

### CREDITS

Game Design: Owen M. Seyler

Design Contributors: Christian S. Moore & D.J. Chagnon.

Writing: Owen M. Seyler & Christian S. Moore

Editing: Edward Bolme

Product Coordination: Ryan S. Dancey
Licensing: Bernard R. Cahill II, Esq.
Sales & Marketing: John Zinser & Daniel Landers

Art Direction: Christian S. Moore
Assistant Art Direction: Maria Cabardo

Game Logo: Darrel Anderson

Sandworm Illustration: Doug Beekman

Card Design: Maria Cabardo

Card Icons: Maria Cabardo & Al Skaar

Manual Design: Owen Seyler & Blake Beasley

Packaging Design: Al Skaar

Digital Prepress: Maria Cabardo, Owen Seyler & Al Skaar Wizards of the Coast Production: Keith Kentop, Hans Reifenrath, Douglas Ketler Scheffer, Jefferson M. Shelley, Tomas Wänerstrand, and Paul Allen Timm.

Illustration: Rob Alexander, Eric Anderson, Randy Asplund-Faith, Michael Apice, Tom Baxa, Doug Beekman, John Bridges, Doug Chaffee, David Cherry, Alan Clark, Audrey Corman, Stephen Daniele, Brian Durfee, Darryl Elliott, Larry Elmore, Fred Fields, David Fooden, Anthony Hightower, Don Hillsman, Debbie Hughes, David Leri, Frank Kelly-Freas, Corey Macourek, David Martin, Mark Maxwell, Val Mayerik, John Monteleone, Ted Naifeh, Terry Pavlet, John Pierard, Zak Plucinski, Alan Pollack, Mark Poole, Cortney Skinner, Lawrence Snelly, Walter Velez, Christina Wald, Adam Wallenta, Ron Walotsky, Matt Wilson & Mark Zug.

Game Development: Owen Seyler

Development Team: Rachel Barth, D.J. Chagnon, Christian S. Moore, Nathan Regener, Scott Rogers & Earl Stoltzfus, Ir.

Playtesting: Rachel Barth, Loren Boustead, D.J. Chagnon, Ryan S. Dancey, Steve Fritz, Rob Gaines, Flavio Faz IV, Elizabeth Glover, Dan Holzer, Charles Hwa, John C. Jobrey, Daniel Landers, Marcelo Lexalt, Gary Magretto, Christian S. Moore, Heather Moore, Jeremy Priddy, Andy Ramroop and group, Dan Raspler, Nathan Regener and House Impossible, Scott Rogers, John Santry, Erik Schwer, Earl Stoltzfus Jr., Patrick Turner and company, Tony Watt & John Zinser.

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# 1.0 Introduction

"He will come, the voice from the outer world, bringing the holy war, the Jihad, which will cleanse the universe and bring us out of darkness. He is the Lisan al-Gaib, born of a fallen Bene Gesserit. A stranger to our land, he will know our ways as if born to them..."

- Fremen prophecy

### 1.1 DUNE OVERVIEW

Arrakis. Dune. Desert Planet. Sole source of the spicedrug melange, basis of the Imperial economy and the Emperor's CHOAM corporation. Center of the universe. If the spice flow stops, all eyes will turn to Arrakis...

The Spacing Guild uses the spice to direct the inward eye, enabling Guild steersmen to safely navigate the perils of hyperspace. The spice is the key to the Guild's immense power, a well-kept secret enabling them to monopolize space travel and achieve ever-increasing influence over the Padishah Emperors who rule the Imperium. Without the spice, both the Guild and the Imperium would crumble.

The Bene Gesserit Sisterhood relies on the spice for their truthtrance, allowing them to penetrate the veils of falsehood and genetic memory. For over 90 generations, they have manipulated a selective breeding plan in hopes of producing the *Kwisatz Haderach*, "he who will be many places at once," a male Bene Gesserit and super-being able to recall both the future and the past as a single, collective memory.

As widespread space travel brought entirely new sectors within reach, the Padishah Emperors instituted a feudal system of government to better administer these far-flung worlds, uniting them all under the collective banner of the Imperium. Thus the Great Houses were born, each controlling fiefs that encompass entire worlds. To further cement this hierarchy, both the Landsraad and CHOAM were founded, comprising political and economic assemblies to oversee the now-powerful Great Houses. These organizations were charged with monitoring the political, legal and economic affairs of the entire Imperium.

Now, while the nobles of the Great Houses sleep in their off-world palaces, the Fremen abandon their cavernous sietches to keep vigilance in the cool Arrakis night. Self-appointed wardens of Dune, the Fremen await the day when enough water has been collected to begin the transformation of their planet. Already, their carefully placed windtraps and dew precipitators reclaim much of the moisture the arid desert winds rob from the soil. In time, thousands of underground cisterns could be deployed to irrigate hybrid plantings, initiating an ecological chain reaction that may fulfill their dreams of a green Arrakis. It is at this crucial juncture in the history of the Imperium that the events in DUNE™. Eye of the Storm begin...

Game Terminology. When first introduced, game terminology appears in *italics*. For additional information about these terms, refer to the Dune Lexicon at the end of this rulebook.

## 1.2 GAME OVERVIEW

Welcome to DUNE™: Eye of the Storm. DUNE™ is a game of political and economic rivalry in which you and your opponents each represent an Imperial House vying for admission to the Landsraad High Council. Led by the Padishah Emperor, the Landsraad High Council is the highest authority within the Imperium, its membership encompassing the most powerful of the Imperial families. By earning a seat on the High Council you acquire the status of a Great House and are awarded both an irrevocable family title and a hereditary station within the royal aristocracy.

The Great Convention. The Landsraad High Council creates and maintains the recorded laws of the Imperium. This Great Convention exists to foster peace and order within the Imperium, setting forth strict laws that regulate the composition and conduct of its governing Houses. These laws devote specific attention to Landsraad admission and House conduct, providing two bodies of legislation known as the "Landsraad Provisions" and the "Landsraad Conventions" respectively.

The Landsraad Provisions. According to the Provisions, all Houses seeking admission to the High Council must fulfill two fundamental requirements: wealth and favor. These dual provisions form your basic Game Objectives.

The Landsraad Conventions. According to the Conventions, all Houses must obey formalized rules of conduct, specifically those mandates covered by the Order of Petitioning and the Forms of Kanly.

## 1.3 GAME OBJECTIVES

Your basic goal in DUNE™ is to gain admission to the Landsraad High Council, thereby earning Great House status. To accomplish this you must fulfill the twin Objectives of the Landsraad Provisions — wealth and favor.

Wealth. The Provision of Wealth demands that all contending Houses possess a certain degree of House wealth. You acquire wealth by purchasing spice from the CHOAM Exchange or by producing it on one or more regions of the planet Dune (see p. 9). To fulfill the Provision of wealth, you must hoard at least 10 spice before seeking admission to the High Council.

Favor. The Provision of Favor dictates that all contending Houses must earn and maintain a certain level of Imperial favor (see p. 10). You acquire favor by demonstrating strength and valor in your House endeavors; you maintain it by complying with the forms and codes of the Landsraad Conventions. To fulfill the Provision of favor, you must possess at least 10 favor when requesting admission to the High Council.

Requesting Admission. Once you've earned the required wealth and favor, you may Request Admission to the Landsraad High Council and win the game (see p. 40, "Request Admission to High Council").

# 2.0 DUNE™ BASICS

# 2.1 CHOAM

CHOAM, an acronym for Combine Honnete Ober Advancer Mercantile, is the Imperial corporation responsible for regulating interstellar trade. Officially controlled by the Emperor and the Great Houses, CHOAM also recognizes the Bene Gesserit Sisterhood and the Spacing Guild as economic powers, admitting them as silent partners. CHOAM functions as a vast financial exchange, regulating commerce through the twin reserves of the Imperial Treasury and the Guild Hoard. As a House noble, your seat on the CHOAM Exchange grants access to these reserves.

**Solaris.** The *solari* is the official unit of currency sanctioned by the Imperial Treasury. You'll spend solaris to bring various cards into play and to buy spice during the

game.

Spice. Amassed in the Guild Hoard, spice is the most precious commodity in the universe and serves as the standard upon which the Imperial solari is valued. Though CHOAM gauges riches by solaris, it measures House wealth by spice alone.

CHOAM Exchange. The Exchange monitors surpluses and shortages within CHOAM's twin banks, inflating or deflating the value of solaris according to the amount of spice held in reserve (see p. 40, fig. 4). The CHOAM Rate of Exchange (CROE) fluctuates from 1 to 6, indicating the value (in solaris) of one unit of spice.

# 2.2 LANDSRAAD

The Landsraad is the parliamentary body responsible for the political administration of the Imperium. Consisting of delegates from Houses both major and minor, the Landsraad Assembly enacts legislation originating within the Landsraad High Council.

As a House noble, you control a seat in the Landsraad Assembly. Though your ambition is to gain admission to the High Council, your assembly seat provides you with the opportunities essential for such advancement.

Favor. Imperial favor measures your general esteem and influence within the Landsraad Assembly. Your favor fluctuates during the game, rising when you excel in accordance with the Landsraad Conventions and falling when you falter before the Conventions.

Whenever your favor changes, record the new level on your House Profile. Favor is open-ended; there is no minimum or maximum number you may possess. If your favor ever falls below 0, mark each point it drops below 0 as a negative number. You need at least 10 favor to gain admission to the High Council, but you forfeit your assembly seat and must withdraw from the game if your favor is 0 or lower at the end of any game turn.

Sponsorship. Your sponsor represents your political connection to Imperial Powers, select groups that hold enormous influence within the Imperium (see p. 11). Houses ally themselves with these important sponsors in order to gain access to key individuals, resources or privileges that will assist them in gaining admission to the High Council. During House Creation (see p. 29), declare your sponsor by

choosing the Imperial Power whose strengths best suit your game strategy.

## 2.3 IMPERIAL POWERS

Imperial Powers represent select groups that wield enormous influence. The Imperial Powers in the Landsraad are House Corrino, House Atreides and House Harkonnen. Alternately, the Spacing Guild, the Bene Gesserit Sisterhood and the Fremen emerge as powerful groups in CHOAM.

House Corrino. Ruled by the Padishah Emperor Shaddam IV, the Imperial House exerts tremendous influence in the Landsraad and CHOAM. House Corrino maintains its supremacy through extreme caution, employing its dreaded legions of Sardaukar only when all other measures have been exhausted.

House Atreides. Led by Leto the Just, House Atreides enjoys great popularity among the Great Houses and serves as the informal speaker of the Landsraad High Council. Not among the wealthiest of the Great Houses, House Atreides maintains greatness

through its reputation for justice and honor.

House Harkonnen. Directed by the nefarious Baron Vladimir, House Harkonnen has risen in power through its immense wealth and naked ambition. House Harkonnen fosters a long-standing enmity with House Atreides and conspires to bring an end to the Atreides line with the death of Leto and his only heir, Paul.



threat.

The Bene Gesserit Sisterhood (Sisterhood).
Represented by the Emperor's Truthsayer,
Reverend Mother Gaius Helen Mohiam, the
Sisterhood exercises control over Imperial affairs through
political conniving and CHOAM membership. An ancient
school built upon esoteric 'Ways,' the Sisterhood has
developed a program for selective breeding and human
development to produce the Kwisatz Haderach, the super

being who may be many places at once.

The Fremen. Represented by their mysterious leader Liet, the Fremen are mistakenly regarded as a populace of scattered tribesmen, dispersed among the cities and urban fringes of the planet Arrakis. Officially recognized as neither a Landsraad nor a CHOAM power, the Fremen are the true wardens of Dune, secretly controlling most of the affairs which occur on-planet.

#### Adversaries

Because the ambitions of the Imperial Powers often conflict with one another, each faction has developed hostile relationships with one or more of the other powers, known as adversaries (see next page, fig. 1).

## fig. 1. Imperial Adversaries

AND THE RESERVE OF THE PERSON		
Imperial	Power	Adversaries

House Corrino House Atreides

House Atreides Houses Harkonnen & Corrino

House Harkonnen House Atreides & Fremen
The Guild The Sisterhood

The Sisterhood The Guild
Fremen House Harkonnen

# 2.4 AREAS OF PLAY

DUNE™ uses two primary areas of play — the CHOAM Exchange, which is shared by everyone, and the House Territories governed by each player (see p. 31, fig. 3).

## **CHOAM Exchange**

The Exchange consists of the Imperial Treasury and the Guild Hoard, represented by two piles of tokens (solaris and spice, respectively). The CHOAM Rate of Exchange (the CROE) is represented by a six-sided die positioned between the Imperial Treasury and the Guild Hoard. The CROE fluctuates depending on the amount of spice present in the Guild Hoard (see p. 40, fig 4).

## House Territory

House Territories consist of three House locations — Forum, Domain and Reserves. The forum consists of your Imperial deck, your assembly, and your Imperial discard. Your domain represents your House's jurisdiction within

the Imperium and contains all of the personas, holdings and resources you play during the game. Your reserves consists of your House treasury and hoard, your House deck, and your House discard.

# 3.0 CARD OVERVIEW

You'll notice that your DUNE™ cards contain many different elements. At first, you may feel a bit confused. Don't be alarmed. Upon closer examination you'll discover that all of the card elements are presented in a consistent manner, with each element designed and placed to facilitate your use of the cards during game play.

## 3.1 CARD ELEMENTS

The following sections give you an overview of the cards and provide some explanation of how you use them during the game. For your convenience, the descriptions are keyed to the accompanying illustration (see p. 15, fig. 2).

(Not shown) Card Back. There are two primary types of card in DUNE™. Cards with the amber cardback are House cards, while cards with the deep blue cardback are

Imperial cards.

1) Deployment Cost. The deployment cost indicates the number of solaris you must pay to bring the card into play (see p. 25). An "X" value means that the cost varies according to the usage of the card. In such cases, the operation description further defines the deployment cost of the



card. Some cards such as allies, holdings and events use special deployment rules. These are discussed in the appropriate sections.

2) Card Name. The character, place, ability, event, etc.,

represented by the card.

 Allegiance. The affiliation of the card, indicating whether the subject bears loyalty to one of the Imperial Powers. Personas, homeworlds, charters and personnel often have an allegiance.

4) Talent Requirement. A talent requirement indicates that a card must be assigned to, or used in conjunction with, a card possessing a talent rank equal to or greater than the talent requirement indicated (see p. 23). For example, if a card possesses a talent requirement of "[Intrigue icon] 3," it may only be assigned to or used by cards possessing the Intrigue talent at a rank of 3 or more.

5) Card Type. All cards belong to one of five main types (see p. 17). The type is represented by the general card design, particularly the color of the card face. Most cards

are further classified by subtype.

6) Talents. Talents represent the basic abilities available in DUNET<sup>TM</sup> (see p. 23). If a card possesses one or more talents, it will contain the corresponding talent icon(s). The accompanying numbers are called talent ranks, indicating varying degrees of expertise in the designated talent.

7) Operation. The operation description tells you how a particular card may be used during play. Operations typically describe common functions that are detailed more fully in the rules, but sometimes they introduce new abilities or effects. Operations can also impose additional

restrictions concerning the deployment, assignment or usage of a card. If an operation introduces a new ability or special restriction that contradicts a game rule, follow the operation instructions as stated.

'8) Command. Command measures the leadership and authority of holdings and personas, indicating the total number of personnel cards that may be assigned to them (see p. 25). If a card loses command when personnel are assigned to it, any excess personnel must be discarded unless their governor can transfer them to another eligible target within their House Domain.

 Resistance. The inherent toughness, durability or health of the card subject. During conflict, resistance serves as the primary defensive value of the card (see p. 53).

10) Artist. The illustrator who provided the card's image.

## 3.2 CARD TYPES

There are five basic types of card in DUNE™—Holdings, Personas, Resources, Plans and Events. The following sections describe their common traits and most important subtypes.

# IMPERIAL CARDS

### Holdings

Holdings represent Imperial properties whose governance is delegated to qualified Houses of the Landsraad. There are three subtypes of holdings: Fiefs, Charters and Siridar fiefs.



Fiefs are regional, planetary jurisdictions granted by the Landsraad to its member Houses. They provide a consistent source of revenue for their governors. Fiefs shared by numerous lesser Houses are called homeworlds. Homeworlds are not considered to be unique. Since your homeworld represents the initial location of your House domain, you begin the game with your homeworld already in play.

Charters represent a variety of economic assets, including such diverse arrangements as partnerships, directorships, contracts and investments. Because charters pertain to the various industries and organizations of the Imperium, they often bear allegiance and are considered unique.

A Siridar fief is a special holding that includes both territorial and economic rights. Because of its dual nature, a Siridar fief is considered both a fief and a charter. The planet Dune is the only Siridar fief present in the game.

If you come to *govern* Dune, immediately *subdue* your homeworld to indicate that your House has taken up residence on Arrakis. Dune becomes your new homeworld and gains allegiance to your sponsor. You may only redeploy your original homeworld if Dune becomes sub-

dued. Though each player begins play with the Dune Siridar fief subdued (see p. 32), it is considered unique and may only be deployed by a single player at any time. Transfer all assigned cards from your homeworld to Dune or vice versa when changing homeworlds. Transferred cards retain their current status.

#### Personas

Personas represent the central characters operating within the DUNE Universe and are divided into two primary subtypes – Allies and Aides. Allies are Imperial cards while aides are House cards.

Allies represent prominent individuals who serve an Imperial Power. Allies normally bear allegiance, and are considered unique. Allies are divided into two primary

subtypes - Nobles and

Vassals.

Nobles are hereditary members of the Imperial aristocracy. They typically possess Imperial titles such as Baron, Duke or Count, though lesser titles such as Lord and Lady are not uncommon.

Vassals are commoners who have distinguished themselves by their service to an Imperial Power. Vassals practice a wide variety of occupations including House mentat, swordmas-



ter, physician, and so on.

## HOUSE CARDS

Aides represent House retainers who strive to distinguish themselves through selective service. Unlike vassals, aides are not considered unique. You can add numerous aides to your House deck and may deploy more than one at a given time.

#### Resources

Resources represent the tools your House has at its disposal. Unlike personas and holdings, resources must be assigned to target personas or holdings when deployed from your hand (see p. 37). All resources fall within one of three subtypes — Personnel, Equipment and Enhancements.



Personnel represent groups who work in unison to perform specific functions. Troops, corps and unions are a few of the personnel subtypes available. You may assign a total number of personnel cards to an individual target card equal to or less than its command rank.

Equipment represents the machinery and hardware used in the Imperium. Equipment subtypes include weapons, devices and transports.

Enhancements represent im-provements or augmentations. Enhancements include Skills, Titles, Bastions, and so forth.

Resources often possess limitations pertaining to the number that may be assigned to a single target. Limits are noted in the operation description as "Limit #." For example, if a resource says "Limit 1," only one of that resource card may be attached to an individual target card.

#### Plans

Plans are cards you deploy to generate immediate effects during the game. Plans are divided into two types: Ventures and Tactics.

Ventures are special missions your personas perform to generate effects during your House Interval. Because they

represent task-specific initiatives, Ventures typically possess talent requirements (see p. 16, "Talent Requirement").

Once assigned, engage the target during your House Interval to generate the effects described by the operation of the venture. Upon engaging the target persona, most ventures generate their described effects immediately. Operations describing "Duration Effects" generate effects that last for the duration of your



House Interval and are considered resolved once the Interval has ended. Regardless of their duration, all ventures must be discarded once their effects have been resolved.

Tactics alter or modify the initiation, procedure or outcome of operations. Unlike ventures, tactics may be deployed during your rivals' Intervals, as well as during your own.

All tactics belong to one of two subtypes – Declaration and Engagement – indicating when they are played. Most are further classified by the type of operation (Initiative, Petition, Rite, etc.) they affect. All tactics are discarded once their effects have been resolved.

### Events



Events depict sweeping or dramatic changes occurring within the general scope of the Imperium or on the planet Dune. Though temporary in duration, events generate powerful effects that can significantly alter a player's standing within the game.

There are two event subtypes: Imperium and Dune. During your House Interval you may place any number of events from your hand, but you may only deploy one Imperium and one Dune event (see p. 38). Like plans, event operations must be resolved immediately, unless they are "Duration Effects." Event Duration Effects last for the entire game turn, and are considered resolved at the end of the game turn in which the event is deployed. All events must be discarded once their effects are resolved.

## 3.3 TALENTS

Talents describe common abilities used to initiate Rites or permit the assignment of additional cards. If a card has a talent, it will possess the corresponding icon. The numeric value accompanying the icon is called the talent rank and indicates the degree to which the card possesses the talent.



There are six talents in DUNE™: Dueling, Battle, Arbitration, Intrigue, Weirding & Prescience. Each is described briefly in the following sections.

Dueling. Dueling represents training in the martial arts, particularly in the use of blade weapons. High Dueling ranks signify the ability to use advanced weapons and melee tactics. Personas use this talent to initiate Dueling Rites (see p. 50, "Dueling").



Battle. Battle signifies training in warfare and mass combat. High Battle ranks signify the ability to use advanced weaponry and complex Battle tactics. Personas use this talent to initiate Battle Rites (see p. 50, "Battle").

Intrigue. Intrigue represents the mental acumen required for planning covert operations such as reconnaissance, sab-

#### DUNE™ EYE OF THE STORM



otage and assassinations. High Intrigue ranks signify the ability to employ Mentat reasoning and use advanced Intrigue tactics. Personas use this talent

to initiate Intrigue Rites (see p. 50, "Intrigue").

Arbitration. Arbitration represents expertise in the art of diplomacy and statesmanship. Higher Arbitration ranks signify the ability to incorporate personal authority during negotiations and use advanced Arbitration tactics. Personas use this talent to initiate

Arbitration Rites (see p. 50, "Arbitration").

Weirding. Weirding represents training in the secret ways of the Bene Gesserit. It combines rigorous nerve-muscle conditioning with an intense self-awareness. High



Weirding ranks permit the use of advanced Weirding tactics and enhancements. Personas use Weirding primarily to generate game effects unique

to those who possess the "Weirding Way."

Prescience. Prescience represents the powers of prediction and prophecy. Prescience ability may be enhanced by training to allow practitioners to sense greater movements within the universe, interpreting dreams, detecting truth or falsehood, and predicting future events. High ranks signify intensified sensitivity and awareness, permitting the use of powerful predictive tactics and enhancements.

# 3.4 Using the Cards

Now that you understand the card elements, we'll give you a general overview of how the cards are used during the game. Once you grasp the following concepts, you'll easily comprehend the remaining rules and procedures. For more information on card use, refer to the Sequence of

Play section (see p. 34).

1) Governance. Governance refers to the control you gain by virtue of having a card or token deployed in your House territory. Each player is considered the governor of all cards and tokens in their territory. Any time the words "governor," "govern" or "governing" are used within the rules or in a card operation, they refer not only to specific cards or tokens, but also to the player who controls the territory in which they are located.

2) Deployment. Deployment is the act of putting a card into play. When you deploy a card, pay its deployment dost and either place it in an appropriate area within your House territory or assign it to another card already in play by placing it on the target card. Tokens are also either placed (in an appropriate treasury or hoard) or assigned (to a card). Assigned cards or tokens become temporarily linked to their target.

You must turn a subdued card face up to deploy it, leaving it placed or assigned in its current location. You may only deploy subdued cards that have been assigned at least one deferment token (see p. 34). Once a card has been deployed, it is considered "in play" and may either be engaged to generate effects or targeted by other effects.

3) Transference. The act of replacing or reassigning a card or token from its current location to a new location. Unless a card operation indicates otherwise, transferred cards retain their current status (engaged, disengaged, subdued, etc.) when they are moved to their new location. 4) Production. Production brings particular kinds of tokens into play. When producing tokens, place or assign them according to the operation initiating their production.

5) Engagement/Disengagement. Most actions and effects in the game are performed by engaging cards. To engage a card, rotate the card 90 degrees. The card is now engaged and generates its desired action or effect. During the Opening Interval of the next turn, disengage any or all of your engaged cards, returning them to their ready status. To disengage a card, simply return it to its upright position. A card's engaged/disengaged position is termed status.

6) Subdual. The act of turning a card face down on the table is called subdual. When a card becomes subdued, it is considered concealed, entrenched, wounded or otherwise disabled until it is deployed again. To subdue a deployed card, turn it face down in its current position.

Subdued cards can neither be engaged nor assigned additional cards, until they have once again been deployed. Similarly, subdued cards are not eligible to be targeted by the effects generated by other cards, unless a card operation specifically targets a subdued card. Cards placed in your Assembly are not considered subdued.

Subdual is also considered a status. You may examine any subdued cards you govern at any time during the game.

7) Paying Costs. You normally make a payment of some kind to initiate an effect. Payment often involves transferring solaris from your own treasury to either the Imperial Treasury or a rival's treasury. It can also require cards or tokens to be engaged, subdued, or discarded. In rare cases, payment might require you to discard some amount of Imperial favor.

8) Discard. The elimination of cards, tokens or favor. When the target of a discard is a game card, discard it into the appropriate discard pile (Imperial or House) belonging to its owner. Any instruction to "discard" a target card, token, or amount of favor means that the target of the discard is removed from the game (see p. 56, "Discard").

# 4.0 PREPARING FOR PLAY

### 4.1 MATERIALS

Before you begin play, you'll need to collect a number of items in addition to your basic DUNE playing deck: 1) A number of distinct tokens to represent solaris, spice and miscellaneous effects. You might designate gold tokens as solaris, orange tokens as spice and blue tokens for miscellaneous effects, or else use pennies as solaris and paper clips as spice — whatever works best as long as you can tell the difference between the three types. 2) A six-sided die to represent the CHOAM Rate of Exchange (CROE). As the CROE increases or decreases in value, turn the die so that the current value appears on top. 3) A pen or pencil to fill out your House Profile, and a pen, paper clip or counter to record your current Imperial favor.

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# 4.2 CREATING YOUR HOUSE

Before beginning play, you must create your House by completing the House Profile (see page 71 of this manual). Your House Profile represents the official document that records your House within the Imperial archive known as the Landsraad Registry. The following steps will quickly take you through the creation process.

House Name. Invent a name for your House and record it on your House Profile. You will use this name when entering DUNE™ tournaments and sanctioned competi-

tions.

Sponsor. Choose your sponsor from among the six Imperial Powers. Since your choice of sponsor limits your homeworld selection, pick a sponsor that corresponds to one or more of the DUNE™ starter decks you own.

Homeworld. The planet where your House resides, your homeworld represents your initial sphere of governance. Each homeworld corresponds to one of the Imperial Powers, bearing an allegiance icon in the upper right corner. List the homeworld bearing allegiance to your sponsor.

Deck Construction. Depending on your chosen sponsor, you must construct your Imperial and House decks

according to the following restrictions.

Imperial deck:You may include cards bearing allegiance to any Imperial Power except those designated as adversaries (see p. 13) in your Imperial deck. Adversaries result from your choice of sponsor and any additional allegiance-bearing cards you choose to include in your Imperial deck. Once you include cards bearing allegiance in your deck,

you may not include other cards bearing allegiances that are considered adversarial to any of the included cards. As you add cards bearing additional allegiances, you consequently increase your number of adversaries and decrease your ability to add cards of differing allegiances.

House deck: When constructing your House deck, you may include cards bearing no allegiance or cards sharing allegiance with any card included in your Imperial deck.

House Advantage. When petitioning to deploy a card bearing allegiance to your sponsor, you may discard favor to reduce your final deployment cost by a number of solaris equal to the number of favor discarded.

House Disadvantage. When deploying a card bearing allegiance to an Imperial Power other than your sponsor, you must discard 1 favor. If you come to govern a card bearing allegiance to an adversarial Power, you must subdue the card. If you later deploy the card, you must discard an amount of favor equal to its deployment cost.

Starting Point. You gain 5 points which you may spend to produce additional solaris, spice or favor to start the game. Additional solaris cost 1 point each, favor 2 points each and spice X points each (X equals the CROE at the start of a game). You may spend your points in any manner you choose to increase the default Starting Points listed below, but you may never start with more than 3 spice. Once you begin play, you lose any points left unspent.

Starting Solaris:	15 +	(1 solari/1 pt.)
Starting Favor:	10 + _	(1 favor/2 pts.)
Starting Spice:	0+	(1 spice/X pts.)

EXAMPLE. Preparing to play her first game, Heather reviews the rules and finds that her starter decks influence seceral of her decisions. One is an Atreides dock having planet Caladam, the Atreides homeworld, on the back. The other is a Sisterhood deck showing planet Cloister, the Sisterhood homeworld. Thinking she'd like to be sponsored by House Atreides, Heather fancies the name House Demios and records it on her House Profile. She then names House Atreides as her sponsor and lists planet Caladan as her homeworld. She briefly reviews her Advantage and Disadvantage and then considers her Starting Points, Knowing that favor is important for Initiative, Heather allots 2 of her creation points to gain 1 additional favor (she will begin with 11 favor). Heather uses her 3 remaining points to gain 3 additional solaris (she will begin the game with 18 solaris). Since she has no remaining points, Heather is finished creating her House.

Heather now constructs her playing decks. Since House Atreides is her sponsor, Heather cannot include any cards having Harkonnen or Corrino allegiance as they are Adversaries of House Atreides. Because she owns several Sisterhood allies, Heather decides to include them in her Imperial deck; but finding that the Spacing Guild is an adversary of the Sisterhood she must set aside Gauvir Mucca, a Guild ally, since she cannot include both Guild and Sisterhood cards in her Imperial deck.

When constructing her House deck, Heather includes many cards that bear no allegiance whatsoever. But when adding cards that do have allegiance, she takes care to include only those cards having either Atreides or Sisterhood allegiance, since those are the Powers already represented by the cards in her Imperial deck.

## 4.3 SET - UP (CARD DECKS & AREAS OF PLAY)

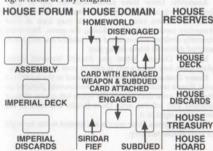
Once you and your rivals have created your Houses, you can set up your Areas of Play.

The CHOAM Exchange: Set up the Exchange as follows: Imperial Treasury – Place at least 20 solari tokens into the Imperial Treasury. If the Imperial Treasury ever runs out of solaris, simply add more solaris to it and resume play.

Guild Hoard: Place 2 spice tokens in Guild Hoard. Then add 3 more spice per player, creating a total of 8 spice for 2 player games, 11 spice for 3 player games and so on.

CHOAM Rate of Exchange (CROE): The starting CROE varies according to the number of spice in the Guild Hoard. Refer to the CROE chart (see p. 40, fig. 4) and set the CROE so the appropriate number shows on top of the CROE die.

fig. 3. Areas of Play Diagram



House Territory. Remove the cards from your deck and set your Dune Siridar fiel card aside. Sort the remaining cards into piles, one containing your Imperial cards and one containing your House cards (see p. 14).

House Forum. Your forum is located in the leftmost area of your House territory. Set up your forum as follows:

House Profile: Place your completed House Profile (see pp. 27 & 71) to the far left of the table.

Imperial Deck: Select at least ten Imperial cards, removing any duplicates. You may only include one copy of any card when constructing your Imperial deck. Shuffle the selected cards and place them face-down in a pile to form your Imperial deck. See Deck Construction (p. 28) to determine which cards you may include in your Imperial deck.

Assembly: Draw three cards from the top of your Imperial deck and lay them face down, in the engaged position, to form your assembly. You may look at your Assembly cards at any time during the game. Face down Assembly cards are not considered to be subdued and may not be assigned deferment tokens during play.

Imperial Discard: When you discard Imperial cards, place them face up in a pile to next to your Imperial deck.

House Domain. Your domain is located in the middle of your House territory. Deploy your homeworld (located on the back of your deck box) in the upper left corner of your territory and subdue your Dune Siridar fief card to the immediate right of it.

House Reserves. Your reserves are located to the far right of your House territory.

House Deck: Select at least thirty House cards to construct your House deck. When selecting cards, you may include no more than four copies of a particular card. See Deck Construction (p. 29) to determine which cards you may include in your House deck. Shuffle your selected cards and place them face down to form your House deck. Draw 7 cards to make your playing hand.

House Discard: When you discard House cards, place

them face up in a pile next to your House deck.

House Treasury: Place the starting number of solaris designated by your House Profile in your treasury (see p. 29).

House Hoard: Place the starting number of spice tokens designated by your House Profile in your hoard (see p. 29).

As you accrue solaris and spice during the game, you must place them in appropriate pile (treasury or hoard).

EXAMPLE, Heather sets up to play a game of DUNE™ with Earl, Mark and Derrick.

CHOAM Exchange. Heather sets up the CHOAM Exchange for a 4 player game. She places about 25 tokens in the Imperial Treasury. Next she places 14 spice (2 + 3 per player) in the Guild Hoard. Checking the CROE chart she finds that if the Guild Hoard contains more than 13 spice, the CROE should be set to a value of 1.

House Forum. Heather places her House profile and preconstructed Imperial deck in her House Forum. She shuffles her Imperial deck and draws three cards, placing them face down to form her assembly.

House Domain. Heather puts her Atreides starter deck in the upper left portion of her Domain, placing it so that Caladan, the Atreides homeworld (portrayed on its back), is face up and disengaged. She then places her Dune Siridar fief card face down directly above her Homeworld. House Reserves. Heather shuffles her preconstructed House deck and places it in her Reserves. She draws 7 cards into her hand. Then she reviews her House Profile to determine her starting solaris, spice and favor. She places 18 solaris in her House treasury, 0 spice in her House Hoard, and marks her House Profile to indicate her starting favor of 11.

# 5.0 SEQUENCE OF PLAY

## 5.1 OPENING INTERVAL

All players simultaneously move through the following phases, in order.

Disengage Phase. All players may disengage any of their engaged cards. If a card is prevented from being disengaged due to some game effect, do not change its status.

Deferment Phase. Each player must assign a single Deferment token to each of their subdued cards. Your face down Assembly cards are not considered subdued, and must not be assigned any deferment tokens.

Initiative Phase. Each player declares their current favor to determine Initiative. Proceeding from highest to lowest, each player is assigned an Initiative rank according to their current favor. The player with the highest favor earns Initiative rank 1, the second highest favor gains rank 2 and so on until all players have been assigned a ranking.

Breaking Ties: If two or more players tie during Initiative, each player involved in the deadlock turns the top card of their House deck face-up and reads its deployment cost aloud. The highest deployment cost indicates the winner of the disputed ranking, with the subsequent ranks being assigned from highest to lowest deployment cost. If the

players tie again during the draw, each draws again, repeating the process until the tie has been broken. If the deployment cost of a drawn card contains an "X", count the X as a value of 10. Once the disputed rankings have been assigned, each player discards all cards drawn during the dispute. Cards drawn for this purpose cost nothing and generate no effects.

Playing Initiative Tactics: Initiative tactics are deployed immediately prior to declaring favor. For this reason, Initiative tactics are subtyped "Declaration" tactics. While most Initiative tactics are resolved immediately, some describe Duration Effects that are resolved after all players have declared their favor but before Initiative ranks have been assigned. Once all players have declared their favor and resolved their tactics, you then resolve any remaining Duration Effects and assign Initiative rankins.

EXAMPLE, Heather leads the players through the Opening Interval.

Disengage phase. Heather disengages all of the engaged cards in her Domain. The others disengage their cards at the same time.

Deferment phase. Heather governs three subdued cards in her Domain: Spice Blow, House Battalion and Caladan (which she subdued in a previous turn to bring Dune into play). She assigns a single deferment token to each, Though she cannot deploy Caladan because she governs Dune, she must still assign deferment tokens to it. The others do the same.

Initiative Phase. Heather (14 favor), Mark (12 favor), Derrick (12 favor), and Earl (11) are vying for Initiative. At the start of the Initiative phase, Heather chooses not to deploy any tactics and declares a favor of 14. Not having any tactics at his disposal, Mark declares his favor as 12. Prior to declaring his favor, Derrick deploys the Initiative tactic "False Allegations" which

allous him to discard a card from his hand to reduce the favor of a target rival by an amount equal to the deployment cost of the card discarded. Derrick discards a card with a 1 deployment cost and reduces Mark's favor to 11, thus removing him from the tie. Derrick now declares his favor as 12. Trying to win rank 1, Earl deploys the tactic "Powerful Ally." The tactic states "Engage an ally you govern to increase your declared favor by an amount equal to the ally s command rank." Earl engages Baron Harkonnen and announces that his favor is 14 (11+X, which is 3). So as it turns out, Heather and Earl (14 favor each) will draw to break their tie, earning ranks 1 and 2 respectively. Derrick gains rank 3, and Mark earns the 4th and final Initiative ranking.

Now, Heather and Earl each draw the top card from their House decks simultaneously. Heather's card shows an "X" deployment cost, as does Earl's — each "X" is read as a 10, giving both of them a draw value of 10 and maining their tie. Frustrated, they each draw again. This time Heather draws a 0 cost tactic, while Earl draws a 2 solar resource. Earl's strategy paid off; he claims rank 1 while Heather gains the second Initiative ranking.

# 5.2 House Intervals

Beginning with Initiative rank 1, each player completes their House Interval according to their Initiative ranking. No player may begin their Interval until their predecessor has declared his or her Interval completed. Players may deploy eligible tactics during a rival's turn. If two or more players attempt to deploy tactics simultaneously, the players deploy them in order of Initiative rank.

### General Operations (Unrestricted)

The following operations may be initiated in any order, and may be repeated any number of times.

Deploy House Cards. Pay the deployment cost and turn a subdued card face-up; or pay the deployment cost to deploy a card from your hand. Regardless of whether you place or assign a House card, it enters play in the disengaged position. If a card is considered unique, you may only deploy it if the card is not already governed by another player.

Deploy Aide: Pay the deployment cost and place the aide in your House domain. If the aide bears the subtype "Native," you may only deploy it if you currently govern a Dune Fief that is deployed within your House domain.

Deploy Venture: Pay the deployment cost and assign to

an eligible target persona (see p. 21, "Venture").

Deploy Tactic: Check the subtype to confirm that the tactic subtype matches the Interval, Phase and operation you are performing. Pay the deployment cost and assign the tactic to an eligible target as described by its operation.

Deploy Resources: Pay the deployment cost and assign it to an eligible target card. Consider the operation, allegiance and talent requirement of the resource to determine whether a target is eligible. Once a resource has been assigned, it remains with its target until either it or its target has been discarded (see p. 56. "Discard").

Petition Assembly Card. Turn an ally or holding placed in your assembly face-up to begin the Petitioning sequence (see p. 46). If you win the Petition, place the target in the engaged position in your House domain. You may repeat this operation until you either run out of cards in your assembly or you lose a Petition. Because all Imperial Cards

are considered unique, you may only petition a target card if no other player already governs the card.

Deploy Subdued Card (any except events). Once a subdued card (either House or Imperial) is assigned at least one deferment token, it is eligible for deployment. Examine its deployment cost and count the number of deferment tokens assigned to it. If the number of deferment tokens assigned to its deployment cost, discard all of the tokens to deploy the card provided that it is not assigned to another card that remains subdued. If the number of assigned deferment tokens is less than its deployment cost, you may still deploy the card by paying the difference in solaris to the Imperial Treasury. When deploying a subdued card, place it in the disengaged position.

Once a subdued card (except an event) has been assigned a number of deferment tokens equal to its deployment cost you must deploy it, provided that doing so is not prohibit-

ed by any other game or card ruling.

Place Subdued Event. To play an event card from your hand, place it in your House domain in the subdued position. Once an event has accrued deferment tokens equal to its deployment cost, you may deploy it during your House Interval. Because events require deferment tokens instead of solaris, you may never pay solaris to deploy an Event.

Engage Card (to perform operation). Engage a target card to execute the operation listed in the card's operation description. If the operation describes a tactic, it may only be engaged during the appropriate Interval, Phase, or Rite.

#### Restricted Operations

You may initiate the following restricted operations during your House Interval, in any order.

Deploy Subdued Event. Once an event has been assigned deferment tokens greater than or equal to its listed deployment cost, you may deploy it by discarding its assigned tokens and turning it face-up in its current location. To deploy an Imperial event, you must govern a homeworld. To deploy a Dune event, you must govern a Dune fief. Once deployed, the event immediately generates its described effect. Events that describe Duration Effects are typically discarded during your next House Discard phase. You may deploy up to one Dune and one Imperium event during your House Interval.

Initiate Rite (CHOAM & Landsraad). Engage an eligible persona and declare an eligible target, stating the type of CHOAM (Arbitration or Intrigue) or Landsraad (Duel or Battle) Rite that you intend to initiate (see p. 50). You may initiate one CHOAM and/or one Landsraad Rite against

each of your rivals during your House Interval.

CHOÁM Exchange. You may Buy or Sell up to 3 spice during your House Interval, but you cannot do both in the same turn. Regardless of the number of spice you actually transfer, you may only conduct one CHOAM Exchange

during your House Interval.

Buy Spice. Pay a number of solaris equal to the current CROE to the Imperial Treasury, and transfer 1 spice from the Guild Hoard to your hoard. You may repeat this action up to 3 times during your Exchange operation. You may not buy spice if the Guild Hoard contains no spice.

Sell Spice. Transfer 1 spice from your hoard to the Guild Hoard, gaining a number of solaris equal to the current

fig. 4 CHOAM Rate of Exchange (CROE)

Spice in Guild Hoard	Buying/Selling Rate	
13 +	rocani as 1	
10 - 12	2	
7-9	3	
4-6	3 4 4 b 4	
1-3	5	
eploy up to 0 - Done and a	6	

CROE from the Imperial Treasury. You may repeat this action up to 3 times during your Exchange operation.

Reset CROE. After each transfer, count the number of spice remaining in the Guild Hoard and consult the CROE chart (fig. 4). If the number of spice in the Guild Hoard indicates a new CROE, adjust the die counter to reflect the new rate.

**Buy Favor.** You may increase your favor by as much as five points in a single turn by paying 2 solaris to the Imperial Treasury per point of favor increased. Regardless of the number of favor you buy, you may only conduct one Buy Favor operation during your House Interval.

Request Admission to High Council. To request Admission you must either engage an ally having your sponsor's allegiance or engage your homeworld and announce that you're Requesting Admission. If you fulfill these conditions, currently possess at least 10 spice in your hoard and at least 10 Imperial favor, you are granted admission to the Landsraad High Council and earn Great House status. Congratulations! You win the game (see p. 45).

EXAMPLE. Heather begins her House Interval.

Card Operation (engagement). Heather begins her turn with 8 solaris, 14 favor and 4 spice. She immediately engages Arrakeen to produce 5 solaris (Arrakeen produces 2 extra solaris since Heather also governs Dune) bringing her total solaris to 13.

CHOAM Exchange Operation. Deciding to Buy spice before she deploys any cards, Heather initiates a CHOAM Exchange. Examining the Guild Hoard and CROE marker, Heather sees that the Hoard contains 7 spice and the CROE is set at 3. Heather buys one spice, paying 3 solaris to transfer the spice to her House hoard. Heather now checks the CHOAM Rate chart and finds that the CROE increases to 4 solaris when there are between 4 and 6 spice in the Guild Hoard. Since the Hoard now contains only 6 spice, Heather must reset the CROE to 4 before buying any additional units of spice. She's now got 10 solaris remaining and Heather decides to buy one more unit of spice, paying 4 solaris for it. She doesn't have to reset the CROE because it still contains 5 spice, so Heather ends her Exchange operation with a gain of 2 spice in order to conserve her 6 remaining solaris.

Card Operation (engagement). Having planned ahead, Heather next engages her CHOAM Directorship, a Holding that generates X solaris in her House trassury. Since the operation on the Directorship tells her that X equals the current CROE, Heather generates 4 solaris upon engaging it. Had she engaged the Directorship before she bought spice, the CHOAM Directorship would have only generated 3 solaris. Place Subdued Event. Heather now examines the cards in her Hand, one of which is an Imperial Event called CHOAM Restructuring. Since this is a useful card when combined with her CHOAM Directorship, Heather wants to get it into play as quickly as possible. She places it in the subdued position within her Domain. It will begin accruing deferment tokens each turn until Heather opts to deploy it. This operation cost her 0 solaris.

Petition to deploy assembly card. Now Heather decides that she wants to petition Gurney Halleck, an Imperial card placed in her assembly. She does so successfully, paying 5 solaris in the process (see p. 49 for a full account). Heather now has only 5 solaris remaining.

Since Healther won the Petition, she may continue petitioning cards in her assembly. Of the two remaining, Carthug, a unique Dune fief, has already been deployed by Earl. Healther ignores it because she cannot petition an Imperial card that is currently deployed by a rival. Paul Atreides is also in her assembly, but with a 4 deployment cost it is unlikely that Hoather would win a Petition for it.

Feeling sneaky, Heather decides to petition Paul anyosay, offering 4 solaris (the minimum) to deploy him. Knowing that Derrick or Earl are likely to Increase, Mark passes in an attempt to conserve his 7 solaris. Derrick does the same, leaving the burden of Increasing to Earl. If Earl passes, Heather will be the victor, so Earl reluctantly Increases the bid to 5. Since Heather cannot increase to 6 she passes, as do Mark and Derrick. Earl wins the Petition and pays 1 of his 5 solaris to the Imperial Treasury, forcing Heather to return Paul to face-down status within her assembly.

As it turns out, her gambit worked; she forced one of her rivals to spend a solari to prevent her from deploying a card she never really intended to deploy in the first place. And since she couldn't petition Carthag, the loss of her ability to Petition again this turn was really no loss at all.

Deploy Subdued Card, Heather next examines her subdued cards to determine whether she wants to deploy any of them. Her Spice Blow, a Dune Event, is assigned 2 deferment tokens and could be deployed, but since she doesn't currently govern any Desert Holdings Heather decides to ignore it for now. She skips looking at Caladam (assigned 3 deferment tokens) because she currently governs Dune and may not deploy Caladam until Dune becomes subdued, which she hopes will not happen. Looking finally at her subdued House Battalion, Heather finds that it has a deployment cost of 1 and has 1 deferment token assigned to it (equal to its cost). Because the Battalion is assigned to her Guard Commander (which is currently deployed) and has at least one deferment token assigned to it, Heather must deploy it. Heather discards the assigned deferment token and deploys the Battalion, placing it in the disengaged position.

Deploy House Card. Having 5 solaris remaining, Heather decides to beef up her House Battalion by deploying a Stunner rifle. The Stunner's deployment cost is 2 solaris, so Heather pays 2 solaris and assigns the projectile to her House Battalion.

Initiate Rite (Landsraad). Finding the Stunner, the House Battalion, and her Guard Commander all disengaged, Heather decides to end her Interval with a Rite. Though the Guard Commander and House Battalion are fairly weak, Earl devastated most of Derrick's troops during his previous Interval, and Heather's got two good Battle tactics in her Hand. She pauses a moment to form her strategy and them begins the Rite (see p 57 for a full account).

#### 5.3 CLOSING INTERVAL

All players simultaneously perform the following actions, in order.

#### Assembly Administration Phase

Imperial Discard. Each player discards any number of cards in their assembly. If your assembly contains more cards than are allowed by your assembly limit, you must discard until you have only the number permitted. Unless increased by a card in play, your assembly limit is 3 cards.

Imperial Draw. Draw cards from your Imperial deck and place them face-down in your assembly. You may only draw cards until you have reached your assembly limit. Drawing cards is optional; if you run out of cards while drawing, there is no penalty except that you must skip the Draw phase until you manage to replenish your Imperial deck.

#### Hand Administration Phase

House Discard. Each player discards any number of cards from their playing hand. If you hold more cards than are permitted by your hand limit, discard until you reach your hand limit. Unless increased by a card in play, your hand limit is 7 cards. You must also discard any cards describing Duration Effects that have been resolved.

House Draw. Provided your favor is greater than 0, draw cards from your House deck until you reach your hand limit. If your favor is 0 or lower, you may not draw any cards. If you cannot draw cards to complete a hand equal to your limit, you lose and are eliminated from the game.

If eliminated, you must immediately remove all of your cards and tokens from play. If a rival governs cards you own, they must immediately return them to you treating them as if they were discarded during a Rite (see p. 56, "Discard").

EXAMPLE. Heather leads the players through the Closing Interval.

Assembly Phase. Upon examining her assembly cards, Heather remembers that Carthag has already been deployed by Earl and is therefore unable to be deployed until his Carthag can be subdued. Rather than waiting, Heather discards Carthag during her Imperial Discard phase, leaving only Paul Atreides left in her assembly, Since her assembly limit is 3, Heather draws 2 cards from her Imperial deck to once again fill her assembly.

Hand Phase. Having played 4 of her 7 cards during her turn, Heather only has 3 cards remaining in her Hand. Since she likes all of them she decides not to discard any cards from her Hand, choosing instead to draw 4 cards from her House deck to meet her Hand limit of 7 cards. When all of her rivals finish drawing cards, the Turn is ended.

### 5.4 ENDING THE GAME

Regardless of the number of players, the game ends when either one of the two following situations occurs 1) A player Requests Admission and earns Great House Status, or 2) only one player remains active in the game. When players are eliminated by loss of their assembly seat, or by virtue of "Turning Renegade" (see p. 61) they are no longer considered active in the game.

# **6.0 THE GREAT CONVENTION**

The Great Convention is the constitutional document that sets forth the High Law of the Imperium. It provides strict codes for conducting inter-House conflict. Those Houses abiding by the Convention can earn increased fortune or favor, while those dishonoring the Convention can suffer reduced fortune or favor. Complete loss of favor carries with it the ultimate price – revocation of a House's assembly seat and all of its accompanying Landsraad and CHOAM privileges.

Because DUNE™ is a game of conflict and reprisal, the Great Convention constitutes both your primary options and your major obstacles. When the letter of the Convention suits you, you'll want to use its provisions to gain the upper hand, following the path of righteousness to victory. When its codes obstruct you, you'll want to rely on cunning and subterfuge to thwart its restrictions and surprise your rivals.

The Great Convention takes the form of two primary sets of rules - the Order of Petitioning and the Forms of Kanly.

Each is described in the following sections.

## 6.1 ORDER OF PETITIONING (IMPERIAL PETITION)

Petitioning is a diplomatic affair in which your House sends representatives to lobby for aid in the form of Imperial allies and holdings. Your Imperial deck represents these potential allies and holdings. Your assembly represents the allies and holdings available during the current session of the Imperial Assembly. The Order of Petitioning sets forth simple guidelines for petitioning a target ally or holding.

Petitioning Basics. Petitioning creates a bidding contest during which two or more Houses contest the deployment of a target card. During your House Interval, you may petition to deploy a target card from your assembly by turning an eligible card (see p. 37) face-up in your assembly. In response, your rivals may contest by tendering solaris to increase the deployment cost of the card. After a series of rounds, the player offering the greatest sum wins the Petition and is considered the victor of the contest.

The Petitioning Sequence. Petitioning consists of a sequence of rounds in which the Option (increase or pass) is given to each player in turn, beginning with the Petitioner and proceeding clockwise around the table.

Beginning a Petition. A Petitioning sequence begins when a you turn an eligible card face-up in your assembly. In order to do this you must possess a number of solaris in your House treasury equal to or greater than the deployment cost listed on the target card. Turning the card face-up commits you to paying the deployment cost listed if no other player increases the bid during the Petitioning sequence; however, once the deployment cost has been increased by another player, you are free to pass when the Option to bid returns to you. Upon beginning the Petition, the listed deployment cost is considered the standing deployment cost.

Petitioning Option. Once the Petition sequence begins, the Option to increase or pass proceeds clockwise around the table, moving first to the player sitting to the immediate left of the Petitioner. Each player must declare whether they will increase the deployment cost or pass.

To increase the deployment cost, you must bid a number of solaris greater than the standing deployment cost to set the new standing deployment cost. You must currently possess enough solaris (equal to the new standing deployment cost) in order to increase. If you do not possess the full amount in your House treasury, you must pass. If you opt to increase, you remain active in the Petitioning sequence and may increase or pass when the Option once again returns to you.

To pass, simply declare your intention. Once you've passed, you are no longer considered active and you must continue to pass during your remaining Option phases. You must pass if you do not possess enough solaris in your

treasury to increase the standing bid.

Playing Tactics. During your Option, you may deploy Petition tactics before you declare your intentions. Petition tactics are Declaration tactics, and are usually resolved immediately upon being played. If a tactic describes a Duration Effect, it is left face-up on the table and may be targeted by tactics played during subsequent Options.

Petition Resolution. The Petition is resolved once all players have passed in succession. The last player to increase the standing bid, or the Petitioner (if no one increased), is considered the victor. To resolve the Petition, the victor pays the Imperial Treasury a number of solaris equal to the final deployment cost. If any Petition tactics remain in play, resolve them immediately upon determining the victor. If for any reason the victor cannot pay the final deployment cost, he or she must discard favor equal to the number of solaris that cannot be paid.

If the victor is the Petitioner, the final deployment cost equals the full, standing deployment cost. Once the Petitioner pays the Imperial Treasury, he or she may

deploy the card, placing it in his or her House domain in the engaged position (see p. 37).

If the victor is a player other than the Petitioner, the final deployment cost equals the standing deployment cost minus the deployment cost listed on the card. Once the victor pays the Imperial Treasury, the Petitioner must immediately turn the target card face down, returning it to the position it previously held in the Petitioner's assembly. Moreover, the Petitioner may not initiate another Petition for the remainder of his or her House Interval.

EXAMPLE. During her House Interval, Heather (10 solaris) turns "Gurney Halleck" face-up in her assembly to petition for his deployment. She can do this because the deployment cost listed on Gurney is "3," which is less than her 10 solaris. Sitting clockwise from her are Mark (7 solaris), Derrick (9 solaris) and Earl (5 solaris). The Option moves first to Mark, who increases the standing bid by 1, to create a new standing deployment cost of 4 solaris. Derrick decides to play the tactic "Magnanimous Appeal," which generates a Duration Effect that will allow him to reduce the final deployment cost should he prevail as the victor, and increases the standing bid to 5 solaris. The Option moves to Earl, who must pass because he does not have the solaris required to increase the bid to 6.

Now the Option has come full circle to Heather. Since her future plans revolve around Gurney, she decides to increase the bid by 2 to 7, knowing that she can knock Mark out of the bidding and hoping Derrick will drop out as well. Mark, having no other choice, passes during his Option, as does Derrick. Since Earl had already passed, he must pass again during his Option. Heather quickly passes during her Option to end the Petitioning sequence.

Since Heather was the last player to increase, she is the victor of the Petition. Because she was also the Petitioner, her final deployment cost equals the final standing bid tohich is 7 solaris. Before paying the solaris, Heather engages her "Atreides Propagandist," whose operation is a Declaration tactic allowing her to reduce the deployment cost of amy persona by 2 solaris. Because Derrick was not the victor, his tactic is discarded. Heather now pays 5 solaris (7 – 2) to the Imperial Treasury and places Gurney in her domain in the engaged position.

### 6.2 FORMS OF KANLY

Conflict lies at the heart of the Imperium. The Great Convention acknowledges this by providing a formal set of rules for resolving conflict among the Houses. These rules – the Forms of Kanly – dictate the types of aggression permitted among the Houses and detail the processes involved in their resolution. The Forms of Kanly must be obeyed...

The Forms of Kanly sanction four alternate methods for settling disputes among the Houses – Dueling, Battle, Arbitration and Intrigue. These ritual forms are called Rites, and each differs from the others in both flavor and purpose. Duels and Battles are Landsraad Rites, while Arbitrations and Intrigues are CHOAM Rites.

Dueling: A Duel occurs when two personas from rival Houses engage in personal combat to settle issues of House honor.

Battle: Battle erupts when rival Houses use troops to contest the governance of a territorial fief.

Arbitration: Arbitration allows rival House delegates to refute the appointment of economic Charters.

### fig. 5 Rite Sequence

Initiation Interval

Attacker Declaration

Attacker Engagement Defender Declaration

Defender Engagement

Assessment Interval

Force Calculation

Force Distribution
Resolution Interval

Intrigue: Intrigues use assassination and deception to undermine or eliminate prominent members of a rival House.

#### The Form of Rites

All Rites are resolved in three intervals, which are subdivided into phases. During a Rite, the initiating House becomes the Attacker while the rival player becomes the Defender. The Rite Sequence chart outlines the phases of all Rites (see fig. 5,above).

**Initiation Interval.** Initiation consists of two steps (*Declaration* and Engagement), and proceeds in phases from the attacker to the defender.

Attacker Declaration: State the type of Rite you intend to initiate. Declare an eligible persona you govern as the attack leader, naming any assigned personnel as additional

## fig. 6 Eligibility Chart

Rite Req'd. Talent Eligible Target
Duel Dueling Persona
Battle Battle Fief
Arbitration Arbitration Charter
Intrigue Intrigue Persona

participants as desired. Finally, name an eligible card of your rival's as the target of the attack.

To be considered eligible, a leader must: (1) be disengaged, and (2) possess the required talent of the Rite. Assigned personnel must meet the same requirements. An eligible target must: (1) not possess the same allegiance as the attack leader, unless the leader bears no allegiance, and (2) be a valid target of the Rite being used (see fig. 6).

Beginning with the defender, each player may now play

one or more Declaration tactics.

Attacker Engagement: Engage all declared attack participants. If for any reason the leader cannot engage, immediately end the Rite. Rites aborted prior to engagement do not count towards the number you may perform during your House Interval.

Beginning with the defender, each player may play one or more Engagement tactics.

Defender Declaration: Unless you have the ability to Counter, you must declare the target named by the attacker as your defense leader. Declare any personnel assigned

to the leader as additional participants as desired. Beginning with the attacker, Declaration tactics may be played.

Defender Engagement: Engage your leader and any other participants if they are currently disengaged. Beginning with the attacker, Engagement tactics may be played.

Assessment Interval. Assessment begins after all participants and tactics have been engaged and deployed.

Force Calculation: Add the required talent ranks of each participant together to arrive at a *force* total. Be sure to include any modifiers generated by tactics or special operations. Beginning with the attacker, each player declares their force total.

Force Distribution: After declaring force totals, each player distributes their force total among eligible targets in the opposing group. The Attacker distributes force first, followed by the Defender. Force may not be distributed to personas with assigned participants, unless those participants are also assigned sufficient force to vanquish them (see "Resolution Interval," below). Similarly, force may not be applied to leaders directing numerous personas, unless those personas are also assigned sufficient force to be vanquished (see p. 55, "Direct").

Resolution Interval. Resolution begins after all force has been distributed

Resolution: If the force applied to a target leader or a participant equals or exceeds the target's resistance, the target is vanquished. If the force applied is insufficient to vanquish the target, it survives. All targets resolve their applied force simultaneously.

Consequences: A vanquished card is immediately subdued, along with all of its assigned cards. Surviving cards remain exactly as they were before resolution. Ignore any

partial force applied to participants.

Landsraad Rites: Battles & Duels: If the target of the Rite is vanquished, the attacker may either increase their favor or decrease the defender's favor by an amount equal to the total number of defense participants vanquished during the Rite.

CHOAM Rites: Arbitrations & Intrigues: If the target is vanquished, the attacker may either generate solaris in their treasury or discard solaris from the defender's treasury equal to twice the total number of defense participants vanquished during the Rite.

Deploying Tactics. During each phase of a Rite, players may deploy eligible tactics to affect resolution. An eligible tactic must be: (1) of the appropriate type (i.e., Battle Tactics are only played during a Battle), and (2) played during the proper phase (Declaration or Engagement). Unless a tactic generates a Duration Effect, resolve it as soon as it is deployed.

Discard all tactics except Duration Effects as they are resolved. Duration Effect tactics remain assigned until the end of the Rite. Duration Effects are considered Rite participants, and may be targeted by other tactics in subsequent phases of a Rite. Discard all deployed tactics at the end of a Rite.

Order of Deployment. All tactics pertaining to Rites are played during the Initiation Interval. Declaration tactics are played during attacker or defender declaration phases, while Engagement tactics are played during attacker or defender engagement phases.

When playing tactics, the option cycles between the governors of the Rite participants. The passive player always has the first option to play a tactic, followed by the active player, and so on until neither player wants to deploy additional tactics. A player is active when he is performing a declaration or an engagement. The player not active is considered passive.

#### Special Declaration Operations

Direct. Direct operations allow a leader to include additional personas in a Rite. Eligible personas must: (1) be disengaged, (2) have a total command lower than the leader's command, and (3) have the same allegiance as the leader or no allegiance. Eligible personnel assigned to these personas may also be included as participants.

Counter. Counter operations allow the defender to change the target of the Rite. The defender declares any eligible persona as the defense leader, naming eligible personnel as additional participants. An eligible leader cannot possess the same allegiance as the attack leader, unless that leader has no allegiance. Engage the new leader and any attached participants normally. Once engaged, the new leader replaces the original target of the Rite.

#### Special Engagement Operations

Surprise. Surprise allows you to distribute and resolve a portion of your force total during Calculation, thereby giving you the ability to vanquish one or more opposing participants before they can add their force to your rival's total. To resolve Surprise, immediately distribute and resolve the force generated by the participant using the Surprise. If both players wish to use Surprise during a Rite, the player with the higher Initiative resolves their Surprise force first.

Capture. Capture allows a player to take control of a target participant, becoming its governor. To resolve a Capture, transfer the target from your rival's domain to yours. The target retains its current status. If it is a resource, immediately assign it (in the subdued position) to a persona or holding you govern. If the target possesses adversarial allegiance, subdue it regardless of its current status.

If the target has any enhancements or tokens assigned, they remain assigned to the card. Personnel and equipment assigned to the target remain with their current governor, who must immediately transfer them to an eligible target. If no eligible target exists, discard the cards.

Discard. Discard allows you to discard a vanquished participant during a Rite. To resolve a discard, immediately discard the target to the owner's appropriate discard pile. If the target had any assigned enhancements or tokens, discard them as well. Personnel and equipment must immediately be transferred to an eligible target. If no eligible targets remain, they must also be discarded. Reward. Rewards allow you to produce solaris, spice or favor when a target is vanquished during a Rite. Operations granting awards always specify the type and amount generated in their operation descriptions.

Penalty. Penalties force a player to discard solaris, spice or favor when a target they control is vanquished during a Rite. The type and amount of the penalty appears in the card's operation description.

#### EXAMPLE, Landsraad Rite.

Initiation Interval. Heather decides to initiate a Battle, naming her disengaged Guard Commander as the attack Leader and Derrick's homeworld, Kaitain, as her target. This declaration concludes the Initiation process.

Derrick now has the opportunity to deploy a Declaration Battle tactic but declines since he hasn't got any in his hand. Heather also passes on her option to play a tactic at this time. Because neither player deployed a tactic, the Attacker Declaration ends.

Heather must now engage her Guard Commander as the leader of the attack. She does so, also engaging the House Battalion assigned to it. Since the Valor enhancement assigned to the Guard Commander and the Stunner assigned to the House Battalion do not need to be engaged to generate their effects, Heather leaves them disengaged and ends her engagement phase.

Derrick now has the opportunity to deploy an engagement tactic so he deploys "Weapon Misfire" and assigns it to Heather's Stunner. Since the tactic's operation doesn't describe a Duration Effect, its effect is resolved immediately. Derrick reads the operation aloud, informing Heather that she must subdue her Stunner, thus nullifying its effect for the remainder the Rite. When Heather subdues the Stunner, Derrick's lactic is resolved and he discards it.

Heather responds by playing an Engagement tactic of her own. She deploys "Famous Battle Account", which generates a Duration Effect that will not be resolved until the conclusion of the Rite. This tactic has a 0 deployment cost so she assigns it to Kaitain, hoping that she'll be able to vanquish Kaitain and gain the benefit of its effect.

Unimpressed, Derrick declines to deploy any further Engagement tactics, but Heather pulls another from her hand. She pays I solari to deploy "Fanaticism", and assigns it to her leader. Fanaticism is also a Duration Effect, but its effect will be resolved earlier, during the calculation phase. Derrick curses as Heather announces that Fanaticism will increase the force generated by her Guard Commander by an additional point.

With the Attack portion of the Initiation Phase concluded, it's now time for Derrick to establish his defense. Because Earl attacked his homeworld earlier all of Kaitain's assigned troops are currently subdued. That leaves Kaitain extremely vulnerable. Since he doesn't have any Counter tactics, Derrick grits his teeth and declares that Kaitain will be his defense leader. Satisfied with this declaration, Heather opts not to deploy any Declaration tactics. Doing the same, Derrick ends his declaration phase.

Entering his engagement phase, Derrick has little to do. Since Kaitain was attacked earlier this turn, it is already engaged — so he doesn't need to engage it to finalize his defense. Moreover Derrick must ignore the 2 assigned Sardaukar Battalions and their lasguns because they were all subdued during Earl's attack. Shaking his head, Derrick grunts "I'm done." Knowing the likely outcome, Heather smiles at the irony of his words.

Assessment Interval. Heather and Derrick examine their cards to calculate their force totals. Heather adds the Battle ranks of the Guard Commander and her House Battalion, ignoring the subdued Stunner, but including the modifiers generated by her Fanaticism tactic and Valor skill. The Commander's Battle rank is normally 2, but it is increased to 4 by the Valor skill and the Fanaticism tactic. Adding the House Battalion's rank of 1, Heather declares her Force total as 5. Derrick's calculation is much easier. Kaitain is his only participant, and its Battle rank is 1.

Being the attacker, Heather now declares how she'll distribute her force. Since Katlain is the only defense participant, she declares that all 5 force will be assigned to Katlain (resistance 5). Derrick declares that he's distributing his entire I force to the House Battalion (resistance 2).

Resolution Interval. Heather and Derrick each compare their participants' resistance values to the force assigned them. Since this is performed simultaneously, it doesn't matter that Derrick resolves Kalitain's fate first, declaring it to be vanquished with a loud groan. Heather's 5 force is equal to Kaitain's resistance of 5, so she barely managed to vanquish it. Next, Heather notes the 1 Force assigned to her Battalion was 1 less than its resistance. So the House Battalion and Guard Commander both survive.

Heather and Derrick now determine any additional consequences. Because Heather vanquished the target of the Rite (Kaitain), she has the option either to increase her favor by 1 or force Derrick to discard 1 favor. Before deciding, Heather chooses to resolve her Famous Battle Account tactic, still assigned to Kaitain. The tactic allows her to produce 5 favor since the Kaitain's deployment cost is 5. Heather does so and discards the tactic. Deciding that she'll make her attack sting a little, she declares that Derrick must discard 1 favor. Derrick discards the favor and then subdues Kaitain to conclude the Rite.

# 7.0 OPTIONAL RULES

### 7.1 VICTORY CONDITION

If you govern all 6 Dune fiefs (Dune, Arrakeen, Carthag, Imperial Basin, Minor Erg and Open Bled) you may Request Admission to the High Council regardless of the number of spice in your hoard. To win the game in this man-

ner, you must engage all six fiefs to Request Admission, and your must possess at least 1 point of Imperial favor.

## 7.2 FAVOR-RELATED RULES

Ending your House Interval (Ritual of Passage). To indicate the completion of your House Interval, you may turn the palms of both hands toward the ceiling, say "I honor you with my water," and make a spitting gesture toward the table (no vulgarity or actual spitting, please!). If you do so, each of your rivals must respond "Your gift is a blessing of the river." Failure to respond incurs a loss of I favor.

Surrender Initiative. If you are tied with a rival during the Initiative Declaration phase, you may voluntarily surrender your initiative, allowing your rival to win the tie. If your rival accepts, neither of you draw cards, and you gain

1 favor after all rankings have been assigned.

CHOAM Obligation. Neglecting to promptly reset the CROE when instructed to do so incurs a loss of one favor. You are considered negligent once you begin any action unrelated to the operation pertaining to the CROE.

# 7.3 House Operations

Event Deployment. Events assigned a number of deferment token equal to their deployment cost must either be deployed or discarded during their governor's current House Interval. Events having an "X" deployment cost must be deployed once they've been assigned a number of deferment tokens equal to their maximum deployment cost, if one is listed in their operation. Players may not violate their Interval maximums to deploy such Events, but instead must choose which to deploy and then discard the remainder.

Deploying Tactics in Multi-Player Games. Any player may deploy tactics during a Rite, regardless of whether the player governs one or more participants in the Rite.

Assigning Subdued Resources. During your House Interval, you may deploy a resource from your hand assigning it to an eligible target by paying 1 solari and placing the resource in the subdued position. Assign one deferment token to the resource. Assigning a subdued resource is considered an Unrestricted House operation.

Turn Renegade (Scoring Play Only). Declare that your House is "Turning Renegade" to flee the perils of the Imperium, and pay 1 spice to the Guild Hoard. If you govern cards owned by your rivals, return them to their owners who must immediately discard them. Remove all cards and tokens you own from the table and exit the game. Record the number of solaris, spice and favor you possess on your House Profile, and submit it to the judge once the game has ended. You are no longer considered active in the current game.

# 7.4 SCORING PLAY

When playing multiple games of DUNE, you may score games to determine an ultimate winner at the end of the gaming session. If you intend to keep score, you should nominate one player to act as the judge who will calculate Victory Point totals for each game and announce the winner at the end of the session.

At the conclusion of each game, each player must record their final number of solaris, spice and favor on their House Profile and submit it to the judge, noting whether they turned Renegade, earned Great House status, were eliminated, or were simply active at the end of the game. The judge then awards each player Victory Points based on their recorded totals. At the end of the entire session, each player must announce their combined game totals to the judge who will declare the winner.

To calculate a player's game total, the judge awards Victory Points according to the final number of solaris, spice and favor recorded on the player's House Profile. To determine how many points are awarded, consult the Scoring Chart (see fig. 7). Players who turn Renegade during the game earn Victory Points according to their total solaris, spice and favor recorded at the time they turned renegade. Players eliminated from the game before its conclusion earn 0 Victory Points. regardless of their ending totals.

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fig. 7 Scoring Chart

0	
Final Status	VP Award
Great House Status	25
Total Solaris	1 per solari
Total Favor	2 per favor
Total Spice	3 per spice
Eliminated	not eligible

# **DUNE LEXICON**

Adversary – an Imperial Power whose ambitions or ideologies directly conflict with a House's sponsor. Enemy.

Aide – a minor vassal, representative of a vocational class or group.

Allegiance – the affiliation a card shares with an Imperial Power.

Ally – a unique character who owes allegiance to an Imperial Power.

Assembly – the group of allies and holdings currently available to a House, represented by a number of Imperial cards laid face down in the House forum.

Assignment – the act of placing a card or token on top of a target card in order to modify or enhance the target's innate ability or effect.

Charter - an Imperial contract granting economic rights to its governing House.

CHOAM Exchange – the division of the CHOAM corporation responsible for regulating Imperial currency. The Exchange consists of twin reserve banks, the Imperial Treasury and the Guild Hoard.

Command – the authority and leadership vested in personas and holdings, expressed as a numerical rank.

CROE (CHOAM Rate of Exchange) – the current trading value of spice derived from the supply of spice held in the Guild Hoard.

Declaration – the segment where the governor commits cards to a rite.

Deferment Tokens – tokens placed upon a subdued card that make it easier to bring into play or require it to be brought into play.

Deployment – the act of playing a card from your hand or turning a card face up, changing its status from subdued to face up.

Deployment Cost – a number of solaris that a House must pay to the Imperial Treasury in order to bring a card into play.

Discard – the act of eliminating a card or token from play. The act of reducing a player's favor. Also, one of two card piles reserved for discarded cards (House discard or Imperial discard).

Disengagement – the act of restoring a card to its upright, disengaged position, indicating that the card is ready to perform an operation.

Domain, House – the area of the House Territory containing the homeworld and all of the personas, holdings, and events placed there.

Duration Effect – an effect generating a delayed or prolonged result.

Effect – the result initiated by a card or game operation.

Engagement – the act of rotating a card 90 degrees clockwise to indicate that it has been engaged to perform an operation during play. Also, the segment of a rite where cards are engaged for the rite.

Also, the segment of a rite where cards are engaged for the rite.

Enhancement – any of a variety of skills, conditions, or fortification cards that augment a target card.

Equipment - a type of enhancement gained from material goods.

Exchange - see CHOAM Exchange

Favor - the measure of esteem held by a House. Landsraad reputation.
Fief - an Imperial land grant, defining a galactic territory of varying
scope to be ruled by a governing House.

Force – damage inflicted as the result of a Rite or a card operation.

Forum, House – the area of a player's House Territory containing their House Profile, assembly, Imperial deck and Imperial discard.

Generation - the initiation of a game effect. See also Effect.

Governance – the control or mastery gained over a deployed card or token by virtue of its placement within a player's House Territory. Guild Hoard – a banking reserve within the CHOAM Exchange hold-

ing a varying amount of spice.

Great Convention - the High Laws of the Imperium.

Holding – an Imperial investiture granting political or economic rights to its governing House. See also Charter and Fief.

Homeworld – the planet of origin and primary sphere of governance of a House or Imperial Power.

House – a ruling body, organized as a clan or family, responsible for the government of Imperial fiefs. Great Houses are entrusted by the Imperium to govern entire planets or planetary systems. Lesser Houses are entrusted by Great Houses to govern planetary provinces or districts. A player of DUNETY: Eye of the Storm.

Imperial Power - a powerful clan or faction of the Imperium.

Imperial Treasury – a banking reserve within the CHOAM Exchange holding an unlimited number of solaris.

Initiative – the ability of a House to take actions before its rivals. The order by which players perform their House Intervals.

Kanly, Forms of - formally sanctioned modes of conflict used to

resolve issues involving House honor and favor. See also Rites.

Landsraad High Council - the parliamentary body composed of representatives from each of the greater and lesser Imperial Houses.

Operation - any process conducted to produce an effect, including all abilities and effects described by game cards and the game rules.

Owner - the person from whose deck the card came. Cf. governor..

Persona - a character, either an ally or aide, from the Dune universe. Personnel - a group of individuals working in the service of a House. Petition, Imperial - the process by which Houses bid to recruit allies

or acquire holdings. Placement - the act of placing a card into one or more areas of play. Plan - a calculated endeavor represented by venture and tactic cards.

Prescience - the talent of prophecy. Foreknowledge.

Production - the act of bringing solaris or spice directly into play. Profile, House - the sheet used to record your House statistics.

Rank - a numerical value typically ranging from 0 to 9.

Reserves, House - the area of the House territory containing the House deck and discard, the House treasury, and the House hoard. Resistance - the overall health, toughness, or durability of a card,

expressed as a numerical rank.

Resource - any of a variety of personnel, equipment, or enhancements. Rite - any form of conflict sanctioned by the Great Convention, especially Battles, Duels, Arbitrations, and Intrigues.

Rival - a player other than yourself. Opponent.

Siridar fief - a holding that encompasses both economic and territorial jurisdictions. A card considered both a fief and charter.

Solari - the official monetary unit of the Imperium.

Spice - a substance valued for its mind-altering properties. Unique to Dune, spice is the most precious commodity in the Imperium.

Sponsor - an Imperial Power acting as a patron to a lesser House.

Status - the physical orientation of a game card, either engaged, disengaged, face up, or subdued.

Subdue - the act of turning a card face down on the playing area, indicating that the card has been injured, exhausted, damaged, etc.

Tactic - a sudden or unexpected maneuver capable of altering the planned result of a game or card operation.

Talent - an aptitude or skill such as Battle, Dueling, Arbitration, Intrigue, Weirding, and Prescience.

Talent Requirement - a prerequisite needed in order to assign a card to another target card during play.

Target - the declared subject of a game effect.

Territory, House - a House's sphere of governance and area of play. Transference - the act of moving a card or token from one target card or location to another.

Unique - a specific individual or item. Only one unique card can be face up at a time.

Vanguish - the result occurring when a card's resistance is reduced to 0 or less by applied force.

Venture - a calculated plan involving risk or uncertainty.

# PRONUNCIATION GUIDE

Arrakis
Atreides
Bene Gesserit BEN ay JEZ rit, – JESS uh rit
Caladan KAL uh dan
CHOAM CHOME
Corrino KOR in oh
Fief
Fremen FREM uhn
Giedi Prime GEE dee PRIME
Giedi Prime GEE dee PRIME Harkonnen har KHAN uhn, har KOHN uhn
Kaitain KIE tane, -tan
Kwisatz Haderach KWIZ atz HAD uh rack
Landsraad LANDZ rod
Melange may LONZH, muh LONJ
PresciencePRESH uhnce, PREESH uhnce
Solaris suh LAR eez, soh LAR eez
Sardaukar SAR duh kar, sar DAW kar

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City:	State:	Zip:
Phone: ()	-	
E-mail (if any):		
House Name:		
House Sponsor:		
Send	this original or photo	сору.
[ ] List my House as a	Landsraad Counc	cil member in the next
Landsraad Registry.		

House Profile		Favor (Use Paper clip)	
House Name:	-10	-9	
	-8	-7	
Sponsor:	-6	-5	
Homeworld:	-4	-3	
Homeworld:	-2	-1	
House Advantage. When petitioning to deploy a card bearing allegiance to your sponsor, you may discard X favor to reduce		0	
your final deployment cost by X.	1	2	
	3	4	
House Disadvantage. When deploying a		6	
card bearing allegiance to an Imperial Power other than your sponsor, you must discard 1 favor. If you come to govern a	7	8	
	9	10	
card bearing allegiance to an adversarial Power, you must subdue the card. If you later deploy the card, you must discard X favor. X equals to the card's deployment		12	
		14	
		16	
		18	
cost.	19	20	
Starting Point (Spend 5 Points to modify):		22	
Starting Solaris: 15 + (1 solari/1 pt.)	23	24	
Starting Solaris: 15 + (1 favor/2 pts.) Starting Favor: 10 + (1 favor/2 pts.) Starting Spice: 0 + (1 spice/X pts.*) * X equals the CROE value at the start of the game.		26	
		28	
		30	

## TURN SEQUENCE (SUMMARY)

#### **Opening Interval**

· Disengage Phase (E · Deferment Ph · Initiative Pha

cards - optional)

to each subdued card) g for each player)

#### House Interval (e:

### nitiative)

- General Operations (a. · Deploy House card (from
  - and) · Petition Assembly card
  - · Deploy Subdued card (except events) Place Subdued Event
  - · Engage deployed card (perform card operation)
- Restricted Operations (limited number of times, any order)
  - . Deploy Subdued Event (1 Dune & 1 Imperium)
    - Initiate Rite (1 CHOAM & 1 Landsraad)
    - · CHOAM Exchange (either:) Buy Spice (transfer up to 3 spice from Guild Hoard) Sell Spice (transfer up to 3 spice to Guild Hoard)
    - . Buy Favor (buy up to 5 favor)
    - Request Admission to High Council . Turn Renegade (Scoring Play only)

## Closing Interval

Imperial Phase

- Imperial Discard (discard from assembly) · Imperial Draw (draw into assembly)
- House Phase
- - · House Discard (discard from hand)
  - · House Draw (draw into hand)