkonnen Legions exactly 2 Areas away from Sietches they can attack (respecting the Attack a Sietch criteria listed on the next page) place 1 Ornithopter in each Air Zone connected to the Sector where those Legions are located. Keep doing so until there are no more free Air Zones or Harkonnen Legions that fulfill the requirement, or you run out of available Ornithopters.
2. Place any remaining Ornithopters in unoccupied Air Zones connected to the Sector where the Target Sietch is located.

If at any point during the placement, there are no more free Air Zones connected to the Sector where the Target Sietch is located, place the remaining Ornithopters in the Air Zones connecting Sectors adjacent to the Target Sietch, prioritizing Air Zones connecting Central Sectors with other Central Sectors.

Important: Ornithopters cannot be used for Scouting when playing solo.

2. ACTION RESOLUTION

As the Atreides, play following all regular rules. For the Harkonnen, don't roll the Harkonnen Action dice at the same time but do the following instead.

- ◆ After each of your Action turns, roll 1 unused Harkonnen Action die and immediately use it to take the corresponding Action, according to the Harkonnen Actions Criteria (see next page). Advance any Harkonnen Named Leader in the Regeneration Tank, as usual.
- ◆ Place the spent Action die in a Used Action Dice slot on the Harkonnen dashboard, making sure it shows the die face you just used (do not flip the die). **This is important** as if there are ever 3 spent Action dice on the Harkonnen dashboard showing the same result and you get that result rolling an unused Action die, you must roll it again until you get a different result.

3. DESERT HAZARDS

Play this phase as usual. Apply Hits from Coriolis Storms following the criteria explained in Harkonnen Combat Criteria (page 41).

4. SPICE HARVESTING

Play this phase as usual, applying the following criteria.

- ◆ When using Carryalls, always prioritize Harvesters in Deep Desert Areas.
- ◆ Always spend the collected Spice, including the Spice Reserve, to prevent the Imperium markers from decreasing, starting from the lowermost ones.
- ◆ If there is more Spice than the amount needed to prevent all of the Imperium markers from decreasing, spend it to increase the lowermost one(s).
- ◆ If all of the Imperium markers are already on the highest step of The Spice Must Flow board and there is more Spice than the amount needed to prevent all of the Imperium markers from decreasing (7+ Spice), the Harkonnen scores 1 Supremacy point instead!

Important: The Stockpiling rules are not used. The Spice Reserve rules apply when 1 or more Spice points cannot be spent to meet all the above criteria.

◆ **END OF THE ROUND**

Apply the following two steps after the usual ones.

- ◆ **Advance the Supremacy marker by 1 step.** The Harkonnen may win the game even by doing nothing, so you better start collecting Prescience points...
- ◆ **Reshuffle all 8 Tactical cards** to form a new facedown Tactical cards deck.

Important: Never discard Planning cards that are in the Reinforcements deck, and never replace Harkonnen Named Leaders that are on the board.

HARKONNEN ACTIONS CRITERIA

As a general rule, when you take an Action for the Harkonnen, **always activate a Named Leader's Special Action** instead of the regular ones, if possible. The Leader card is then spent, as usual.

◆ **LEADERSHIP AND STRATEGY ACTIONS**

To resolve a Leadership or Strategy result, follow the criteria below in the order they are presented.

◆ **ATTACK A SIETCH**

If it is possible to attack a Sietch (any Sietch, not just the Target Sietch), attack it with the nearest Legion. The attacking Legion must possess a Combat Power greater than that of the Legion defending the Sietch (see to the right). Use an Ornithopter only if necessary.

If there are 2 or more Sietches eligible for attacking, or 2 or more Legions can attack one or more Sietches, apply the following priority order:

1. Attack the Sietch with the highest rank (even if the token has not been revealed).
2. Attack using the Legion with the greatest Combat Power difference relative to the Legion defending the Sietch (check the difference using the Combat Power rules on the right).
3. Attack with a Legion that doesn't require using an Ornithopter.
4. Attack the Target Sietch.

Important: An attacking Harkonnen Legion must always possess a Combat Power greater than that of a defending Atreides Legion (see to the right).

◆ **ATTACK A LEGION**

If it is not possible to attack a Sietch and one or more Harkonnen Legions are **adjacent** to Atreides Legions, attack one of the adjacent Atreides Legions. To attack, the Harkonnen Legion must have a Combat Power greater than the Atreides Legion (see below).

Important: Ornithopters cannot be used to attack Legions when playing solo.

If there is more than 1 Atreides Legion eligible for attacking, apply the following priority order.

1. Attack the Atreides Legion with the highest Combat Power (the attacking Harkonnen Legion must still have a greater Combat Power, as usual).
2. Attack the Atreides Legion containing a Named Leader.

◆ **MOVE THE LEGIONS**

If it is not possible to attack either a Sietch or an Atreides Legion, move the Legions following the Harkonnen Movement Criteria (see page 40).

◆ **COMBAT POWER**

The Combat Power of a Legion is calculated as follows:

- ◆ 1 point for each Unit and 2 points for each Deployment token, plus 1 point for each Leader (Generic or Named).
- ◆ In case of a tie (or if, for any reason, you need to consider the Combat Power of individual Units), count 1 point for a Generic Leader, 2 points for a Regular Unit or Named Leader, 3 points for an Elite Unit, and 4 points for a Sardaukar or Fedaykin Unit.

Note. The rank of a Sietch has no impact on Combat Power.

◆ **DEPLOYMENT ACTION**

Deploy the Units and 1 Named Leader in the same Harkonnen Settlement. **Beast Rabban** and **Feyd-Rautha** must be deployed before any other Named Leader. If no Named Leader is available, deploy 1 Bashar Leader instead. Choose the Settlement(s) where to deploy applying the following priority order.

1. The Settlement containing the Legion with the highest Combat Power.
2. The Settlement closest to the Target Sietch.

You cannot exceed the stacking limit. Deploy any excess Units in another Settlement, still respecting the priority order.

Important: Whenever a type of Unit is not available (for deployment, etc.) place an equal number of available Units having a Combat Power immediately higher. If there are no Units with a higher Combat Power, place Units having a Combat Power immediately lower.

◆ MENTAT ACTION

Draw the cards **and play them immediately**, alternating between the House Harkonnen and Corrino Ally decks, in an order that depends on the card at the top of the discard pile. If it is a Harkonnen card, start drawing from the Corrino deck. If it is a Corrino card, start drawing from the Harkonnen deck. If there are no cards in the discard pile, start drawing from the House Harkonnen deck.

- ◆ If a card lets the Harkonnens **deploy, move, or attack**, refer to the rules for Deployment Actions or Leadership and Strategy Actions on page 39.
- ◆ If a card lets the Harkonnens **place or replace Units**, refer to the rules for the House Action, to the right.
- ◆ If a card lets the Harkonnens **place Vehicles**, refer to the Vehicle Placement rules on page 38.
- ◆ If a card lets the Harkonnens **draw cards**, draw them alternating between the Harkonnen and Corrino decks (as explained above) and place them on the Reinforcements deck.
- ◆ If a card lets the Harkonnens **play a card**, immediately draw AND play a card alternating between the Harkonnen and Corrino decks (as explained above).

Important: The effect of a Planning card that is not analogous to any type of Action should be resolved by making it take place **as close as possible, or towards, the Target Sietch**.

Important: If it is not possible to resolve any part of a card for any reason, the card has no effect and is **placed on the Reinforcements deck instead**.

◆ HOUSE ACTION

Apply **both effects** described in the House result, starting from the top one, applying this priority order.

1. Replace Regular Units in the Harkonnen Legion(s) closest to a Sietch.
2. Replace Regular Units in the Harkonnen Legion(s) with the highest Combat Power relative to the Combat Power of the Atrified Legion defending that Sietch.
3. Replace Regular Units in the Legion closest to the Target Sietch.

When placing Vehicles, always place **1 Harvester and 1 Ornithopter**, respecting the placement rules on page 38.

HARKONNEN MOVEMENT CRITERIA

Whenever moving Harkonnen Legions, move them **one at a time towards the Target Sietch**, starting from the one closest to it, following the route with the least number of free Areas to cross (the **shortest path**), and using Ornithopters if available. If there are multiple Legions at the same distance, move the one(s) with the highest Combat Power first.

Important: Moving Legions must have a Combat Power **greater** than that of any Atrified Legion defending the Target Sietch. If no Legion meets this requirement, that Sietch is no longer considered the Target Sietch for the purpose of movement. A temporary Target Sietch meeting the Combat Power requirement must be designated, using the following priority order.

1. The Sietch closest to the Target Sietch.
2. The Sietch with the highest rank (even if unrevealed).

This temporary Target Sietch remains so for the duration of that turn. During the next turn, the conditions for selecting the Target Sietch must be checked again.

◆ CHOOSING THE SHORTEST PATH

If there are two or more shortest paths, choose applying the following priority order.

1. The path that lets the Legion end its movement in an Area occupied by another Harkonnen Legion that has not reached its stacking limit. Move a number of Units up to the stacking limit, starting from those with the highest Combat Power, plus all Leaders.
2. The path that lets the Legion end its movement in the Area closest to a Sietch.
3. The path that lets the Legion end its movement in a Mountain Area.
4. The path that lets the Legion end its movement in a Plateau or Minor Erg Area.
5. The path that lets the Legion end its movement in a Desert or Deep Desert Area without Wormsign tokens.

Important: In the Mahdi Solo Mode, the Harkonnens ignore impassable borders.

There are two additional criteria to follow when moving Harkonnen Legions:

- ◆ Do not use **more than 1 Ornithopter** on the same turn.
- ◆ Do not move Legions that are adjacent to the Target Sietch unless they are also adjacent to another Harkonnen Legion. In that case, move 1 Legion (or more, if possible) to merge into a single Legion closest to the Target Sietch and with the highest possible Combat Power.



◆ PLACING HARKONNEN DEPLOYMENT TOKENS

Whenever a Harkonnen Legion **leaves an Area containing a Settlement**, place 2 Harkonnen Deployment tokens there (see Special Rules on the next page).

HARKONNEN COMBAT CRITERIA

All the rules for resolving battles are listed here.

◆ HARKONNEN PLANNING CARDS IN COMBAT

If a battle starts and there are cards in the Reinforcements deck, during each round of the battle, discard as many cards from the Reinforcements deck as necessary for the Harkonnens to reach 6 Combat dice.

◆ APPLYING HITS

When applying Hits to a Harkonnen Legion, apply the following priority order.

1. Eliminate Leaders, starting with Bashar Leaders, until only 1 Leader (Named, if possible) remains in the Legion.
2. Replace Elite Units with Regular Units.
3. Replace Sardaukar Units with Regular Units.
4. Eliminate Regular Units, unless there is still a Leader remaining and the Hits would eliminate all Regular Units. In that case, eliminate the Leader first.

◆ END OF THE BATTLE

Harkonnen Legions never retreat, and cease an attack only when, at the start of any Combat round, they have a Combat Power equal to or less than half the Combat Power of the opposing Legion (considering the Combat Power of individual Units).

If the Atrides player wants to retreat, the Atrides player decides where, but must prioritize empty Areas (if any).

Important: The Harkonnens do not need to take 1 Hit to continue the battle when attacking a Sietch when playing solo.

SPECIAL RULES

◆ HARKONNEN BENE GESSERIT TOKENS

When the Harkonnens would gain a Bene Gesserit token, take 1 Action die from The Spice Must Flow board instead and put it among the unused Harkonnen Action Dice. If there are no available dice, advance the Supremacy marker by 1 step instead.

◆ HARKONNEN DEPLOYMENT TOKENS

The two sets of Harkonnen Starting Deployment tokens form a pool in the solo game and are used whenever a Harkonnen Legion leaves an Area containing a Settlement. When this happens, **immediately** place 2 Deployment tokens there, 1 black and 1 silver, facedown. They are considered Units, and as such, follow all the standard rules regarding movement and stacking limit, plus some special rules:

- ◆ All Deployment tokens (black or silver) have a Combat Power of 2 and count as 1 Unit for movement and stacking limit purposes.
- ◆ Deployment tokens are revealed only when they attack or are attacked, or if the effect of any Planning card or Action die makes it necessary for them to be revealed (for example, you have to replace Units in a Legion with Units of another type). If the stacking limit is exceeded when they are revealed, remove any excess Unit starting from those with the lowest Combat Power. Revealed Deployment tokens are shuffled back in the pool.
- ◆ If there are no more Deployment tokens available and you must place some, reveal 2 tokens of your choice (1 black and 1 silver) on the board, placing the corresponding Units. Then, place those tokens where they were required.

◆ HARKONNEN PLANNING CARDS

Whenever a Harkonnen deck runs out of cards, simply shuffle all discarded cards and form a new deck.

◆ HARKONNEN UNUSED ACTION DICE

Harkonnen unused Action dice are the ones that have not been rolled yet and that are not on The Spice Must Flow board. Refer to these dice to see if the Atreides player can perform Desert Power Actions.

◆ ORNITHOPTERS SPECIAL RULE

You can never reveal a Sietch or an Atreides Deployment token voluntarily if it is in a Sector connected to an Air Zone with an Ornithopter (you must still reveal them if they are attacked).



◆ REVEALING A SIETCH OR A DEPLOYMENT TOKEN

For each Sietch or Atreides Deployment token revealed **voluntarily**, add 1 Harkonnen Planning card to the Reinforcements deck (alternating between the Harkonnen and Corrino decks, as explained earlier). Do not do this if the Spacing Guild Ban is active.

◆ LANDSRAAD BAN

As long as the Landsraad Ban is active, the Harkonnens cannot discard cards from the Reinforcements deck to gain additional Combat dice.

◆ THUFIR HAWAT

When playing solo, Thufir Hawat's Special Ability changes as follows:

- ◆ Draw 3 House Harkonnen Planning cards and play them immediately.

◆ GAIUS HELEN MOHIAM

When playing solo, Gaius Helen Mohiam's Special Ability changes as follows:

- ◆ Draw 3 Corrino Ally Planning cards and play them immediately.

◆ TRUTHTRANCE - HOUSE ATREIDES PLANNING CARD

When playing solo, change the effect of the Truthtrance card to the following:

- ◆ Choose a Harkonnen Action die result. (You cannot choose a result if there are 3 spent Action dice on the Harkonnen dashboard showing that result, or 2 in case of Deployment and House results.) Play the next Harkonnen turn as if you rolled that result on the Harkonnen Action die, spending the die as usual. Then, draw 2 Planning cards or play 1 Planning card.

◆ HAWAT'S SCHEMING - HOUSE HARKONNEN PLANNING CARD

When the first of these cards is played, place it near the game board instead. If a second one is played, discard both and apply the usual effect.

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◆ RULES SUMMARY ◆

GAME ROUND

◆ START OF THE ROUND

- ◆ Draw 2 Planning cards, 1 from each deck.
- ◆ Reveal 3 Prescience cards.

1. VEHICLE PLACEMENT (HARKONNEN)

Based on the position of the lowest Imperium marker:

- ◆ Set aside 1 Action die per slot on the active row and above.
- ◆ Place the indicated number of Vehicles on the board.

2. ACTION RESOLUTION

- ◆ Roll Action dice, allocate on player dashboards.
- ◆ Starting with the Harkonnens, allocate 1 Bene Gesserit token on player dashboards (if players wish so).
- ◆ Starting with the Atreides and ending with the Harkonnen, players alternate in taking 1 Action until all dice are used.

3. DESERT HAZARDS (ATREIDES)

- ◆ Place 1 Wormsign token in all Desert Areas with a Harkonnen Legion or Harvester. Flip all tokens:
 - ◆ Nothing happens.
 - ◆ Place 1 Sandworm in the Area.
 - ◆ Place 1 Sandworm only if in a Deep Desert Area.
- ◆ When a Sandworm is placed in Areas containing:
 - ◆ **Harvester:** Remove the Harvester.
 - ◆ Remove Carryall in connected Air Zone to not remove a Harvester.
 - ◆ **Harkonnen Legion:** The Legion must retreat. If it cannot, resolve a Sandworm attack.
- ◆ Roll for Coriolis Storms for all Harkonnen Legions in vulnerable Plateau, Minor Erg, and Desert Areas.

4. SPICE HARVESTING (HARKONNEN)

- ◆ Discard all active Bans (unless the corresponding marker is at the bottom step of the board).
- ◆ Remove all Harvesters on the board to collect spice points: 1 for Desert, 2 for Deep Desert.
- ◆ Spend spice points on each of the 3 Imperium markers:
 - ◆ 3 points: Move it up 1 step.
 - ◆ 2 points: Keep it on its current step.
 - ◆ 0 points: It moves down 1 step (activate 1 matching Ban).
- ◆ If the current Supremacy points are 5 or less, spend 3 spice points to advance the Supremacy marker 1 step.

◆ END OF THE ROUND

- ◆ The Atreides player checks whether revealed End of the Round Phase Prescience cards can be claimed.
- ◆ The Atreides win the game if the requirements of the Secret Objective card are met. If not, the game continues.
- ◆ Remove all Ornithopters and Carryalls from the board.
- ◆ Starting with Harkonnens, may replace any Named Leaders on the board with Generic ones.
- ◆ Refresh all spent Leader cards.

ADVANCING THE PRESCIENCE TRACK

- ◆ Claim a **Prescience card** (max. 2 per round): Advance the indicated markers by the number shown.
- ◆ Take an **Ecological Station**: Advance the Prescience marker shown under the token by 1 step.
- ◆ Destroy a Harkonnen **Settlement**: All markers advance equal to the Settlement's rank.

ADVANCING THE SUPREMACY TRACK

- ◆ Destroy a **Sietch**: Marker advances equal to the Sietch's rank.
- ◆ If the current Supremacy points are 5 or less, spend 3 spice points to advance the Supremacy marker 1 step.

- ◆ Discard down to 6 Planning cards.
- ◆ Atreides removes from the game any revealed Prescience cards they want. Then, reshuffle all cards.

◆ MOVING LEGIONS

- ◆ Moving Legions can enter any adjacent free Area.
- ◆ An area is not free when it contains enemy Settlements, enemy Units, or Sandworms (Ecological Stations or Harvesters do not block movement).
- ◆ Harkonnen Legions entering an Area with a Wormsign token reveal and resolve it.
- ◆ Impassable borders cannot be crossed (except for Troop-Transport).
- ◆ Legions can't pick up or drop figures in the middle of moving more than 1 Area.
- ◆ **Troop-transport (Harkonnen)**: Remove a connected Ornithopter to move 2 Areas, ignoring any obstacles.
- ◆ **Sandriding (Atreides)**: May move over any number of Areas with Wormsigns or Sandworms.

◆ BATTLE ROUND

- ◆ Reveal any Sietch and Deployment token involved in the battle.
- ◆ Starting with the attacker, may discard Planning cards for +1 Combat die per card.
 - ◆ **Surprise Attack**: Attacker adds 1 in the first round.
- ◆ Both players roll Combat dice equal to the number of Units (not Leaders) in their Legion plus the number of Planning cards they discarded. Defender adds the rank of their Settlement in their Area (if any). Maximum of 6 dice.
 - ◆ Generic Leaders each turn 1 into 1 .
 - ◆ Named Leaders each use 1 as indicated on their card.
 - ◆ Special Elite Units each cancel 1 opposing .
 - ◆ Each cancels 1 opposing .
- ◆ Remove casualties. Each must either:
 - ◆ Remove 1 Unit or Leader.
 - ◆ Replace 1 Elite Unit with 1 Regular Unit.
- ◆ Attacker may continue battle (must take 1 Hit if defender is in a Settlement). In this case, the defender may retreat. Otherwise, a new round starts.