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Game: **ARRAKIS: DAWN OF THE FREMEN**

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Created by Peter Gifford 'Universal Head'  
The Esoteric Order of Gamers



# ARRAKIS

DAWN OF THE FREMEN

## SETUP

Each player takes a tribe set: 1 **tribe card**, 1 **thumper token**, 30 **warrior tokens**, and 8 **water debt tokens**.

Take 3 **resource production site tokens**: 1 **water**, 1 **food**, and 1 **worm tooth**, flip them facedown, and mix them up. Place the remaining 11 resource production site tokens facedown next to the board, then randomly add 1 of those original 3 resource production site tokens to these 11 facedown tokens. Randomise the final 12 facedown resource production site tokens.

Shuffle the **scavenge deck** and place it next to the board.

Place the **cycle phase tracker** next to the board with the **cycle phase marker**.

Each player rolls the **order die**. The player who rolls highest is the **Harj leader** (on a tie, re-roll).

## HARJ

### 1. ROCK BARRIERS

The Harj leader rolls the **order die** for the number of **rock barriers** in the game. Starting with the Harj leader and going counterclockwise, each player places a rock barrier on any border between 2 territories until they are all placed. They can never be placed on a border with drum sand.

### 2. RESOURCE PRODUCTION SITES

Starting with the Harj leader and going counterclockwise, each player place one of the 12 facedown **resource production site tokens** facedown (without looking at it or revealing it) in any empty territory (except drum sand) until they are all placed.

### 3. SETTLEMENT

Turn all the resource production site tokens faceup. Starting with the Harj leader and going counterclockwise, each player selects a territory and places 1 of their **Fremen warriors** there, until all territories have a Fremen warrior. Nothing can enter drum sand.

### 4. CALL FIRST WORM

Starting with the Harj leader and going counterclockwise, each player selects any territory they occupy and places a **worm token** there, *maker* side up.

In a 4 player game each tribe starts with 9 territories, in a 3 player game each starts with 12 territories, and in a 2 player game each starts with 18 territories.

## CYCLES

The game is played in **cycles**, each of which is divided into 6 phases. The first **initiation cycle** is different from the remaining cycles.

The player who placed the last worm in the Harj is the **lead player** during the initiation cycle. In **subsequent cycles**, the role of **lead player** passes **clockwise** from player to player.

Starting with the lead player and continuing **clockwise**, each player takes the actions allowed for the current phase. When it is your turn in any phase, you may choose to **pass** and do nothing for that phase.

After each phase is completed, the lead player moves the cycle phase marker down the cycle phase tracker.

## INITIATION CYCLE

During the initiation cycle, the **production, trade and shipment phases always occur** (do not roll the Arrakis die).

### DEVELOPMENT

There is no development, as no territories have produced resources.

### PRODUCTION

No new worms are called, as players have already called their first worm in the Harj. Players select a **resource token** corresponding to the resource production site in each of their territories and place it in the territory with the site.

### TRADE

Beginning with the lead player, players may offer each other player a one-for-one **trade**.

### SHIPMENT

Beginning with the lead player, each player may make 1 **shipment** of their tokens.

### ACTION

Each player has 2 actions but **only 1 attack is allowed** and, if a player wishes to **scavenge**, it must be their first action. Therefore, players can make a scavenger action followed by an attack action, or a scavenger action followed by a shipment action, or an attack action followed by a shipment action.

### COUNCIL

Players may pause and evaluate the game.

## SUBSEQUENT CYCLES

## DEVELOPMENT PHASE

In clockwise order, players may spend **resources** they have collected in a territory to build a **development token** there.

The large white number on a development token is its **STRENGTH**. The small black number is how far it can **MOVE** in an attack or shipment.

### WATER DEBTS

Players may exchange rival **water debts** (received from other players) for resource tokens, which may then immediately be used to build developments.

See the *reference cards* for *development costs* and *water debt exchange*.

## PRODUCTION PHASE

### SET YOUR THUMPER

Starting with the lead player, each player chooses to put the **full moon** ☉ or **criscent moon** ☾ side of their **thumper token** faceup.

### ROLL THE ARRAKIS DIE

The lead player rolls the Arrakis die.

**Worm tokens** can be called or promoted in this phase. They start as *makers* and can be promoted to *great makers*.

See the *reference cards* for *which phases occur* and *what production is possible*.

## TRADE PHASE

### ROLL THE ARRAKIS DIE

The lead player rolls the Arrakis die. If the trade phase occurs, starting with the lead player and going clockwise, each player may propose and discuss 1 item for 1 item **trade** with each other player in clockwise order.

You may make these types of trades:

**Resource trade:** Each player may trade 1 **resource** with another player. The resource traded may be of any type (including the same type).

**Water debt and scavenger item trades:** When trading **water debts**, players can trade their own water debts or rival water debts they have received from other players.

Players can trade:

- 1 water debt token for 1 resource token.
- 1 water debt for 1 *tradeable* scavenger card.
- 1 *tradeable* scavenger card for 1 resource token.
- 1 *tradeable* scavenger card for 1 *tradeable* scavenger card.

**You cannot trade a water debt for a water debt.** Once traded, place any traded resources in any territory you control. Place any *tradeable* scavenger card traded near your tribe card. Place any traded water debts on the **rival water debts** section of your tribe card.

Any 2 players in a formal alliance may trade **territories** as one of their trades. Only warrior tokens are moved between the 2 territories; anything else in the territories remains. The only exchange allowed is territory for territory.

If you're in a formal alliance, you may never give a water debt to your ally in a trade.

## SHIPMENT PHASE

### ROLL THE ARRAKIS DIE

The lead player rolls the Arrakis die. If the shipment phase occurs, starting with the lead player and proceeding clockwise, **each player may make 1 shipment**.

Pick one of the **movable tokens** in a territory you control as your starting token and, with any number of movable tokens in that territory, move through and to adjacent territories you control, picking up and dropping off other movable tokens on the way. You can move an item up to its **MOVE**. When moving over multiple borders, you may move into the same territory more than once, and you can pick up and drop off moveable tokens in each territory you move through or to.

All resource tokens and all development tokens except for *sietches* are movable. **Warriors are not movable**.

With the exception of the *ornithopter*, no shipment can enter or cross **drum sand**.

If you end a movement with more than 1 *stillsuit*, *crisknife*, *jubba cloak*, *maula pistol*, or *worm*, you must eliminate any duplicates. More than 1 numbered moveable token can be moved through territories that contain the same numbered moveable token, but 2 can never be left in the same territory.

**If you are in a formal alliance, you may ship through your ally's territory** as if it were your own, but you may not pick up or drop off resources or other items in your ally's territories.

**You may spend 1 water debt to ship through 1 territory controlled by another tribe.** The water debt must belong to the tribe controlling the territory you wish to ship through, and they cannot refuse to let you pass. Your final destination must be in a territory you already control.

### SHIPMENT TYPES

**Border transfer (1 adjacent territory):** Any moveable token or group of moveable tokens (not a warrior token) may be moved from 1 territory to an adjacent territory. Border transfers are not allowed across rock barriers unless accompanied by a *stillsuit* or *kulon*.

**Stillsuit:** *Stillsuits* can move across a rock barrier, but may not be accompanied by a worm if they do so.



**Jubba cloak:** A third territory may be added to a *stillsuit* move if accompanied by a *jubba cloak*, even if the *stillsuit* picks up the *jubba cloak* as part of its normal movement. A *jubba cloak* can move 1 territory on its own.



**Crysknife:** Alone, a *crisknife* may move 1 territory.



**Maula pistol:** Alone, a *maula pistol* may move 1 territory.



**Maker:** *Makers* and *great makers* cannot cross rock barriers.



**Kulon:** *Kulon* move through any territories, even over rock barriers, but must end their move in a territory controlled by the player moving the *kulon*.



**Ornithopter:** *Ornithopters* move through any territories (even controlled by other players), even over rock barriers and drum sand, but must end their move in a territory controlled by the player moving the *ornithopter*.

## ACTION PHASE

Do not roll the Arrakis die for the action phase; it always occurs. Starting with the lead player and going clockwise, **each player may perform 2 actions**.

First, you may **attack** or **scavenge**, then you may **attack** or **ship**. You may always choose to pass and not take an action.

### SCAVENGE

**Draw 1 card from the scavenger deck**, reveal it to all other players, and follow its instructions. Place any scavenger card that is not used immediately faceup next to your tribe card.

*Maula pistols*, *jubba cloaks*, *kulon*, and *ornithopters* can be obtained through the scavenger deck. Cards marked *recycle* are shuffled back into the scavenger deck immediately after use. Cards marked *remove* are removed from the game immediately after use.

### ATTACK

To successfully attack a territory, you must have more **STRENGTH** than the territory you are attacking.

#### 1. Target a territory

Select a territory you wish to attack and place the **attack marker** in the territory.

#### 2. Calculate defensive strength

Determine the territory's **defensive strength**: add together the **STRENGTH** of the territory's warrior, and any *stillsuit*, *crisknife*, *worm*, *sietch*, and scavenger items with a **STRENGTH** value.

Then add the **bearing strength** of all adjacent territories the defender controls. The bearing strength of a territory is the sum of all **STRENGTH** on the tokens in the bearing territory. If there is a rock barrier between them, that **STRENGTH** is 0.

#### 3. Calculate bearing strength from other players

Starting with the player to the left of the attacking player, all other players with territories adjacent to the target territory declare whether they will remain neutral, join the attack, or join the defense.

Then add the bearing strength of all adjacent territories whose controller(s) committed to supporting the defense to find the **defensive total**.

#### 4. Calculate attack strength

To determine a territory's offensive strength, add the bearing strength of all adjacent territories the attacking player controls. Then, once other players have made their decision about who to support in this attack, add in the bearing strength of all adjacent territories whose occupier has committed to supporting the offense in this attack to find the **offensive total**.

The offensive player may also add additional strength to an attack by moving strength from 1 non-adjacent territory into the target territory. This movement must begin in a territory you control, using a moveable token to initiate the attack, and then end in the targeted territory.

The starting token's **MOVE** defines how many territory boundaries you may cross to reach the target territory. Other moveable development tokens may be picked up by the starting token and participate in the attack. All items you pick up must be carried into the target territory. You may not drop off tokens along the way in surrounding territories, and you can't pick up multiple development tokens of the same type as part of an attack.

Your total **attack strength** equals the bearing strengths of territories controlled by you and others supporting your attack plus the non-adjacent offensive strength you bring to the attack.

When making an attack, you may move your numbered moveable tokens through your formal ally's territory as if it were your own but you may not pick up or drop off numbered moveable tokens in those territories.

#### 5. Determine if the attacking strength is higher

If the total attacking strength is higher than the total defensive strength, the attack succeeds.

If the total attacking strength is equal to or less than the defensive strength, the attack fails. You may either target a different territory, or choose a different valid action.

**Water debts:** You may spend 1 water debt to move through 1 territory controlled by another tribe. The water debt must belong to the tribe controlling the territory you wish to move through. They cannot refuse to let you pass. Your final destination must be in the target territory.

**Rock barriers:** Territories do not add their **STRENGTH** to an attack on an adjacent territory if a rock barrier separates them.

Players can not attack an adjacent territory separated by a rock barrier unless they use a *stillsuit*, *kulon*, or *ornithopter* to move into the targeted territory over the rock barrier. A *stillsuit*, *kulon* or *ornithopter* may pick up other tokens with **STRENGTH** values such as a *maula pistol*, a *crysknife*, or a *jubba cloak*. Worms never cross rock barriers.

The *kulon* development token allows you to apply your bearing strength and add the **STRENGTH** values of *stillsuit*, *jubba cloak*, *maula pistol*, and *crysknife* tokens across a border that is blocked by a rock barrier.

Unless there is a rock barrier, territories always bear. Even if you do not want to prevent another player from taking your territory, your adjacent territories must add their bearing strength to your defense total.

When you take a territory, replace their warrior with yours.

If any development tokens of the same type end up in the same territory at the end of the attack, all duplicates must be discarded. Any tokens in that territory that are not eliminated because of duplication are captured by you, and remain in that territory, as are any resources that were in that territory.

#### WATER AND WATER DEBT



After you successfully attack another player you render your opponent's warrior token for its water by adding a **water resource** to the territory you have occupied.

Give your defeated opponent their warrior token and your water debt token(s):

If the defensive player loses a total **STRENGTH** of 1-3, give them 1 of your water debt tokens.

If the defensive player loses 4 or more **STRENGTH**, give them 2 of your water debt tokens.

A defeated warrior token always has a **STRENGTH** of 1.

Once the attack marker has been placed in a territory, the defensive player may place 2 water debt tokens in that territory to prevent the **STRENGTH** of 1 other player being used in that attack. The water debts used must be the color of the player being stopped, and they only protect the territory they are placed in.

The stopped player cannot attack or support another player's attack on that territory for the rest of the cycle, but they can help defend the territory where their attack was stopped later in the same cycle.

If a player's first attack is stopped by water debts, they can make any other valid attack or choose instead to change their first action to **scavenge**. If a player's second attack is stopped by water debts, they can make any other valid attack or choose instead to change their second action to a shipment.

#### COUNCIL PHASE

This phase always occurs after the last player has taken their action in the action phase. All players may discuss the game and propose modifications which, if unanimously agreed upon, become binding for that game.

#### WINNING

If no one has won at the end of the action phase, players take stock of the current state of the game and determine if any player or alliance is so well positioned to win that further play is not required. If all players agree unanimously, victory is declared and the game ends. Otherwise, play continues.

If the game has ended in a tie, the council can decide whether or not to play another cycle to see if the tie can be broken, or if the game should end.

#### 1. SIETCH WIN

A single player needs to control 3 sietches at the end of the action phase to win. Players in an alliance need to control 5 sietches between them to win. At the start of a game, or by unanimous agreement in a council meeting, players may set different winning numbers.

If competing players meet their winning number at the end of the same action phase, it is a tie. If a single player has tied with an alliance, however, the single player wins.

Ties can be broken by the council voting unanimously to continue play until the end of an action phase when one side has surpassed their winning number by more than any other player has.

#### 2. COUNCIL VOTE WIN

You also win when all players agree in council that they cannot prevent you from winning; perhaps because you have superior strength and/or strategic position and can create or capture the winning number of sietches before anyone else, or because other players have vanished, or both.

#### WATER DEBTS

Each player has 8 **water debt tokens**. You may gain rival water debts during trades and when your territories are successfully attacked. 2 water debt tokens may also be used to stop any ally support during an attack.

You may have your water debts returned to you:

- When players use them to transit your territory during a shipment or attack, or
- When they spend them to stop your attack or support of an attack on a territory, or
- When they spend them to purchase resource tokens.

You spend your water debts:

- When you successfully attack a territory.
- When you trade them away during trade (you may not trade your water debts with your ally).

You spend rival water debts:

- When you trade them away during trade.
- When you transit a territory controlled by that player.
- To stop an attack or support of an attack by that player.
- When you exchange rival water debts for resources.

If you run out of water debts, you do not have to give one to a player whose territory you have taken.

#### VANISHING

You may decide to **vanish** at any time, removing all of your warriors from the board, leaving all other tokens, and resigning the game. Territories with no Fremem warriors are called *abandoned territories*. If you vanish, you give up your seat on the council.

If you are an ally when you vanish, your abandoned territories are immediately occupied by your ally/allies. They place their warrior tokens into the newly abandoned territories and all tokens you left behind now belong to them. Then play continues from where you left off.

If you are an unallied player when you vanish, your abandoned territories can now be occupied by any player during a normal action phase if the attacker has sufficient strength. Items in territories from which a player has vanished do not count in defending them, but territories that bear on the attacked one can be counted if they still have a player's warrior and that player wishes to support or deny the attack. Any tokens left in abandoned territories are now controlled by the player successfully attacking that territory.

Any tribe ability scavenge cards that a vanished player was holding are returned to the scavenge deck, which is then shuffled.

If an empty territory is taken, no water is rendered and no water debt token is owed.

You may not ship through abandoned territories, but may move through them in an attack if, on that attack, you have enough strength to have successfully attacked that territory. Players moving through an abandoned territory may not pick up resources or developed or scavenged items from that territory on the way. They may only claim those things by successfully attacking that territory.

#### ROCK BARRIERS

Worms are not able to cross a border with a rock barrier on it. Territories do not bear their strength into an adjacent territory if a rock barrier separates them unless a player has a *kulon* in their territory. Players can not attack an adjacent territory separated by a rock barrier unless they use a *stillsuit*, *kulon*, or *ornithopter* to move into the target territory over the barrier.

A rock barrier on the border between Hollow Erg and Hollow Basin means that all of Hollow Erg is inaccessible by worm. A worm placed in Hollow Erg can never leave while a rock barrier is there.

Rock barriers also block production of extra resources from an adjacent sietch.

#### ALLIANCES

Players may support each other informally as they wish, helping during trades and attacks. There are no obligations, enforcements, or special advantages involved in these alliances.

In each council phase, players get to approve proposed formal alliances between certain players. Before approving an alliance, players can also adjust the win condition for allied and non-allied players. Formal alliance benefits:

- The right to trade 1 territory with an ally for another territory during trade.
- The right to move through an ally's territories during shipment and attack.
- The right to share a win so that all players in an alliance win.
- Formal alliances are permanent and allies can never attack each other.

All players must agree to the proposed alliance(s) by unanimous vote. Multiple proposals may be discussed and rejected in the same phase until an agreement is reached. A proposal may involve altered victory conditions for any of the players.

If agreement is unanimous, this situation now remains permanent for the remainder of the game (unless modified again by unanimous vote). If there is no agreement, players continue with the game, or with the previously agreed upon alliance.

There can be no secret communication between allies.

**Development and production:** Allies develop and produce normally.

**Trades:** Allies may not offer each other water debt tokens during the trade phase.

**Shipment:** During the shipment phase, an ally may ship resources through an ally's territory (with that ally's permission). They may not, however, pick up any tokens of that ally. Shipments must end in a territory controlled by the player making the shipment.

**Attacks:** Allies may not attack each other's territories during the action phase. A player may, however, move through an ally's territory when making an attack. They may not pick up any tokens of that ally when moving through the ally's territory. No water debt payment is required for this.

#### 4 PLAYER ALLIANCE MODE

In a 4 player game, you may choose to have permanent alliances at the start of the game. Allied players sit across from each other so alliances will alternate turns. Each alliance needs to control 4 sietches between them in order to win, or if 1 alliance vanishes during the council phase the other alliance wins. Use all the rules for formal alliances, but alliances work together during the Harj and initiation cycle.

# ARRAKIS

DAWN OF THE FREMEN

## DEVELOPMENT PHASE

In clockwise order, players may spend **resources** they have collected in a territory to build a **development token** there.



**Stillsuit:** A *stillsuit's* **STRENGTH** in an adjacent territory is blocked by a rock barrier, but they and items that move with them can cross rock barriers and move into a territory blocked by a rock barrier.



**Crysknife:** Alone, a *crysknife* may be moved to 1 adjacent territory. They may be moved further with a *stillsuit*, *worm*, *kulon*, or *ornithopter*. Their **STRENGTH** in an adjacent territory is blocked by a rock barrier.



**Sietch:** Your *sietch* doubles production of spice, water, food, and worm teeth in the territory where it is located and in each of your adjacent territories. *Sietches* cannot be moved. The **STRENGTH** of a *sietch* in an adjacent territory and its ability to double production are blocked by a rock barrier.



Any 3 rival water debts    Any 2 resources



Any 5 rival water debts    Any 3 resources

Players may exchange rival **water debts** they have received from other players for resource tokens, which may then immediately be used to build developments.

## PRODUCTION PHASE

### SET YOUR THUMPER

Starting with the lead player, each player puts the **full moon** or **crested moon** side of their **thumper token** faceup.

### LEAD PLAYER ROLLS THE ARRAKIS DIE

**Crescent moon**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Food, water, and worm teeth produced. Spice is produced only in territories with **spice production**.

Players with **thumper tokens** on the **side** can either produce a new worm in any of their territories without a worm in it, or promote an existing *maker* (flip the token) to a *great maker*. Players with **thumpers** on the **side** may only promote 1 worm they control to a *great maker*.

**Full moon**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Food, water, and worm teeth produced. Spice is produced only in territories with **spice production**.

Players with **thumper tokens** on the **side** can either produce a new worm in any of their territories without a worm in it, or promote an existing *maker* (flip the token) to a *great maker*. Players with **thumpers** on the **side** may only promote 1 worm they control to a *great maker*.

**Both moons**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Resources are produced in all territories with resource production sites. Players may either produce a new worm in any of their territories without a worm in it, or promote an existing *maker* (flip the token) to a *great maker*.

### Lead player

**Trade/Shipment phases:** Lead player decides if the phase occurs.

**Production phase:** The lead player decides if the phase occurs. If the phase occurs, resources and worms are produced as if **had been rolled**; otherwise there is no production.

**All players**

**Trade/Shipment phases:** Players vote to decide if the phase occurs.

**Production phase:** All players vote to decide if the phase occurs. The lead player breaks ties. If the phase occurs, resources and worms are produced as if **had been rolled**; otherwise there is no production.

**Worm**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Resources are produced in all territories with resource production sites. No worms are produced; instead each player must remove 1 worm they control from the board.

**Storm**

**Trade/Shipment phases:** Phase does not occur.

**Production phase:** Phase does not occur.

## PRODUCTION

Starting with the lead player, players produce resources in their production sites and add worms as appropriate. No new worm may be produced in a territory where a worm exists.

**Resources:** If production occurs, **territories with a production site produce 1 resource** of the type shown on the token, but only if that type of resource is not already in the territory. Resource tokens are moveable.

**Sietch bonus production:** Any resource production site territory you control containing a *sietch*, or adjacent to a territory you control with a *sietch* (if not separated by a rock barrier), gets **bonus production:** 2 tokens if you have none of that resource there, 1 if you already have 1, and none if you have 2 or more.

## TRADE PHASE

### LEAD PLAYER ROLLS THE ARRAKIS DIE

If the trade phase occurs, starting with the lead player and going clockwise, each player may propose a 1-for-1 item **trade**.

**Water debt and scavenge item trades:** Players can trade their own water debts or rival water debts:

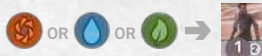
- 1 water debt token for a single resource token.
- 1 water debt for a single **tradeable** scavenge card.
- 1 **tradeable** scavenge card for 1 resource token.
- 1 **tradeable** scavenge card for 1 **tradeable** scavenge card.

# ARRAKIS

DAWN OF THE FREMEN

## DEVELOPMENT PHASE

In clockwise order, players may spend **resources** they have collected in a territory to build a **development token** there.



**Stillsuit:** A *stillsuit's* **STRENGTH** in an adjacent territory is blocked by a rock barrier, but they and items that move with them can cross rock barriers and move into a territory blocked by a rock barrier.



**Crysknife:** Alone, a *crysknife* may be moved to 1 adjacent territory. They may be moved further with a *stillsuit*, *worm*, *kulon*, or *ornithopter*. Their **STRENGTH** in an adjacent territory is blocked by a rock barrier.



**Sietch:** Your *sietch* doubles production of spice, water, food, and worm teeth in the territory where it is located and in each of your adjacent territories. *Sietches* cannot be moved. The **STRENGTH** of a *sietch* in an adjacent territory and its ability to double production are blocked by a rock barrier.



Any 3 rival water debts    Any 2 resources



Any 5 rival water debts    Any 3 resources

Players may exchange rival **water debts** they have received from other players for resource tokens, which may then immediately be used to build developments.

## PRODUCTION PHASE

### SET YOUR THUMPER

Starting with the lead player, each player puts the **full moon** or **crested moon** side of their **thumper token** faceup.

### LEAD PLAYER ROLLS THE ARRAKIS DIE

**Crescent moon**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Food, water, and worm teeth produced. Spice is produced only in territories with **spice production**.

Players with **thumper tokens** on the **side** can either produce a new worm in any of their territories without a worm in it, or promote an existing *maker* (flip the token) to a *great maker*. Players with **thumpers** on the **side** may only promote 1 worm they control to a *great maker*.

**Full moon**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Food, water, and worm teeth produced. Spice is produced only in territories with **spice production**.

Players with **thumper tokens** on the **side** can either produce a new worm in any of their territories without a worm in it, or promote an existing *maker* (flip the token) to a *great maker*. Players with **thumpers** on the **side** may only promote 1 worm they control to a *great maker*.

**Both moons**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Resources are produced in all territories with resource production sites. Players may either produce a new worm in any of their territories without a worm in it, or promote an existing *maker* (flip the token) to a *great maker*.

### Lead player

**Trade/Shipment phases:** Lead player decides if the phase occurs.

**Production phase:** The lead player decides if the phase occurs. If the phase occurs, resources and worms are produced as if **had been rolled**; otherwise there is no production.

**All players**

**Trade/Shipment phases:** Players vote to decide if the phase occurs.

**Production phase:** All players vote to decide if the phase occurs. The lead player breaks ties. If the phase occurs, resources and worms are produced as if **had been rolled**; otherwise there is no production.

**Worm**

**Trade/Shipment phases:** Phase occurs.

**Production phase:** Resources are produced in all territories with resource production sites. No worms are produced; instead each player must remove 1 worm they control from the board.

**Storm**

**Trade/Shipment phases:** Phase does not occur.

**Production phase:** Phase does not occur.

## PRODUCTION

Starting with the lead player, players produce resources in their production sites and add worms as appropriate. No new worm may be produced in a territory where a worm exists.

**Resources:** If production occurs, **territories with a production site produce 1 resource** of the type shown on the token, but only if that type of resource is not already in the territory. Resource tokens are moveable.

**Sietch bonus production:** Any resource production site territory you control containing a *sietch*, or adjacent to a territory you control with a *sietch* (if not separated by a rock barrier), gets **bonus production:** 2 tokens if you have none of that resource there, 1 if you already have 1, and none if you have 2 or more.

## TRADE PHASE

### LEAD PLAYER ROLLS THE ARRAKIS DIE

If the trade phase occurs, starting with the lead player and going clockwise, each player may propose a 1-for-1 item **trade**.

**Water debt and scavenge item trades:** Players can trade their own water debts or rival water debts:

- 1 water debt token for a single resource token.
- 1 water debt for a single **tradeable** scavenge card.
- 1 **tradeable** scavenge card for 1 resource token.
- 1 **tradeable** scavenge card for 1 **tradeable** scavenge card.

**Resource trade:** Each player may trade 1 resource of any type with another player.

Any 2 players in a formal alliance may trade territories. Only warrior tokens are moved between the 2 territories, and anything else in the territories remains. If you're in a formal alliance, you may never trade a water debt to your ally.

## SHIPMENT PHASE

### LEAD PLAYER ROLLS THE ARRAKIS DIE

If the shipment phase occurs, starting with the lead player and proceeding clockwise, **each player may make 1 shipment.**

Pick one of the **movable tokens** in a territory you control as your starting token and, with any number of movable tokens in that territory, move through territories you control, picking up and dropping off other movable tokens on the way. **Warriors and sietches are not movable.**

If you end a movement with more than 1 *stillsuit*, *crysknife*, *jubba cloak*, *maula pistol*, or *worm*, you must eliminate any duplicate tokens.

If you are in a formal alliance, you may ship through your ally's territory as if it were your own, but you may not pick up or drop off resources or other items in your ally's territories.

You may spend 1 water debt to ship through 1 territory controlled by another tribe.

### SHIPMENT TYPES



**Border transfer (1 adjacent territory):** Any moveable token or group of moveable tokens (not a warrior token) may be moved from 1 territory to an adjacent territory. Border transfers are not allowed across rock barriers unless accompanied by a *stillsuit* or *kulon*.



**Stillsuit:** *Stillsuits* can move across a rock barrier, but may not be accompanied by a worm if they do so.



**Jubba cloak:** A third territory may be added to a *stillsuit* move if accompanied by a *jubba cloak*, even if the *stillsuit* picks up the *jubba cloak* as part of its normal movement. A *jubba cloak* can move 1 territory on its own.



**Crysknife:** Alone, a *crysknife* may move 1 territory.



**Maula pistol:** Alone, a *maula pistol* may move 1 territory.



**Maker:** *Makers* and *great makers* cannot cross rock barriers.



**Kulon:** May move through any territories, even over rock barriers, but must end their move in a territory controlled by the player moving the *kulon*.



**Ornithopter:** May move through any territories (even controlled by other players), even over rock barriers and drum sand, but must end their move in a territory controlled by the player moving the *ornithopter*.

## ACTION PHASE

Do not roll the Arrakis die for the action phase; it always occurs. Starting with the lead player and going clockwise, **each player may perform 2 actions: attack or scavenge, then attack or ship.** You may always choose to pass and not take an action.

## SCAVENGE

**Draw 1 scavenge card**, reveal it, and follow its instructions.

### ATTACK

#### 1. Target a territory

Place the **attack marker** in the target territory.

#### 2. Calculate defensive strength

Total the **STRENGTH** of the territory's warrior and any items with a **STRENGTH** value. Then add the **bearing strength** of all adjacent territories (not separated by rock barriers) the defender controls.

#### 3. Calculate bearing strength from other players

Starting with the player to the left of the attacking player, all other players with territories adjacent to the target territory declare whether they will remain neutral, join the attack, or join the defense. Add the bearing strength of all supporters' adjacent territories to find the **defensive total**.

#### 4. Calculate attack strength

Total the bearing strength of all adjacent territories the attacking player controls, then add in the bearing strength of all supporters' adjacent territories to find the **offensive total**.

The offensive player may also add strength by moving strength from 1 non-adjacent territory into the target territory.

Your total **attack strength** equals the bearing strengths of territories controlled by you and your supporters plus the non-adjacent offensive strength you bring to the attack.

#### 5. Determine if the attacking strength is higher

If the **total attacking strength is higher than the total defensive strength, the attack succeeds.** Otherwise may either target a different territory, or choose a different valid action.

**Water debts:** You may spend 1 water debt to move through 1 territory controlled by another tribe. The water debt must belong to the tribe controlling the territory you wish to move through. They cannot refuse to let you pass. Your final destination must be in the target territory.

**Rock barriers:** Players can not attack an adjacent territory separated by a rock barrier unless they use a *stillsuit*, *kulon*, or *ornithopter* to move into the targeted territory over the rock barrier. A *stillsuit*, *kulon* or *ornithopter* may pick up other tokens with **STRENGTH** values such as a *maula pistol*, a *crysknife*, or a *jubba cloak*. Worms never cross rock barriers.

A *kulon* allows you to apply your bearing strength and add the **STRENGTH** values of *stillsuits*, *jubba cloaks*, *maula pistols*, and *crysknives* across a border blocked by a rock barrier.

**When you take a territory, replace their warrior with yours.**

If any development tokens of the same type end up in the same territory at the end of the attack, discard duplicates.

### WATER AND WATER DEBT

After you successfully attack another player you add a **water resource** to the occupied territory. Give your defeated opponent their warrior token and your water debt token(s):

If the defensive player loses 1-3 **STRENGTH**, give them 1 of your water debt tokens. If the defensive player loses 4+ **STRENGTH**, give them 2 of your water debt tokens.

Once the attack marker has been placed in a territory, the defensive player may place 2 water debt tokens (the color of the player being stopped) in that territory to prevent the **STRENGTH** of 1 other player being used in that attack.

## COUNCIL PHASE

All players may discuss the game and propose modifications.

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