

# DUNE

megagame

V1

Design by Yiğit Levent

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# 1. Introduction

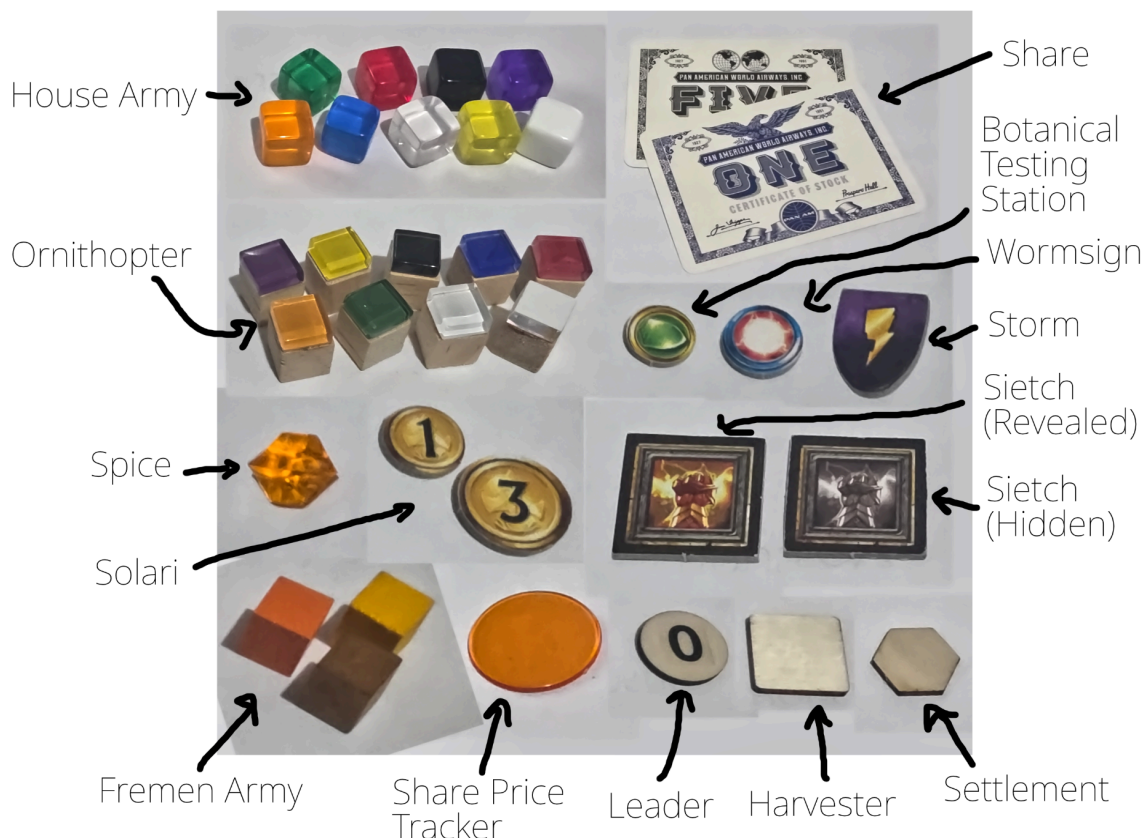
## 1.1. Code of Conduct

- Do not touch or place anything on the Arrakis Map, Faction Boards, or Empire Board.
- Players are responsible from timings and deadlines.
- Moderators are as follows:
  - **Head Moderator:** Yiğit
  - **Arrakis Moderator:** XXXXXXXXX
  - **Empire Moderator:** XXXXXXXXX
  - **Organisations Semi-Moderator:** Zehra
- Please be kind the Moderators as they most likely will be overwhelmed. Please don't cut them off, and please don't distract them if they are already busy or discussing something with someone.
- You may ask for rule clarifications and questions to the relevant moderator.
- New ideas are welcomed during play, but there is no guarantee that they can be implemented.
- **Rules are NOT comprehensive.** If you or your faction wants to do something that is not specified in the rules, talk to a moderator about it. Rule of Cool applies when it comes to coming up with new ideas.
- Rules can be modified or added by the Moderators any time.
- You may object to ad-hoc rulings but they are final unless Head Moderator overrules it.

## 1.2. Hidden Information

- Everything except Spice is public information and they are kept on the Faction board.
- Spice are kept in pouches. Players may place some or all their spice to their Faction board and may take any spice on their board to hide them in their pouch any time.

## 1.3. Tokens



## 2. Arrakis Rules

### 2.1. Storm

- Armies, Harvesters, and Ornithopters may not move into, out of, or through a region with storm.
- Storms move every two years.
- If a storm moves to a **desert region** with units:
  - Armies are defeated. Follow the rules at "[4.1.2. Defeated Armies](#)".
  - Harvesters and Ornithopters returned to the Empire Board.
  - Spice and Wormsigns are removed.
- Storms move in following manner every time storm movement happens:
  - Coriolis Storms:
    - 3 coriolis storms start at regions 200, 300, and 400.
    - Storm at 200 continues its movement from 207.
    - They move D3 regions.
  - Random storms are moved to random regions.
    - 5 random storms are started at random places except controlled settlements.
    - Random storms cannot move where other storms are.

### 2.2. Sandworms & Wormsigns

- After a battle at or movement to a desert region, roll a D12 and compare it to the total number of Harvesters, Armies and Wormsigns in the region.
  - **Success:** If the result is higher, add one Wormsign.
  - **Tie:** If the result is equal to the units in that region, add two Wormsigns.
  - **Failure:** If the result is lower, Worm appears.
    - Armies are defeated. Follow the rules at "[4.1.2. Defeated Armies](#)".
    - Harvesters return to the Empire Board.
    - Spice and Wormsigns are removed.
    - Fremen and Ornithopters are not affected.
- **Reroll:** Before this roll is resolved, each Ornithopter has one reroll.
  - You may only reroll if the result is a failure.
- **Region Restriction:** Worm Roll and Wormsigns cannot happen at Hagga Basin regions (5XX).

### 2.3. Spice & Spice Blows & Spice Collection

- Each year, a number of Spice Blows happen at random desert regions.
- Number of spice blows depend on the amount of spice on the market.
- Each Spice Blow creates D8 spice.
- **Region Restriction:** Spice blow only happen at desert regions except, regions adjacent to Polar Sink (000, 001), Hagga Basin regions (5XX).
- **Spice Collection:** Spice collection depends on the faction:
  - Harvesters collect 2 spice each year, which are stored on the Harvester.
  - Fremen armies collect 1 spice each year, which are transferred to their supply.

### 2.4. Settlements

- Uncontrolled settlements can be controlled by placing an army on them.
- Uncontrolled settlements can be destroyed if you have at least one army in the region.
- **Fremen Restriction:** Fremen cannot destroy or control settlements.

## 2.5. Sietches

- Sietches allow Fremen to revive their units at places closer to the center of the map.
- Sietches can be destroyed if Fremen are revealed. See "[6.5.1. Spacing Guild Bribe](#)"

## 2.6. Botanical Testing Stations

- Fremen player may move an army and pay 3 spice to explore a station to draw one random Exploration Card. Explored Botanical Testing Stations are removed from the map.
- Possible cards are:
  - **Wormriding (1):** Passive. If a worm is triggered in a region with your units, you may move those units to any desert region on the map.
  - **He is the Usul (1):** Passive. Your enemy must swap Kwisatzh Haderach with you if you defeat them in a battle and if they have him.
  - **Caves of Arrakis (1):** Passive. Storm does not destroy your units.
  - **Uniting Tribes (3):** Passive. Give 1 Fremen army to each Fremen player to immediately deploy them to the edge of the map.
  - **Shai-Hulud (2):** You may trigger an additional round of Spice blows.
  - **Artillery (2):** You may disable settlement defence bonus when attacking a settlement.
  - **May your blade chip and shatter (3):** You may initiate a battle in a region with Ornithopter.
  - **Sandwalking (4):** Gain 3 free movement.

## 2.7. Guerrilla Warfare

- Fremen may spend spice to use the following tactics on a region with at least one Fremen army:
  - Spend 1 spice to add wormsign.
  - Spend 2 spice to unload 1 spice from each Harvester.
  - Spend 3 spice to unload 2 spice from a specific Harvester.
  - Spend 4 spice to destroy an Harvester.
  - Spend 5 spice to trigger a Worm Roll with rerolls are disallowed.

# 3. Empire Rules

## 3.1. Trade

### 3.1.1. Houses

- Armies and leaders cannot be traded. See "[4.1.3. Giving Control](#)"
- Can trade Spice.
- Can trade Settlements, Harvesters, Seats, Solari, and Shares if they have access to Empire Board.

### 3.1.2. Fremen

- Armies and leaders cannot be traded. See "[4.1.3. Giving Control](#)"
- Can trade Spice.
- Can trade Solari, Seats and Shares if they have access to Empire Board.
- Cannot trade Settlements and Harvesters.

### 3.1.3. Organisation

- Cannot trade anything except Spice.

### 3.1.4. Trading with CHOAM

- Fremen cannot buy Ornithopters and Harvesters even if they have access to Empire Board.

## 3.2. Axlotl Tanks

- Defeated leaders are placed into Axlotl Tanks.
- Defeated leaders can be bought from Bene Tleliaxu by spending Spice equal to their power + 1.
- Fremen can buy leaders from the Axlotl Tanks even if they don't have access to Empire board.
- Each faction may have up to 2 leaders. If a faction has more than 2 leaders, they have to discard one into the leader pouch.
  - Kanly provides additional leader space. See "[3.4.1 Kanly](#)"

## 3.3. Laws

- Imperial laws cannot be removed, but they can be modified.
- Landsraad laws can be removed and modified.
- Each player has votes equal to their Landsraad seats.
  - Laws proposals require at least 15 votes to not fail automatically.
  - Each Law proposal have 5 years before count.
- Bene Gesserit and Bene Tleliax may vote by spending their Leaders.

## 3.4. Diplomatic Declarations

- Players that have access to Landsraad can declare the following.

### 3.4.1. Kanly

- Any player can declare Kanly any time against another player.
- Kanly forces armies on the same region to immediately initiate a battle.
- Maximum leader limit for any faction with Kanly increases to 3.

### 3.4.2. Noble Marriage

- Creates a non-aggression pact between two players and potentially gives them new (sometimes better) leaders. See "[6.2.1. Breeding Program](#)".
- Must be done with a Bene Gesserit player present.

# 4. Unit Rules

## 4.1. Armies

### 4.1.1. Movement

- House armies move 1 regions per 1 solari spent.
  - House movement trigger a Worm Roll. See "[2.2. Sandworms & Wormsigns](#)"
- Fremen armies gains 3 movement per 1 spice spent.

### 4.1.2. Defeated Armies

- Defeated House armies are moved to House supply.
- Houses may transport their troops from their supply to any controlled-settlement by paying 1 spice per 3 units transported. Make the payment to Spacing Guild.
- Fremen armies deployed at the edge regions with no storms of the map or on Sietches.

### 4.1.3. Giving Control

- Army control during a battle may be given to any other player to be used during power selection.
- This control swap can be rescinded or swapped to another player at any time before the power selection is revealed.

### 4.1.4. Landsraad Seats

- Armies are also used to mark seats at Landsraad. Players that have more seats will have less armies to deploy and move on Arrakis.

## 4.2. Harvesters

- Harvesters may not move on their own, only with Ornithopters.
- Harvesters collect 2 spice each year, which are stored on the Harvester.
- Each Harvester can carry up to 3 spice.
- Collected spice can only be transferred to the House supply if the Harvester returned to a controlled settlement.
- Harvesters can be captured with a movement if there are no controlling armies present.
- Fremen may not use, buy, sell, or capture Harvesters.
- Defeated Harvesters return to Empire Board.

## 4.3. Ornithopters

- Ornithopters move 4 regions per 3 Solari spent.
- An Ornithopter carries up to 5 armies. It can also carry up to two Harvesters, each takes 2 spaces.
- Fremen may not use, buy, sell, or capture Ornithopters.
- Defeated Ornithopters return to Empire Board.

## 4.4. Battle

### 4.4.1. Initiating Battle

- If you have armies in a region with at least one enemy army, you may initiate a battle.
- **Fremen:** Fremen may not initiate battles in regions with Ornithopters. Fremen may only be attacked if the initiator has an Ornithopter or if they are revealed. See [“6.5.1. Spacing Guild Bribe”](#)
- **Kanly:** Factions with Kanly automatically initiate battles when armies enter the same region.

### 4.4.2. Battle Procedure

1. When a battle is initiated, movement into and out of that region is frozen.
2. **Choose Fighting Power & Leader:** Sum up the power of your armies and choose a number between 0 and the sum of your total power.
  - Corrino armies are power 2 against everyone except Fremen armies.
  - Fremen armies are power 2.
  - All other armies have a power of 1.
  - **Note:** If your army power is 2, you may only choose even numbers.
3. **Choose Leader:** Each player chooses a leader.
4. **Reveal and Add Bonuses:** Both players reveal their selections at the same time.
  - Each Ornithopter adds +1.
  - Defending player adds +2 if they are controlling a settlement in the region.
5. **Resolution:** Highest total wins. In case there is a tie, defending player wins.
  - **Losing side:**
    - All armies of the losing side are defeated. See [“4.1.2. Defeated Armies”](#)
    - Chosen leader is also dead. See [“3.2. Axlott Tanks”](#)

- **Winning Side:**
  - Armies equal to the fighting power is defeated. See "[4.1.2. Defeated Armies](#)"
- 6. **Worm Roll:** Make a Worm Roll. See "[2.2. Sandworms & Wormsigns](#)"

## 6. Rules of Organisations

### 6.1. Common Rules

- Organisations may add news.
- Organisations may use leaders and spice that they have as votes on Landsraad.
  - Each leader gives votes equal to their power. Spent leaders are discarded.
  - Each 5 spice earns 1 vote. Spent spice returned to Empire Board.
  - Cash-in your spice and leaders as soon as possible to gain vote papers.

#### 6.1.1. Advisors

- Organisations can award their advisors to any player (including other Organisations) at any time.
- Each Organisation has twelve advisors. Each Organisation Advisor has different effects.
- Spent advisors are removed from the game.
  - **Bene Gesserit:** Ask the another player a yes/no question. They must tell the truth..
  - **Bene Tleliaxu:** Buy any leader from Axlol Tanks without paying.
  - **Spacing Guild:** Move all armies from a region to another region.

### 6.2. Bene Gesserit

#### 6.2.1. Breeding Program

- When a Royal Marriage occurs between two factions:
  1. Players with Royal Marriage give one leader each to Bene Gesserit.
  2. Draw three leaders from the leader pouch.
  3. Give one to each player, and keep the third one. You may not keep Kwisatch Haderach.
  4. Discard the leaders that players have given you into the pouch.
- First time a 2-power leader is given to a player, add 3-power leaders. Do the same for 3- and 4-power leaders.

### 6.3. Bene Tleliaxu

#### 6.3.1. Genetic Engineering

- Bene Tleliaxu may increase power by one.
  1. Pay spice equal to the new power of the leader.
  2. Place the new leader into Axlol, and keep the old leader.
  3. Draws three leaders from the leader pouch.
- Genetic Engineering cannot increase power of a leader above 4.

### 6.4. Spacing Guild

#### 6.4.1. Deployment

- Deployment from House supplies to Arrakis is paid directly to you.
- Deploying House Atomics to Arrakis should cost at least 10 spice.

#### 6.5.1. Fremmen Bribe

- Each 6 years Fremmen players must pay between 6 and 10 spice. Bribe can be paid any time.

- If a payment is missed, all Fremen armies and sietches can be attacked.

## 7. Winning

### 7.1. Houses & Fremen

- Faction with the most victory points win the game:
  - **Speaker of the Council (10VP):** Most seats at Landsraad.
  - **Chairman of CHOAM (10VP):** Most shares on CHOAM.
  - **Governor of Arrakis (10VP):** Most controlled settlements.
  - **Judge of the Council (10VP):** Most armies on Arrakis.
  - **Landsraad Lawmaker (10VP):** Most proposed laws passed.
  - **Spice Rich (15VP):** Have the most Spice.
  - **Kwisatch Haderach (20VP):** Control the Kwisatch Haderach.

### 7.2. Organisations

- If a House holds the **Kwisatch Haderach** at the end of the game, and they win the game, Organisations win instead.
- If Fremen holds the Kwisatch Haderach, they lose the game.



# A. Tips & Tricks

## A.1. Tips for Houses

Each house has 2 players. Houses try to vie for the control of settlements, spice and Landsraad.

Trying to manage harsh conditions of Arrakis and drawing ire of Fremen are the main challenges.

Houses get richer as the game goes on, but they don't necessarily get more powerful.

- **Arrakis:**
  - Protect your Harvesters. Harvesters can be captured, so make sure you have enough armies protecting them.
  - Harvesters can be sabotaged by Fremen without a battle. Be careful.
  - Ornithopters cannot be destroyed by Fremen, Worms, or during a Battle. Only way an Ornithopter can be only be destroyed by storms.
  - Battles are costly, choose your Battles wisely.
  - Fremen cannot initiate battles on regions with Ornithopters, use this to your advantage.
  - Beware of the Storms and Worms.
- **CHOAM:**
  - Shares are a great long-term investment as they pay dividends every 4 years.
  - Harvesters will get pricier as the time goes on.
  - If you lose your last Harvester, waiting for dividends of your CHOAM Shares or selling spice might be useful.
- **Landsraad:**
  - Laws can drastically alter what is allowed. Propose new laws, modify or remove old ones. Talk to other Houses to make sure they pass.
  - Consequences of not following a law is very powerful but it is triggered by players. Use this to even the field, otherwise stronger players will steamroll the weaker players.
- **Diplomacy:**
  - Royal Marriages are important to make sure you win battles.
  - Fremen might be annoying, but being in their good graces means less things to worry about. Talk to Fremen once a while, try to be on their good side.

## A.2. Tips for Fremen

Fremen are divided between three major sietches, with each Sietch controlled by a single player. Main goal of Fremen are to pursue a guerilla warfare against the Houses to stop them from extracting all the spice. Harsh conditions of Arrakis hurt Fremen less, but they are still susceptible to it.

- **Arrakis:**
  - Worms do not affect you, but storms do. Be careful to not lose units.
  - Cards from Botanical Testing Stations are really important and they generally worth the spice payment. Make sure you pursue these cards.
  - Before gaining your additional units, your main focus should be spreading your units and collecting as many spice as possible.
  - Fremen are very powerful at battles but their numbers are initially low. Avoid battles unless they are necessary.
  - Battles are mainly important when it comes to settlement control. Even though you cannot control settlements, keeping Houses from gaining too many settlements helps you.
  - Prefer Guerilla Warfare (see "5.1. Guerilla Warfare") to initiating Battles.
  - Don't forget to bribe Spacing Guild. Exposed Fremen is dead Fremen.
- **Diplomacy:**

- Houses can be useful, don't write them off as enemies. You cannot take all the Houses at once, try to be friendly to at least some of them.
- Try to gain access to Empire Board. Gaining voting rights may be huge, but also gaining access to Royal Marriages only increases your chances to win battles.

### A.3. Tips for Organisations

Organisations are trying to create Kwisatch Haderach with Royal Marriages. They are able to influence which laws are enacted, which is quite powerful when used properly. The main challenge is to be able to convince House players to conduct Royal Marriages, and after creating Kwisatch Haderach, making sure that it is in the hands of a House.

- **Bene Gesserit:**

- Bene Gesserit does not earn spice but they earn leaders through Royal Marriages.
- Add news to try and skew the Houses toward your goals. Lying is encouraged as much as telling the truth.

- **Bene Tleliaxu:**

- You earn spice through reviving leaders from Axlotl Tanks and earn leaders through genetic engineering.
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- Add news to try and skew the Houses toward your goals. Lying is encouraged as much as telling the truth.

- **Spacing Guild:**

- You earn spice through moving armies to Arrakis and Fremen Bribe.
- Even though you want to keep Fremen powerless, suppressing them too much means that you will not gain your steady income. Fremen destroyed creates a weak Spacing Guild.
- Keep your votes and try to increase prices on your actions. But be careful, as increased prices mostly effect House players.
- Add news to try and skew the Houses toward your goals. Lying is encouraged as much as telling the truth.

## B. Setup

### B.1. Settlements & Botanical Testing Stations

#### B.1.1. Settlements (25)

**Mainland (16):** A03, A06, A10, A11, A15, A16, A19, A20, A22, A23, A31, A32, A33, A34, A38, A39

**Eastern Rocks (3):** E02, E03, E04

**Southern Rocks (1):** S01

**Polar Sink (1):** P00

**Western Rocks (3):** W01, W02, W03

**Northern Rocks (1):** N02

#### B.1.2. Botanical Testing Stations (14)

**Mainland (8):** A01, A04, A14, A17, A18, A29, A36, A37

**Western Rocks (2):** W05, W06

**Eastern Rocks (3):** E01, E03, E04

**Northern Rocks (1):** N01

### B.2. Units

Faction	Color	Region(s)	Spice	Solarii	Seats	Shares
Sietch Tabr	Yellow (Wood)	A02	3	---	---	---
Sietch Habbanya	Orange (Wood)	W06	3	---	---	---
Sietch Tuek	Brown (Wood)	A35	3	---	---	---
House Corrino	Yellow	A16, A20	2	3	10	4
House Atreides	Red	A19	3	11	5	2
House Harkonnen	Blue	A15	7	10	0	3
House Moritani	Black	A33	3	15	0	1
House Ecaz	Purple	A23	3	16	3	1
House Richese	White	A11	1	18	1	2
House Fenring	Transparent	A39	2	16	2	2
House Ordos	Green	A28	3	16	1	1
House Ginaz	Orange	W03	2	16	1	1

### B.4. Diplomacy

- **Kanly:** Atreides ⇄ Harkonnen
- **Kanly:** Ecaz ⇄ Moritani

### B.3. Laws

#### B.3.1. Imperial Laws

- Each Landsraad member has votes equal to their Landsraad Seats.
- Every 4 years, each faction gains solari equal to their CHOAM Shares. This amount is multiplied by the relevant value on spice market.
- If any House is caught breaking any law, it is allowed to call for a Grand Court to vote for a resolution. This resolution should include a decrease the number of Seats at least by half.
- A noble marriage results in at least one year of non-aggression.
- Atomics are forbidden to use.

### **B.3.2. Landsraad Laws**

- It is forbidden to move to Polar region (P0) as it is the only place with water production.
- It is forbidden to fight where there is a spice blow.
- It is forbidden to destroy a settlement on Arrakis, except Fremen sietches.
- House Corrino may not vote on Landsraad laws.
- House Corrino may not move armies out of their settlements unless a Kanly is declared between them and another House.
- Fremen does not have access to Empire Board.
- A noble marriage results in 5 years of non-aggression.
- Kanly cannot be removed with a Royal Marriage.

## C. For Moderators

### C.1. Intervals

#### C.1.1. Every Year

- **ARRAKIS:** Each Fremen army takes 1 spice.
- **ARRAKIS:** Each Harvester takes 2 spice.
- **ARRAKIS:** Each create 4 spice blows. Roll D6+2 for each blow.
- **EMPIRE:** Check if any law vote deadlines are reached.

#### C.1.2. Every 2 Years

- **ARRAKIS:** Move storms. Coriolis runs D3 steps, other ones are randomly moved.

#### C.1.3. Every 4 Years

- **EMPIRE:** Each faction gains solari equal to their CHOAM Shares.

#### C.1.4. Every 6 Years

- **EMPIRE:** Reveal all Fremen Sietches if they haven't paid Spacing Guild bribe.

### C.2. Triggers

- **ARRAKIS:** Check if any of the factions that share a region have Kanly against each other. Trigger combat if so.
- **EMPIRE:** Flip Sietches to hidden/revealed side depending on the bribe state.

### C.3. Regions

#### C.3.1. Desert

**Open Desert:** 100, 101, 102, 103, 104, 200, 201, 202, 203, 204, 205, 206, 207, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415

**Polar Desert:** 000, 001

**Hagga Basin:** 500, 501, 502, 503, 504, 505

#### C.3.2. Rock

**Mainland:** A01, A02, A03, A04, A05, A06, A07, A08, A09, A10, A11, A12, A13, A14, A15, A16, A17, A18, A19, A20, A31, A32, A33, A34, A35, A36, A37, A38, A39

**Eastern Rocks:** E01, E02, E03, E04

**Southern Rocks:** S01

**Western Rocks:** W01, W02, W03, W04, W05, W06

**Northern Rocks:** N01, N02

**Polar Sink:** P00

#### C.3.3. Storm Regions

All Regions.

#### C.3.4. Spice Blow Regions

Open Desert.