

THE SPICE MUST FLOW

# DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

**QUICK START GUIDE**  
Frank Herbert's classic science fiction novel *Dune* will live for generations as a masterpiece of creative imagination. In this game, you can bring to life the alien planet and the swirling intrigues of all the book's major characters.



## ATREIDES

The Atreides led by the youthful Paul Atreides (Muad'Dib) — rightful heir to the planet, gifted with valiant lieutenants.



## HARKONNEN

The Harkonnens, led by the decadent Baron Vladimir Harkonnen — master of treachery and cruel deeds.



## BENE GESSERIT

The Bene Gesserit Sisterhood, represented by Reverend Mother Gaius Helen Mohiam — ancient and inscrutable.



## SPACING GUILD

The Spacing Guild represented by steersman Edric (in league with smuggler bands) — monopolist of transport, yet addicted to ever increasing spice flows.



## EMPEROR

The Emperor, his majesty the Padishah Emperor Shaddam IV — keen and efficient, yet easily lulled into complacency by his own trappings of power.



## FREMEN

The Fremen represented by the planetary ecologist Liet-Kynes — commanding fierce hordes of natives, adept at life and travel on the planet.

## SETUP: SPICE BANK

I'm Lady Jessica of the House Atreides. Prepare to become immersed in the world of Dune. Here's how to set everything up.



I am Stilgar of the Fremen. We are adept at life and travel on the planet Dune.

First set out the game board map.



Hasimir Fenring, of the Emperor's court. Accumulating wealth is our strength.

Now take all the Spice Tokens and put them in the Spice Bank.



## SETUP: TREACHERY & SPICE DECKS, STORM MARKER



Feyd-Rautha of House Harkonnen here. We are masters of treachery and cruel deeds!

Next, shuffle the Treachery & Spice Decks and set them next to the board.



Staban Tuek, of the Spacing Guild coalition. We control all shipments on and off Dune.

Put the Storm Marker on the Storm Start Location.



The map has 4 territory types:

**STRONGHOLDS** **POLAR SINK** **SAND** **ROCK**

# SETUP: FACTION SETS



Each player gathers up their factions components and reviews their strengths and weaknesses.

Each faction gets a reserve of tokens, spice allocation, 5 Leader Discs, a Player Shield, Player Sheet, and Player Marker. Next we'll look at how to arrange all the players on the board.



**ATREIDES**

RESERVE: 10  
 SPICE: 10

PLAYER MARKER:

PLAYER SHIELD:

PLAYER SHEET:

LEADERS:

**FREMEN**

RESERVE: 10  
 SPICE: 3

PLAYER MARKER:

PLAYER SHIELD:

PLAYER SHEET:

LEADERS:

**BENE GESSERIT**

RESERVE: 19  
 SPICE: 5

PLAYER MARKER:

PLAYER SHIELD:

PLAYER SHEET:

LEADERS:

**SPACING GUILD**

RESERVE: 15  
 SPICE: 5

PLAYER MARKER:

PLAYER SHIELD:

PLAYER SHEET:

LEADERS:

**EMPEROR**

RESERVE: 20  
 SPICE: 10

PLAYER MARKER:

PLAYER SHIELD:

PLAYER SHEET:

LEADERS:

**HARKONNEN**

RESERVE: 10  
 SPICE: 10

PLAYER MARKER:

PLAYER SHIELD:

PLAYER SHEET:

LEADERS:

## SETUP: Player Positions, Spice, and Traitors



Players, setup your faction sets like this. Place your player marker on the Player Circle closest to you.

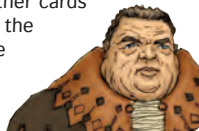
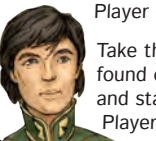
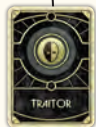
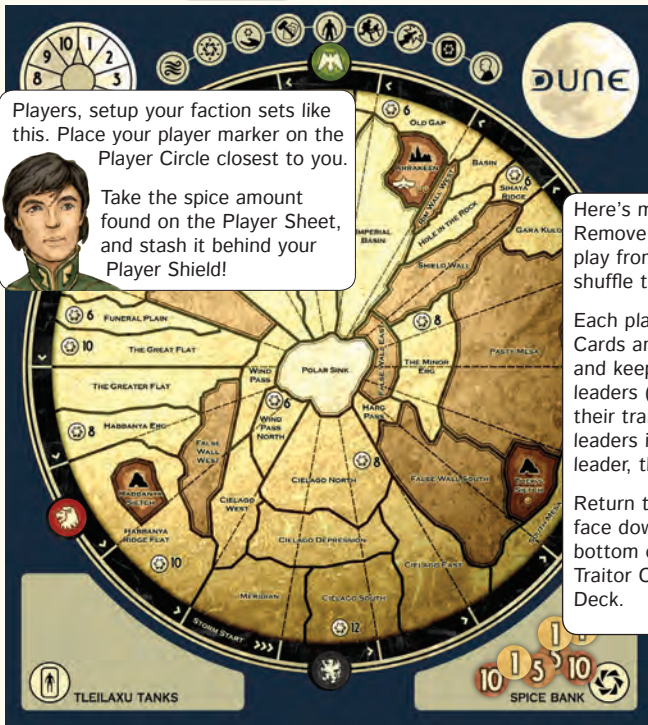
Take the spice amount found on the Player Sheet, and stash it behind your Player Shield!

Here's my favorite part - Traitors! Remove any Faction Cards not in play from the Traitor Deck, then shuffle the deck.

Each player is dealt 4 Traitor Cards and then secretly selects and keeps one of their opponents' leaders (if they drew one) to be their traitor. If they draw their own leaders instead of an opponent's leader, they still keep 1 card.

Return the other cards face down to the bottom of the Traitor Card Deck.

By the way, Harkonnen get to keep ALL traitors they find!



## SETUP: Forces

Now all players place their faction's forces. The factions require different strategies, based on their unique force placement rules.



All forces off-planet at game start.



## SETUP: Treachery Cards and Turn Marker



1 card from the Treachery Deck is dealt to each player.



Harkonnen gets 2 Treachery Cards!



## PLAY: Storm Phase

Dune is played in turns, each composed of 9 game phases.

- |       |                    |               |         |         |                     |        |               |              |
|-------|--------------------|---------------|---------|---------|---------------------|--------|---------------|--------------|
| 1     | 2                  | 3             | 4       | 5       | 6                   | 7      | 8             | 9            |
| STORM | SPICE BLOW & NEXUS | CHOAM CHARITY | BIDDING | REVIVAL | SHIPMENT & MOVEMENT | BATTLE | SPICE HARVEST | MENTAT PAUSE |

The Storm Phase is first. The Storm Marker is moved around the map. The faction whose Player Marker the storm next approaches will be the *First Player* for this turn.

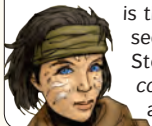


The first time the storm is moved, you will place the Storm Marker at a random location along the Storm Track.

Here's how to get that location:

The players whose Player Markers are nearest on either side of the Storm Start sector will secretly dial a number from 0 to 20 on the Battle Wheels (in all subsequent turns the players dial a number from 1 to 3). The two numbers are simultaneously revealed.

Starting from the Storm Start sector, the sum total is the number of sectors that the Storm Marker moves *counterclockwise* around the map.

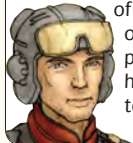


The players dialed a 2 and 11. So the Storm Marker moves 13 sectors *counterclockwise*.



**PLAY:** Spice Blow & Nexus, CHOAM Charity

During a Spice Blow, the top card of the Spice Deck is turned over. The amount of spice shown on the card is placed in the highlighted territory.



**SHAI-HULUD**  
Sandworm Alert

Discard all spice and forces in the territory now showing in the Spice Deck discard pile. Then draw cards (discarding any more Shai-Hulud Cards) until another Territory Card is revealed and place spice there. Now the Nexus occurs. Players can form or break Alliances.

But there are Sandworm Alerts mixed in with the Spice!

If Shai-Hulud appears during a Spice Blow, a Nexus occurs and the players have the opportunity to make and break Alliances. More on this later...

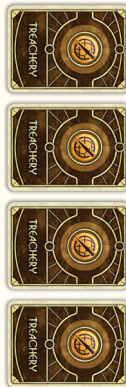


Any player with 0 or 1 spice can collect spice from the Spice Bank to bring their total to 2 by calling out "CHOAM Charity."



**PLAY:** Bidding

**Dealer:** One player deals cards from the Treachery Deck face down in a row, 1 card for each player who is allowed to bid.



**Declaration:** Before bidding starts, all players must declare how many Treachery Cards they hold. The hand limit is 4. Players with 4 cards must pass during bidding.



**Auction:**

The first card in the row is now auctioned off for spice.

The bidding is started by the *First Player*. If that player already has 4 Treachery Cards, the next player to the right who does not have 4 Treachery Cards opens the bidding.

The player who bids first must bid 1 or more spice or pass. Bidding then proceeds to the bidder's immediate right. The next bidder may raise the bid or pass and so on around the table until a top bid is made and all other players pass. The top bidding player then pays the number of spice they bid into the Spice Bank and takes the card.



Those are the bidding basics, but do check the full rule book and Player Sheets for other important details.



PLAY:  Revival



As Atreides, you get a free revival of 2 forces. Check your Player Sheet, some factions are different.



**Force Revival:** As the game progresses, forces will end up in the Tleilaxu Tanks. In revival, all players may revive up to 3 forces from the Tleilaxu Tanks.

**Free:** A certain number of forces are revived for free as stated on the Player Sheet.

**By Spice:** Any additional forces that may be revived must be done at a cost of 2 spice per force. All spice expended for force revival is placed in the Spice Bank.

**Limit:** A player can never revive more than 3 forces per turn.

**To Reserves:** Revived forces must be placed in the player's reserve.



I'll take my 2 free forces, plus I'll pay another 2 spice to take an additional 1 force to my reserve.



PLAY:  Revival



**Leader Revival:** If all 5 of a player's leaders are in the Tleilaxu Tanks, they may revive one leader per turn until all of their leaders have been revived.

**Fighting Strength:** To revive a leader, a player must pay that leader's fighting strength in spice to the Spice Bank.

**Revived Leader Status:** A revived leader can be played normally and is still subject to being a traitor.

**Dead Again:** If a revived leader is killed again, place it face down in the Tleilaxu Tanks. This leader cannot be revived again until all of the player's other revivable leaders have been revived, killed and sent to the Tanks again.



Finding myself with plenty of spice but no leaders, I'll pay 6 to revive Feyd-Rautha!





The first player ships and moves. Play then proceeds to the right until all players have completed this phase.

**FORCE SHIPMENT**

**Shipment of Reserves:** A player with off-planet reserves may make one shipment of any number of forces from their reserves to any one territory on the map.

**Payment:** A player must pay spice to the Spice Bank for their shipment. The cost of shipping off-planet reserves is 1 spice per force shipped into any stronghold and 2 spice per force shipped into any other territory.



I'm paying 4 spice to ship 4 forces from my reserves into the stronghold of Carthage.



Each player may move, as a group, any number of their forces from one territory into one other territory.

Forces are free to move into, out of, or through any territory occupied by any number of forces.

**FORCE MOVEMENT**

**Ornithopters:** A player who starts a force move with one or more forces in either Arrakeen, Carthage, or both has access to Ornithopters and may move forces through up to three adjacent territories.

**One Adjacent Territory:** A player without a force in either Arrakeen or Carthage at the start of their move does not have access to Ornithopters and can only move their forces by foot to one adjacent territory.



Those are the shipping & movement basics, but check the full rule book and Player Sheets for other important details.





### Battle Determination

Wherever two or more players' forces occupy the same territory, battles must occur between those players.

Battles continue until just one player's forces or no forces remain in all territories on the map.



Now, we are set up for the Harkonnen and Atrides to hold a battle in Arrakeen!

I only have 2 forces, so I'm going to commit Lady Jessica, one of my best fighters, to the fight to try and tip the balance.



I'm only going to commit 1 force so I will still have a troop in Arrakeen if I win.

### Battle Plan

To resolve a battle, each player must secretly formulate a Battle Plan. A Battle Plan always includes the number of forces dialed on the battle wheel. If possible, it must include a faction's leader or Cheap Hero Card, and it may include Treachery Cards at the player's discretion.

**Battle Wheel:** Each player picks up a battle wheel and secretly dials a number from zero to the number of forces they have in the disputed territory.

**Both players will lose the number of forces dialed on the battle wheel.**

**Leaders:** One Leader Disc is selected and placed face up in the slot on the wheel.



I really want Arrakeen, so I'm going to commit my best fighter. I don't want to lose too many troops, so I'm only going to commit 2 troops to the battle.



Battle Plans continue on the next page...

...Battle Plans continued

**Treachery Cards:** Now you may play either a weapon or defense Treachery Card or both by holding them against the wheel.

Remember, all Battle Plans are kept secret behind the wheels!



I only have a Crysknife projectile weapon and a Snooper poison defense, and am arming Lady Jessica with both.

**1**  
FORCE

**CRYSKNIFE**  
Weapon - Projectile

Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield. You may keep this card if you win this battle.

**SNOOPER**  
Defense - Poison

Play as part of your Battle Plan. Protects your leader from a poison weapon in this battle. You may keep this card if you win this battle.

**HEEL**  
Leader or Cheap Hero  
**LADY JESSICA**  
5  
Must play if possible



**2**  
FORCE

**STUNNER**  
Weapon - Projectile

Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield. You may keep this card if you win this battle.

**SHIELD**  
Defense - Projectile

Play as part of your Battle Plan. Protects your leader from a projectile weapon in this battle. You may keep this card if you win this battle.

**HEEL**  
Leader or Cheap Hero  
**FEYD-RAUTHA**  
6  
Must play if possible

I'm arming Feyd-Rautha with a Stunner projectile weapon and a Shield projectile defense.

**Revealing Wheels & Battle Resolution**

**Winner:** The winner is the player with the higher total of number dialed plus leader's fighting strength.

**Weapons:** If a player's opponent played a weapon Treachery Card but the player did not play the proper defense Treachery Card, the player's leader is killed and cannot count toward their total.

**Killed Leaders:** Any leaders killed are immediately placed face up in the Teilaxu Tanks. The winner receives their value (including their own leader, if killed) in spice from the Spice Bank.

**Surviving Leaders:** Leaders who survive remain in the territory where they were used until all battles in other territories have been resolved. Then they are retrieved by their owners.

**1**  
FORCE

**CRYSKNIFE**  
Weapon - Projectile

Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield.

**SNOOPER**  
Defense - Poison

Play as part of your Battle Plan. Protects your leader from a poison weapon in this battle. You may keep this card if you win this battle.

**HEEL**  
Leader or Cheap Hero  
**LADY JESSICA**  
5  
Must play if possible



Lady Jessica dies - our Snooper defense doesn't stop the Stunner!

And our Crysknife weapon is blocked by the Shield on the Harkonnen's side.

**2**  
FORCE

**STUNNER**  
Weapon - Projectile

Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield. You may keep this card if you win this battle.

**SHIELD**  
Defense - Projectile

Play as part of your Battle Plan. Protects your leader from a projectile weapon in this battle. You may keep this card if you win this battle.

**HEEL**  
Leader or Cheap Hero  
**FEYD-RAUTHA**  
6  
Must play if possible



Feyd-Rautha lives - our Shield projectile defense stopped the Crysknife. And our Stunner is not blocked by the Snooper defense of the Atreides.

**The total is:**  
**Atreides: 1** (Wheel dial 1 + 0 for killed leader)  
**Harkonnen: 8** (Wheel dial 2 + 6 for surviving leader)



Lady Jessica goes to the Tanks as she was killed by Harkonnen's Treachery Card, along with our 2 forces. Plus our Treachery Cards are discarded.



**Losing:** The losing player loses all of the forces they had in the territory to the Tleilaxu Tanks and must discard every Treachery Card they used in their Battle Plan. Note that the loser does not lose his leader as a result of battle. Leaders are killed only by weapon Treachery Cards.

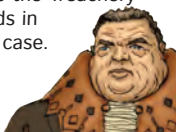
**Winning:** The winning player loses only the number of forces they dialed on the Battle Wheel. These forces are placed in the Tleilaxu Tanks.



The winning player may also keep or discard any of the cards they played.

Harkonnen losses are 2 forces for the number dialed on the wheel.

Feyd-Rautha gets to return home and we'll keep the Treachery Cards in this case.



## PLAY: Spice Collection

The spice must flow!  
Now its time to collect the spice.

Any player with forces in a territory in which there is spice may now collect that spice.

If you control Carthag or Arrakeen your forces can collect 3 spice per force in the sector. Put the spice from the sector and put it behind your Player Shield.

Forces only collect 2 spice per token if you don't control Carthag or Arrakeen.



Uncollected spice remains where it is for future turns.



Since I control Carthag my troops in Hagga Basin collect 3 spice each, for a total of 6 spice.

Since I no longer control Arrakeen my force in Broken Land only collects 2 spice.



## PLAY: Mentat Pause Phase

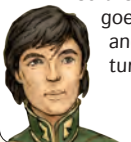
Now it's time to see if anyone has won.

If any player occupies three strongholds with at least one of their forces in the Mentat Pause Phase, that player wins the game.

If players in an Alliance control four strongholds between them, that Alliance wins the game. For example if the Harkonnen and Fremen were in Alliance here they would win the game.



No one controls three strongholds, and no Alliance holds four strongholds, so the game goes for another turn.



Check your Player Sheets.

Some factions have special victory conditions that trigger at the end of turn 10.



# SEQUENCE OF PLAY

## QUICK REFERENCE



### 1. STORM PHASE

The Storm Marker is moved around the map. The faction whose Player Marker the storm next approaches will be the *First Player* for this turn.



### 2. SPICE BLOW AND NEXUS PHASE

The top card of the Spice Deck is turned over and the amount of spice shown on the card is placed in the highlighted territory. If Shai-Hulud appears during the Spice Blow Phase, a Nexus occurs and the players have the opportunity to make and break Alliances.



### 3. CHOAM CHARITY PHASE

Players with 0 or 1 spice may claim CHOAM Charity.



### 4. BIDDING PHASE

Players bid spice to acquire Treachery Cards.



### 5. REVIVAL PHASE

All players are allowed to reclaim forces and leaders from the Tleilaxu Tanks.



### 6. SHIPMENT AND MOVEMENT PHASE

Starting with the *First Player* and proceeding *counterclockwise*, each player in turn ships forces down to the planet or brings in forces from the southern hemisphere (Fremen) and then moves their forces on the game board.



### 7. BATTLE PHASE

Players must resolve battles in every territory that is occupied by forces from two or more factions.



### 8. SPICE HARVEST PHASE

Forces in territories that contain spice may collect the spice.



### 9. MENTAT PAUSE PHASE

Factions either declare a winner (or winners) or take some time to evaluate their positions on the map and then move the Turn Counter to the next position on the Turn Track to begin the next turn.