

# Dune Messiah

Standalone expansion designed by Cole Pergerson

Original GF9 Dune rules by Peter Olotka, Jack Kittredge, and Bill Eberle. Some designs from Dune (2021) by the same three authors and Jack Reda were used.

## Game Components

### Game Board

**Sand:** Yellow or tan with a single border.

**Rock:** Brown with double borders.

**Strongholds:** Red brown with triple borders.

**Polar Sink:** Mottled white with a double border.

Some territories are marked with a Spice Blow icon to show the locations of possible Spice Blows.

The map is also divided by longitude lines into eighteen sectors, which extend from the edge of the Polar Sink to the equator at the edge of the board. Sectors control the way the storm moves around the board.

There are six player circles around the map to help determine play order. The map also includes a Turn Track and the Tleilaxu Tanks for holding dead leaders and forces awaiting revival.

### Rulebook

Contains the rules of the game

### Battle Wheels

The game includes 2 Battle Wheels, which must be assembled and joined with the center pin before you play the game.

### 4 Player Faction Sets:

1. A Player Shield bearing the main character of the faction and its emblem.
2. A single or double-sided Player Sheet describing the faction's rules
3. Player Markers for each faction
4. 5 Large discs- each showing a leader and the leader's fighting strength
5. 20 small tokens called forces

## 2 Decks of Cards

Spice Deck (21 cards): Tells where Spice Blows will create treasure troves of spice waiting to be harvested, and when the giant sandworms known as Shai-Hulud will turn up.

Treachery Deck (? cards): Provides weapons, defenses, tricks and tools to outmaneuver opponents and win battles.

## Tokens

156 Spice Tokens (48 each of 1 and 2, 36 of 5, and 24 of 10)

Storm Marker

Game Turn Counter

Spice Harvesters (4)

Hideouts (4)

Ornithopters (4)

Terra-former (5)

City (X)

Green tile (X)

# Object of the Game

The faction that can take Arraken from the Emperor wins the game. The Emperor wins if they hold on to Arraken at the end of the game.

## Set-up For Play

Place all spice tokens in the Spice Bank.

The Spice Deck and Treachery Deck are shuffled and placed face down next to the game board.

Players now choose factions.

*For a three a player game, required factions are Emperor, Bene Gesserit, and Spacing Guild.*

Players take their Player Shields and player sheets and set up their factions as follows.

### 1. Positions

Players place their Player Marker on the player circle closest to their shield and seat at the table.

## **2. Spice**

Spice equal to the amount indicated on each player sheet is removed from the Spice Bank and placed behind each shield.

## **3. Forces**

Each player's forces are placed on the board as indicated by their player sheet. All forces in reserve are placed next to your shield.

## **4. Treachery**

1 card from the Treachery Deck is dealt to each player.

## **5. Turn Marker**

Place the turn marker at 1 on the Turn Track.

Note: A faction has special rules that may contradict the rules. A faction's particular rules always have precedence over the rules.

# **Sequence of play**

## **1. Storm Phase**

The Storm Marker is moved around the map.

## **2. Spice Blow Phase**

The top two cards of the Spice Deck is turned over and the amount of spice shown on the each card is placed in the highlighted territories.

## **3. Purchase and Restock Phase**

All players may build structures and revive leaders as Gholas. Bene Gesserit will draw Treachery cards.

## **4. Shipping and Movement Phase**

Starting with the First Player and proceeding counterclockwise, each player in turn ships forces down to the planet or in to sietches (Fremen).

## **5. Battle Phase**

Players must resolve battles in every territory that is occupied by forces that aren't hidden two or more factions.

## **6. Spice Collection Phase**

Forces in territories that contain spice may collect the spice.

## **7. Mentat Pause Phase**

Factions either declare a winner or take some time to evaluate their positions on the map and then move the Turn Counter to the next position on the Turn Track to begin the next turn.

## **1. Storm Phase**

The first player rolls the die and moves the storm that many sectors counter-clockwise. If a six is rolled, then the storm can be move 0-6 spaces.

If the storm passes over a force, spice harvester or spice token, then those pieces are destroyed and sent to their reserved area. Pieces in mountain, stronghold, green territories are safe from the storm. Forces and spice harvesters can not move into, out of or through a sector in storm unless they are in a green territories. In this case, they can only move to connecting green territories.

## **2. Spice Blow**

Reveal the top card of the spice deck. If a spice card is revealed, put the indicated amount of spice in the two territories shown on the card.

If a sandworm card is revealed, all forces and spice from the previous spice blow are destroyed. And spice harvesters will need to roll over 2 to be evacuated. When harvesters are evacuated, they are sent back to their reserves area.

If the territory is green, then the spice and sandworms is ignored.

## **3. Purchase and Restock**

All factions, except for the Fremmen, can revive their leaders as gholas by paying their combat value in spice. Gholas are subject to Tleilaxu treachery cards.

Certain factions can purchase and place structures on the map. Read the faction rules for spice cost and placement limitations.

The Bene Gesserit faction draws the amount of treachery cards matching the strength of their spy network.

The Emperor can purchase and place forces from the reserves in their recruitment area. Any Emperor forces that were in the recruitment area last turn are moved into the ready-to-deploy area.

The Spacing Guild may announce new shipping prices

Spacing Guild and Emperor can purchase spice harvesters for 10 spice

CHOAM Charity: Players with 0 or 1 spice may claim CHOAM Charity

Any structures that are sabotaged and aren't occupied by opponents, can be rebuilt for half the cost to build it.

## 4. Shipping and Movement

Starting with first player, each player, except for the Emperor, may ship forces from their reserves into one territory or stronghold. Emperor can only ship forces in their ready-to-deploy area. The price of shipping is determined by the Spacing Guild. All spice spent on shipping forces goes to the Spacing Guild.

After a shipment is finished, each player may move as a group any number of forces from one territory into one other territory. Alternatively, they can move two forces up to 3 forces to one or two territories. Forces are free to move into, out of, or through any territory occupied by any number of forces.

### Ornithopters

Allows a faction to cross 3 territories of any kind

**Ornithopter:** For each Ornithopter, you can move one group of forces up to 3 territories of any kind. These are separate units that must travel with the group and can be stolen or destroyed. Ornithopters cost 15 spice.

### Sandworms

Allows a faction to cross 3 sand territories

## 5. Battle Determination

Wherever two or more player's forces occupy the same territory, battles must occur between those players.

Battles continue until just one player's forces or no forces remain in all territories on the map with two exceptions:

- Players cannot battle one another in a territory if their forces are separated by a sector in storm. Their forces can remain in the same territory at the end of the phase.
- Players cannot battle in the Polar Sink. It is a free haven for everyone.

### First Player

When resolving battles, the First Player is named the aggressor until all of their battles, in any, have been fought. The aggressor chooses the order in which they wish to fight their battles. Then the player to their immediate right becomes the aggressor and so on, until all battles are resolved.

If three or more player are in the same territory, the aggressor picks who they will battle first, second, etc, for as long as they survive.

### Battle Plan

To resolve a battle, each player must secretly formulate a Battle Plan. A Battle Plan always includes the number of forces dialed on the Battle Wheel. It possible, it must included a faction's leader or cheap hero. It may include Treachery Cards at the player's discretion.

### Battle Wheel

Each player picks up a Battle Wheel and secretly dials a number from zero to the number of forces they have in the disputed territory. Both players will lose the number of forces dialed on the Battle Wheel.

### **Leaders**

One Leader Disc is selected and placed face up in the slot on the wheel. A cheap Hero Card may be played in lieu of a Leader disc.

- Leaders that survive battles may fight more than once in a single territory if needed, but no leader may fight in more than one territory during the same phase.
- A player must always play either a leader or a cheap hero card as part of their Battle Plan if possible.
- If it is not possible, they must announce that fact.
- When a player plays a cheap hero, their total is simply the number of tokens on the dial, but the option to play weapon or defense is still available to them.

### **Revealing Wheels**

When both players are ready, the Battle Plans are revealed simultaneously

Battle Resolution

### **Winner**

The winner is the player with the higher total of number dialed on the Battle Wheel, plus their leader's fighting strength

### **No Ties**

In the case of a tie, the aggressor has won.

### **Weapons**

If a player's opponent plays a weapon Treachery Card and the player did not play the proper Defense Treachery Card, the player's leader is killed and cannot count towards their total. Both leaders can be killed and neither count in the battle. When a player plays a cheap hero, their total is simply the number of forces they dial, but they can play weapons or other Treachery Cards.

### **Kill Leaders**

Any leaders killed are immediately placed face up in the Tleilaxu Tanks. The winner immediately receives their value (including their own leader, if killed) in spice from the Spice Bank

### **Surviving Leaders**

Leaders who survive remain in the territory where they were used until all battles in other territories have been resolved. Then they are retrieved by their owners.

### **Losing**

The losing player loses all the forces they had in the territory to the Tleilaxu Tanks and must discard every Treachery Card they used in their Battle Plan. Note that the loser does not lose their leader as a result of battle. Leaders are killed only by Weapon Treachery Cards

### **Winning**

The winning player loses only the number of forces they dialed on the Battle Wheel. These forces are placed in the Tleilaxu Tanks. The winning player may also keep or discard any of the cards they played.

If there are any structure that belong to the loser, those structures become sabotaged.

## **6. Spice Collection**

Any players will forces or spice harvesters in a sector of a territory in which there is spice may now collect that spice. The collection rate is 2 spice per force. Spacing Guild can collect up to 8 spice per 1 harvester while the Emperor can collect all spice with 1 harvester.

If Spacing Guild forces share the same territory with other forces, hidden or not, Spacing Guild rolls for how much spice they steal. The other faction gets the remaining spice.

## **7. Mentat Pause Phase**

Did anyone win?

# **Faction Rules**

### **Emperor**

**At Start:** 5 forces, 1 ornithopter, 1 spice harvesters in Arrakeen and 5 forces and 1 ornithopter in Carthag. Start with 10 spice.

**Special Victory Condition:** If you control Arrakeen by the end of the game, you win.

### **Advantages**

**Oracle Foresight:** You can reveal one part of an opponent's Battle Plan.

**Superior Spice Harvesters:** Your spice harvesters have no limit to the amount of spice that can be collected and collect double the amount as bonus.

**Terraforming Arrakis:** Send 5 spice to place a terraforming token on any sand territory. Place 6 spice on the territory. Every turn, remove 2 spice to the bank. Once all the spice is depleted, then replace the token with a city one and the that territory is now a green territory.

**Green Paradise:** Every turn, collect 2 spice per green tile. Hidden forces who move on to green tiles are revealed.

## Bene Gesserit

**At Start:** 1 spy in Arrakeen; Start with 5 spice.

### Advantages

**The Voice:** Command your opponent to do as you wish with respect to one of the cards they play in their Battle Plan.

**Versatile:** Forces have two sides, the fighters and spy side.

**Spies:** When you ship forces using spy side, those forces must be individually placed in unique territories.

Spies coexist with other faction forces in the same territory. Spies cannot collect spice, prevent another faction's control of a stronghold or prevent another faction from challenging a stronghold.

If a spy is lost in battle, one treachery card is lost from the Bene Gesserit's hand for every two connected spies.

**Fighters:** The military wing of the Bene Gesserit excel at attacking in small numbers and sabotaging. To ship a fighter, the force token should be flipped to the fighter side. In groups of 3 or less, they can't be detected by the Emperor's forces, unless shipping prices have been increased.

**Spy Network:** Every spy deployed in a unique territory adds up to be the Spy Network value. If two spies are in the same territory, only one spy counts towards the spy network. If all spies are removed from one territory, then the spy network reduces by 1 point.

Spies that are adjacent to each other are considered to be "connected." The connection can extend beyond immediate tiles as long as tiles remain adjacent.

If hidden forces are lost in-network, then all spies in that territory where the battle was fought are lost. If revealed forces are lost in-network, then the same plenty applies for hidden forces, and in addition, spies in up to two adjacent territories of the victor's choosing are lost.

**In-Network Combat:** If you use hidden forces to attack another faction in your network, you can increase your force count up to the connected spy size by paying 1 spice per connected spy.

**In-Network Sabotage:** If you use hidden forces to sabotage another faction in your network, refer to the Bene Gesserit Treachery card possible actions to perform. If you fail to sabotage, your forces are revealed and don't receive the in-network combat bonus.

To sabotage, choose an action in your Bene Gesserit Treachery card. Pay any spice required and roll for success. If your roll is equal or higher to required roll, then the sabotage was successful, otherwise it fails.

**Treachery Cards:** During the Purchase and Restock phase, you draw 1 treachery card for every two spies deployed in a territory. The hand limit for Bene Gesserit is 10 cards. Treachery cards can be sold for their spice value or less to any other faction at any time. Once sold, they can't be traded, transferred, or sold by other factions. Some treachery cards are returned to the Bene Gesserit after use.

**Bene Gesserit Treachery:** As you build your network, you can use spend spice to activate special abilities on your unique treachery card.

## Spacing Guild

**At Start:** 5 forces in False Wall West and 1 stronghold; Start with 5 spice; Shipping cost is at 1.

### Advantages

**Smugglers:** The Spacing Guild funds smugglers to collect spice from dune. In groups of 3 or less, they can't be detected by the Emperor's forces, unless shipping prices have been increased.

**Hideouts:** Hideouts are structures that can be built in any rock territory. They can stash any amount of spice and up to 10 forces with out being detected by the Emperor. Spice or forces in hideouts are hidden from company books and therefore are unaffected by the quota. During Spice Collection, receive half the amount of spice in each hideout as tribute.

**Reliable Transportation:** In the Shipping & Movement phase, you can spend 1 spice per 2 units to move one group of forces to any territory on the map except for strongholds.

**Spice Quota:** This is the amount of spice that must be collected at the end of every turn. At the end of the first turn, the Spacing Guild must pay to the bank at least 2 spice to meet their Spice Quota. Every turn the spice quota is met successfully, quota amount raises by 1 spice.

If you don't meet the quota then spice must be paid to the bank equaling the liquidate requirement value. The liquidate requirement is double the quota value. In addition, you can sell forces and or harvesters from the board for their liquidate value. Once this is completed, the quota resets back to 4.

Unit	Liquidate value
Force	2
Harvester	10
Hideout	20

**Shipping Prices:** The spacing guild can raise and lower shipping prices at any time, but there are consequences. Raising the prices too will reveal forces or even hideouts to the Emperor. Shipping prices start at 1 spice but can be changed after the first turn. Raising the shipping price will also raise the quota by half rounding down.

Price	Affect
1-2	No affect
3	Small forces of 3 or higher are detected. Spice harvesters may be detected with treachery cards.
4	All forces are detected and their spice harvesters. Hideouts may be detected with treachery cards.
5	Hideouts are detected.

## Fremen Opposition

**At Start:** 3 Forces at Tuek's Sietch, 3 Forces at Sietch Tabr, and 3 Forces at Habbanya; Start with 0 spice.

**Special Victory Condition:** If all 3 sietches are loyal to the Fremen Opposition and the Fremen Opposition controls at least 2 by the end of the game, then they automatically win the game. This overrides the Emperor's winning condition.

## Advantages

**False Dream:** A small but growing minority are fearing that their Fremen way of life is disappearing under the Emperor's reign. Forces of 3 or less can not be detected by the Emperor.

**Grassroot Support:** Collect 3 forces for free every turn. The amount of forces gain per turn can be increase with Loyalty. The forces must be deployed as one group at any of the three sietches.

**Loyalty:** Defeating foes in battle will gain loyalty points that can be used to receive more free forces every turn.

Outcome	Loyalty gained
Emperor forces defeated	+X per 2 forces killed
Sabotage structure	+3
Steal ornithopter	+3
Destroy harvester	+2
Collect spice	+1

**Spend Loyalty:** Spend 4 loyalty and revealed forces do 1/2 extra damage when battling.

[Needs testing] Spend 2 loyalty and hidden forces do 1/2 extra damage.

### Loyal Sietches:

All 3 sietches have a loyalty token that can be flipped to the Emperor or Fremen Opposition side. Sietches that are loyal to the Emperor provide the Emperor 2 spice per turn. Sietches loyal to the Fremen Opposition provide them 1 free force every turn. If a sietch is occupied by a faction that it isn't loyal to, with the exception of the Fremen Opposition, then the loyal bonus from that sietch is blocked.

### Sandworms

Fremen always have access to sandworms that can be used to travel up to 3 sand territories. Sandworms can not pass through mountain territories but can end their movement on one.