

HERETICS OF DUNE VARIANT v 3.2

Theme Music for "**HERETICS OF DUNE**": "House Atreides" [Frank Herbert's "Children of Dune" SciFi channel 2002]

Dune, now known as *Rakis*, is once again the focus of the universe. Crushed under 3500 years of the God Emperor's Domination, humanity endured the catastrophe of the Famine upon the suicide of Leto II. Billions fled the known universe into the vast unknown. Now, ten thousand years later, the descendants of the Scattering are coming back to worlds utterly changed!

Returning from the Scattering are the *Honored Matres* and their vicious destructive ways of battle and populace enslavement.

The long prepared plans of the *Bene Gesserit* are finally coming to fruition just as the galactic order disintegrates.

The *Bene Tleilax* hope that the turmoil gives them a chance for ascendance to be rulers of the universe.

The *Rakian Priesthood* swears on the holy name of Shai-Hulud to exterminate all invaders of Rakis at any cost!

The *Ixians* hope that their control of technology finally gives them the chance to grab ascendancy.

The remnants of the God Emperor's *Fish Speaker* Legions strive to maintain order in a galaxy madly preparing for war.....

CHANGES TO THIS VERSION:

[1] worm desert movement further clarified in setup, worm round, spiceblow round, movement round, and karamas.

[2] HM burning rules clarified to exclude Shai-Hulud movement and the Polar Sink.

[3] karama against RP clarified

[4] new traitor selection section has been added

[5] HM spice burning clarified.

New Rules for **HERETICS OF DUNE** [HoDune is played with classic DUNE rules unless specifically changed by this variant's rules]

SEQUENCE OF PLAY

A. Worm Round

B. Spice Blow

C. Bidding Round

D. Revival and Movement Round

E. Battle Round

F. Sietch Discovery and Collection Round

SET UP:

The turn order is determined by dot sector (dot 1=sector 1, dot 2=sector 4, etc.) Faction dot order is determined randomly by the GM. The turn order of bidding/revival/movement/combat is determined by the desert that Shai-Hulud occupies (as per the storm in the original rules). As many desert territories span several sectors, there may arise ambiguity as to the exact location of Shai-Hulud in determining the turn order. For purposes of turn order determination only, the Worm will be considered to be in the desert territory's spice blow dot. If the sector has no spiceblow dot, the worm will be in the most advanced sector counterclockwise.

Ten Rakian Priesthood tokens start in Keen (previously known as Arrakeen). Ten Honored Matres tokens start in Thag (previously known as Carthag). Five Fish Speaker tokens may start in any territory including Polar Sink, excluding Thag or Keen. All other tokens start off world.

Shai-Hulud starts in Ceilago South, sector two spice blow dot.

VICTORY CONDITIONS:

At least three strongholds must be opened for a victory to be won.

Three strongholds:	Solo: all three must be taken. Alliance victory not possible.
Four strongholds:	Solo: three must be taken. Alliance: all four.
Five strongholds:	As per original game rules.

The Bene Gesserit may predict the winner and turn (as per original rules).

The Honored Matres win if they burn eight Rakis territories.

The Tleilaxu win the game if no power, other than the Tleilaxu, occupies Thag or Keen at the end of turn 15.

The Fish Speakers win if by the 15th turn, no other faction wins.

TRAITOR SELECTION

Traitors: traitors are chosen as the original rules, *ie out of a pool of four leaders, each faction picks one to be their standard traitor*. The Bene Gesserit and the Honored Matres exercise their special powers in this phase, but may also pick one traitor as per the regular rules.

The Honored Matres have a special traitor pick that occurs before the other factions pick traitors. All male leaders are placed in a pool from which the HM pick four to be their sexually subverted males. All leaders, male and female, are then mixed and all factions pick one standard traitor. The Bene Gesserit also pick their Imprinter from their female leaders.

Traitor status of any kind (imprinting, subversion, or standard) is permanent, ie a revived traitor may betray his faction again. Leaders copied by the Tleilaxu will also betray the Tleilaxu to the original faction. Gholas copied by the Tleilaxu who meet their original in battle automatically betray the Tleilaxu (Ghola Memory Treason). If both factions call traitor in a battle, both sides are annihilated. All tokens, both leaders, and cards are lost.

A. WORM ROUND

There is no storm (due to planetary weather controls). Instead the Shai-Hulud Worm moves *from one to three* contiguous desert territories in a generally counter-clockwise direction by the Rakian Priesthood player, *advancing a minimum of one desert territory*

counter-clockwise.

If Shai-Hulud encounters tokens during its move, it devours them all, except for RP tokens which suffer half losses (rounded down). The worm cannot retrace its route or return to a territory started in or moved through that turn. The RP player publicly announces Shai-Hulud's exact route per territory.

There are several bottlenecks on the map where Shai-Hulud's counterclockwise movement may be hindered by mountains: Red Chasm, Minor Erg, and Tuek's Point. If so hindered, Shai-Hulud may "dive under" the blocking mountain to any desert territory on the other side of the mountain as long as its final territory is at least one territory advanced counterclockwise from its starting territory.

If Shai-Hulud enters Habbanya Pass, it must stop for that turn, then exit next turn.

When Shai-Hulud turns up in the spice deck, the Rakian Priesthood player may move Shai-Hulud six contiguous desert territories clockwise or counter-clockwise, *which he orders territory by territory to the GM.* Like the storm, the worm's movement destroys everything in its path, except for tokens on rock, sietches, or strongholds. Shai-Hulud blocks movement of tokens on desert territories. Tokens may move into, out of, or through contiguous rock territories even if Shai-Hulud is in an adjacent desert territory [this includes the two cities or opened lost sietches]. If two worms appear in the spice deck, the RP may move Shai-Hulud twice.

B. SPICE BLOW ROUND

This works as in the original advanced game, ie there are two spice blows per turn. If a spice blow occurs in a territory burned by the Honored Matres, no spice is produced there and no additional card is drawn. This simulates the reduced production of spice on Rakis as the HM raze the planet.

Heretics of Dune stated: "Each searching child not only looked for the spice but also sought those signs which would reveal one of the old Fremen sietch strongholds.....And some of the remnant sietch places were reputed to contain lost hoards of melange." (p.55)

So at the start of the game, Tuek's Sietch, Habbaya Ridge Sietch, and Sietch Tabr are "Lost Sietches" and are considered "closed". They are treated as regular DESERT territories (which means that any troops "camping out" waiting for them to open could be subject to Shai-Hulud's appetite as he whirls around the planet!). On Rakis, they are now known as Tuek's Point, Habbanya Pass, and Tabr Basin.

Three "sietch" cards are added to the spice deck, each with the name of Habbanya Ridge Sietch, Tuek's Sietch, or Sietch Tabr. If one of these cards is revealed during the spice round, that sietch has been discovered, but the territory itself remains a desert territory for shipping and combat purposes and doesn't become a stronghold until the end of the battle round. The spice hoard may then be collected per normal collection rules in the collection round. The Rakian Priesthood player may not tax a spice hoard. A Spice Hoard is a cache and not a spice production card as a Spice Blow is (ie it may not be burned by the HM). A Lost Sietch card is removed from the spice deck once revealed.

The next two spice cards are now turned up. If it is a regular spice blow, that spice is placed as a hoard on the newly opened sietch rather than on its stated desert territory. If a worm card or sietch discovery card turns up, no spice hoard is placed, and no second spice card is revealed. However, the second sietch is now opened and two more spice cards are revealed to determine its spice hoard.

Another spice card is turned up for that turn's routine spice blow.

The Ixian Super Probe card if used on a desert sietch automatically opens it without the need to wait for that sietch's card to turn up. A spice hoard is placed as described above.

When Shai-Hulud turns up in the spice deck, the Rakian Priesthood player may move Shai-Hulud *six contiguous desert territories clockwise or counter-clockwise*. If the worm is moved clockwise, it must end the worm move at least one further from where it started and no more than six sectors (clockwise in both cases). Each time a worm card is drawn in succession, the RP may Shai-Hulud again.

C. BIDDING ROUND

The CHOAM corporation survived the God Emperor's reign so any faction without spice may ask for CHOAM charity as in the original game. The Bene Gesserit automatically receive CHOAM charity.

The Ixian player controls the bidding round and the Treachery Deck. The four card limit on bidding also applies to this variant.

D. REVIVAL AND MOVEMENT ROUND

Token Revival: The Bene Tleilaxu player controls the tanks. Token and leader revival is the same as the original game with the exceptions given to the Tleilaxu player. The order of reviving leaders is done according to turn order.

All a faction's leaders must be in the tanks before any can be revived, except for the Tleilaxu. In the original DUNE rules, a leader may not be revived until all the other leaders of that faction are dead too. This is true in Heretics as well.

In the original DUNE rules, a leader who dies a second time may not be revived until all the other leaders die a second time too. This is NOT true in Heretics. In Heretics, you only go through a set of dead leaders once. Then each faction may revive their dead leaders as they see fit.

Movement: Since Ix had broken the Guild's shipping monopoly, all factions use classic Dune Guild rates [ie half spice for shipping to a seitch or city, one spice to ship to any other territory]. The cities of Arrakeen and Carthage are now known as Keen and Thag respectively. Thag and Keen are strongholds and produce two spice per turn for their controller. Whomever controls a city has access to ornithopters (as per original rules).

Shai-Hulud blocks movement of tokens through the desert territory that it occupies.

E. BATTLE ROUND

Battles are handled the same as the original rules.

The Battle Round order is:

- 1) Voice by BG,
- 2) Karama cancellation of Voice,
- 3) Players submit battle plans,
- 4) Battle Augmentation: BG "Atreides Manifesto"
- 5) Fish Speaker leader doubling via Karama

- 6) Karama cancellation of Fish Speaker started legions
- 7) Battle plans are finalized,
- 8) Tleilaxu Face Dancer token exchange,
- 9) Battle plans are revealed,
- 10) Traitor revelation, BG Imprinting, HM Sexual Seduction, Gholia Memory Treason.
- 11) Karama cancellation of Imprinting/Seduction/Gholia Memory Treason,
- 12) Final Battle Determination

F. SPICE COLLECTION ROUND

Spice is collected from spice blows and spice hoards.

Two spice is collected for owning Thag or Keen. Bene Gesserit extort spice from the Tleilaxu if they coexist with them. The Tleilaxu produce four spice from their tanks if they did not revive tokens or leaders that turn, two if they did. The Rakian Priesthood receive one spice from each spice blow once the spice is collected by another faction. The RP "tax" one spice per blow even if more than one faction collects the spice over several turns. The "spice tax" is collected only once from the first harvesting player, but not subsequent ones, even if it is the same player. Once opened, Tuek's Sietch produces one spice per turn. It is assumed that small stashes of spice are constantly being found in the deep caverns of the sietch.

All other original DUNE rules apply except where these variant rules state.

FACTIONS:

1) BENE GESSERIT: color: blue (of course!)

Special abilities: Powerful Mental Powers

Theme Music: "Emotion Control" [from Dune Spice Opera, theme music from first Dune CD game from Virgin Games 1993]

a) the Voice (as in regular game)

b) Imprinting: During the Traitor Selection round before the game begins, the Bene Gesserit secretly selects one of their female leaders to be the "Imprinter". If this female leader meets any male leader in combat, and they both survive, the Bene Gesserit may "imprint" this male leader. At any future point in the game (assuming the Imprinter is still alive), the BG may choose to force the imprinted male to betray his side in ANY battle that he is in. The Imprinter may only imprint one male leader at a time. If that leader is killed, the Imprinter may select another male to imprint, as per the previous process. If the Imprinter is killed, the Bene Gesserit may not select another Imprinter, however the Imprinter may be revived to imprint again! (If the Tleilaxu copy the Imprinter, he may NOT use the Imprinting ability).

If the Imprinted male leader is killed and revived, he retains his traitor status.

c) Coexistence: You may coexist with other factions, including the Honored Matres. You must announce which factions you intend to coexist with at the start of the movement

round. If other factions move or ship into a territory in which you already have tokens, you must declare if you will coexist with them or not. If you coexist with the Tleilaxu, they must pay you one spice per turn that you are coexisting with them (they may not refuse to accept coexistence). This spice is collected (extorted) in the spice collection round. The BG may still extort from the Tleilaxu even if they are coexisting with subverted Txu tokens. Coexisting tokens may not open lost sietches or collect spice hoards.

d) The Bene Gesserit may ship one token with all off world shipments except the Rakian Priesthood (who do not ship). The Bene Gesserit may choose to ship the token to the Polar Sink or to the site of the off world shipment.

e) Karama: BG may use a Karama card to cancel any other Karama card. The BG may use a worthless card as a Karama card.

f) BG receive Choam charity every turn, as per the original game's advanced rules.

g) The Atreides Manifesto: The BG may use any Treachery card to add one strength point per card to their leader in any battle (using up to all the cards in their hand up to a total of four points added). If used as an Atreides Manifesto card, that Treachery card may not be used for its normal purpose in battle and is discarded after that battle.

h) allied power: the BG may Voice their ally's opponents. The BG may now ally with the HM!

i) The Bene Gesserit may bid for treachery cards even when they have a full hand. If they win a card with a full hand, they must immediately give any card from their hand to another player provided he is not yet full of treachery cards. This card may be the one they just purchased or any other in their hand.

j) The Bene Gesserit retain their win prediction ability from classic DUNE.

**Leaders: Females: Taraza (5), Lucilla (5), Schwangyu (4), Odrade (5),
Male: Miles Teg (5)**

Free Revival rate: one

Starting spice: 5 (Chapterhouse Wallach IX)

Start: 20 tokens offworld at Chapterhouse

start with one Treachery card

Victory conditions: Prediction for winner and turn as per original rules.

Advantages - voice in battle is big, coexist decreases cost of getting down onto Dune. The Imprinting ability allows the selection of a traitor during the game rather than just at the beginning.

Disadvantages - a bit poor at the start.

2) HONORED MATRES: color: black (the color of evil, what else?)

Special abilities: Sexual Dominance and Treachery!

Theme Music: "Seduction pt one" [Frank Herbert's "DUNE", SciFi channel 2001]

(a) **Sexual Subversion.** This works in a similar manner to the BG Imprinting, but in a nastier way. In the book, they preferred to set target peoples against each other by sexual subversion of males leaders. Before other players pick their traitors, the Honored Matres pick four leaders from a male-only pool of leaders. The remaining male leaders are mixed with the female leaders and the HM (*along with the other factions*) then chooses one of these leaders (male or female) as her standard traitor. *This means that the HM have five traitors total, four males sexually subverted and one male or female standard traitor.* (Grand Dama Honored Matre favorite song is "Its raining men!")

Since this is a form of using traitors, sexual subversion is called out when an opponent's battle plan is revealed. The only limit to the number of seductions which the HM may perform in a game is the number of males seduced before the game begins (*four*) plus the number of Karamas bought during the game!

After being subverted, the target male would not just betray a battle, he would actually take command of all cards and troops used in a battle. Then he, the cards, and the troops would be under the control of the Honored Matres, not the original player. These cards and tokens must stay with the subverted leader. The HM may not place these cards in her hand, may not use the leader to lead HM forces, and may not mix tokens with her forces. The HM may not purchase additional cards for this force. The Treachery cards that this subverted force carry do NOT count against the four card limit of the original owning player or against the Honored Matres four card limit. These tokens are treated as allied units. During the next HM move, the HM must separate these forces, either by moving the subverted force or the HM force that subverted it. If the HM cannot or will not separate the tokens, the tokens, cards, and leader are sacrificed to the tanks. This move DOES count as the HM's one on-planet move for that turn.

The subverted player regains his tokens and leaders (but not cards) when they return to the tanks. The treachery cards held by the subverted leader are returned to the treachery deck, not to the original player.

The HM may have only one seduced alliance force on Rakis at any one time. If the HM declares betrayal of another seduced male, the first leader, tokens, and cards are immediately sacrificed to the tanks and discard pile. The HM receives two spice for that leader's death.

Sexual seduction is permanent, ie if a subverted leader dies and is revived, he may betray his faction to the HM again.

(b) **Burning Rakis.** After you win a battle, you may begin to burn territories on Dune. After every successful battle, you select at random a discarded spice blow card and announce its destruction. That territory has been destroyed by you, no spice may ever appear there again, no token may move into or through that territory, *however Shai-Hulud may move through that territory.* Any spice or tokens there are destroyed. The card stays in

the spice deck and if it comes up again, no spice is placed. This simulates the decreased spice production as the Honored Matres burned Rakis. (the HM player may choose NOT to burn a territory after a victory. Burning is always a choice.) Lost sietch cards do not count as spice blow cards and may not be burnt. If the HM draw a spice blow card to burn in a territory that they currently occupy, they may stay to mine the spice, but must vacate the doomed territory in the next turn or their forces there are destroyed at the end of that turn.

A successful sexual seduction or a standard traitor's treason also counts as a won battle so the HM may elect to burn a spice territory.

(c) **Karama**: HM may use a Karama card to sexually subvert any male they encounter in a battle, not just the ones they originally picked. This includes the Male Cheap Hero card. This subversion and betrayal is immediate. Any previous subverted group is immediately sacrificed to the tanks as above.

(d) **Allied power**: the Honored Matres may call out subverted leaders who are used against their allies! The HM may now ally with the BG!

Leaders: Female: Great Honored Matre Dama (6), Murbella (5), Hormu Adept (4), Yar (2).

Male: Muzzafar (3)

Free Revival rate: two

Starting spice: 10

Start: 10 tokens in Thag, 10 in reserve (from the Scattering)

start with one Treachery card

Special Victory Conditions: You may claim victory if you have burned 8 spice territories. Dune and the sand worms are destroyed forever!

Advantages - can burn Dune, control other factions tokens through subversion.

Disadvantages - economically poor, must grubbing for on planet spice.

3) IXIANS: color: red (weapons traders in bloodshed!)

Special ability: Production of Technology and Weapons

Theme Music: "Trip to Arrakis" [soundtrack David Lynch DUNE movie 1984]

(a) Control the Treachery Auction: The Ixian player supplies weapons and profits from the sale of technology. At the beginning of the Treachery Round, the Ixian player takes a number of cards equal to the number of players without full hands. The bidding is closed as in the original game. The Ixian looks at the cards and decides on the order in which they will be bid. He also may choose to announce to all players the identity of each card as it comes up for auction, or just the type of card (weapon, defense, miscellaneous). The Ixian player may also choose not to reveal the identity of the card, but instead may privately sell

this inside information to any faction of his choice. Revealing treachery card information publicly or privately is always the Ixian's choice, but in either case he must tell the Truth. If he takes the spice profits, the winning bidder pays the spice to the Ixian (half rounded down). If the Ixian buys the card, the spice goes to the bank. This simulates the cost of producing or acquiring the technology to be sold at the auction.

(b) Karama: After he looks at the cards but before the auction begins, the Ixian player may use a Karama card to discard the entire treachery auction and redraw an equal number of cards. The discarded cards are revealed and sent face up to the discard pile.

c) Allied power: the Ixian may tell his ally alone what the treachery cards are, without having to announce it to all factions.

Leaders: Males: Inquisitor (4), Vizier (3), Levenbrech (1), Baltern (1)
Female: Baltora (2)

Free Revival rate: one

Starting spice: 5

Start: 20 tokens offworld (Ix)

start with two Treachery cards [a Thought Probe and a Random]

Victory conditions: standard

Advantages: knowledge and control of Treachery deck, spice rich from bidding.

Disadvantages: relatively poor male leaders, poor revival rate, initial offworld position

4) BENE TLEILAX: color: orange (color of synthetic melange)

Special abilities: Control of the Axlotl tanks

Theme Music: "My Skin Is Not My Own" [Frank Herbert's "Children of Dune" SciFi channel 2002]

(a) Control the Axlotl tanks: The BT receive all spice for revival of tokens and leaders. The BT may revive any number of his own tokens and leaders from the tanks each turn. BT tokens only cost one spice per token. BT leaders cost their combat value in spice. However, he has NO free revivals. The Tleilaxu are exempt from the restriction that all a faction's leaders must be in the tanks before reviving them. The Tleilaxu may revive any of his own leaders at any time.

(b) Synthetic Spice Production: the BT produce spice! The BT player receives four spice per turn from their tanks, if they revived no tokens or leaders that turn. They receive two spice per turn if they revived tokens or leaders that turn.

(c) Ghola Creation: The BT may revive ("copy") an opponent's leader from the tanks to use for himself. That leader's combat strength and traitor status are maintained, but

abilities are not maintained. The owning faction cannot stop this copying process except with a Karama card. The BT player then gives that player one of his (1) power leaders in exchange. Obviously, the BT may only use this power as long as he has a (1) power leader of his own to trade. A dead leader may be copied by the Tleilaxu as many times as he likes, but he may have only one copy of that leader alive at any time.

The tissue of dead leaders in the tanks is under the control of the Tleilaxu. The original owning player regains control of the dead leader from the tanks only when he revives him, and only if he does so before the Tleilaxu copies him. Once copied by the Tleilaxu, a player may not revive his original leader unless all his leaders are dead or he uses a Ghola card. Once he revives a dead leader who has been copied by the Tleilaxu, the player may choose whether or not to keep the borrowed (1) Tleilaxu leader. If he chooses not to keep the (1) leader, the token is NOT returned to the Txu player, but must be sacrificed to the tanks for one spice, which is paid to the Tleilaxu player. Once dead, the (1) leader may be revived by the Tleilaxu as normal.

All players must abide by the five leader limit. Excess leaders must be sacrificed to the tanks. If a player owns a leader of a opposing faction and must sacrifice him or her, he receives the leaders combat total in spice. For example, the Fish Speaker player loses all five leaders in early battle. The Tleilaxu player copies three of them, so the FS player now has three (1) strength Tleilaxu leaders. In three subsequent turns, the FS player revives three leaders for a total of six. He sacrifices a TXU leader for one spice.

It may occur that the Tleilaxu copies a leader and then the original player revives him, for example with a Ghola card. Then there are two living leaders in the game who may continue to lead battles as long as they never meet. If the original leader meets his copied Tleilaxu clone in a battle, the resulting psychic trauma of returned memories in the ghola will force him to turn Traitor against the Tleilaxu (Ghola Memory Treason).

Traitor status is maintained. For example, BG Miles Teg (5) is killed by the Fish Speakers. The original Miles was a traitor of the Ixians. The Tleilaxu "copy" Miles as a (5) leader and "give" Waff (1) to the Bene Gesserit. Waff was a traitor for the Honored Matres. The new Tleilaxu Miles Teg will betray the Tleilaxu to the Ixians just as the old Bene Gesserit Miles Teg would have. The Waff leader now used by the BG will betray them to the Honored Matres just as he would have if he'd stayed with the Tleilaxu. The GM will not inform the Tleilaxu of the traitor's status.

Ability status is NOT maintained. If the BG's Imprinter is killed and copied by the Tleilaxu, they could not imprint other faction's males.

(c) Face Dancers: The BT has four starred Face Dancer tokens. These count as two tokens, but require one spice to support. They may be used in battle just as Sardaukar and Fedaykin in the original game. BT may only revive one starred token per turn.

Face Dancer Disguise: After battle plans have been finalized but before they are revealed, up to four Tleilaxu standard tokens on Rakis may be exchanged with an equal number of starred Face Dancers from the Tleilaxu reserves. The standard tokens return to the Tleilaxu reserves. These Face Dancer tokens remain revealed and may not "recloak" themselves. They may only be recloaked by returning to the Tleilaxu reserves either through revival from the tanks or No-Ship transport from the planet.

(d) Karama: The Tleilaxu player may use a Karama to use the Axlotl tanks to produce six

spice and tokens/gholas on the same turn. He may also use a Karama to cancel the betrayal of a ghola who meets his original in battle.

(d) Allied power: allies of the Bene Tleilax may ask that they have unlimited token and leader revival at the Tleilaxu rate. The Txu has the option of saying no.

(e) Special Victory condition: If no power, other than the Tleilaxu, occupies Thag or Keen at the end of turn 15, the Tleilaxu win the game by achieving their long goal of outlasting all other powers.

**Leaders: Males: Waff (1), Mirlat (1), Torg (1), Scytale (1),
Yet-Another-Duncan-Ghola (4)
Females: NONE!**

Free Revival rate: None!

Starting Spice: 5

Start: 20 tokens offworld (Tleilax)

start with one Treachery card

victory conditions: standard

advantages: long term economic power, Face Dancers, limited spice production

disadvantages: very weak male leaders, no female leaders

5) FISH SPEAKER COUNCIL: color: green (Atreides descendants)

Special ability: Military Remnant of the God Emperor's Empire

Theme Music: "First Attack" [soundtrack David Lynch DUNE movie 1984]

(1) the Fish Speaker Legions: HALF of the tokens are starred! (enough said!) Unlike Sardaukar, Fedaykin, or Face Dancers, up to *two* starred Fish Speaker Legions may be revived per turn.

(2) Karama: The Fish Speaker player may use a Karama card to double the combat value of one of their leaders. This is done before the battle plans are revealed. The FS player may use also use a Karama card to immediately release half [rounded up] of FS tokens in the Axlotl tanks to his reserves!

(3) Allied power: the FS may "loan" one starred Fish Speaker legion token to his ally per turn (to a maximum of five loaned tokens). The FS ally may now use these tokens as his own. The FS player or his ally may pay the cost of shipping the FS legion to Rakis. The loaned FS tokens move during the allies' turn, may stack with allied tokens, and fight under the allies' leaders. The FS player may demand the return of his loaned legions at any time. On the turn in which the legions are returned, the FS player must use his on planet to move the loaned tokens away from his allies territory or they go to the tanks. If the FS and

his ally decide to break their alliance when Shai-Hulud appears in the spice deck, the loaned tokens immediately return to FS control. If they are still in the same territory with their former allies' tokens during the battle round, they must combat as per normal rules.

Leaders: Females: Guard Commander (5), Bashar (4), Majordomo (4)
Males: Fanatic (3), Acolyte (2)

Free Revival rate: two

Starting spice: twenty

Start: up to five tokens in any territory including Polar Sink, excluding Thag and Keen, all others offworld (Council World)

start with one Treachery card

Special Victory conditions: If no other faction or alliance controls DUNE at the end of the fifteenth turn, the Fish Speaker Council wins by maintaining the God Emperor's Shining Path of order.

advantages: raw military power of legions and Karama doubled leaders

disadvantages: low revival rate, grubbing for spice on planet.

6) RAKIAN PRIESTHOOD: color: yellow (Fremen descendants)

Special ability: Religion of Shai-Hulud Native to Rakis

Theme Music: "Inama Nushif" [Frank Herbert's "Children of Dune" SciFi channel 2002]

(1) Control of Shai-Hulud Worm Marker: Each turn the Rakian Priesthood player may move the Shai-Hulud marker from 1 to 3 contiguous desert territories generally counterclockwise around the map. When Shai-Hulud turns up in the spice deck, the Rakian Priesthood player may move Shai-Hulud from zero to six desert territories counterclockwise or clockwise around the map. With both types of worm movement, the RP player specifies to the GM which desert territories the Worm moves through. Like the storm, the worm's movement destroys everything in its path (with the exception of Rakian Priesthood tokens, who lose half rounded down). [Even though Sheeana controlled Shai-Hulud in the book, in order to maintain play balance, worm control does not reside with her.]

(2) The Rakian player does not use the Guild's services. Rakian Priesthood reinforcements enter within *two* territories of Keen.

(3) Karama: The Rakian player may use a Karama card to take immediate control of the Shai-Hulud marker during any Worm phase to move Shai-Hulud any number of territories clockwise or counterclockwise.

(4) The Rakian Priesthood player may use a worthless card to assassinate one or two enemy tokens in any territory in which he already has tokens. This ability may be used at

any time during the battle round. This ability is stackable, ie up to four worthless cards may be used upon a single territory or group of units. However, any additional cards added beyond the first worthless card only kills one token per card. This simulates guerilla attacks on foreign troops by fanatic local militia loyal to the RP. Coexisting Bene Gesserit troops may also be assassinated by RP worthless cards.

(5) **The Rakian Priesthood faction occupies Keen (Arrakeen) at the start of the game. They then would have ornithopters. All other factions start offworld, except for the Fish Speakers in any non city territory and the Honored Matres in Thag.**

(6) **Spice Tax: The Rakian Priesthood controlled spice production on Keen. They take one spice as tax from each spice blow after it is collected. This tax does not apply to Spice Hoards.**

(7) **Alliance power: Allied tokens of the Rakian Priesthood are unaffected by Shai-Hulud.**

**Leaders: Males: Hedley Tuek (4), Stiros (4), Umphred (3), Dromind (2)
Female: Sheeana (1)**

Free Revival rate: one

Starting spice: 10

Start: ten tokens in Keen, ten in reserves (Far Rakis)

start with one Treachery card

Victory conditions: standard

advantages: control of the Shai-Hulud marker. Unaffected by worms. No need to ship from off planet.

disadvantages: male leaders. Only female leader is weak.

TREACHERY DECK (controlled by Ixians)

Composition: 45 total cards

25 battle cards:

4 projectiles, 4 shields, 4 poisons, 4 snoopers, 1 Lasgun

NEW: 4 Thought Probes (Ixian weapon to scan the mind of someone newly dead). If a T-probe kills a leader, the user may immediately ask a Yes/No question. A Thought Probe is a weapon and it will kill!

NEW: 4 Shere Drug (Ixian defense against T-probe). T-probe user may not ask a yes/no question (unless the battle was won by a traitor, who is assumed did not take the drug.) Shere Drug also protects a leader's body from being copied by the Tleilaxu (the drugged bodies' cells cannot be cloned by an axlotl tank). A Shere Drug card may also be played as a Tleilaxu copy defense even if no Thought Probe is expected to be played.

20 other cards:

4 Karama cards

2 Truth Trances

1 Weather Control NEW: this is changed to WORM CONTROL: Player may move Shai-Hulud from any desert territory to any other desert territory on the board, including unopened Lost Sietches [Shai-Hulud is assumed to have travelled so deep under desert that he cannot be seen from the surface. He may feed on any tokens he finds there! RP tokens lost at half rate rounded down. Yum!] Playable only at beginning of Worm phase, instead of the RP player normal Worm move. This is different from the normal RP Worm movement which is done territory to territory. With Worm Control, the player simply specifies Shai-Hulud's start then ending desert territory.

1 Hajr card NEW: this is changed to NO SHIP: Player may make one advanced Guild-type shipment onto, off of, or across Rakis paying the Guilds' rates of shipping.

1 NO-GLOBE: play of this card allows a player to save a leader lost or killed in a battle. Any treachery cards carried by that leader are still lost. This may not be played if a leader is lost from treachery.

1 Ghola card (as in standard game)

1 Family Atomics NEW: this is changed to SUPER IXIAN PROBE. This is a super Ixian probe which may a) force a player to show two of the four elements of his entire battle plan (leader, troops, weapon, or defense), b) be used as a standard Ixian thought probe in battle, or c) automatically open a sietch without waiting for the spice deck. The Super Ixian Probe may be used by any player at any time, even on someone else's battle.

2 cheap heroes, 2 cheap heroines

5 worthless cards: **Trip to Dan, Holy Book of the Divided God, "Spannungsbogen", Slig Meat, Chairdog**

Karama Card Abilities:

a) BG may use a Karama card to cancel any other Karama card. The BG may use a worthless card as a Karama card.

b) HM may use a Karama card to sexually subvert any male they encounter in a battle, not just the ones they originally picked. This includes the Male Cheap Hero card.

c) After he looks at the cards but before the auction begins, the Ixian player may use a Karama card to discard the entire treachery auction and redraw an equal number of cards. The discarded cards are revealed and sent face up to the discard pile.

d) The Tleilaxu player may use a Karama to use the Axlotl tanks to produce six spice and tokens/gholas on the same turn. He may also use a Karama to cancel the betrayal of a ghola who meets his original in battle.

e) The Fish Speaker player may use a Karama card to double the combat value of one of their leaders. This is done before the battle plans are revealed. The FS player may use also use a Karama card to immediately release half [rounded up] of FS tokens in the Axlotl tanks to his reserves!

f) The Rakian player may use a Karama card to take immediate control of the Shai-Hulud marker during any Worm phase to move Shai-Hulud any number of contiguous desert territories clockwise or counterclockwise. *This Worm movement is specified to the GM territory by territory.*

Karama cards also prevent other players from using some abilities:

a) prevent the **Bene Gesserit** from using the Voice or Imprinting ("you can't touch this guy,

Bene Gesserit Witch!")

b) prevent the **Honored Matres** from using Sexual Seduction or Burning a territory ("Be a nice Honored Matre and put the match down!")

c) prevent the **Ixian** from looking at all the cards in one turn's auction or to reduce his spice take to one spice per card purchased by another faction. ("Taxes? What taxes?")

d) prevent the **Tleilaxu** from using the Axlottl tanks that turn for himself. He may revive no leaders, tokens, or produce spice. Other faction may use the tanks normally. A Karama card may also be used to prevent the Tleilaxu from copying a leader and exchanging a (1) Txu leader for that turn only. ("Who threw that into the tanks? Eeewww!")

e) prevent the **Fish Speaker Council** starred legions from being counted double in one battle (they suddenly remembered that the God Emperor was dead!)

f) prevent the **Rakian Priesthood** from moving the Shai-Hulad worm marker. Instead, the player playing the card controls Shai-Hulud; this is similar but not identical to Weather Control in standard Dune. The player playing the Karama moves Shai-Halud 1-6 territories counter-clockwise. Shai-Hulud is also allowed to enter Keen and/or Thag. [then Shai-Hulud becomes Shaitan!] ("Shaitan's gone wild" videos on sale on DISTRANS!). Rakian Priesthood tokens suffer full losses instead of half losses. HoD rules for Worm Round are applied to determine Shai-Hulud's final sector, and must end 1-6 sectors away from its starting position. The karama may also cancel RP worthless card guerrilla attacks.

It is the hope of the authors of "Heretics of Dune" to present to the Dune community a variant of the wonderful DUNE boardgame that we have all loved for years, that is as faithful as possible to Frank Herbert's masterful sequel, "Heretics of Dune". We hope that you have as much fun playing it as we did developing it!

George Glass
Phillip Lerche