

PLAYER ABILITY SUMMARIES FOR SHIELDS

These are to be used with Ilya 77's redesign of the board game Dune.

Instructions

Print the summaries on plain paper. You will have to scale them to 80% for them to fit the backs of the shields. THIS IS IMPORTANT. If you do not scale them, then you will waste paper....

Cut the individual sections out using a craft knife or scissors, then glue them to the reverse side of the shield. Now every player should have a ability summary which will aid in play!

Thanks to Ilya for his great redesign!

Setup

10 Tokens between Sietch Tabar, False Wall South and False Wall West.
10 Tokens in Reserves
3 Spice

Basic Powers

Desert Creatures: Your Army Tokens may move an additional space per Manoeuvre.

Native: You may use a special Deployment each and every time you may make a Shipment according to the rules. You do not use the normal Shipping rules. You may not move onto Dune in any other way than this unless you gain an ability from some other source.

Your Deployment brings any or all of your reserves onto any territory within two territories of and including the Great Flat (subject to occupancy rules). Although you may not end your deployment in a Territory/Sector combination with the Storm, you may pass through it as part of the Deployment for no penalty. You do not have to pay to Deploy Army Tokens from your reserve.

Sandriders

If Shai-Hulud affects a territory where you have Army Tokens, they are not devoured and, immediately upon conclusion of the Nexus Round, may move to any one territory on the board (subject to storm and occupancy limit rules). This has no further effect on the destination territory.

Liet's Plan: If no player has won by the end of the last turn and if you (or no one) occupy Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuck's Sietch, you have prevented interference with your plans to alter Dune and you and any allies automatically win a Victory by Subterfuge.

Underestimated*: During the Revival Round you may * revive up to three Army Tokens for free.

Advanced Powers

Taste The Air: When the Storm Card has been selected and placed each Storm Phase., you may secretly look at it and then return it.

Bless The Maker: During a Spice Blow Round, all additional Shai-Huluds which appear after the first one in the same draw/discard pile may have their targetTerritory selected by you. This can be any Territory but they cannot devour Army Tokens if not in a desert territory. This has no effect on any Nexus Round, but you may use the ability to make an extra move with your ability to ride worms.

Sandcraft: If caught in the Storm, you may choose to lose only half your Army Tokens (any fractions are rounded up).

Desert Ghosts: You may end your deployment of reserves in a territory affected by the Storm, but half are lost to the 'Tanks' (round up).

Outcast: You may not ally with the Landsraad. You may ignore "Restricted" markers

Thumpers

You may play a Karama Treachery Card during the Spice Blow or during your turn in the Movement Round to cause a Shai-Hulud to appear in any territory you wish, as if it had appeared there during a Spice Blow Round. The Shai-Hulud is not drawn from the Spice deck. A Shai-Hulud cannot devour Army Tokens if not in a desert territory. No Nexus Round results from this Shai-Hulud and this does not replace any Spice draw.

Long Live The Fighters*: Your three specially marked Fedaykin Army Tokens have a special fighting capability. They have a Battle Strength of two and count as two normal Army Tokens in taking losses. They are treated as one Token in revival. Only one Fedaykin Token can be revived per turn. If you lose your Main Leader, any Fedaykin in reserve go to the 'Tanks'. Your Fedaykin may be used as part of your starting forces.

Setup

20 Tokens
in Reserves
10 Spice

Basic Powers

Prison Planet:

During the Revival Round you may revive up to one Token for free.

Great Wealth: You may give Spice to your allies at any time in the turn and do not have to wait for the Collections Round to do so. This does not allow you to pay part of or all of their costs directly, nor to reduce any costs in some way.

Golden Lion Throne*:

Whenever all other players pay for Spice for a Treachery Card, they pay it directly and immediately to you instead of to the Spice Bank. This even applies if you gave them the Spice in the first place. This does not allow you to discount the cost of Treachery Card purchases directly however, which must be paid for in full.

Advanced Powers

Combat Medics: You may play a Karama Card at any time to revive up to three Army Tokens or one Leader for free. These pieces go directly to your reserves and do not count against your per-turn limits on Revivals, including those for Sardaukar.

Elite Legion*:

Your five specially marked Sardaukar Army Tokens have a special fighting capability. They count as Combat Strength two unless you are Battling against Fremen. They are treated as one Token in Revival. Only one Sardaukar Token can be revived per turn. If you lose your Main Leader, all Sardaukar in your reserve go to the 'Tanks'.

Round Sequence

1. Storm Round - Storm moves
2. Spice Blow Round - Spice is placed according to Spice card drawn
- 2a. Nexus Round (only if Shai-Hulud is drawn).- Alliances can be formed.
3. Bidding Round - Bid to acquire Treachery.
4. Revival Round - Reclaim army tokens in "Tlellaxu Tanks"
5. Movement Round - Move army tokens.
6. Battle Round - Battle in each territory with more than one army in.
7. Collection Round - collect spice from controlled territories
8. Control Round - Check to see if Dune is controlled and a winner is present.

Setup

1 Token in Polar Sink
19 Tokens in Reserves
5 Spice

Basic Powers

Prediction: At the beginning of the game, after Factions are assigned but before any pieces are placed on the game board, you must predict who you believe will win the game and on what turn. Mark this on the Prediction card and place it face down in front of your shield. If the selected faction (or an alliance they belong to) wins a Victory by Conquest on the selected turn, you may reveal your prediction and win a Victory by Subterfuge alone. You cannot predict a Victory by Subterfuge.

Breeding Program: During the Revival Round you may revive up to one token for free.

Spiritual Advisors: Whenever any other players ship Army Tokens onto Dune from off-planet, you may ship free one Token from your reserves into the Polar Sink. You may also ship normally, of course. As the Fremen and special Guild shipments do not ship from off-planet, you may not ship with them.

The Voice

You may force your opponent to do as you wish with respect to a specific one of the cards they will play in their battle plan, i.e., to play or not to play a particular kind of Treachery Card. You cannot voice a "Special" or "Weapon – Special" Treachery Card, or specify what other cards they must use. If they can't comply with your command, they may do as they wish but do not have to state this until the Battle Plan is revealed.

Advanced Powers

Political Manipulation: You may use any WORTHLESS Treachery Card as a Karama Treachery Card.

Co-Existence:* You may place at the beginning of the Movement Round, before any movement is started by any player, a Co-Existence marker in any and all Territories in which you have Army Tokens and wish to remain in co-existence. Each and every time any movement or effect causes your Army Tokens to start occupy a territory with those of another player you may choose to immediately place a Co-Existence marker in that Territory if there is not already one there. These are the only times you may place such markers. If you decline an opportunity to place a Co-Existence marker, you may not later place said marker unless a fresh opportunity arises. If an opportunity to place a Co-Existence marker occurs which involves an ally, you MUST use the opportunity to place the marker. All Co-Existence markers are removed from the board at the end of each Control Round.

Piety:* Beginning with the second turn, you automatically receive CHOAM Charity each Bidding Round whether you have Spice or not.

Combat Advisors*

Whenever you send "Spiritual Advisers" with another player's Shipment, they may ship to the same destination as that player's Army Tokens, but you MUST use any Co-Existence opportunity that arises.

Be At Peace:* In Territories with Co-Existence Markers, your Army Tokens count as not being present. They have no effect on the play of the other players whatsoever. They cannot collect Spice, cannot be involved in combat, cannot prevent another player's control of a stronghold, cannot gain control over strongholds, and ignore Restricted Markers. They are still susceptible to effects that destroy all Army Tokens in a territory. They may use bonus cards if you gain them for control of an appropriate territory via Tokens who are not Co-Existing. Your Army Tokens in territories not in Co-Existence are treated as normal Army Tokens. It is assumed you are not in Co-Existence unless you place a marker otherwise.

Setup

10 Tokens
in Carthag
10 Tokens
in Reserves
10 Spice

Basic Powers

False Demise: During the Revival Round you may revive up to two Army Tokens for free.

Master of Lies: Your hand limit for Treachery Cards is increased by four.

Take Advantage: If your ally's opponent in a Battle reveals a Leader whose Traitor Card you hold, you may choose to reveal that Leader as a traitor even though you are not directly involved in the battle.

Many Secrets: At the start of the game you keep all Treachery Cards showing Leaders belonging to other player factions which you draw. All are in your pay. If you lose this ability, pick one Traitor to keep and set the others aside until the ability is regained.

Duplicious*: Every time you buy or are instructed to draw a Treachery Card you receive an extra card free from the deck (if you have space in your hand for it), which is added directly to your hand. The Atreides player may not look at this bonus card. This includes during set-up step 11.

Advanced Powers

Opportunistic: You may play a Karama Treachery Card at any time not forbidden by some other ruling to take any number of Treachery Cards at random from another player. When you do so, look at them and set them aside. You then take an equal

number of Treachery cards from your hand and give them to the player you stole from. Only now may you add the stolen cards to your hand. This can invalidate the prior use of "The Voice" by the Bene Gesserit. It is poor form to use this ability to ensure you cannot abide by the answers given to Prescient questions by the Atreides, but that's what we expect from the Harkonnens.

A Subtle Poison*: Every time you win a battle you may optionally choose to secretly select randomly one Leader from the loser (including the Leader used in the Battle you just won to trigger this ability, if not killed, but excluding all Leaders already used in Battles in other territories that Battle Round). You may immediately

place the Leader into the 'Tanks' and gain two Spice, or use the Leader once in a battle after which you must return the Leader to the original owner. If all your own Leaders are in the 'Tanks', you must return all captured Leaders immediately to their original owners. Captured Leaders killed in Battles are put in the 'Tanks' from which the original owners can revive them (subject to the revival rules). A captured Leader is automatically in the pay of the original owner as a Traitor without need of a Traitor Card.

Round Sequence

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4. Revival Round - Reclaim army tokens in "Tlellaxu Tanks"
5. Movement Round
6. Battle Round - Battle in each territory with more than one army in.
7. Collection Round - collect spice from controlled territories
8. Control Round - Check to see if Dune is controlled and a winner is present.

Monopoly: When any other player makes a standard Shipment of

Army Tokens onto Dune from off-planet reserves, or one of the special Shipments they may make as your ally, they pay

the Spice immediately to you at full listed costs instead of to the Spice Bank. This does not include any other form of deployment.

The Spice Must Flow: If no other faction or alliance has been able to win the game by the end of the final turn (by Conquest

or Subterfuge), you and any allies have prevented control

of Dune and automatically win a Victory by Subterfuge.

Advanced Powers

Protected: During the Revival Round you may revive up to one Token for free.

Masters of Ships: You are capable of making one of three possible types of Shipments each turn:

- I. you may ship normally from off-planet reserves to Dune;

- II. you may ship any number of Army

Tokens from any one Territory to any other Territory on the board although neither may

also be a Sector affected by the Storm;

III. you may ship any number of Army Tokens from any one Territory/Sector not affected by the storm back to your reserves as if your reserves where a Stronghold.

Privileged: You need pay only half the fee when Shipping your own Army Tokens. Round any fractions up.

Basic Powers

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Control Shipping: You may play a Karama Treachery Card during

the Shipment segment of another player's Movement Round when a standard Shipment or special Guild Shipment by your ally is declared. That one Shipment is prevented and no Spice is paid for it. That player still counts as having used said Shipment opportunity however. This may not affect any other form of moving Army Tokens onto the board.

This does not affect the target's Manoeuvres.

See Danger*: You are not required to take your movement when it occurs in the turn sequence during the Movement Round but may take it at any turn in the sequence that you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it, but you may not interrupt another player's turn to take your move. You will participate in the Battle Round in the normal turn order regardless of which order you moved in.

is controlled and a winner is present.

Setup

10 Tokens
in Arakeen
10 Tokens
in Reserves
10 Spice

Basic Powers

Intensive Training:

revive 2 tokens for free in Revival Round

Spy Network:

During Bidding Round, you may secretly look at each Treachery Card that is to be bid upon as it comes up for purchase before any player bids on it. You may not look at Treachery Cards that are not bid upon or that are drawn by any other method.

Foresight: At the start of Movement Round, you may secretly look at the top card of each and every Spice Deck.

Advanced Powers

The Prophecy: At the start of the game set up the Kwisatz Haderach card face-up beside your Shield, with the Kwisatz Haderach Marker on the "0" space.

Rise of a Messiah: Every time one of your Army Tokens is killed, move the Kwisatz Haderach marker one space along the track on the Kwisatz Haderach Card. If the Kwisatz Haderach reaches the final space, you may take and make use of the marker for the rest of the game, even on battles in the same turn.

See Future: You may play a Karama Treachery Card during a Battle to look at one target player's entire battle plan before their opponent selects their own battle plan. Reveal the card instead of their opponent's Battle Plan. Only then does the opponent put together their own Battle Plan. If you are not the opponent of the target, only you may look at the revealed Battle Plan, but you may then tell the opponent anything you wish (true or false).

*Prescience**: During the Battle Round, you may force your opponent to show you your choice of one of the four elements they will use in their battle plan against you. If your opponent shows you that they are not playing a Weapon or Defence, you may not ask to see another element of the plan. You must use this ability after any Bene Gesserit Voice ability has been used or passed on.

See Without Eyes: Your Main Leader is immune to the effects of the Stone Burner Treachery Card.

*Voice from the Outer World**

You may use the Kwisatz Haderach counter immediately the counter reaches space seven on the Kwisatz Haderach card, even in battles in the same turn. It cannot be used alone in battle

but may add its +2 Strength to any one Atreides Leader or cheap hero(ine) fighting for the House Atreides per turn. If you do this you may not also use Paul "Mua'dib" Atreides that Battle Round. If the Leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a lasgun-shield explosion which will also kill Paul "Mua'dib" Atreides. A Leader accompanied by Kwisatz Haderach cannot turn traitor. If killed, Kwisatz Haderach must be revived like any other Leader at a cost of 2 Spice.. . whether or not he is killed, it has no effect on Atreides Leader revival order.