



D U N E


I M P E R I U M ICON GUIDE AND ADDITIONAL TERMS


 **Acquire.** Some cards have a special acquire box, shown underneath their cost. You gain the effect here one time, at the moment you acquire the card (and not later, when you play it from your hand).


 **Acquire a Foldspace card** from the Reserve.

 **Agent.** From the Swordmaster space, you can gain your third Agent (that was placed next to the board during setup of the game), then use it for the rest of the game.

Alliance — You may use this effect only if you have the Alliance token of the Faction shown. (Here, an Alliance with the Spacing Guild.)

 **Control** — If you win a Conflict with a Control reward (of Arrakeen, Carthag, or Imperial Basin), place your Control marker on the flag below that space (replacing any opponent's marker there). When a Conflict card is revealed for a space that you already control, you may deploy one troop from your supply to the Conflict.


 **Draw a card** from your deck. If your deck is empty, reshuffle the discard pile in your supply to form a new deck, then continue to draw.


 **Draw an Intrigue card** from the Intrigue Deck. Keep it face down until you play it. You may look at it at any time.

Fremen Bond — You may use this effect if you have one or more *other* Fremen cards in play. Two cards with Fremen Bond can activate one another, regardless of order played. (See In Play.)


In Play — Cards you play on Agent turns and reveal during your Reveal turn remain face up and “in play” until you clean up at the end of your Reveal turn (unless they are trashed first).


Influence — You may use this effect only if you have at least the amount of Influence indicated with the given Faction. (Here, 2 or more Influence with the Fremen.)


 **Gain Influence** with the Faction shown: Emperor, Spacing Guild, Bene Gesserit, or Fremen.


 **Gain one, gain two, lose one Influence.** Choose any one of the four Factions. (When gaining two Influence, you can't choose two different Factions.)

Lose a troop — When you lose a troop, return it to your supply (not your garrison).


 **Maker.** The three board spaces with the Maker icon each gain 1 bonus spice during Phase 4: Makers if no Agent is present. When you send an Agent to one of these board spaces, you also gain all bonus spice there.

 **Mentat.** Take the Mentat from its space on the board (if it's there; you can't take it from another player or another space). Place it on your Leader; you may use it as one of your Agents to take an Agent turn. When you take the Mentat as a Conflict reward, keep it as an Agent for next round and don't return it to the board at the end of this one.


 **Paying a cost.** An arrow indicates a cost (left of the arrow, or above it) and an effect (right of the arrow, or below it). If you don't pay the cost, you don't get the effect. You are never forced to pay such a cost on a card.


 **Persuasion** (in the amount shown). You receive Persuasion mainly from the Reveal boxes on your cards. You use it to acquire Imperium or Reserve cards, paying the cost shown in the top right corner of a card.


Recall — When you recall one of your Agents, put it back on your Leader. You may use it again on another Agent turn in the same round.


 **Resources: Solari, Spice, Water.** When you gain a resource or pay one as a cost, it's taken from or returned to the bank. (For Solari and Spice, gain or pay the amount shown.)


Retreat — When you retreat a troop, move it from the Conflict back to your garrison.


 **Signet Ring.** When you play your *Signet Ring* card on an Agent turn, you use the Signet Ring ability (with the corresponding icon) on your Leader.

 **Steal Intrigue.** Each opponent who has four or more Intrigue cards must give you one of them (selected at random).

 **Sword.** Each sword adds 1 strength to your strength total in a Conflict.

 **Trash one card** from your hand, discard pile, or in play. Return it to the game box; it won't be used for the rest of the game. (Reserve cards are returned to their stack in the Reserve instead.) Trashing is optional unless it's paying a cost, or if a card directs you to trash itself.

 **Troop.** Recruit one troop; take it from your supply and put it in your garrison on the game board. (If you recruited the troop while sending an Agent to a Combat space, you may deploy it to the Conflict.)

 **Victory Point.** When you gain a Victory Point, move your Score marker one space up on the Score track. When you lose one, move your Score marker one space down.

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BOARD SPACE GUIDE



Arrakeen
Agent icon: City
Combat space
Recruit a troop and draw a card. Arrakeen's controller gains 1 Solari.



Carthag
Agent icon: City
Combat space
Recruit a troop and draw an Intrigue card. Carthag's controller gains 1 Solari.



Conspire
Agent icon: Emperor
Cost: 4 spice
Gain one Influence with the Emperor. Gain 5 Solari, recruit two troops, and draw an Intrigue card.



Foldspace
Agent icon: Spacing Guild
Gain one Influence with the Spacing Guild. Acquire a Foldspace card from the Reserve.



The Great Flat
Agent icon: Spice Trade
Combat space
Cost: 2 water
Gain 3 spice, plus any bonus spice accumulated here on the Maker icon.



Hagga Basin
Agent icon: Spice Trade
Combat space
Cost: 1 water
Gain 2 spice, plus any bonus spice accumulated here on the Maker icon.



Hall of Oratory
Agent icon: Landsraad
Recruit a troop.
During your Reveal turn, gain 1 Persuasion if you have an Agent here.



Hardy Warriors
Agent icon: Fremen
Combat space
Cost: 1 water
Gain one Influence with the Fremen. Recruit two troops.



Heighliner
Agent icon: Spacing Guild
Combat space
Cost: 6 spice
Gain one Influence with the Spacing Guild. Recruit five troops and gain 2 water.



High Council
Agent icon: Landsraad
Cost: 5 Solari

You may send an Agent here only once per game. Place your Councilor token on an unoccupied Council seat (to the right of the space). For the rest of the game, during each of your Reveal turns, gain 2 Persuasion.



Imperial Basin
Agent icon: Spice Trade
Combat space
Gain 1 spice, plus any bonus spice accumulated here on the Maker icon. Imperial Basin's controller gains 1 spice.



Mentat
Agent icon: Landsraad
Cost: 2 Solari
Draw a card. If the Mentat is here, take it and place it on your Leader; this round, you may use it as one of your Agents to take an Agent turn. During Phase 5: Recall, return it here.



Rally Troops
Agent icon: Landsraad
Cost: 4 Solari
Recruit four troops.



Research Station
Agent icon: City
Combat space
Cost: 2 water
Draw three cards.



Secrets
Agent icon: Bene Gesserit
Gain one Influence with the Bene Gesserit. Draw an Intrigue card. Each opponent who has four or more Intrigue cards must give you one of them (selected at random).



Secure Contract
Agent icon: Spice Trade
Gain 3 Solari.



Selective Breeding
Agent icon: Bene Gesserit
Cost: 2 spice
Gain one Influence with the Bene Gesserit. Trash one card to draw two cards.



Sell Melange
Agent icon: Spice Trade
Cost: 2 to 5 spice.
Gain the amount of Solari shown based on the cost you paid. You can't make multiple exchanges on a single turn.



Sietch Tabr
Agent icon: City
Combat space
Requirement: You must have 2 or more Influence with the Fremen.
Recruit a troop and gain 1 water.



Stillsuits
Agent icon: Fremen
Combat space
Gain one Influence with the Fremen. Gain 1 water.



Swordmaster
Agent icon: Landsraad
Cost: 8 Solari
You may send an Agent here only once per game. Gain your Swordmaster (your third Agent that was placed next to the board during setup). Place it on your Leader. For the rest of the game (including this round) you have three Agents.



Wealth
Agent icon: Emperor
Gain one Influence with the Emperor. Gain 2 Solari.