

DUNE

IMPERIUM

RISE OF IX



EXPANDING THE IMPERIUM

RISE OF IX expands *DUNE: IMPERIUM* to encompass even more of the *Dune* universe. In particular, it features two key players on the galactic stage—one whose role was limited in the original game, and one appearing in *DUNE: IMPERIUM* for the first time.



All Great Houses have some shares in **CHOAM**. The company sets prices and coordinates sales and shipping in tandem with the Spacing Guild (who supplies the ships and interstellar navigation).



The planet **Ix** is known throughout the Imperium for its technology. Ixian “non-thinking” machines are so advanced that some say they cross moral lines... but so useful that many look the other way.

GAME COMPONENTS



CHOAM board overlay



4 Conflict cards
2 Conflict I
1 Conflict II
1 Conflict III



17 Intrigue cards



18 Tech tiles



Ix board



4 Snopper tokens
Used with the
Tessa Vernius Leader



35 Imperium Deck cards

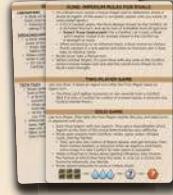


6 Leaders

Used only in a Solo or Two-Player Game



9 House Hagal cards



2 Rival reference cards

PLAYER COMPONENTS



1 disc
Freighter token



2 dreadnoughts

These components come in different colors for each player. Only red is shown.

Used only in Epic Game mode



1 starting card
Control the Spice

SETUP

When playing with *Rise of Ix*, these steps modify and add to the setup of the original game.

1 Place the CHOAM board overlay on top of the upper right corner of your original game board (covering the original Landsraad and CHOAM sections).

2 Place the Ix board next to the game board.

Shuffle the 18 Tech tiles face down, then divide them into three stacks of 6 tiles. Place the stacks on the three spaces of the Ix board, then turn the top tile in each stack face up.



3 Add the new Conflict cards to those you already have.

Although you will select at random from more cards, you still create your Conflict Deck in the same way: you should have a 10-card deck with **one Conflict I card** on top, **five Conflict II cards** below it, then **four Conflict III cards** on the bottom.



Note that previously, all Conflict III cards were used in a game. Now you will have one remaining, and will return it to the box with the other unused Conflict cards.

4 Add the other new cards to those from the original game:

Shuffle the 17 Intrigue cards into the Intrigue Deck.



Shuffle the 35 Imperium cards into the Imperium Deck (before forming the Imperium Row).

Add the 6 new Leaders to those you already have. When taking Leaders, players may choose any combination of new or existing Leaders.



Do you prefer to learn by watching a video?



5 Each player takes the new components of their color.

Place the two dreadnoughts in your supply (with your other starting components).

Place the disc as a Freighter on the bottom space of the Shipping track.



For Solo and Two-Player games, see the additional rules starting on page 8 (which includes Setup for the new House Hagal cards).

To play the new Epic Game mode (which uses the *Control the Spice* cards), see page 10.

TECH TILES

RISE OF IX provides players access to Ixian technology and machines. These new abilities are represented on 18 unique Tech tiles.

ACQUIRING TECH TILES



The **Acquire Tech** icon is the only way to acquire a Tech tile. Each time you trigger one (on a board space or card), you may acquire **one** Tech tile from the Ix board. There is no limit to the number of Tech tiles a player may have.

To acquire a Tech tile, choose a face-up tile on top of any of the three stacks, pay the cost in spice shown, then put the tile in your supply (visible to all players). Finally, turn the next tile in the stack face up. (If a stack is emptied, then for the rest of the game, there will simply be fewer choices available when acquiring a Tech tile.)

There are two means of reducing the cost of a Tech tile, though the cost can never be less than 0.



Tech Discounts. When the Acquire Tech icon appears with a -1 or -2 spice icon on the corner, the cost of that single purchase is reduced by that amount of spice. You can't combine the discounts from more than one icon.



Tech Negotiation. Each time you trigger this icon (on a board space or card) you may take a troop from your supply and place it as a Negotiator on the Ix board, on the banner to the left of the Tech tiles. (If you have no troops in your supply, nothing happens.)

Your Tech Negotiation pays off later, when using the Acquire Tech icon. At that time, you may return to your supply any number of your Negotiators from the Ix board. For each one you return, reduce the cost of the Tech tile you're buying by 1 spice. You may combine this with a Tech Discount.



It's Bodie's Agent turn, and he sends an Agent to Tech Negotiation. In addition to the 1 Persuasion he'll get later on his Reveal turn, he may now either Acquire Tech at a 1 spice discount, or send a troop from his supply to Ix as a Negotiator. He chooses the former. He selects Disposal Facility, which costs 3 spice, from one of the three Tech tile stacks. His Tech Discount lowers the cost to 2. If he had any Negotiators on Ix already, he could further reduce that cost by returning them to his supply. Instead, he pays 2 spice.

Bodie uses the Acquire effect on Disposal Facility (trashing a card), then places the tile in his supply, where it will now provide its ability to him for the rest of the game. Finally, he turns the next tile in the stack (where he bought Disposal Facility) face up.

TECH TILE ANATOMY



A Spice Cost

B Name

C Acquire effect
You gain this effect one time, when you acquire the tile. Not all tiles have one.

D Ability

E Rival Tech tile
A Rival in a solo game can acquire this. See page 9 for details.



USING TECH TILES

Tech tiles have a variety of abilities that work at different times in the game: during your Reveal turn, when you win a Conflict, at the start of a round or the end of the game, and more.



An ability with this icon is used during one of your turns, and can be used only **once per round** of the game. When you use such a Tech tile, flip it face down to mark its use. At the start of the next round (during Phase 1: Round Start), return it to its face-up side to show you can use it again.

THE SHIPPING TRACK

RISE OF IX expands the role of CHOAM in DUNE: IMPERIUM. Each player now controls a Freighter on the Shipping track (on the CHOAM board overlay), adding new strategy in how you interact with the company.

MOVING AND RECALLING FREIGHTERS



Each time you trigger the **Freighter** icon (on a board space or card), you may move your Freighter in one of two ways:

- **Advance** your Freighter one space up on the Shipping track. (You can't choose this if your Freighter is already on the top space.)
- **Recall** your Freighter back to the bottom of the Shipping track. When you do, you collect all the shipping rewards associated with your Freighter's current space **and each space below it**.



COLLECTING SHIPPING REWARDS

When you recall your Freighter, take your rewards in any order. The rewards for each space on the Shipping track are:

- You may Acquire Tech with a Tech Discount of 2 spice.
- You recruit two troops, and also gain one Influence with any one of the four Factions.
- You choose one:
 - Gain 5 Solari and each of your opponents gains 1 Solari.
(All Great Houses have shares in CHOAM, and collect dividends when profits are distributed.)
 - Gain 2 spice.

Bodie plays a card to send an Agent to Interstellar Shipping (which he can do because he has 2 or more Influence with the Spacing Guild). He now gains two Freighter icons.

For the first icon, he advances his Freighter one space. It was already one space away from the top of the Shipping track, and now it has reached the top.

For the second icon, he recalls his Freighter to the bottom of the track. Because he was on the top space, he gets all the rewards on the track, which he may take in any order. He first chooses to take 2 spice. Next, he acquires a Tech tile. Spending the 2 spice he just took and using the Tech Discount of 2 he gets, he takes the Restricted Ordnance Tech tile (which costs 4). Finally, Bodie gains an Influence (choosing the Bene Gesserit Faction) and recruits two troops. Interstellar Shipping is not a Combat space, so he places those troops in his garrison.



DREADNOUGHTS

RISE OF IX introduces powerful new dreadnoughts to increase your military strength.



Each time you trigger the **Dreadnought** icon (on a board space or card), you may commission one dreadnought; take it from your supply and put it in your garrison. (If you commissioned the dreadnought while sending an Agent to a Combat space, you may deploy it to the Conflict.) Each player may have only two dreadnoughts commissioned at a time; if you have none left in your supply, you can't commission any more.

Dreadnoughts have three distinct advantages:

They're powerful. Each dreadnought in a Conflict is worth 3 strength. (Also, your dreadnoughts provide strength even if you have no troops in a Conflict—your strength does not become 0, your swords still count, and you may play Combat Intrigue cards.)

They're durable. When Combat resolves, your dreadnoughts in the Conflict don't return to your supply. If you don't win the Conflict, return them to your garrison instead.

They can control locations on Arrakis. When you win a Conflict in which you had at least one dreadnought, you take control of one board space until the end of the next Combat phase.

Units

This new term means either a troop or a dreadnought. New cards may refer to a “unit” generally, or to a “troop” or “dreadnought” specifically. (All cards from the base game that refer to “troops” don't affect “units,” and so **can't** affect dreadnoughts.)

The rules for Deploying Troops to the Conflict (on page 10 of the original rulebook) are now updated to use the term “unit”:

When you send an Agent to a Combat space, you may deploy **units** to the Conflict area—the area of the game board in the center of the garrisons. You may deploy **any or all units** recruited during your current turn (from both the board space and the card you played), plus **up to two** more **units** from your garrison. (Any **units** you recruit but choose not to deploy to the Conflict are placed in your garrison as usual.)

Controlling Locations with a Dreadnought

A dreadnought can control any of the three board spaces where a Control marker can be placed: Arrakeen, Carthag, or the Imperial Basin.

When you win a Conflict in which you had at least one dreadnought, you **must choose one** of those spaces **where there is not already a dreadnought**. Place your dreadnought on the flag below that space, covering any Control marker that may already be there. (If your second dreadnought was also in the Conflict, return it to your garrison.)



While your dreadnought is at a location, you gain any bonus that would normally be given for a Control marker: 1 Solari for Arrakeen or Carthag, 1 spice for the Imperial Basin, and one troop if a Conflict card awards a defensive bonus. **Your control lasts until the end of the next Combat phase.** At that time, your dreadnought returns to your garrison (and control of the location returns to the owner of any Control marker your dreadnought may have been covering).

On Bodie's Reveal turn, he has two troops in the Conflict and sets his strength to 4. On Ned's Reveal turn, he has no troops, but does have one dreadnought and reveals two swords, for a total of 5 strength. Finally, on Frida's Reveal turn, she has one dreadnought and two troops, for a total of 7 strength. No one plays any Combat Intrigue cards, so the combat is resolved.

Frida wins, taking the first-place reward. She must also take control of a location with her dreadnought. Bodie already has a dreadnought at Arrakeen (placed in the last round), so she chooses the Imperial Basin, covering Ned's Control marker there.

Ned claims the second-place reward. He didn't win, so he returns his dreadnought from the Conflict to his garrison.

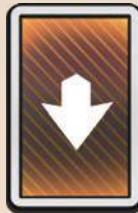
Finally, as the Combat phase ends, Bodie moves his dreadnought from Arrakeen (which has been there a full round) back to his garrison. This uncovers Ned's Control marker, so he regains control of Arrakeen.



OTHER NEW ICONS

These additional icons are used on some cards and Tech tiles in *Rise of IX*.

DISCARD



The Discard icon means you choose a card from your hand (not an Intrigue card) and put it in your discard pile. Generally, this is used to pay a cost to get some other effect. (As always, if you don't pay the cost—actually discarding a card—you don't get the effect.)

When you play Guild Chief Administrator during your Agent turn, you may discard another card still in your hand. If you do, trash a card from your hand, discard pile, or in play.



UNLOAD



The Reveal boxes of some *Rise of IX* cards are marked with an Unload icon. This indicates two additional ways to gain the effects of the Reveal box:

- When you discard the card. (For example: you use the Discard icon on your *Guild Chief Administrator*, or an opponent plays *Reverend Mother Mohiam*.)
- When you trash the card. (For example, you use the Trash icon on your *Guild Chief Administrator*, or send an Agent to the Selective Breeding board space.)

Unload Reveal boxes also work like all other cards on one of your Reveal turns: if you reveal the card, ignore the Unload icon, and gain its Reveal effects normally.

Note that a card with an Unload Reveal box **does not** itself provide the option to discard or trash it. Unless specifically stated, you must use other means to do so.

You play Guild Chief Administrator and discard Esmar Tuek. You gain 2 spice and 2 Solari, because Esmar Tuek has an Unload icon. You then proceed to trash a card with your Guild Chief Administrator. (If the card you choose to trash has Unload, you would trigger that effect as well. You could even trash Esmar Tuek, gaining another 2 spice and 2 Solari.)



INFILTRATION

Some *Rise of IX* cards have special Agent icons that include the partial profile of an Agent. This indicates that you may infiltrate an occupied board space: enemy Agents (even multiple enemy Agents) don't block your Agent from being placed on a board space that shares the Agent icon.

Frida already has an Agent at the Smuggling board space. Bodie plays CHOAM Delegate, which allows infiltration of Spice Trade board spaces. Bodie sends his Agent to Smuggling, ignoring Frida's Agent.

You can't use infiltration to send a second Agent to a board space where you already have one; infiltration only works against **enemy** Agents.

Infiltration does not allow you to ignore the effect of the card *The Voice*.

If you use the Intrigue card *Dispatch an Envoy* to add icons to a card that has an Infiltration icon, the new icons you add do **not** allow you to infiltrate.



ADDITIONS TO SOLO & TWO-PLAYER GAMES

New rules govern how Rivals in a solo or two-player game interact with elements of *RISE OF IX*.

SETUP

Remove four of the original cards from the House Hagal deck: the two *Hall of Oratory* cards and the two *Rally Troops* cards.

RISE OF IX includes 9 new House Hagal cards to be shuffled into the House Hagal deck—but some are excluded, depending on the number of players.

For a solo game, remove the two *Dreadnought* cards marked with a “2P” in the upper right corner.

For a two-player game, remove the four cards marked with a “1P”: that is, two *Dreadnought* cards and two *Tech Negotiation* cards.

NEW HOUSE HAGAL CARDS

The new House Hagal cards send Rival Agents to board spaces on the Ix board and CHOAM board overlay, giving them the effects shown on the cards.

Dreadnought — If this card is revealed for a Rival that already has two dreadnoughts, skip it and reveal another card instead.

Interstellar Shipping — The Interstellar Shipping board space requires that a player has 2 Influence with the Spacing Guild. This also applies to Rivals, so each Interstellar Shipping card provides an alternative for a Rival that doesn’t have enough Influence: either skipping the card to reveal another, or specifying an alternate space for the Rival’s Agent.



Tech Negotiation — This card (used only in a solo game) is described in the Tech Tiles section (on the next page).

THE SHIPPING TRACK

When a Rival moves its Freighter on the Shipping track, it always advances until it reaches the second space (recruit two troops and gain one Influence), and then it will recall its Freighter. It always chooses Dividends (not spice) as its reward for the first space—gaining 5 Solari (in a solo game) while all other players gain 1 Solari. Rivals in a solo game gain 1 Solari from Dividends whenever another player chooses it (a human or a Rival). When a Rival takes its influence for the second space, if there is a tie for the Faction in which it has the least Influence, the player with the First Player marker (or acting next after a Rival who has it) chooses between them.

DREADNOUGHTS

A Rival always prefers to deploy dreadnoughts over troops, and will deploy a dreadnought to the Conflict whenever it can.

Whenever a Rival wins a Conflict and its dreadnought must take control of a board space, it **always** covers an opponent’s Control marker when possible, and will avoid covering one of its own. When there are still multiple places a Rival could send its dreadnought, it first prefers Imperial Basin (for its valuable spice), then proceeds counter-clockwise around the board (to Arrakeen, then Carthag as its last choice). For example, if no player controls Imperial Basin, and opponents’ Control markers are at both Arrakeen and Carthag, a Rival would send its dreadnought to Arrakeen.



SOLO GAME RIVALS

Two of the new Leaders can be played by a Rival in a solo game: *Prince Rhombur Vernius* and *Viscount Hundro Moritani*. You may freely mix them with existing Leaders when selecting your Rivals.

Prince Rhombur Vernius — When this Rival activates his Signet Ring, he will Acquire Tech if he can. If not, he will use the Tech Negotiation icon.

Viscount Hundro Moritani — When this Rival activates his Signet Ring, he will always spend 1 spice (if he has it) for the Freighter icon.

Some new Conflicts reward players with troops. A Rival in a solo game does collect these rewards.

TECH TILES

In a **solo game**, Rivals can acquire Tech tiles—but only those that are marked with a small House Hagal icon in the lower right corner. If at **any time** there are no face-up Tech tiles with that mark on any of the stacks, trash the tile from the largest stack and reveal a new one. (If multiple stacks are tied for the largest, trash the tile from the topmost stack.)



A Rival will hoard spice for Tech tiles; they will not spend 7 spice for a Victory Point unless the current Conflict card is a Conflict III card. When a Rival uses an Acquire Tech icon, it acquires the most expensive Tech tile it can. (In the case of a tie, it chooses the Tech tile from the topmost stack on the Ix board.)

When a Rival sends an Agent to Tech Negotiation, it will Acquire Tech with a 1 spice Tech Discount. If it can't afford any Tech tiles, but it does have at least one troop in its supply, it will instead place a troop as a Negotiator on the planet Ix. The next time the Rival has a chance to Acquire Tech, it will use that Negotiator (and any others it has on Ix) to reduce the cost of a Tech tile if it can.

When a Rival acquires a Tech tile, it generally works the same as it would for a normal player. Some Tech tiles, however, require specific guidance or clarification:

Detonation Devices — A Rival will always gain a Victory Point when it can.

Flagship — Whenever a Rival sends an Agent to a Combat space, if it has 4 Solari (and at least three troops in its supply), it will spend that Solari and flip this tile to recruit and deploy three troops.

Holtzman Engine — This tile is worth 1 Victory Point to a Rival at Endgame. (As with the *Corner the Market* Intrigue card, each Rival is considered to have two *The Spice Must Flow* cards.)

Invasion Ships — A Rival flips this tile when needed to avoid its Agent being blocked. It does so without having to pay the discard cost.

Sonic Snoopers — A Rival will draw an Intrigue card when acquiring this, but it will never trash the Tech tile.

Spy Satellites — If a Rival has 3 spice on its turn, it will spend that spice to trash this tile for a Victory Point.

Training Drones — A Rival will flip this during its turn at the first opportunity each round, including immediately when it acquires the tile.

Troop Transports — A Rival will always deploy to the Conflict all troops it recruits from the Shipping track (unless you're using the Expert Troop Deployment rule).

SOLO GAME VARIANTS

If you choose, you may add either of these optional rules to a solo game.

Dice-Based Imperium Row “Churn”

If you have two standard 6-sided dice available, this variant simulates the acquiring of cards from the Imperium Row by your Rivals.

At the end of each of your Reveal turns, roll the two dice. Counting cards starting from the left of the Imperium Row, trash any card corresponding to the numbers you rolled. Ignore any 6 that you roll, trashing no card. If you roll the same result (from 1 to 5) on both dice, trash only one card.

Brutal Escalation

For veteran solo players who want more challenge...

Whenever a Rival is competing in a Conflict III combat, flip **two** cards from the House Hagal deck and add all the swords from **both** cards to its strength.

EPIC GAME MODE

This optional game variant is for players who want a longer and more intense multiplayer game. For an especially epic game, you can also use the Arrakeen Scouts mode in the Dire Wolf Game Room companion app (for your PC, smartphone, or tablet).

In an Epic game, you **play to 12 Victory Points** instead of 10. All other changes are made during the Setup:



Do not use any Conflict I cards when building your Conflict Deck. Instead, use 5 randomly selected Conflict II cards on top of 5 Conflict III cards.

Each player removes one copy of *Dune, the Desert Planet* from their starting deck and replaces it with one copy of *Control the Spice*. (It has the Epic Game Only icon in its top right corner.)



Each player draws an Intrigue card. (A player using *Viscount Hundro Moritani* as their Leader should wait until all players have drawn their Intrigue card, then use the Intelligence ability.)



Each player begins with 5 troops in their garrison (instead of 3).



CLARIFICATIONS

Appropriate — You can't mix Solari and spice to pay the cost of a Tech tile. You can return Negotiators from Ix to reduce the cost by 1 Solari each.

Court Intrigue / Sonic Snooters — When you place a card on the bottom of the Intrigue deck, do not reveal it to your opponents.

Ilesa Ecaz — If you decide to take a Reveal turn on your first turn of a round, add the card you set aside to your revealed cards. *Ilesa Ecaz* does not give you 1 spice or 1 Solari.

Imperial Bashar — The Reveal box only counts other cards that actually provide swords this turn. (For example: *Bene Gesserit Sister* is not counted if you choose to gain 2 Persuasion instead of 2 swords.)

Second Wave — As with all Combat Intrigue cards, you must already have a unit in the Conflict before you can play the card.

Treachery — Unlike most cards with an Unload icon, this card's Agent box does specify that it trashes itself. This triggers the Unload Reveal box.

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LEGENDARY

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NEW ICONS AND TERMS



Acquire Tech — You may acquire **one** face-up Tech tile from the top of any stack on the Ix board. Pay its spice cost, put it in your supply, then reveal the next tile in the stack.



These versions of the Acquire Tech icon give you a **Tech Discount** of 1 or 2 spice.



Discard a card of your choice from your hand (not an Intrigue card).



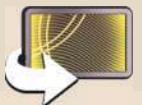
Dividends — You gain 5 Solari and each of your opponents gains 1.



Dreadnought — Commission one dreadnought; take it from your supply and put it in your garrison (or, you may deploy it to the Conflict if you sent an Agent to a Combat space this turn). The advantages of dreadnoughts are described on page 6.



Epic Game Only — A card with this icon is used only when playing Epic Game mode. See page 10 for details.



Flip this Tech tile face down to use its ability. Turn it face up at the start of the next round. (You may only use it once per round.)



Freighter — Choose one of two ways to move your Freighter: advance it one space up on the Shipping track, or recall it to the bottom of the Shipping track and collect all the rewards associated with its current space and each space below it.



Infiltration — This special Agent icon (that includes the partial profile of an Agent) lets you send an Agent to a board space that an enemy Agent already occupies. (The icon shown is for Fremen; other versions of the Infiltration icon work for other board spaces.)



Rise of Ix — This icon appears on the lower right corner of all cards in this expansion. It is purely for reference.



Rival Tech Tile — Used only in a solo game, this marks a Tech tile that a Rival can acquire. See page 9 for details.



Tech Negotiation — You may place a troop from your supply as a Negotiator on the planet Ix. Later, when you Acquire Tech, you may return any number of Negotiators from Ix to your supply for a 1 spice discount for each.



Unit — Either a troop or a dreadnought.



Unload — A Reveal box with Unload is triggered in any of three situations: during your Reveal turn (as usual), when you discard the card, or when you trash the card.

NEW BOARD SPACES



Dreadnought

Agent icon: Landsraad

Cost: 3 Solari

Commission a dreadnought and/or Acquire Tech.



Interstellar Shipping

Agent icon: Spice Trade

Requirement: You must have 2 or more Influence with the Spacing Guild. Move your Freighter twice.



Smuggling

Agent icon: Spice Trade

Gain 1 Solari and move your Freighter.



Tech Negotiation

Agent icon: Landsraad

Choose one: Acquire Tech at a 1 spice Tech Discount; or send a Negotiator to the planet Ix.

Also: during your Reveal turn, gain 1 Persuasion if you have an Agent here.