

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

QUESTIONS AND ANSWERS

TRAITORS

Does a leader who is revealed to be a traitor remain a traitor if the leader is killed in battle and then revived?

Answer: Yes, of course. However, it now can be used safely in battles with any faction except the one that holds it as a traitor.

BRIBES AND DEALS

How is a bribe paid?

Answer: Spice transferred as part of a bribe is placed in FRONT of the recipient's player shield. Players may collect spice from in front of their player shields and add it to their normal spice only at the start of each turn's Mentat Pause phase. A player cannot make a deal or bribe that would contravene the rules or the player faction abilities. These are the only limitations.

Suppose I can't keep my deal?

Answer: If part of a deal becomes impossible to honor, then that part of the deal is void. All parties of a deal may agree to nullify the deal at any time.

ALLIANCES

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

Answer: A player may transfer spice to an ally in the auction phase to use in paying for some or all of the cost of a treachery card their ally has won. They may transfer up to, but not more than, the amount of spice equal to the card's purchase price. The player gives this spice directly to the ally, who then pays for their card as normal, to the Emperor or the bank. As a bidder you cannot bid more than the total of the spice you have plus the spice that your ally is willing to give to you to help pay for the card.

How does paying for your ally's shipment work?

Answer: A player may transfer spice to an ally in the shipment phase to use in paying for some or all of the cost of a shipment of forces for that ally. They may transfer up to, but not more than, the amount of spice equal to the shipment's cost. The player gives this spice directly to the ally, who then pays for their shipment as normal, to the Guild or the bank.

When using the advanced rules, can you pay for some or all of the cost of powering your ally's forces during battle? What about paying for your ally's force or leader revival costs?

Answer: No and no, other than the Emperor's alliance ability to pay for 3 additional revivals.

KARAMA

Karama cards. Can they prevent ANY one player advantage from being used for the duration of that game phase? What about Alliance abilities?

Answer: Yes and yes - with the following exceptions:

Fremen:

You may not prevent the Fremen from their movement from reserves during shipping, or from enforcing their Special Victory Condition or sharing that win. You may limit the Fremen to the normal 1 territory movement instead of 2, and may cause the Fremen to be eaten by the worm instead of being able to ride it. You may prevent the advanced Fremen advantage allowing Fremen to look at the next storm card, but may not prevent the storm from moving the distance specified by the card. Before battle plans are revealed, you may force all Fedaykin in any one battle to be treated as normal tokens.

Atreides:

You may not prevent Atreides from gaining the use of the Kwizatz Haderach. You may prevent the Kwizatz Haderach from being used in any one battle but must do so before battle plans are revealed.

Harkonnen:

You may not prevent the Harkonnen from revealing a traitor, nor from having an 8 card hand, but you may prevent them from gaining an extra card during bidding. You may prevent the advanced Harkonnen advantage allowing them to capture a leader after any one battle, but you may not prevent them from using a captured leader.

Bene Gesserit:

You may not prevent the Bene Gesserit from enforcing their win prediction, nor from flipping advisors to fighters or vice versa in the advanced game.



Guild:

You may prevent the Guild from receiving payment for one shipment, from using Guild half-price shipping rates once or giving Guild shipping rates to one ally, or from taking shipment and movement action out of turn in the advanced game, but not from making any of their 3 kinds of shipment, or for enforcing their Special Victory Condition.

Emperor:

You can prevent the Emperor from receiving payment for one Treachery Card, and may prevent their ally from reviving three extra forces. You may also force Sardaukar to be treated as normal forces in the advanced game if done before battle plans are revealed. You may not prevent sharing spice with allies, however.

How can I use a Karama card to win a card in an auction?

Answer: You can use the Karama to intervene in a bidding round for a specific Treachery card and take that card without paying spice for the card. Note: some players like to enter the bidding for a card and use the Karama to bid more spice than they have since they can purchase it at any price. In that process they can stop their bid at some price if they want and allow another to buy the card. This process enables “bidding up” the price of the card if you have the Karama, but not purchasing it if another player outbids you. The designers are happy with either interpretation.

Can Karama buy shipment for another player, i.e. an ally?

Answer: Yes.

In advanced game, can Fremen move into or through a storm at half loss during the shipping and movement phase?

Answer: Yes.

When can the Fremen use their Advanced Karama card power to call a worm? Does it cause a Nexus?

Answer: This can only be done during the Spice Blow phase. It causes a Nexus at the end of the turn just as if you had turned up a Shai-Hulud card. It will destroy spice and forces of other factions (you can choose to protect allies) at the sand location where the Fremen chooses the worm to appear. Fremen forces at that location may ride the worm (unless a second Karama causes it to eat them).

Are Advanced Karama card powers usable multiple times or only once per game?

Answer: Only once per game.

How does the Harkonnen Advanced Karama power work?

Answer: Without looking at them first, take up to 4 cards from another player’s hand and add them to YOUR hand. Then, after looking, give that player cards from your hand equal to the number of cards you took from them. These can include cards that you just took, if you so desire.

BATTLES

Do I dial the strength of the total force I am bringing to the battle or 1 for each force token I am committing to the battle?

Answer: You dial the total force you are committing to battle.

In the *Basic Game* you do this by dialing 1 for each force. Each player picks up a Battle Wheel and secretly dials a number from zero to the number of the forces they have in the disputed territory. The winning player loses only the number of forces they dial on the wheel.

In the *Advanced Game* you dial the sum of the battle value of forces you are committing. This value is based on each token’s full strength in battle and whether or not it is being supported by spice.

In the *Advanced Game*, if I win a battle how do I figure out which forces I must lose?

Answer: You lose the total value of force tokens you dialed, based on the strength of each token in battle and whether or not it is supported by spice.

For example, in the advanced game if the Emperor has 2 Sardaukar forces and 4 regular forces, and 4 spice to pay for them, the Emperor dials 6 and then, if they win, choose to lose either 2 Sardaukar and 2 regular forces, keeping two regular forces alive to stay in the territory, or to lose 1 Sardaukar and 4 regular forces, keeping a Sardaukar force in the territory.

SPICE COLLECTION

After forces collect spice, what happens to those forces?

Answer: Those forces remain in the sand territory where they collected spice and may be lost to worm or storm, or moved on a subsequent turn as part of Shipping & Movement.

OTHER TREACHERY CARDS

What is the standard rule for discarding treachery cards after they are played?

Answer: Treachery cards must be discarded unless the card says they can be returned to your hand.



When playing a Truthtrance card, can you ask ANY Yes or No question?

Answer: Yes, although it must relate to the game. The answering player must do everything in their power to abide by their answer. If it becomes impossible for them to abide by their answer later, then they are no longer bound by their answer. For example, one may play a Truthtrance to ask the Emperor, 'Will you ship 6 or more tokens to Carthag this turn?' The Emperor must choose an answer: Yes or No. If the Emperor says 'No', then they may take any shipment action they wish this turn, as long as not shipping 6 or more tokens to Carthag. They could ship 6 or more tokens to any location but Carthag, or could ship fewer than 6 tokens to Carthag, or could ship nothing at all. However, if the Emperor says 'Yes' then they must, if able, use their shipment action this turn to ship 6 or more tokens (Emperor's choice) to Carthag. If this is impossible, say because there are already two factions in Carthag, or because the Emperor's ally has tokens in Carthag, then the Emperor may choose to make any other shipment they wish.

Can you re-enter bidding for a Treachery Card you have already passed on?

Answer: Yes, so long as the card is still up for bid when your turn comes.

Can you play Family Atomics after seeing how far the storm will move that turn?

Answer: Yes, you can wait until how many sectors the storm will move is known, but you must play it before it moves.

Is a Cheap Hero always discarded after use?

Answer: Yes.

MISCELLANEOUS

Can the unused Traitor Deck cards be kept as reference?

Answer: No, you must turn back any cards representing a leader you did not select as a traitor.

Can the Atreides faction use the Kwisatz Haderach immediately after losing their 7th token?

Answer: Yes, you can lose the token in one battle and use the Kwisatz Haderach in another one that turn.

Can the Freeman faction ride a worm over rock territories?

Answer: No. However, every territory in the game is adjacent to at least one sand territory. The Freeman rule that says the Freeman can ride the worm to any territory means that they can ride the worm to any sand adjacent to the territory or stronghold they wish to occupy and then jump off the worm and move the forces riding the worm onto the territory.

Does the Freeman special winning condition count if they are allied with the Emperor, and the Emperor occupies Tuek's Sietch (or similar alliance details)?

Answer: No. The Emperor occupying Tuek's Sietch (or Harkonnens, or instance) is a specific prohibition as part of the win condition for the Freeman. They must be careful about their alliances if considering their special winning conditions.

How much does the Guild player pay to ship 1 force to a stronghold? When calculating 1/2 cost does the Guild round up or down.

Answer: 1 spice; the Guild rounds up.

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

Answer: No.

If a faction wishes to move to a different sector in the same territory, must they do so as part of their Shipment/Moving?

Answer: Yes.

QUESTIONS ABOUT BENE GESSERIT ADVISORS & FIGHTERS:

Forces:

What is the difference between an advisor and a fighter?

Answer: The normal force token is a fighter, but when accompanying other factions it can be an advisor. Advisors have no effect on the game and although not vulnerable in a battle can be killed as stated on the BG player sheet (by storm, worm, lasgun/shield interaction or Family Atomics).

Shipping:

Can the BG ship forces directly into a territory as advisors?

Answer: Only when accompanying another force as Spiritual Advisors. When shipped directly, they are fighters.

What happens if the BG wants to ship advisors or fighters into a territory where there are the opposite type?

Answer: It can't be done. The BG forces in a territory have to be of the same type.

Moving:

Can the BG flip advisors to fighters when moving them to an empty territory?

Answer: Yes, they must do so.

What happens if the BG moves advisors to an occupied territory?

Answer: The advisors may flip to fighters or not, as the BG chooses.



What happens if the BG wants to move advisors or fighters into a territory where they have the opposite type?

Answer: It can't be done. The BG forces in a territory have to be of the same type. Advisors must be flipped to fighters to move into an occupied territory where the BG already has fighters. Fighters cannot be flipped to advisors to move into an occupied territory.

Flipping:

When can the BG flip fighters to advisors?

Answer: Only if another faction intrudes (ships or moves or worm rides) into a territory where the BG has fighters, they may flip them to advisors - but they must do so immediately

When can the BG flip advisors to fighters?

Answer: 1) If advisors are ever alone in a territory they automatically flip to fighters
2) If advisors are moved into an occupied territory they may flip to fighters or stay as advisors
3) The BG may flip advisors to fighters to prepare for battle, as explained below under "Battles"

Can an advisor flip to a fighter in a stronghold with an ally?

Answer: No, that would result in two allies with fighters in the same stronghold.

Battles:

Suppose the BG wishes to use their advisors to battle others, how is this managed.

Answer: The BG may flip advisors to fighters anywhere they wish to battle so long as they do so after the Spice Blow/Nexus phase of a turn, before shipment occurs that turn, and publicly announce the flipping. If allied forces already exist there, all but one must move out during the shipping and movement phase according to the *Note: in the rules under "Alliances"*.

WHAT ARE THE DIFFERENCES BETWEEN THE NEW EDITION OF DUNE FROM GALE FORCE NINE AND THE ORIGINAL VERSION FROM AVALON HILL?

1. Shorter Game - the game now has 10 rounds instead of 15.
2. Thopters and Arrakeen/Carthag - it is now clear in the rules and in the Q&A section that a player may ship in one or more forces to Arrakeen or Carthag and then immediately use thopter movement rules for moving their forces. This was unclear before.
3. Optional Rules - Most of the optional rules have been moved to the Advanced Game and additional character advantages for the Advanced Game are defined on the player sheets for each faction including Fremen control of the storm using the Fremen storm cards.
4. The Bene Gesserit may use Voice to compel or prohibit the playing of a Cheap Hero.
5. In the advanced game the Fremen forces need not spend spice to count at their full combat strength.
6. Spice paid as bribes is placed in front of the recipient's shield and can only be used after being incorporated into that player's other spice during the Mentat Pause phase of the game.
7. Also, the special advanced Karama powers are clarified to be usable once per game. This was unclear before.
8. Fremen can only place extra worms in sand territories. (No restriction before.)
9. CHOAM charity can be called if you have 1 or 0 spice.
10. Guild allies can no longer ship back to reserves.
11. Bene Gesserit advisor rules have been clarified from original AH coexistence rules.
12. Clarifications that are not really changes, just not specified before: You must play a Cheap Hero if you have one and you have no other leader to play. You can use a leader revived by Ghola immediately in another battle in the same turn (if applicable.)

