

THE SPACING GUILD

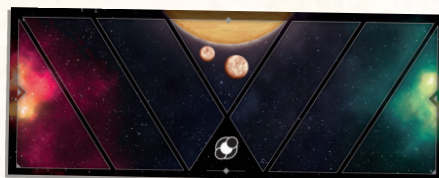
COMPONENTS

1 HARKONNEN LEADER

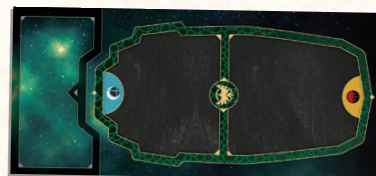


GUILD NAVIGATOR

12 HOUSES
MAJOR TROOPS



1 SPACE BOARD



1 ATREIDES HEIGHLINER BOARD

16 COLOR BASES



HARKONNEN



ATREIDES



1 HARKONNEN HEIGHLINER BOARD

2 HEIGHLINERS



HARKONNEN



ATREIDES

6 SPACE FRIGATES



HARKONNEN



ATREIDES

1 HARKONNEN
LEADER CARD



GUILD NAVIGATOR

6 HARKONNEN PLANNING CARDS



3 HOUSE HARKONNEN



3 CORRINO ALLY

6 ATREIDES PLANNING CARDS

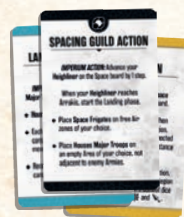


3 HOUSE ATREIDES



3 FREMEN ALLY

3 REFERENCE CARDS



CHOAM, LANDSRAAD
AND SPACING GUILD

The Spacing Guild is one of the most powerful and influential organizations within the Empire, holding a complete monopoly on space travel.

INTRODUCTION

This expansion brings into the game in a more significant way the great powers of the Imperium: CHOAM, the Spacing Guild, and the Landsraad. In particular, it explores the Spacing Guild which, having total control over space travel, is capable of transporting troops and ships across immense distances to shift the balance of the war raging on Arrakis.

OVERVIEW

With the materials included in this expansion, players have the opportunity to recruit Space Frigates and Houses Major Troops. Thanks to the colossal Heighliners, players will be able to transport them to Arrakis to take part in the ongoing war.

Note: *The Spacing Guild expansion is not compatible with the Mahdi Solo Mode.*

SPACE AND HEIGHLINER BOARDS

These auxiliary boards are placed on one side of the main board, as shown on the diagram. They are used to keep track of the movement of the Heighliners and their cargo.

Each faction has a Heighliner figure in play, which follows a route from their starting space all the way across the galaxy to Arrakis. Once it arrives, it unloads everything it carries onto the planet and is then placed back on their starting space.

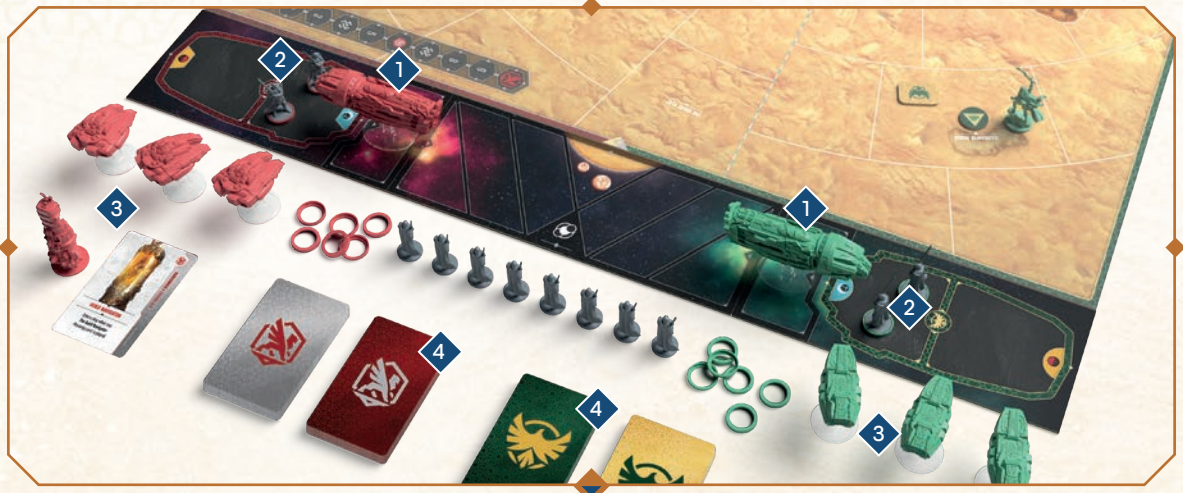
Each Heighliner board is divided into two areas: one marked with the CHOAM symbol (where the Space Frigates are placed) and one marked with the Landsraad symbol (where the Houses Major troops are placed).



ADDITIONAL SETUP

The Space and Heighliner boards can be assembled to either side of the main board.

- 1 Place the Heighliner figures on the starting space of their corresponding Heighliner Board.
- 2 Players attach a color base of their faction to 2 Houses Major Troops and place them on the space of their Heighliner board with the Landsraad symbol.
- 3 Keep near at hand the Space Frigate figures, the remaining Houses Major Troops and color bases, and the Guild Navigator's card and figure.
- 4 Shuffle the Planning cards included in this expansion into their corresponding decks (3 for each deck).



A CHOAM Area (Space Frigates)

C Atreides Starting space

E Arrakis

B Landsraad Area (Houses Major Troops)

D Harkonnen Starting space



ADDITIONAL RULES

When playing with this expansion, players of both factions can use **Imperium Actions** to profit from their relationship with the major powers of the Imperium — CHOAM, the Spacing Guild, and the Landsraad.

These are special actions that allow them to recruit Houses Major Troops or Space Frigates and to move Heighliners faster on their route to Arrakis.

Additionally, a powerful new Leader for the Harkonnen faction, the Guild Navigator, may enter play during the game.

IMPERIUM ACTIONS

There are 3 types of Imperium Actions. Each Imperium Action type is associated with one of the great powers of the Empire: CHOAM, the Landsraad, or the Spacing Guild (see the corresponding reference cards).

The Imperium Actions are as follows:



Spacing Guild Action: Advance your Heighliner 1 step on the Space board.



CHOAM Action: Place 1 Space Frigate on your Heighliner board (in the area with the CHOAM symbol).



Landsraad Action: Attach a color base of your faction to 2 Houses Major Troops and place them on your Heighliner (in the area with the Landsraad symbol).

Harkonnens and Atreides take Imperium Actions in different ways, and at different times during the round.

The **Atreides player** takes an Imperium Action of their choice immediately after using one of their Legions to **destroy a Harkonnen Harvester**, at any time during the round. Using a Sandworm to destroy a Harvester doesn't grant an Imperium Action.

The **Harkonnen player** may only take Imperium Actions during the **Spice Harvesting** phase (phase 4 of the Round), based on the Spice points they spend per Imperium marker:

- ◆ If the Harkonnen player spends 2 Spice points to keep any Imperium marker in the position it currently occupies, they additionally take 1 Imperium Action associated to that marker.
- ◆ If the Harkonnen player spends 3 Spice points to raise an Imperium marker up one step, they additionally take 2 Imperium Actions associated to that marker.

Example: The Harkonnen player has 5 Spice points available during the Spice Harvesting phase. They decide to spend 3 Spice points to raise the Spacing Guild marker up one step, and to spend the remaining 2 Spice points to maintain the position of the CHOAM marker. No Spice points are spent on the Landsraad marker, which consequently goes down 1 step.

Since the player has advanced the Spacing Guild marker, they may now take 2 Spacing Guild Actions. Having kept the CHOAM marker where it was also allows the player to take 1 CHOAM Action.

HEIGHLINERS

Heighliners carry the Space Frigates and Houses Major Troops that players recruit during the game. Whenever players recruit Houses Major Troops and Space Frigates, they place them on their Heighliner board.

Each faction is in control of a Heighliner figure: one for the Atrides and one for the Harkonnens. At the beginning of the game, each Heighliner figure is placed on the starting space of their corresponding Heighliner board.

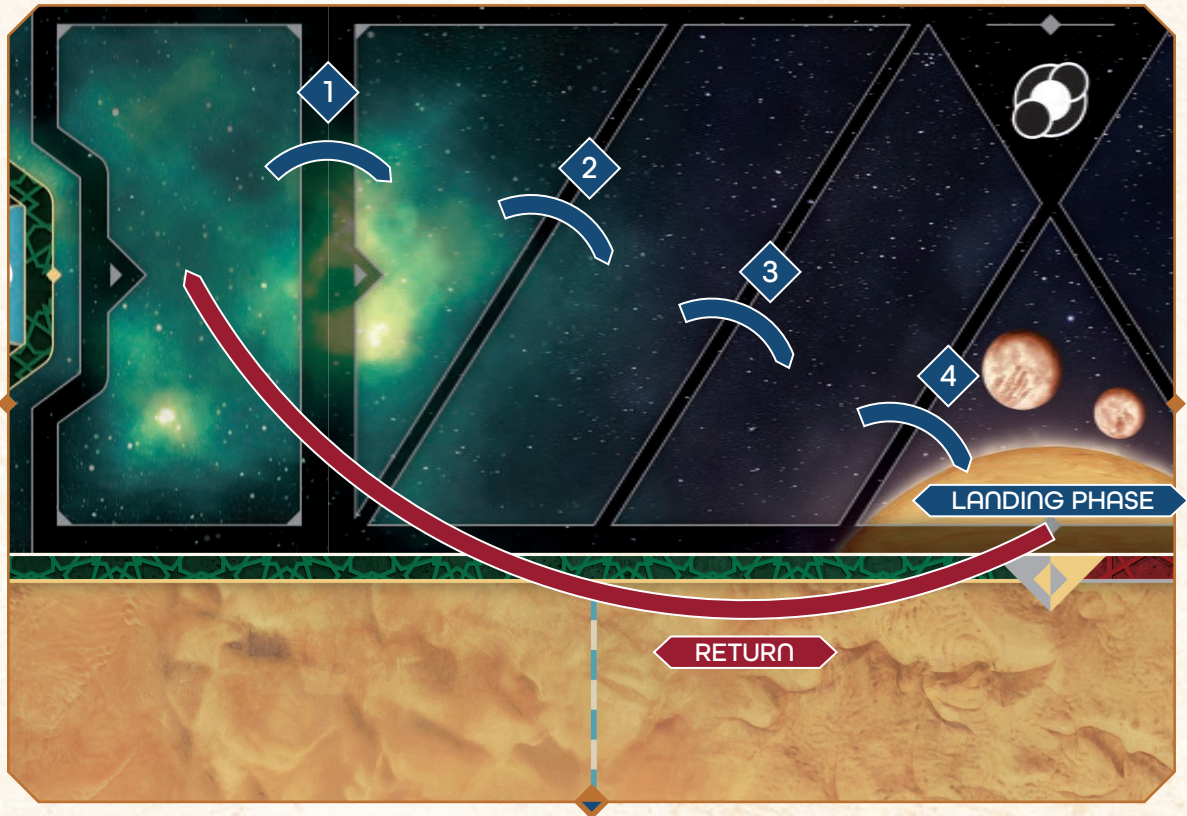
Heighliner figures move on the Space board toward Arrakis, requiring 4 steps to reach their destination.

- ◆ They automatically move 1 step at the end of each Round.



- ◆ Additionally, they may be moved 1 step for each Spacing Guild Action their player takes.

Once a Heighliner reaches Arrakis, a Landing phase is resolved (see next page) and the Heighliner immediately returns to its Starting space.



LANDING PHASE

When a Heighliner figure arrives at the last step of the Space board (representing Arrakis), a special Landing phase is resolved immediately, interrupting whatever other phase of the game was in progress.

Important: *If the Heighliners of both players arrive on Arrakis at the same time, the Landing phase of the Harkonnen player is resolved first.*

During the Landing phase, the corresponding player takes all figures stored on their Heighliner board (Houses Major Troops and/or Space Frigates) and immediately places them on the main board following the rules explained below.

Houses Major Troops: The player places all Troops in any empty Area of their choice that is not adjacent to enemy Legions or Settlements. If there are more than 6 Houses Major Troops to be placed, the player must choose 2 different adjacent Areas, dividing them as they wish (both Areas must not be adjacent to enemy Legions or Settlements).

Space Frigates: The player places all Frigates in different free Air Zones of their choice.

At the end of the Landing phase, the Heighliner figure is moved back to the starting space of its Heighliner board, ready to start a new journey. Then, play resumes normally.

HOUSES MAJOR TROOPS

The troops of the Houses Major are represented by special units that can be recruited by either player taking Landsraad Imperium Actions. When a player recruits a Houses Major Troop, they attach the color base corresponding to their faction to it and then they place the figure on their Heighliner board.

Note: *If players run out of Houses Major Troop figures to recruit, or if they have no more color bases available, they cannot recruit more Troops. While a Landsraad Action recruits 2 Troops, the player can recruit just 1 if that's all that's available to them.*

When on the game board:

- ◆ Houses Major Troops with Harkonnen color bases are considered entirely as Harkonnen Units and can be mixed in a Legion with Harkonnen Units.
- ◆ Houses Major Troops with Atreides color bases are considered entirely as Atreides Units and can be mixed in a Legion with Atreides Units, but they **can't use Sandriding**. They must be left behind if they are mixed in a Legion with Atreides Units that uses Sandriding.
- ◆ Each Houses Major Troop is considered a **Regular Unit**. It is also considered a **Generic Leader** for movement and combat purposes, with a Combat ability of **1 Hit**.

Example: *The Harkonnen player spends a Leadership Action die to make a Surprise Attack with a Legion consisting only of 3 Houses Major Troops. In the first battle turn, the player rolls 3 Combat dice, resulting in 2 ✱ and 1 🗡️. All results are considered 1 Hit, for a total of 3 Hits to the enemy Legion.*

When a Houses Major Troop is removed, its color base is returned to the player, with the figure going back to the general reserve so either player can recruit it.

SPACE FRIGATES

Each faction can gain control of their own Space Frigate figures: 3 for the Atreides and 3 for the Harkonnens. They can be built by players taking CHOAM Imperium Actions. When a player builds a Space Frigate figure, they place it on their Heighliner board.

Note: *If a player runs out of Space Frigate figures in their reserve, they cannot build more Frigates.*

When on the game board, players can remove their Space Frigates to trigger their **Superior Troop-Transport** ability or **Aerial Bombardment** ability (see below).

Space Frigates still on the board at the end of the Action Resolution phase are removed before the start the Desert Hazards Phase. When a Space Frigate is removed, it goes back to its player's reserve so it can be built again.

Note: *Space Frigates cannot be placed on or removed from the board through actions, cards, or abilities that refer generically to "Vehicles" (for example, using a House Harkonnen result).*

SUPERIOR TROOP-TRANSPORT

When a player moves or attacks with a Legion, they can remove 1 of their Space Frigates in a connected Air Zone and move or attack with that Legion up to 3 Areas away (for example, from the Imperial Basin Area directly to the North Pole Area).

As with Ornithopters, this ability also allows the Legion to move beyond impassable borders, Units, and Sandworms, and it can't be used in the case of a retreat after a battle.

AERIAL BOMBARDMENT

As a free Action, a player can remove 1 of their Space Frigates from the board and make a special attack against an Area in a connected Sector that contains a Harvester and/or an enemy Legion.

- ◆ If the attack is made against an Area containing only a Harvester, that Harvester is removed. (This doesn't allow the Atreides player to take an Imperium Action, as the Harvester isn't destroyed by an Atreides Legion.)

- ◆ If the attack is made against an Area containing an enemy Legion, the player rolls 3 Combat dice.

The attack inflicts 1 Hit on the enemy Legion for each  and  result. The opposing player must immediately apply the losses. If all enemy Units in the Area are removed, a Harvester in the same Area is also removed.

As with other special attacks, Aerial Bombardment cannot destroy a Settlement.

THE GUILD NAVIGATOR

The Guild Navigator is a new Harkonnen special Leader that can only be placed on free Air Zones of the board. It is placed as soon as one of the 3 Corrino Ally *The Guild Navigator* Planning cards is played, and is removed together with other Vehicles at the End of the Round. It can then come back into play again only by playing another *The Guild Navigator* Planning card.

The Guild Navigator has the following special ability:

- ◆ **Watcher in the Skies.** You can remove the Guild Navigator from the board and use it as if it were an Ornithopter. Alternatively, you can use an Ornithopter anywhere on the board and remove the Guild Navigator instead of that Ornithopter.

Example: *The Harkonnen player removes the Guild Navigator instead of an Ornithopter that they are using for a Scouting Action on the other side of the board.*

Note: *The Guild Navigator is a special Leader who, as it can never be placed in any Area of the board, cannot participate in combat, and therefore has no Combat ability.*

NEW PLANNING CARDS

This expansion includes 3 new Planning cards for each deck. They are added to the corresponding deck during Setup.

PLAY ON THE TABLE

Several of these cards are marked 'Play on the Table'. This means that when they are played, they are left revealed on the game board, and their effect lasts for the rest of the game.



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GALE FORCE NINE

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