

Dune Tournament Rules

World Boardgaming Championships 2009

*** Additions or changes from 2008 are highlighted. ***

The Introduction in the rules to Avalon Hill's classic game of Dune says it best: "Frank Herbert's classic science fiction novel Dune will live for generations as a masterpiece of creative imagination. In this game you can bring to life the forbidding alien planet and the swirling intrigues of the book's major characters." The players play the six main factions struggling for control of Arrakis, sole source of the spice which is the key to control of the Empire: House Atreides, House Harkonnen, Emperor Shaddam IV, the Spacing Guild, the Fremens, and the Bene Gesserit. Each player has unique powers to simulate the strengths and weaknesses of the different factions, enabling them to pursue various strategies of battle, diplomacy, and intrigue.

Originally designed by the wonderful folks at Eon and developed and made popular by Avalon Hill in the late 1970s, Dune is a game with a large cult following, even though the game is currently only available in a French edition. Used copies of Dune are highly sought after, and popularity is at an all-time high with new prequel books written by Brian Herbert, a recent television miniseries, and a limited edition role-playing game. Dune has been called "the ultimate 6-player game", and with good reason. It is an outstanding adaptation of the general plot and tone of the book, very accessible but with significant strategic depth, and incorporating some truly unique game mechanics. (The battle resolution mechanism is the heart of the game, requiring planning, memory, intuition, calculation, bluff, virtually zero luck, and one of the most innovative game components ever created.)

Rule Set

We are playing all of the Basic, Optional, and Advanced rules as published in the Avalon Hill 1979 edition of the game with one exception: Rule XVIII.A (Longer Game) will be ignored. Rule XXI (Double Spice Blow) and a variation of Rule XVIII.B (see below) will be used.

We are not using any of the additions introduced in any official or unofficial expansions (The Duel, Spice Harvest, articles from The General, or anything else). The Eurogames/Descartes edition of the game includes some of these elements as standard play, so make sure you understand which parts will not be used:

- No 10-point leaders
- No kanly or duels
- No spice harvest rounds or variable setup
- No non-standard factions -- The factions used are limited to Atreides, Bene Gesserit, Emperor, Fremens, Guild, and Harkonnen.
- No non-standard treachery cards -- The standard card set is limited to 4 x Projectile Weapons, 4 x Poison Weapons, 4 x Shields, 4 x Snoopers, 1 x Lasegun, 3 x Cheap Hero(ine)s, 5 x Worthless Cards, 1 x Hajr, 1 x Tleilaxu Ghola, 1 x Weather Control, 1 x Family Atomics, 2 x Truthtrances, and 2 x Karamas.

House Rules

We are using the following house rules:

1. Factions are drawn randomly. Players may trade factions with each other by mutual consent before play begins. In a game with fewer than 6 players, a player made trade for an undrawn faction if all players consent.
2. Alliances are limited to 2 or 3 factions per alliance. (No faction may belong to more than one alliance.)
3. An unallied faction must control 3 strongholds to win. Two-faction alliances must control 4 strongholds to win. Three-faction alliances must control 5 strongholds to win. Solo victories while allied are not possible.
4. The Shield Wall is considered to be a stronghold for the purposes of victory, but only after the beginning of the turn in which the 6th worm appears (counting all worms, even Karama worms summoned by the Fremens). Victory conditions are unchanged after the Shield Wall becomes a stronghold, meaning it should become a bit easier to win after that point.
 - Shipment to the Shield Wall still costs 2 spice/token (1 spice/token for Guild shipment), as usual for rock spaces.
 - Occupation of the Shield Wall is not restricted to only 2 factions, as usual for rock spaces.
 - The Shield Wall is not affected by storm or worm, as usual for both strongholds and rock spaces.
 - Family Atomics may be used as written. When Family Atomics is played, all tokens on the Shield Wall are destroyed (regardless of storm location), but the Shield Wall continues to be treated as a stronghold and continues to be unaffected by storm or worm.
 - In the unlikely event that two separate factions occupy the Shield Wall at the end of a turn (due to location of the storm preventing battle between them), neither faction is considered to control that stronghold for the purposes of victory determination.
5. Spice may only be transferred from one player to another during the Collection Round of each turn. Deals involving the transfer of spice may be made at any time, but the transfer may only be performed during a future Collection Round, even between allies. The Emperor's special alliance ability becomes "You may transfer spice to or from your allies at any time."

Rules Clarifications

In addition, the attached list of rules clarifications (entitled "Dune Rules Clarifications") is given to supplement the standard published rules. If any question arises during a game that cannot be answered by the published rules or the official clarification list, the GM or an assistant will adjudicate.

Tournament Format and Scoring

The tournament consists of three (3) preliminary heats followed by one (1) final round. You may enter any number of preliminary heats, but you need only complete one (1) of the three heats to qualify for the final.

In each heat, players will be grouped randomly, creating as many 6-player games as possible, but requiring every game to have at least 5 players, if at all possible. (For example, 45 players would be grouped into five 6-player games and three 5-player games.) Games with fewer than 5 players will be permitted only at the GM's discretion.

All games must begin within 15 minutes of the scheduled start time. The GM may attempt to place latecomers with games with fewer than 6 players if possible. Players arriving after the 15-minute grace period will be placed only at the GM's discretion. Players leaving any time after the 15 minute grace period will be subject to the dropout penalties.

Qualification Points

Each player will gain a number of Qualification Points (QPs) for each game won as follows:

	6-Player Game	5-Player Game
Solo Victory	5 QPs	4 QPs
2-Faction Alliance Victory	2 QPs	1.5 QPs
3-Faction Alliance Victory	1 QP	0.5 QP
BG Prediction Victory	5 QPs	4 QPs
Solo Fremen or Guild Default Victory	2.5 QPs	2 QPs
2-Faction Alliance Default Victory	1 QP	0.5 QP
3-Faction Alliance Default Victory	0.5 QP	0 QP

Losing players neither gain nor lose QPs. Feel free to play in as many qualifying heats as you wish without penalty.

In the unlikely event that two unallied players simultaneously achieve solo victories (a possibility after Shield Wall becomes the 6th stronghold), each will receive full Solo Victory credit.

Preliminary Heat Duration and Adjudication

Each preliminary heat game is strictly limited to ten (10) game turns and is scheduled to last **five (5)** hours.

Players should NOT begin a new game turn within 20 minutes of the heat's end time. Unlike previous years, players do NOT have the option to continue playing past the time limit.

If a game is not able to be completed within the time limit, the GM or an assistant will determine the winner(s) according to the following criteria at the end of the last game turn played:

- **First, if one alliance (or unallied faction) controls more strongholds than any other, that alliance/faction is declared the winner.**
- **If there is a tie for most strongholds controlled AND the Fremen default victory conditions are met, the Fremen (or the alliance containing the Fremen) is declared the winner.**
- **Otherwise, the Guild is declared the winner.**

Note that in an adjudication, the alliances in place at the end of the last turn played always win or lose together, just as if the game had been completed at that point.

Advancement to Finals

The six (6) highest qualifying player scores will advance to the final game. A player's qualifying score is defined as the total of the QPs earned in all preliminary heat games played by that player (if more than one was played). **Ties will be broken in favor of the highest number of strongholds controlled by each player in his/her best finish (proceeding to second- and third-best finishes if necessary).**

Alternates for the final game will be chosen from available non-qualifying players in order of highest qualifying scores.

Final Round Duration

The final game will be a full 15-turn game, and is scheduled to last **8** hours. However, this game will be played to completion unless all players vote to end the game and unanimously agree to concede to a single player or two-player alliance. (Concession cannot be offered to a single player if that player is currently allied.)

Final Round Format

The final game will be played using the same rules as the qualifying games, except that three-faction alliances are not permitted. A two-faction alliance can win the final by controlling 4 of 5 (or 6) strongholds, but only one 1st place plaque can be awarded.

In the event of a two-faction alliance victory, 1st place will be determined according to the following criteria:

- In a Fremen default victory, the Fremen player gets 1st place and the Fremen's ally (if any) gets 2nd place.
- In a Guild default victory, the Guild player gets 1st place and the Guild's ally (if any) gets 2nd place.
- In a Bene Gesserit prediction victory, the Bene Gesserit player gets 1st place, the predicted player gets 2nd place, and the predicted player's ally (if any) gets 3rd place.
- In a normal victory, the player who controls the most strongholds gets 1st place and his ally (if any) gets 2nd place. If necessary, ties will be broken in favor of the player with the most tokens on the board (all tokens counted the same), then most spice in hand, then most cards in hand (all cards counted the same), then most living leaders (all leaders counted the same), then random die roll.
- In the unlikely event of two simultaneous solo victories (theoretically possible after the Shield Wall becomes the 6th stronghold), use the same tie breakers as described above to determine 1st place. The other solo winner then gets 2nd place.

Remaining places will be awarded among **the remaining individual players, regardless of alliances**, in order of most strongholds controlled, with ties broken **as described above**.

Best Faction Awards (Performance Points)

Prizes (provided personally by the GM) will be awarded to the best single preliminary heat game played by each faction. That is, there will be six Best Faction awards, one each for Best Atreides, Best Bene Gesserit, Best Emperor, Best Fremen, Best Guild, and Best Harkonnen.

At the end of each game turn, each player will gain Performance Points (PPs) as follows:

Controlling Carthag and/or Arrakeen	1 PP each
Controlling Sietch Tabr, Tuek's Sietch, and/or Habbanya Ridge Sietch	0.5 PP each (Fremen: 1 PP each)
Coexisting in any stronghold (BG only)	0.1 PP each

At the end of each game, each player's PP score will be normalized by dividing by the number of game turns played. All 5-player game PP scores will be further normalized by multiplying by 5/6 to allow them to be fairly compared against PP scores from 6-player games.

The highest normalized PP score accumulated in a single preliminary heat game by each faction will be awarded the Best Faction award at a small ceremony immediately preceding the final game.

For example, an Atreides player in a 5-player game that lasts 7 turns scores a total of 9.5 PPs, which results in a normalized PP score of $9.5 / 7 \times (5/6) = 1.131$. If that is the highest normalized PP score achieved by any Atreides player in any single preliminary heat game, then that player will win the Best Atreides award.

Unlike previous years, PPs are used ONLY for determining the Best Faction awards.

Dropouts

Players are **STRONGLY** discouraged from dropping out of any game prior to the game's conclusion. If a player drops out of any game before the scheduled end, that player will be disqualified from all further games in the tournament, including the final, as well as Best Faction Award consideration, unless the game is extending beyond the scheduled time limit and the player has another commitment.

All of the player's tokens and non-captured leaders will be removed from the game, spice returned to the bank, and cards returned to the discard pile. (If the Harkonnen drops out, any captured leaders will be returned to their owners.) All of the remaining players will continue the game, scoring QPs and PPs according to the number of players who started the game.

Disclaimer

As always, the GM may change these rules for the good of the tournament at any time, and the decisions of the GM and his assistants are final.

Dune Rules Clarifications

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*** Additions or changes from 2008 are highlighted. ***

Frequently asked questions are in bold.

It is well known that Dune, while a fantastic game, has one of the most frequently disputed sets of written rules. I have found that almost no two groups of players can completely agree upon exactly how Dune is played. While not all of the questions raised here are necessarily impossible to adjudicate with the rules as written, all have come up as points of contention during play-by-email Dune games and tournaments in which I have taken part. I know that every group has its own preferred interpretations for many of these rules, but I have found this set of rulings to be the most self-consistent and justifiable.

These clarifications will be enforced as official extensions/clarifications of the published rules throughout the tournament, so make sure you are familiar with them.

III. Set-up For Play

1. If fewer than 6 players are playing, only the leaders of the factions actually involved in the game are eligible to be drawn as traitors.
2. The Bene Gesserit's prediction must be made immediately after factions are assigned.
3. Fremen tokens placed at the start of the game may include Fedaykin (starred) tokens if desired.
4. Fremen tokens placements are chosen before the Bene Gesserit token placement is chosen.
5. The Bene Gesserit token placed at the start of the game is not required to coexist in the first game turn.

IV. Object of Play

1. **Bene Gesserit tokens in a space that was declared to be coexisting during the turn do not count as occupying a stronghold for the purposes of determining victory, even if they are the sole occupants after battle is resolved.**
2. You may not claim a solo victory for controlling 3 strongholds by yourself if you are currently part of an alliance.

VI. Storm

1. **The precise order of activities during the Storm Round is:**
 - **Reveal storm marker,**
 - **Play Weather Control,**
 - **Play Family Atomics,**
 - **Move storm.****(This takes some liberty with the wording for Weather Control on the Player Aid Pad, with the intention of avoiding potential timing conflicts.)**
2. Weather Control and Family Atomics may not be played during the first game turn.
3. Weather Control movement is instead of the normal storm movement, not in addition to it.
4. No tokens are destroyed by the storm during the first game turn. The storm is considered to begin over the randomly-determined sector; it is not considered to have moved in the first game turn.
5. After Family Atomics is played, the Shield Wall, Arrakeen, and Carthag all still retain their normal status as non-desert spaces, even though the latter two become susceptible to storm effects. Occupancy rules in those spaces remain unchanged as well.
6. Two groups of tokens (same faction or not) in different sectors of the same region are considered to be "separated by storm" for the purposes of movement and battle if the storm is between them or covering one of them.

VII. Spice Blow

1. **A Nexus is caused for every worm that is revealed (excluding worms raised by the Fremen's play of a Karama card), regardless of which spice blow it appears at or how many worms have appeared that turn.**
2. **When more than one worm is drawn for a given spice blow, the Fremen may send the additional worms to any territory on the board.**
3. If the Fremen directs a second or additional worm to appear in a space occupied by their tokens, those tokens may ride the worm normally.
4. When the Fremen rides a worm, tokens and/or spice in the destination space are not eaten.
5. Fremen worm riders may not leave or enter a space under the storm.
6. Fremen worm riders may enter a stronghold already occupied by two other factions, if and only if one of them are Bene Gesserit tokens which ended the previous turn coexisting. This will force those Bene Gesserit to remain coexisting when they declare their status in the upcoming Movement Round.
7. **Tokens owned by an ally of the Fremen are safe from being eaten by worms (and this ability may not be withdrawn by the Fremen), but they may not ride worms as the Fremen do.**
8. Worms eat tokens only after the Nexus is resolved.

VIII. Bidding Round

1. When a treachery card is required to be drawn and the treachery deck is empty, the discard pile should immediately be reshuffled to form a new deck. The only card that is ever removed from the game after one play is Family Atomics.
2. **After a player passes during the bid for a treachery card, that player may choose to later enter bidding for the same card again on his normal bidding turn if the card has not already been sold at that time.**
3. The Atreides is not permitted to see any free cards drawn by the Harkonnen.
4. The Harkonnen is considered to have a single 8-card hand, not two separate 4-card hands. The Harkonnen is not required to separate his free cards from his purchased cards for any purpose.
5. The Emperor receives payments for treachery cards immediately upon the purchase of each card.
6. Spice paid by the Emperor's allies for card purchases is paid to the Emperor. Only the Emperor's own card purchases are paid to the bank.
7. If the Emperor gives spice to another player to purchase a treachery card, the spice is still paid to the Emperor (not the bank). If another player gives spice to the Emperor to purchase a treachery card, the spice is paid to the bank.

8. The Emperor may not choose to offer discounted card purchases to any player, but he may give spice to any player at any time (before or after the purchase) to defray card purchase costs. (That is, the full cost of the bid must be able to be paid somehow.)
9. **A player may bid higher than the amount of spice he currently holds if he intends to play a Karama to avoid paying for the card. In the event that more than one player intends to play a Karama to buy a card, the first one to bid "infinity" in his proper turn to bid wins the card (and obviously must use the Karama ability to avoid paying).**
10. **A player may never bid if his hand is currently full, even if he intends to play a Karama to avoid paying for the card.**

11. The contents of the treachery card discard pile are open to inspection by any player at any time.

IX. Movement

1. The precise order of activities during the Movement Round is:
 - All players take revival (in player dot order if it matters),
 - The Bene Gesserit declares coexistence status where necessary,
 - Players ship and move in player dot order.
2. The Guild receives payments for shipment immediately when the shipment is made.
3. **Spice paid by the Guild's allies for shipping is paid to the Guild. Only the Guild's own shipping is paid to the bank.**
4. If the Guild gives spice to another player to pay for shipment, the spice is still paid to the Guild (not the bank). If another player gives spice to the Guild to pay for shipment, the spice is paid to the bank.
5. The Guild may not choose to offer discounted shipping to any player (except allies, as written), but he may give spice to any player at any time (before or after the shipment) to defray shipping costs. (That is, the full cost of the shipment must be able to be paid somehow.)
6. Tokens may be moved on-planet in the same turn that they are shipped to the planet.
7. **A player is considered to have access to ornithopters during his turn if and only if he controlled Carthag and/or Arrakeen at the end of the Storm Round. That is, you generally get ornithopters in the turn after you take control of Carthag or Arrakeen, but not if you are subsequently wiped out by the storm. You do not get ornithopters the same turn you ship, ride a worm, or come out of coexistence in one of the cities. (This clarification is a conscious re-write of the existing ornithopter access rule in order to simplify as many conflicts in interpretation as possible.)**
8. **Fremen shipments may be to any space within a movement of 2 from The Great Flat, regardless of the location of the storm. Only shipments ending in a space under the storm take half losses, rounded up (as written).**
9. If the Fremen are allied with the Guild, the Fremen is entitled to use Guild alliance movement options, regardless of the restriction on the Fremen player shield.
10. Fremen shipment range is not changed if the Fremen have ornithopters – the range always remains 2 spaces from The Great Flat.
11. Fremen shipment or movement may not end off the board. (Barring special Guild ally shipments, Fremen shipment is one-way to the surface of the planet, just like other factions.)
12. **Fremen movement may not leave or enter a space under the storm.**
13. If the Fremen are allied with the Guild, the Fremen may choose to either use normal Fremen shipment for no cost, or any form of Guild shipment for Guild cost.

14. The Guild (and its allies) may not ship tokens that begin in a space under the storm.
15. Guild cross-planet shipment is considered to be a shipment, not an on-planet move.

X. Battles

1. All battles, including the Guild's, are resolved in player dot order as written (regardless of when the Guild actually chose to take his movement turn).
2. All battle ties, including the Guild's, are resolved in player dot order as written (regardless of when the Guild actually chose to take his movement turn).
3. **The precise sequence of activities in a battle is:**
 - **Issue the Voice command,**
 - **Play Karama to cancel the Voice.**
 - **Issue the Prescience question,**
 - **Play Karama to cancel the Prescience.**
 - **Answer the Prescience question (if not canceled).**
 - **Play Karama to view entire battle plan.**
 - **Play Karama to cancel Kwisatz Haderach.**
 - **Play Karama to cancel Sardaukar or Fedaykin bonus.**
 - **Commit battle plans.**
 - **Reveal battle plans.**
 - **Resolve the battle.**

Karama actions mentioned above may occur at any point after the applicable step but before the Commit Battle Plans step.

Truthtrances and Karama actions other than those specifically mentioned above may be played between any two of the above steps.

Battle plans may be changed at any time during the above sequence before the Commit Battle Plans step as long as no un-cancelled Voice, Prescience, or Truthtrance effects are violated.

4. Tokens under the storm may only battle with tokens in the same space and sector.
5. The Bene Gesserit may not specify weapon or defense when Voicing an opponent to play or not play a Worthless Card. (That is, the Voice may only be "play a Worthless Card" or "do not play a Worthless Card".)
6. The statement on the Bene Gesserit's player shield "You may not Voice a Cheap Hero(ine)" means that the BG may not use Voice to say "play a Cheap Hero(ine)" nor "do not play a Cheap Hero(ine)". It does not mean that a player is immune to the Voice if s/he plays a Cheap Hero.
7. If a player is unable to comply with the Voice, s/he is not required to announce that fact until battle plans are revealed.
8. If, when battle plans are revealed, a player has failed to include a leader in his battle plan when he was required to do so, his lowest-value available leader disk must be played.
9. If, when battle plans are revealed, a player has dialed a number higher than his tokens and/or spice paid would allow, the number must be reduced to the highest supportable number given the number of tokens in the battle and the spice paid.
10. If, when battle plans are revealed, a player has included two battle cards of the same type (either two weapons or two defenses), one will be chosen randomly to be included in the battle plan and the other one will be returned to the player's hand.
11. If any other invalid element is included in a battle plan, it must be removed from the plan when revealed.
12. The Harkonnen's capture of an opponent's leader when he wins a battle is optional.
13. The identity of leaders captured by the Harkonnen is not required to be public knowledge.
14. If the Harkonnen chooses to immediately kill a captured leader, the Harkonnen receives 2 spice (as opposed to paying 2 spice).

15. A captured leader played by the Harkonnen against the original owner in battle may always be called as a traitor (regardless of whether or not the captured leader was also a traitor to the Harkonnen or any other player).
16. A captured leader played by the Harkonnen in battle against a player who chose that leader as his traitor may still be called as a traitor, as normal.
17. There is no winner of a battle in which a lasegun-shield explosion occurs.
18. If a traitor is called in a battle with a potential lasegun-shield explosion, the explosion does not occur. (That is, traitor calls take precedence over lasegun-shield explosions.)

XI. Spice Collection

1. **Bene Gesserit tokens in a space that was declared to be coexisting during the turn can not collect spice.**

XIII. Bribery

1. **Players may only exchange spice with each other during the Collection Round, even if allied. The fact that spice is changing hands should be announced publicly, but the amount of spice involved may be kept private.**
2. **Deals involving the exchange of spice (i.e. "bribery") may be made at any time, but the spice may only actually change hands during a future Collection Round.**
3. **The Emperor's special alliance ability is interpreted as "You may transfer spice to or from your ally at any time."**
4. Private negotiations away from the table are permitted. Any deals discussed during this time cannot be considered formal and enforceable unless they are made public at the table.
5. Only those aspects of a deal that are announced publicly are required to be enforced. Assumptions, inferences, and unspoken implications cannot be enforced.

XV. Additional Character Advantages

1. The Atrides gains permanent access to the Kwisatz Haderach immediately after losing a cumulative total of 7 or more tokens in battles over the course of the game. That is, the Atrides may use the Kwisatz Haderach in a later battle in the same game turn that it is gained, and he may thereafter use the Kwisatz Haderach once per turn every turn for the rest of the game (unless it is in the tanks).
2. The Kwisatz Haderach may only be played on an Atrides leader played in battle by the Atrides player. (That is, it may not be played on an ally's leader nor a captured Atrides leader played by the Harkonnen.)
3. Bene Gesserit coexistence status is attached to the territory (as opposed to the group of tokens occupying that territory).
4. **The Bene Gesserit must declare coexistence status only in territories where Bene Gesserit tokens and opposing tokens are/become co-located. Territories in which coexistence has not yet been declared this turn are implicitly not coexisting.**
5. **Coexistence status is only declared at the start of the Movement Round (after revival is taken) and during the Movement Round at the instant when Bene Gesserit tokens and opposing tokens become co-located.**
6. **A space that has been explicitly announced to be non-coexisting may change to coexisting in the same turn only when the space has been vacated by all non-Bene Gesserit tokens and then is later entered by a different faction.**
7. **A space that has been explicitly announced to be coexisting may never change to non-coexisting in the same turn.**

8. **The Bene Gesserit must always declare territories that contain tokens owned by both him and his ally to be in coexistence.**

9. An ally of the Bene Gesserit may move tokens into a space containing only the Bene Gesserit, but the Bene Gesserit must immediately declare coexistence for that territory. An ally of the Bene Gesserit may not move tokens into a space containing a third faction with Bene Gesserit tokens that are not coexisting. (In that case, the stronghold is blocked.)
10. The Bene Gesserit's sending of spiritual advisors is optional.
11. Bene Gesserit spiritual advisors may be placed in the Polar Sink instead of the territory into which the other player shipped if that territory is not coexisting or if the Bene Gesserit so chooses.
12. The Bene Gesserit may send spiritual advisors with his ally's shipments if desired.
13. The Bene Gesserit can not send a free spiritual advisor with the Fremen's shipment.
14. The Bene Gesserit can not send a free spiritual advisor with his own shipments.
15. The Bene Gesserit can not send a free spiritual advisor with a Guild shipment that originates on the planet.
16. **Coexisting Bene Gesserit tokens are allowed to use ornithopter movement (but do not count for the purpose of determining access to ornithopters).**

XVII. Special Karama Powers

1. **The Harkonnen can play a Karama to steal treachery cards from another player at any time not forbidden by another ruling.**
2. **The precise sequence of activities when the Harkonnen plays a Karama card to steal treachery cards from another player is:**
 - **Declare how many cards are being taken,**
 - **Randomly select the declared number of cards from the target,**
 - **Look at the cards that were taken,**
 - **Return the declared number of cards to the other player.**

Returned cards must come from the Harkonnen's original hand (but may be of the same type as the cards that were stolen, if desired).

3. The Harkonnen is permitted to invalidate a Voice command by using a Karama to give away treachery cards after receiving the Voice command. However, Prescience answers that have not been canceled may not be invalidated in this way. (Note that the Harkonnen may simply play the Karama to exchange cards before answering the Prescience question.)
4. The Atrides can play a Karama to force any opponent to immediately commit and reveal his entire battle plan any time before battle plans are committed (i.e. after Voice and Prescience are resolved, if desired). The Atrides commits and reveals his own battle plan after seeing the opponent's plan.
5. The Atrides can play a Karama to force any player to reveal his entire battle plan. The Atrides is not required to be a part of the battle involved, but the battle plan is only revealed to the Atrides (who may sell/give the information as he sees fit).
6. The Guild can play a Karama to cancel another player's shipment any time after the shipment is declared, but before the player's movement is declared.
7. The Guild can not play a Karama to cancel the Fremen's shipment.
8. The Fremen may play a Karama to cause a worm to appear only during the Spice **Round or during his own Movement phase.**
9. The Emperor may play a Karama to revive 3 tokens or a leader at any time not forbidden by another ruling.

XIX. Increased Spice Flow

1. Bene Gesserit tokens in a space that was declared to be coexisting during the turn may not collect increased spice flow.

Player Aid Sheet

(Treachery Card Descriptions)

1. The Hajr card effect may only be used to move tokens owned by the player who played the card.
2. The Tleilaxu Ghola card effect may only be used to revive tokens (or a leader) owned by the player who played the card.
3. Truthtrance questions and answers must be announced publicly.
4. Truthtrance questions must be answered immediately after the question is given. No other card plays or other game actions (except player discussion) may occur until the question is answered.

5. **Truthtrance questions are permitted to require the target to answer questions about future actions or conditions. However, no player is required to act to make the conditions of the question true. When/if the explicit conditions specified by the question are met, the target must abide by the answer given to the question to the best of his ability. If the target is logically impossible to abide by the answer given to the question, then the Truthtrance is negated and the target must publicly state that the answer previously given is invalid.**

For example, I ask "Will you play a projectile weapon in battle against me in Carthag this turn?" and you answer "Yes". You are bound to play a projectile weapon if we have a battle in Carthag this turn and if you hold a projectile weapon at the time that battle plans are committed. If we do battle in Carthag, but you have no projectile weapon in your hand when it comes time to commit our battle plans, then you must announce that you are physically unable to abide by the answer you have given, the Truthtrance is negated and we ignore the answer to the question – you may play any weapon or no weapon at all. If you had answered "No", then you may not play a projectile weapon in any battle against me in Carthag this turn, no matter what else happens.

In practice, highly speculative questions have rarely been found to be valuable uses of Truthtrances anyway. Players are encouraged to confine Truthtrance usage to the least speculative questions possible. Player are required to avoid frivolous or purposely paradoxical use.

6. Karama powers that specify "once" in the description refer to "once per Karama card play" (as opposed to "once per game" or "once per player").
7. Any player may play a Karama to "prevent Atreides from seeing the future once", selecting one of the following effects: cancel Prescience in one battle, prevent looking at the next spice blow card this turn, prevent looking at the rest of the treachery cards up for bid this turn. The Atreides use of a Karama to see an entire battle plan can not be canceled.
8. Any player may play a Karama to cancel the Atreides' Prescience in any battle any time after the Prescience question is asked but before battle plans are committed. If the Prescience is canceled after the answer was given, the answer may be ignored.

9. Any player may play a Karama to cancel the Atreides' use of Kwisatz Haderach any time before battle plans are committed. (This does not prevent the Atreides from using the Kwisatz Haderach in a different battle later in the same turn.)
10. Any player may play a Karama to cancel the Bene Gesserit's Voice in any battle any time after the Voice is given but before battle plans are committed.
11. Any player may play a Karama to cancel any single BG spiritual advisor immediately after the advisor is announced.
12. Any player may play a Karama to cancel the Bene Gesserit's use of a Worthless Card as a Karama immediately after the Karama effect is announced. (The Worthless Card is still discarded.)
13. A Karama card may only be used to cancel a treachery card payment owed by the player who played the card. The Karama must be played immediately when the purchase is made.
14. Any player may play a Karama to cancel the Emperor's or Fremen's starred token advantage in any battle any time before battle plans are committed.
15. Any player may play a Karama to prevent the Fremen (or an ally of the Fremen) from controlling a worm once (thus sending their tokens to the tank instead) any time after the worm is revealed but before worm-riding is resolved. If this was an "additional" worm that was placed in a location by the Fremen, it instead appears at the first spice blow in the stack beneath it, as usual. You can not cancel the Fremen's control of a worm that he called with a Karama card of his own.
16. A Karama card may only be used to reduce the cost of a shipment made by the player who played the card. The Karama must be played any time after the shipment is declared, but before the player's movement is declared.
17. Any player may play a Karama to force the Guild to move in proper player dot order any time before the player who would move after the Guild has begun his turn.
18. Any player may play a Karama to prevent the Harkonnen from drawing a free card any time before the identity of the free card is seen.
19. Any player may play a Karama to cancel the Harkonnen's capture of a leader any time after determining which leader has been captured but before the Harkonnen decides whether to keep it or kill it.

Miscellaneous

1. Only the Atreides player may keep written notes of treachery card ownership during the game.
2. No computer assistance is permitted during the game.
3. Any player may reveal any personal information, including their treachery cards, to any other player at any time if desired.
4. All spice transactions require agreement from both players involved. (That is, no player may give spice to another player unless that player consents to receive it.)
5. In any timing dispute not ruled on elsewhere in these clarifications, (for example, if players attempt to play Truthtrances and/or Karamas simultaneously) resolve the tie in player dot order.
6. It should go without saying that intentionally attempting to circumvent game rules/clarifications or exploit unclosed "loopholes" in said rules will be considered poor sportsmanship and will warrant immediate disqualification from the tournament. We all know there are many ways to cheat in this game, perhaps more than most, so please take extra care to keep all your play "above board".