

DUNE War for Arrakis - RULES SUMMARY

Included Expansions: *Smugglers & The Spacing Guild*

SMG: *Smugglers*

TSG: *The Spacing Guild*

GAME ROUND

♦ START OF THE ROUND (Page 15)

- ♦ Draw 2 Planning cards, 1 from each deck.
- ♦ Reveal 3 Prescience cards.
SMG: *If Smugglers are neutral:* Add 1 Smuggler Regular Unit to the Smugglers Board.

1. VEHICLE PLACEMENT (HARKONNEN) (Page 16)

SMG: *If Smugglers are allied with Atrides:* The Atrides player places all available Smuggler Ornithopters on the board (before the Harkonnen player places theirs). Harkonnen player may spend one Ornithopter to remove a Smuggler Ornithopter before placing their other vehicles.

Based on the position of the lowest Imperium marker:

- ♦ Set aside 1 Action die per slot on the active row and above.
- ♦ Place the indicated number of Vehicles on the board.
SMG: *If Smugglers are neutral:* In addition to their own, the Harkonnen player places all available Smuggler Harvesters and the Smuggler Carryall on the board.

2. ACTION RESOLUTION (Page 17)

- ♦ Roll Action dice, allocate on player dashboards.
SMG: *If Smugglers are allied with Atrides:* The Atrides player rolls the Smugglers Action die along with their other Action dice, then places it on the Smugglers board (the board shows also associated Actions).
- ♦ Starting with the Harkonnen, allocate 1 Bene Gesserit token on player dashboards (if players wish so).
- ♦ Starting with the Atrides and ending with the Harkonnen, players alternate in taking 1 Action until all dice are used.
TSG: Remove all Space Frigates still on the board at the end of Action Resolution phase.

3. DESERT HAZARDS (ATREIDES) (Page 20)

- ♦ Discard all Wormsign tokens that are in Areas containing Atrides Legions or Sandworms, shuffling them back into the Wormsign pool.
- ♦ Place 1 Wormsign token in all Desert Areas with a Harkonnen Legion or Harvester.
SMG: *If Smugglers are neutral:* The Atrides player also places and resolves Wormsign tokens in all Areas containing Smuggler Harvesters.
- Flip all tokens, resolve one by one, then discard all:
 - ♦ Nothing happens.
 - ♦ Place 1 Sandworm in the Area.
 - ♦ Place 1 Sandworm only if in a Deep Desert Area.
- ♦ When a Sandworm is placed in Areas containing:
 - ♦ **Harvester:** Remove the Harvester.
 - ♦ Remove Carryall in connected Air Zone to not remove a Harvester.
 - ♦ **Harkonnen Legion:** The Legion must retreat. If it cannot, resolve a Sandworm attack.
- ♦ Roll 2 Combat dice for Coriolis Storms for all Harkonnen Legions in vulnerable Plateau, Minor Erg (☄ = 0 hits), Desert Areas (☄ = 1 hit) and Deep Desert Areas (☄ = 2 hits). Each ☄ inflicts 1 hit.
SMG: *If Smugglers are allied with Atrides:* No Wormsign tokens are placed in Areas containing Smuggler Units (if present, they are removed). Coriolis Storms do not apply to Smuggler Units.

4. SPICE HARVESTING (HARKONNEN) (Page 21)

- ♦ Discard all active Bans (unless the corresponding marker is at the bottom step of the board).
- ♦ Remove all Harvesters on the board to collect spice points: 1 for Desert, 2 for Deep Desert.
SMG: *If Smugglers are neutral:* Smuggler Harvesters on the board collect spice for the Harkonnen player: 1 spice point for each Harvester (whether in Desert or Deep Desert).
- ♦ Spend spice points on each of the 3 Imperium markers:
 - ♦ 3 points: Move it up 1 step.
TSG: Take 2 Imperium Actions, associated to that marker.
 - ♦ 2 points: Keep it on its current step.
TSG: Take 1 Imperium Action, associated to that marker.
 - ♦ 0 points: It moves down 1 step, activating the corresponding Ban.
- ♦ The Harkonnen player may choose to save a maximum of 1 spice point to spend it for better effect in a following round indicated by the Spice Reserve token.
- ♦ If the current Supremacy points are 5 or less, spend 3 spice points to advance the Supremacy marker 1 step.

♦ END OF THE ROUND (Page 16)

- TSG:** Heighliners move one step (Harkonnen and Atrides).
- ♦ The Atrides player checks whether revealed End of the Round Phase Prescience cards can be claimed.
- ♦ The Atrides win the game if the requirements of the Secret Objective card are met. If not, the game continues.
- ♦ Remove all Ornithopters and Carryalls from the board.
SMG: Remove the Smuggler Carryall (*if Smugglers are neutral*) or all Smuggler Ornithopters (*if Smugglers are allied with Atrides*) from the board.
- ♦ Starting with Harkonnen, may replace any Named Leaders on the board with Generic ones.
- ♦ Refresh all spent Leader cards.
- ♦ Discard down to 6 Planning cards.
- ♦ Atrides removes from the game any revealed Prescience cards they want. Then, reshuffle all cards.

ADVANCING THE PRESCIENCE TRACK

- ♦ Claim a **Prescience card** (max. 2 per round): Advance the indicated markers by the number shown.
- ♦ Take an **Ecological Station**: Advance the Prescience marker shown under the token by 1 step.
- ♦ Destroy a Harkonnen **Settlement**: All markers advance equal to the Settlement's rank.

ADVANCING THE SUPREMACY TRACK

- ♦ Destroy a **Sietch**: Marker advances equal to the Sietch's rank.
- ♦ If the current Supremacy points are 5 or less, spend 3 spice points to advance the Supremacy marker 1 step.

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IMPORTANT RULES

♦ FREE ACTIONS (Page 19)

♦ **SCOUTING (Harkonnen):** The Harkonnen player can remove 1 Ornithopter from the board at any time during their Action turn to reveal a Sietch and/or all Deployment tokens in a single Area in a connected Sector.

♦ **GUERRILLA TRAINING (Atreides):** The Atreides player can reveal any number of Deployment tokens on the board at any time during their Action turn. When this happens, the Atreides player simply flips it to show its hidden side, replacing it with the corresponding Units. Revealed tokens are then removed from the game.

♦ THE FAMILY ATOMICS (Atreides) (Page 29)

- ♦ If any Prescience marker is on step 8 or higher of the track, the Atreides player may detonate the Family Atomics as a free Action during any of their turns (see below), but only once per game.
- ♦ The detonation of the Family Atomics changes the board permanently. The Atreides player chooses 1 of the 3 Family Atomics tokens and places it on the main game board covering the corresponding Area.
- ♦ If the Area contains a Legion, all figures are moved to an adjacent free Area chosen by the opposing player. If no such Area is available, the Legion is destroyed.
- ♦ The Atomics token causes the change of a Mountain Area into a Desert Area. The Atreides player can then place Wormsign tokens in this Area and move Sandworms into it. It also makes the Plateau Area(s) adjacent to it vulnerable to Coriolis Storms!
- ♦ According to the destroyed Area Harkonnen legions in corresponding adjacent areas are exposed to Coriolis Storms and attacks from Sandworms for the rest of the game:

SPLINTERED ROCK → Hagga Basin Area
HOLE IN THE ROCK → Imperial Basin Area
RIMWALL WEST → Imperial Basin & Arrakeen Areas

♦ TSG: AERIAL BOMBARDMENT (Harkonnen & Atreides):

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. (Page 7, TSG Rulebook)

- ♦ 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.

♦ IMPERIUM ACTION & SMUGGLER HARVESTERS (ATREIDES)

TSG: The Atreides Player takes an Imperium Action of their choice immediately after using one of their Legions to destroy a Harkonnen or Smuggler Harvester.

SMG: For each Smuggler Harvester removed from the game, move the Staban Tuek figure on the Prescience track down 1 step.

♦ SANDWORM ATTACK (ATREIDES) (Page 31)

To attack with a Sandworm, the Atreides player removes its figure and targets an Area up to 2 Areas away. If the Sandworm attacks at a distance of 2 Areas, the first Area must be a Desert. The target of the attack can be an enemy Legion and/or a Harvester in any Desert Area or, in case of a Legion, also in any Plateau or Minor Erg Area within range.

♦ **ATTACKING HARVESTERS:** If a Sandworm attacks an Area that contains only a Harvester, both the Harvester and the Sandworm are removed (no roll is required).

Note: Discarding a Carryall to save a Harvester from a Sandworm is applicable only during the Desert Hazards Phase, NOT in case a Sandworm attacks during Action Resolution.

♦ **ATTACKING LEGIONS:** If a Sandworm attacks an Area containing an enemy Legion, the Atreides player rolls 4 Combat dice for a regular Sandworm or 6 Combat dice for a Wild Maker, inflicting 1 Hit on the enemy Legion for each  and a variable number of Hits for each  result, based on the terrain type of the attacked Area:

Deep Desert:	2 Hits
Desert:	1 Hit
Minor Erg or Plateau:	No Hits

The Harkonnen player must immediately remove any casualties (see page 26). If the attack eliminates all enemy Units in an Area and the Area contains a Harvester, the Harvester is also removed.

Note: Thanks to the detonation of the Atreides Family Atomics, a Sandworm attack might target a Legion in an Area containing a Harkonnen Settlement. Even if all Units are eliminated, the Settlement is not considered conquered (and therefore it is not removed from the board).

♦ HEIGHLINER LANDING PHASE (Page 6, TSG Rulebook)

♦ 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.

Note: 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.

♦ **HOUSE 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.

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GENERAL RULES

♦ MOVING LEGIONS (Page 22)

- ♦ Moving Legions can enter any adjacent free Area.
- ♦ An area is not free when it contains enemy Settlements, enemy Units, or Sandworms (Ecological Stations or Harvesters do not block movement).
- ♦ Harkonnen Legions entering an Area with a Wormsign token reveal and resolve it.
- ♦ Impassable borders cannot be crossed (except for Troop-Transport).
- ♦ Legions can't pick up or drop figures in the middle of moving more than 1 Area.
- ♦ **TROOP-TRANSPORT (Harkonnen)**: Remove a connected Ornithopter to move 2 Areas, ignoring any obstacles.
- ♦ **TSG: SUPERIOR-TROOP-TRANSPORT (Harkonnen & Atreides)**: Remove a connected Frigate to move 3 Areas, ignoring any obstacles.
- ♦ **SANDRIDING (Atreides)**: May move over any number of Areas with Wormsigns or Sandworms.

IMMEDIATE VICTORY (ATREIDES) (Page 1, FAQ 3.0)

- ♦ If Arrakeen is destroyed, after advancing all Prescience markers, the Atreides player checks if they reached the score in their Secret Objective. If they did, they win immediately (instead of at the End of the Round).

Free and Empty Areas

Rules and Planning cards may refer to a *free* or *empty* Area.

- ♦ **Free Area**: An Area is free for a player when it doesn't contain enemy Settlements, enemy Units, or Sandworms.
- ♦ **Empty Area**: An Area of the board that contains nothing, neither figures nor tokens of any kind.

Note: An area containing only an Ecological Station or a Harvester is considered free for all players.

♦ BATTLE ROUND (Page 24)

- ♦ Reveal any Sietch and Deployment token involved in the battle.
- ♦ Starting with the attacker, may discard Planning cards for +1 Combat die per card.
 - ♦ *Surprise Attack*: Attacker adds ✨ 1 in the first round.
- ♦ Both players roll Combat dice equal to the number of Units (not Leaders) in their Legion plus the number of Planning cards they discarded. Defender adds the rank of their Settlement in their Area (if any). Maximum of 6 dice.
 - ♦ Generic Leaders each turn 1 ✨ into 1 🗡️.
 - ♦ Named Leaders each use 1 ✨ as indicated on their card.
 - ♦ Special Elite Units each cancel 1 opposing 🛡️.
 - ♦ Each 🛡️ cancels 1 opposing 🗡️.
- ♦ Remove casualties. Each 🗡️ must either:
 - ♦ Remove 1 Unit or Leader.
 - ♦ Replace 1 Elite Unit with 1 Regular Unit.
- ♦ Attacker may continue battle (must take 1 hit if defender is in a Settlement). In this case, the defender may retreat. Otherwise, a new round starts.
- ♦ If a battle ends in a victory for the attacking player, the attacking Legion (all Units and Leaders) CAN be moved into the attacked Area or remain where it was (they don't have to advance).

Deploy vs Place

Rules and Planning cards may refer to a *deploy* or *place* game components.

- ♦ **Deploy** means to take game pieces currently not on the board (except from the Regeneration Tank) and put them on the board.
- ♦ **Place** means to take game pieces from wherever they are (except from the Regeneration Tank) and place them on the board. If they are already on the board, they can be relocated as if they were entering it for the first time.

Elective Action Effects

The effects of an Action are never mandatory. They can be carried out fully, partially, or even not at all. This is especially important for Actions made possible by playing Planning cards. For example, if an Action allows a player to deploy Units and move a Legion, they can choose to only deploy Units, or only move a Legion.

Retreat

If a Legion Retreats, the opposing player moves the retreating Legion to an adjacent Area of their choice. The chosen Area must be empty or considered free for the retreating Legion and cannot contain a Wormsign token if the Legion is Harkonnen (if there is no such adjacent Area, the defender cannot choose to Retreat).