DUNE: IMPERIUM - ARRAKEEN SCOUT MODE

This mini-expansion introduces two new game elements:
- – Joining "subcommittees" gives players one-time benefits
- – A stack of new cards that allow/trigger special actions or effects per turn

Game material

- [The 35 Cards from baktubak](#)
- A six-sided die (1D6)
- The colored wooden cubes from the basic game

The new cards

Mission cards: Missions that can be fulfilled in the course of the game.

Event cards: Events that affect all players, or open up more courses of action for all players.

Auction cards: All players have the opportunity to acquire things (resources, cards, the Mentat, influence) in an auction. There are two types of *Auction* cards, "high-yield" (2 and more "things" can be purchased) and "low-yield" (only one "thing" can be purchased) *Auction* cards.

Sale cards: All players can buy the offered goods once.

Bidding on *Auction* cards

All players take their supply of the required resources (depending on the card text) into their hands under the table. The players now take only the amount of the resource in their right hand that they want to bid in the auction. On a command, all players now simultaneously pull their right hands out from under the table and show the amount of resources they bid. Otherwise, the cards are dealt as described on the card.

Event card „Covert Operations"

„Subcommittees" card

Players who take a seat in the "High Council" choose a subcommittee ("Appropriations", "Development," "Intelligence", ...) from the map, mark this subcommittee with one of their colored dice and can then perform the indicated effect once.

Determining a *„50% Chance"*

In order to incorporate a random element into the structure and gameplay, which is simulated by the app in the "digital version", this manual repeatedly triggers things depending on a 50% chance. This is determined by the roll of a D6: A dice result of 1-3 is considered "triggered", 4-6 is considered "not triggered".

Setup

In each game, a specific set of 3 *Mission*, 4 *Event*, 1-2 *Auction*, and 1 *Sale* cards is used to guarantee that certain types of cards come into play at fixed times.

Auction cards are the only cards whose number and position in the deck is variable, so several possible positions for them are given in the following list.

The cards are stacked as follows (the top cards of the list at the top of the stack, and so on), with all cards face down.

- ◆ 3 *Mission* cards
- ◆ 2 *Event* cards
- ◆ 1 *Auction* cards (optional, „early card")
- ◆ 2 *Event* cards
- ◆ 1 *Auction* card (optional, „late card")
- ◆ 1 *Sale* card
- ◆ 1 *Auction* card (optional, „last card")

Selecting the cards:
- ◆ *3 Mission* cards, randomly, but
  - • max. 1 „Muster an Army" *Mission* card
- ◆ 4 *Event* cards, randomly, but
  - • max. 1 „Intrigue Bonus", „Influence Gain", „Influence Reduction" and „Spice Gain" *Event* card
- ◆ 1 *Sale* card, randomly
- ◆ 1-2 *Auction* cards, randomly, but
  - • max. 1 „high-yield" card (see above)
  - • max. 1 „low-yield" card (see above)
  - • 50% chance that a "low-yield" card will be inserted at the "early card" position (see above), otherwise a "high-yield" card will be inserted at the "late card" position (see above).
  - • 50% chance that another *Auction* card will be added (if the first *Auction* card was a "low-yield" one, now choose a "high-yield" one, and vice versa). This card is then inserted at the "last card" position (see above).

Gameplay

The card for the "Subcommittees" is positioned near the "High Council" field.

The deck of cards formed as described above is placed ready next to the game board, and then the following procedure is followed:

Round 1: No cards are revealed.

Round 2: With 50% chance 2 *Mission* cards are revealed, otherwise only one.

Round 3: Reveal the remaining *Mission* cards (1-2).

Round 4: Reveal 1 *Event* card.

Round 5: Reveal 1 *Event* card. If an *Auction* card is in the "early card" position, reveal it with 50% chance.

Round 6: Reveal 1 *Event* card. If the *Auction* card at the "early card" position has not yet been revealed, reveal it now.

Round 7: Reveal 1 *Event* card.

Round 8: With 50% chance uncover the *Auction* card on the "late card" position (if the card exists), otherwise uncover the *Sale* card.

Round 9: If a *Sale* or *Auction* card is left, reveal it now.