

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

NOTE ON DESIGN INTENT:

As part of answering questions, the designers revisited the rules as written, consulted the original rules, and began to consider what the design intent was for a number of cards and effects. In this process, they felt certain things should be more clearly worded, and some context provided. For example, the Karama card was originally meant to allow more interesting game play during bidding, and so should be reworded accordingly. In addition, Bribery was never part of the original game design, but was added as an additional rule. The designers recognize it has grown into an integral part of game play for many players, but now believe bribery should be defined as part of the *Advanced Game* instead of the *Basic Game* (and future rules will reflect this). This perspective of design intent has informed the answers below.

QUESTIONS AND ANSWERS

ERRATA:

In the *Quickstart Guide*, on page 11, the graphic shows Harkonnen forces in Hagga Basin, but not in the sector with the spice. In this case, the Harkonnen forces there do not collect spice, despite the example saying they do. You must be in the sector where the spice is in order to collect it.

Poison Tooth and Artillery Strike (from the *Ixians and Tleilaxu* expansion) should have text on them explaining they are discarded after being used (even if you win the battle). Poison Tooth has a special condition on it regarding whether or not it was used: If you played Poison Tooth but didn't use it, yet still won the battle, you do not need to discard it.

OBJECT OF THE GAME

What happens in a game with the Ixian Mobile Stronghold and/or Tech Tokens when multiple players have the game-winning number of strongholds?

Answer: Players tie unless they decide as a group during the Mentat Pause to play another full turn of phases, and if they wish, to increase the number of strongholds necessary to win.

STORM

Can you play Weather Control in the Storm phase after seeing how far the storm was supposed to move?

Answer: Yes.

What if two factions occupy a stronghold that is under storm?

Answer: At the end of the turn, both of those factions occupy that stronghold but cannot battle in the Battle phase and that occupation does not count for the win. Our design intent in defining the win as a player or players "occupying 3 strongholds" and also in saying "whenever 2 or more players' forces occupy the same territory they must battle" and also restricting movement into strongholds to only two players' forces was that 2 players' forces cannot occupy the same stronghold at the end of the Battle phase. Therefore, this unusual occupation of a territory by 2 forces in a storm through the Mentat Phase does not count for the win.

Can two factions battle in a stronghold, Imperial Basin or a non-sand territory if covered by the Storm?

Answer: No, as indicated by the Obstruction rule.

Should Weather Control be played first and then Family Atomics, or the other way around, or are both ways allowed?

Answer: You can play them in either order, but their effects are executed in the order they are played.

CHOAM CHARITY

Can you give a non-ally all of your spice right before CHOAM Charity, just to collect the 2 spice?

Answer: Yes, if that player agrees, but it counts as a bribe and they can't collect it until the Mentat Pause.



BIDDING

May a player bid for a card if they had previously passed on it?

Answer: Yes.

REVIVAL

Can a Ghola card or the Emperor's alliance ability let a player revive more than one Sardaukar or Fedaykin per turn?

Answer: No, and the Tleilaxu can't revive more than one per turn for either.

SHIPMENT AND MOVEMENT

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.

When moving with ornithopters, can you pass *THROUGH* a space containing your ally's forces without ending your move there?

Answer: Yes. Even though the rules say you can never "enter" a territory that your ally is in (except the Polar Sink), the design intent was to ensure you didn't end your movement in a territory with your ally. You may move or even ship into a territory that has your ally (with or without ornithopters), but you must move out to a territory where your ally is not present.

Can you pass *THROUGH* a stronghold space that contains two factions?

Answer: No. Strongholds can never be entered for any reason if two other players are present. You may not ship into that stronghold, nor move through it (with or without ornithopters).

If you don't have ornithopters, but move into Arrakeen or Carthag, can you then play Hajr and have access to ornithopters for the added move?

Answer: Yes.

BATTLES

When a battle is won by revelation of a Traitor, can the winner discard Treachery cards used in their Battle Plan?

Answer: Yes.

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 you are committing. 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 strength in battle and whether or not it is being supported by spice to be full strength, or only half-strength without spice.

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.

Do you need to be in the same territory *AND* sector as a spice blow in order to collect the spice?

Answer: Yes.

ALLIANCES

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

Answer: In the Bidding phase, a player may pay for part or all of the cost of a treachery card purchased by an ally. They may pay 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 Emperor (or the bank if the Emperor is not in the game). If the Emperor is the player aiding the ally, however, the spice goes to the ally and is then paid back to the Emperor. 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: During shipment a player may pay for part or all of the cost of an ally's shipment. They may pay up to, but not more than, the amount of spice equal to the shipment's cost. The player gives this spice directly to the Guild (or the bank if the Guild is not in the game). Any spice that the Guild is paying for the shipment goes to the Spice Bank.

SECRECY

Can non-allies have secret communications?

Answer: Yes. Unless indicated by a card effect or faction advantage, any player may share any information they choose with any other player at any time. This information may be shared publicly or privately.



BRIBERY

How is a bribe paid when spice is involved?

Answer: When spice is transferred as part of a bribe, the spice 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.

If making a deal, are you required to include spice in that deal in any way?

Answer: No, but you are allowed to give spice to a player as part of a deal, which goes in front of their shield until the Mentat Pause.

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, it now can be used safely in battles with any faction except the one that holds it as a traitor.

Can you choose one of your own leaders that was dealt to you during Traitor selection, to ensure you have a leader who is safe from being used against you as a traitor or a face dancer?

Answer: Yes.

ADVANCED GAME

Advanced Combat

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

Answer: For example, in the *Advanced Game* the Emperor has 2 Sardaukar forces and 4 regular forces, and 4 spice to pay for them (2 for the Sardaukar and 2 for regular forces). The Emperor dials 5 and then, if they win, chooses to lose either 2 Sardaukar and 1 regular force, keeping 3 regular forces alive to stay in the territory, or to lose 1 Sardaukar and 3 regular forces, keeping a Sardaukar force and 1 regular force in the territory.

Advanced Karama Cards

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

Answer: Only once per game.

When can the Fremen use their Advanced Karama card power to place their sandworm token in a territory? Does it cause a Nexus?

Answer: This can only be done during the Spice Blow and Nexus phase. It causes a Nexus at the end of the phase 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 place the worm. Fremen forces at that location may ride the worm (unless a second Karama causes it to eat them).

When is it appropriate for each faction to play a Karama card for the Advanced Karama Card effects?

Answer: Each faction's advanced Karama effects are limited to the following phases:

Atreides - Battle

Emperor - Revival

Fremen - Spice Blow and Nexus

Spacing Guild - Shipment and Movement

Harkonnen - Bidding

Ixians - Shipment and Movement

Tleilaxu - Revival

FACTIONS

Atreides

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.

Using Double Spice Blow Advanced rules, does Atreides get to look at two cards?

Answer: No, only one.

What does Atreides get to see when using Prescience to see a weapon if the opponent is using Weirding Way and a weapon? Or if Atreides asks to see a defense if the opponent played Chemistry with a Snooper?

Answer: Weirding Way only counts as a weapon if no other weapon is played with it, so Atreides gets to see the other weapon. In the case of Atreides asking to see the defense when you play Weirding Way with a weapon, the Weirding Way counts as a projectile defense, and that's what Atreides would see. Similarly, Chemistry does not count as a defense when played with another defense, so the other defense is the one revealed.

Bene Gesserit

In the *Advanced Game*, do the Bene Gesserit start with one troop wherever they want, or one in Polar Sink and an additional advisor wherever they want?

Answer: Only one force, but in any territory.



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 Bene Gesserit player sheet (by storm, worm, lasgun/shield interaction or Family Atomics).

Can the Bene Gesserit flip from advisors to fighters in a territory with an ally?

Answer: No.

Suppose the Bene Gesserit wishes to use their advisors to battle others, how is this managed?

Answer: The Bene Gesserit 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.

What happens when the Bene Gesserit have advisors in a territory occupied by their ally?

Answer: If a force allied to the Bene Gesserit already exists in that territory, one allied player's forces must move out during the shipping and movement phase according to the NOTE: in the rule book in the Alliances (Nexus) section.

When can the Bene Gesserit flip fighters to advisors?

Answer: Only if another faction intrudes (ships or moves or worm rides) into a territory where the Bene Gesserit has fighters, they may flip then to advisors - but they must do so immediately, or if moving fighters into a territory where advisors already exist.

When can the Bene Gesserit 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 Bene Gesserit may flip advisors to fighters to prepare for battle, as explained in the BATTLE section of the Bene Gesserit ADVANCED GAME ADVANTAGES.
- 4) If moving advisors into a territory where fighters already exist.

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

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

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

Answer: The Bene Gesserit may never have both types in the same territory. Bene Gesserit forces moved or shipped into a territory have to end up as the same type as the forces already in the territory.

What happens if the Bene Gesserit moves forces to a territory occupied by another non-ally faction?

Answer: Advisors may flip to fighters or not, as the Bene Gesserit chooses, but fighters moving in must remain fighters.

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

Answer: Yes, they must do so.

Can the Bene Gesserit ship or move forces directly into a territory as advisors?

Answer: Yes, they can do so when accompanying other players' forces. Otherwise, they can only ship or move forces in as advisors into any territory where they already have one or more advisors. If those forces being moved started as fighters, they must immediately flip to advisors upon entering the territory.

If the Bene Gesserit are already in a territory with another faction as fighters, and that faction ships or moves more forces into the territory, can the Bene Gesserit use their Intrusion rule to then flip their fighters to advisors? What if they already flipped those same forces from advisors to fighters between the Spice Blow & Nexus phase and the Shipping and Movement phase?

Answer: Yes, in both cases.

If Bene Gesserit has advisors in a stronghold that is locked by the storm, can they flip those advisors to fighters before the start of the Shipment and Movement phase?

Answer: No, because you can not battle when under the storm.

When using the Voice, do the Bene Gesserit have to specify using any special attack or defense cards, like Poison Blade, Poison Tooth, or Weirding Way?

Answer: The Bene Gesserit need to name either a generic category of weapon (projectile weapon or poison weapon), or a generic category of defense (shield or snooper), or the exact special card which must be or not be played. For example, Artillery Strike and Lasgun do not specify that they count as projectile weapons, and therefore must be named specifically by the Bene Gesserit. The Bene Gesserit cannot say "you may not play a special card". They must name the particular card in mind, just as they do in the case of Lasgun.



Certain Special cards (Chemistry, Poison Blade, Poison Tooth, Shield Snooper and Weirding Way) have additional text on them explaining that they are, in fact, played as a generic type, e.g. as a projectile weapon or a poison defense, and they do count as part of the generic category and can be stopped by a Voice naming that category, but can also be named specifically. It is understood that many players use the generic defense term (i.e. “you may not play a poison defense” rather than the specific term “snooper” or “shield”). This is allowed, so long as the term specified by the Voice is on the card. As such, Chemistry is potentially affected by default when “poison defense” is named when using the Voice.

Keep in mind, Weirding Way and Chemistry only count as a projectile weapon and a poison weapon under certain circumstances, and could still be played for their other effects. The Bene Gesserit can compel a player to play Weirding Way by specifying a projectile weapon (if Weirding Way is the only such card they hold), but can't force a player to use Weirding Way as a projectile defense, even if that player has another weapon because the Weirding Way's default value is as a projectile weapon. Similarly, Chemistry's default value is as a poison defense, and the Bene Gesserit cannot compel you to play it as a poison weapon.

Emperor

What exactly does sharing your great wealth with your allies entail?

Answer: While all allies can pay for each other's treachery card purchases and shipments, the Emperor can give spice directly to allies for any reason. The Emperor can give spice to an ally wanting to bid on a treachery card, and when a card is paid for, collect the spice payment. Furthermore, while non-allied players can bribe each other, the bribes are not collected until the Mentat Pause phase, whereas spice shared from the Emperor is collected immediately.

Fremen

In the *Advanced Game*, can the Fremen move into or through a territory or stronghold under storm?

Answer: No. During Shipment, the Fremen can bring reserves into The Great Flat or a territory within 2 territories of The Great Flat that is under storm at half loss. But they cannot move (as opposed to ship) forces into a territory under storm. Neither can they ride a worm into or out of a territory under storm.

For the Fremen special victory, are allied forces counted as Fremen troops in Sietch Tabr and Habbanya Sietch?

Answer: Allied forces do not supersede the terms of the Fremen special victory. If allies occupy the correct number of strongholds and do not violate the conditions of the Fremen Special Victory (i.e., Harkonnen, Atreides, and Emperor do not occupy Tuek's sietch, and no one other than Fremen occupy Sietch Tabr and Habbanya Sietch - even if they are allied with the Fremen), then the Fremen and allies share the win.

Can the Fremen faction ride a worm over rock territories?

Answer: The destination of a worm ride can be any territory (even the Ixian Hidden Mobile Stronghold), as long as the sector in which the forces are placed is not currently under storm.

Can the Fremen buy more revived forces with Tleilaxu in the game?

Answer: Yes. The design intent was to limit the Fremen revival in the base game. In the expanded game they should gain the ability to pay to revive up to the new limit of 5 forces.

When allied with the Guild, can the Fremen use a cross-planet shipment to bring reserve forces onto the board?

Answer: Yes. Those forces are considered on-planet in a single territory off of the board.

Guild

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

Answer: No.

How much does the Guild player pay to ship 1 force to a stronghold? When calculating $\frac{1}{2}$ cost does the Guild round up or down.

Answer: 1 spice; the Guild rounds up.

Harkonnen

When Harkonnens steal a leader with their advanced ability, can they take a look at which leader they stole before they kill them or not?

Answer: Yes.

When Harkonnen captures a leader, can its identity be kept secret?

Answer: The Harkonnen player and the targeted player are the only ones who know the identity of a captured leader. But either player can reveal that information.

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.

When Harkonnen use their special once-per-game Karama power, is the number of cards they can take limited by the Harkonnen player's hand limit?

Answer: No. During the Bidding phase they can take all of a player's cards, even if their hand is full, but must then give back the same number. Once the Karama effect has ended, the Harkonnen's hand limit is not exceeded.

In the *Advanced Game*, after the Harkonnen decide to kill the leader they captured, what does placing the leader face down to the Tleilaxu Tanks mean? Is the killed leader considered to have died twice? Can the other players see which leader that was? Can the Tleilaxu see which leader that was in order to revive him or her with their Leader Revival ability?

Answer: Because the leader is face down in the tanks, it is considered to have died twice. Only the Harkonnen player and the player whose leader was killed are allowed to see that leader, as well as the Tleilaxu. They may tell other players if they wish.

Ixians

When the ally of the Ixians discards a treachery card they just bought to take the top card of the treachery deck, do they get to see the purchased card first?

Answer: Yes.

Tleilaxu

Do the Tleilaxu get 1 spice when taking free revival themselves?

Answer: Yes.

How much does it cost to revive Zoal?

Answer: 3 spice.

Does Zoal get to add the Kwisatz Haderach bonus when copying an opponent's leader?

Answer: No.

Does "no revival limits" apply to leaders or just forces?

Answer: The Tleilaxu can revive any number of their forces, and their leaders before all five are in the Tanks.

Can Tleilaxu revive other players' face down leaders as gholas per their *Advanced Game* ability?

Answer: Yes. If they die again, they are placed face down in the Tanks (and the Tleilaxu could revive them again if they have fewer than five leaders).

Can Tleilaxu revive as many forces and as many leaders of their own as they want in a single Revival phase turn?

Answer: Yes.

Can the Tleilaxu agree to revive as many leaders of another faction as they want in a single Revival phase turn?

Answer: One leader per Revival phase turn, per faction. Tleilaxu's Leader Revival ability is meant to merely allow them to revive leaders earlier than normal.

Can the Tleilaxu revive an ally's leaders for free if they want to?

Answer: Yes, as long as all five are not in the Tanks. If all five are there, the Tleilaxu can revive a leader at their half-price rate, which the ally pays.

Can the Tleilaxu revive other player's leaders if one is captured by the Harkonnens and the other four are in the tanks?

Answer: No. When all of a player's leaders are unavailable, they should be allowed to revive one per turn in the Revival phase under normal rules.

Can the Tleilaxu offer Atreides to revive their Kwisatz Haderach?

Answer: Yes.

Can the Tleilaxu pay for their ally's revivals?

Answer: No.

In the *Advanced Game*, if the Tleilaxu have lost 2 leaders of their own and now have 3 active ones, can they revive 2 enemy leaders as Gholas on the same turn?

Answer: Yes.

Can the Tleilaxu revive face down leaders as Gholas in the *Advanced Game*?

Answer: Yes.

When can the Tleilaxu sell one of their Gholas back to their owner in the *Advanced Game*?

Answer: Not until that Gholas leader is dead and back in the tanks.

Does the spice from the Emperor for his ally's extra revivals go to the Tleilaxu or to the Spice Bank?

Answer: To the Tleilaxu.

If the Tleilaxu have raised the Emperor's ally's revival limit to 5, can the Emperor pay spice for 3 extra revivals for his ally, raising the limit to 8 revivals per turn for his ally?

Answer: Yes, the Emperor's alliance advantage is to revive an extra 3 forces.



CARDS

Karama

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

Answer: Yes, at Guild rates, paid to the Spice Bank.

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

Answer: Holding the Karama card allows you to break the rule of not bidding more spice than you have. This would enable you to “bid up” the price of the card if you have the Karama, but not purchase it if another player outbids you (and therefore not have to play the Karama card). The Karama card also allows you to purchase a card when you’ve won without paying spice for the card, or, if you are allowed to bid on cards, simply play the Karama and take the current card up for bid.

If someone already has a full hand, and one card in their hand is a Karama, can they purchase another card using the Karama card?

Answer: No. Players with a full hand of treachery cards must pass.

Can a Karama card prevent ANY one player advantage from being used for the duration of that game phase?

Answer: No. The Karama stops one use of a faction’s ability. For example, if the Bene Gesserit are in two battles, their Voice ability can only be stopped for one battle by a Karama card.

Can a Karama card stop an alliance ability?

Answer: Yes.

What Faction abilities can or can’t a Karama card affect?

Answer: See below.

Atreides: Prevent Atreides from looking at a card up for bidding. Prevent looking at a Spice card. Prevent Atreides from knowing one part of a battle plan. In the *Advanced Game*, prevent the Kwizatz Haderach from being used in any one battle but must do so before battle plans are revealed. Karama has no effect on Atreides gaining the Kwizatz Haderach token (after fulfilling its prerequisite).

Bene Gesserit: Stop them from using the Voice in a battle. Prevent shipping a Spiritual Advisor. In the *Advanced Game*, prevent using a Worthless card as a Karama; the Worthless card must be discarded. Prevent Bene Gesserit from flipping tokens to or from advisors. Prevent collecting CHOAM Charity when holding 2 or more spice. Karama has no effect on the Bene Gesserit win prediction.

Emperor: Prevent the Emperor from receiving payment for one Treachery Card. Prevent giving spice to an ally once during this turn. (This does not prevent the Emperor from paying for cards or shipment). Prevent their ally from reviving three extra forces. In the *Advanced Game*, force Sardaukar to be treated as normal forces, if done before battle plans are revealed.

Fremen: Limit the Fremen to the normal 1 territory movement instead of 2. Cause the Fremen to be eaten by the worm instead of being able to ride it. In the *Advanced Game*, prevent the Fremen from looking at the next storm card, but may not prevent the storm from moving the distance specified by the card. Before battle plans are revealed, force all Fedaykin in any one battle to be treated as normal tokens. Karama has no effect on the Fremen movement from reserves during shipping, or from enforcing their Special Victory Condition or sharing that win.

Guild: Prevent the Guild from receiving payment for one shipment. Prevent Guild from using half-price shipping rates once. Prevent Guild shipping rates to one ally. Prevent Guild from shipping across the planet or to reserves. In the *Advanced Game*, prevent Guild from taking shipment and movement action out of turn. Karama has no effect on Guild Special Victory Condition, or sharing that win.

Harkonnen: You may not prevent the Harkonnen from revealing a traitor for their own battles, nor from having an 8 card hand. You may prevent them from revealing a traitor in their ally’s battles and from gaining an extra card during bidding. In the *Advanced Game*, you may prevent the advanced Harkonnen advantage allowing them to capture a leader after any one battle. You may not prevent them from using a captured leader.

Ixians: Prevent Ixians from looking at the treachery cards that will be part of the auction and drawing an extra card to place on top or bottom of the deck. Restrict movement of Cyborgs to one territory (without ornithopters). Prevent Cyborgs from counting double in battle in the *Basic Game*. Prevent Suboids from replacing Cyborgs lost in battle. Prevent the Hidden Mobile Stronghold from moving and collecting spice. Stop Ixians ally from discarding a purchased treachery card. In the *Advanced Game*, prevent the replacement of a treachery card during Bidding. Karama has no effect on Suboid strength.

Tleilaxu: Prevent replacing a Face Dancer card during the Mentat Pause. Limit force revival to 3 for all players. Force Tleilaxu to pay full price for revival. Prevent payment to Tleilaxu for one revival. Prevent early revival of a leader. In the *Advanced Game*, prevent Tleilaxu from gaining another player's specific leader as Ghola that turn. Karama has no effect on other Face Dance effects.

Traitor Cards

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.

Treachery Cards

Is a Cheap Hero always discarded after use?

Answer: Yes.

Does Thumper cause a Nexus? If another Sandworm is drawn after the Thumper is played, can the Fremens cause that worm to appear anywhere in the *Advanced Game*?

Answer: Yes to both questions.

Does the Hajr let you play it out of turn order?

Answer: It is subject to normal movement rules, so it would have to be done during your turn.

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

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

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

Answer: Treachery cards must be discarded unless the card says it can be returned to your hand. When a card is used in battle, the winning player may choose to keep any cards they used, even if the card doesn't specifically state it can be kept.

Can you play a Truth Trance at any time or only when it is your Turn?

Answer: Any time.

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 forces 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 they do not ship 6 or more forces to Carthag. They could ship 6 or more forces to any location but Carthag, or could ship fewer than 6 forces to Carthag, or could ship nothing at all. However, if the Emperor says 'Yes' then they must, if they are able to, use their shipment action this turn to ship 6 or more forces (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 forces in Carthag, then the Emperor may choose to make any other shipment they wish. If a player is asked something beyond that player's ability to decide to do (such as "will you win two battles this turn?") then the player may answer "I don't know." If a player can't answer a Truthtrance question, the player playing it can ask a different question, or choose to play Truthtrance at a future point.

When playing a Truthtrance card, can you bind a player to an action in a future turn?

Answer: No. You can only bind a player to an action or a decision affecting an action in any phase during the current turn.

Can a player use "or" or "and" in a Truthtrance question?

Answer: Yes. For example, you can ask "Is either Count Fenring or Captain Aramsham your traitor?" or "Do you have a weapon and a defense?"

What if two players want to play Truthtrance at the same time?

Answer: Follow the storm order.

If I have two Truthtrance cards, can I ask "Will you answer Yes to my next Truthtrance card?"

Answer: You can ask, but the other player can answer "I don't know".

If Poison Tooth is played as a weapon as part of the Battle Plan, but not used, is it discarded after the battle?

Answer: If the winner played it and used it, they may not keep it. The loser must discard it, used or not.

Is Poison Tooth stopped by Chemistry? Is it stopped by any other kind of Poison Defense?

Answer: Yes to the first question. No to the second; any poison defense defined as a Snooper does not stop Poison Tooth.

Can Shield Snooper trigger a Lasgun-Shield explosion?

Answer: Yes.



Is your leader safe from Artillery Strike if you use a Shield Snoopers?

Answer: Yes.

Is your leader safe from Artillery Strike if you use Weiriding Way?

Answer: No. Artillery Strike is only stopped by a Shield, and while Weiriding Way can be a projectile defense, it doesn't count as a Shield

Does Weiriding Way used as a projectile defense trigger a Lasgun-Shield explosion?

Answer: No. While Weiriding Way is a projectile defense, it is not a Shield, and does not trigger an explosion.

Does Weiriding Way, used as a projectile defense, protect you from Lasgun?

Answer: No. There is no defense against the Lasgun.

TECH TOKENS

If a player has all three Tech Tokens and controls 2 strongholds, and another player controls the other 3 strongholds, do they tie?

Answer: Yes. See "Object of the Game" above.

GENERAL QUESTIONS

Are players allowed to take notes about matters other than cards? How about taking notes about public knowledge including cards played and retained in battles, traitors, etc.

Answer: Yes, and those notes can be kept secret. In competitive play, tournament rules apply and the expectation may be that no written notes of any kind can be kept other than the Atreides bidding advantage.

Suppose I can't keep some or all terms of a 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.

WHAT IS DIFFERENT ABOUT THE NEW EDITION OF DUNE FROM GALE FORCE NINE FROM THE ORIGINAL VERSION FROM AVALON HILL?

1. Shorter Game - the game now has 10 turns instead of 15.
2. Ornithopters 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 Ornithopter movement rules for moving their forces.
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, and players can not bribe their allies.
7. 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 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 Gholas immediately in another battle in the same turn (if applicable).
13. In the *Advanced Game*, the Bene Gesserit always get CHOAM charity (even on turn 1).