



MARCH 2024 - NEW ENTRIES IN RED

FAQ 2.0

## CORE GAME

### Q: Can Atrides Deployment tokens be moved?

- ◆ **A:** Yes. As written on page 13 of the rulebook, Deployment tokens can be moved in the same way as Units. However, in order to separate the Units contained in a Deployment token, the token must first be revealed (voluntarily or otherwise).

### Q: What happens to Bene Gesserit tokens after they have been used?

- ◆ **A:** Bene Gesserit tokens are discarded and removed from play as soon as they are used.

### Q: If they still have any available, can the Atrides perform an Action after the Harkonnen has used their last Action die?

- ◆ **A:** No, the Action Resolution phase is over once the Harkonnen player has executed all their available Actions. The Atrides players loses any remaining Actions available.

### Q: If all of a player's Generic Leaders are on the board, can a Named Leader still be removed and replaced with a Generic one at the end of the round?

- ◆ **A:** In that case, the Named Leader can still be removed, but is not replaced with any Generic Leader.

### Q: When both players need to change their Action dice results to different ones because they exceed the corresponding Action slots (page 17), in what order do they do it?

- ◆ **A:** The new die results are chosen one at a time, in turns, starting with the Harkonnen player.

### Q: When a card or other game element says to “move or attack with a Legion”, am I allowed to move or attack with any Legion (including those of my opponent), or just one of mine?

- ◆ **A:** Only your own Legions.

### Q: Can a Legion move and leave a Leader alone behind it? What happens to a Named Leader if this occurs?

- ◆ **A:** Yes. As explained on page 12, Leaders are “eliminated” as soon as they are left alone, which means that they are removed from the board and, in the case of Named Leader, they will go to the Regeneration Tank.

**Q:** The rules for Scouting say it can be done “at any time” during a Harkonnen Action turn. Does that include in the middle of the execution of a House result or a Planning card? For instance, can I use a House result to place 1 Ornithopter, use it for Scouting, then place the second Vehicle in the same Air Zone?

◆ **A:** Yes.

**Q:** Can Stockpiling be done regardless of whether you keep the Imperium markers in place (or raise them)?

◆ **A:** Yes. However, the spice points spent on Stockpiling obviously cannot be spent on anything else.

**Q:** Is there any difference between “Harvester is destroyed” and “Harvester is removed”? Also, what happens to destroyed/removed Harvesters?



◆ **A:** There’s no difference for game purposes. Destroyed/removed Harvesters are discarded back to the supply, but they remain available for later placement (just like Units).

**Q:** When using Troop-Transport, can the transported Legion land on an Area that is not connected to the Ornithopter’s Air Zone?

◆ **A:** Yes. Only the starting Area must be connected to the Ornithopter’s Air Zone.

**Q:** Can a Legion use more than one Troop-transport in the same turn?

◆ **A:** No, a Legion cannot use more than one Troop-transport per turn.

**Q:** Can  resulting from  results be cancelled by Special Elites?

◆ **A:** Yes.


**Q:** What happens if a player has to remove casualties and wants to (or must) replace an Elite or Special Elite Unit with a Regular Unit, but all their Regular Units are already on the board?

◆ **A:** The Elite or Special Elite is simply removed as a casualty instead of being replaced.

**Q:** When do Named Leaders in the Regeneration Tank advance, exactly?

◆ **A:** At the end of the Action turn.



**Q: If an attacking Legion decides to continue the battle and still has 1 unspent  in their result, can they use it to prevent the Hit that must be taken in order to continue the battle?**

- ◆ **A:** No. Since this happens after adjudicating results and resolving casualties from dice, the Shield result cannot be used.

**Q: Does the Prescience card that has the *Eyes of Ibad* Planning card attached to it remain revealed and in play for the rest of the game as a fourth prescience card?**

- ◆ **A:** Until it is claimed, that Prescience card remains in play. So, on the following rounds, it is a fourth available Prescience card.

**Q: What happens to claimed Prescience cards?**

- ◆ **A:** They are effectively out of the game, though we suggest laying them out next to the Atreides dashboard as a thematic display of the Atreides journey.

**Q: What happens when 2 Harkonnen Legions enter an Area containing a Wormsign token as part of the same Action? Is the token revealed as soon as only one of them enters the Area?**

- ◆ **A:** All movement allowed by the same Action should be considered simultaneous, so the token is not revealed until both Legions have merged.

**Q: When using Beast Rabban's Leader special Action, must Beast Rabban be part of each movement, or can I leave Beast Rabban behind after the first movement?**

- ◆ **A:** Rabban must be part of each movement.

**Q: Does the Wild Maker effectively increase the limit of Sandworms that can be placed on the board to 5? Can it be placed during the Desert Hazards phase instead of a normal Sandworm?**

- ◆ **A:** Yes to both.

## MAHDI SOLO MODE

**Q: Can I place an Ornithopter in an Air Zone occupied by a Carryall?**

- ◆ **A:** No, you can only place it in an unoccupied Air Zone.

**Q: The rules for resolving Leadership and Strategy results seem to imply that they are resolved in exactly the same way, without regard to whether or not the Legion has a Leader. Is that correct?**

- ◆ **A:** No, the requisite of having a Leader still stands. So, only Legions having a Leader must be taken into consideration for moving and attacking using a Leadership result.

**Q: Does a Harkonnen Legion retreat if it enters an Area with a Wormsign token and a Sandworm appears? The rules say that they never retreat, but this seems like it may be an exception.**

- ◆ **A:** The rules say that they never retreat "during a battle", but they can (and must) retreat when a Sandworm appears (which doesn't trigger a battle).

**Q: The rules say that the Atreides cannot voluntarily reveal Deployment tokens in a Sector with an Ornithopter in a connected Air Zone. Does this mean that they cannot attack with a Legion containing a Deployment token, as that would be a voluntary action that requires revealing the token?**

- ◆ **A:** This rule only refers to the voluntary reveal from *Guerrilla Training*.



## THE SPACING GUILD

**Q:** What kind of Units are the Houses Major Troops?

- ◆ **A:** In general they are considered Regular Units. However, they are considered Generic Leaders for movement and combat purposes.

**Q:** What happens if there are no more unoccupied Air Zones when trying to place a Space Frigate?

- ◆ **A:** If there are not enough unoccupied Air Zones to place all Space Frigates (both Atreides and Harkonnen), the Harkonnen player must first remove 1 Ornithopter or Carryall from an Air Zone for each Space Frigate that cannot be placed.

**Q:** Can the Atreides player combine Superior Troop-Transport with Sandriding in the same movement?

- ◆ **A:** No. They must decide which “mode” to use for each movement.

## POSSIBLE FUTURES

**Q:** Does Dr. Yueh change sides if the Legion he is with is eliminated outside of battle (such as by a Sandworms or a Coriolis Storm), or does he just go to the Regeneration Tank?

- ◆ **A:** He just goes to the Regeneration Tank of the side he is currently with.

**Q:** Is Irulan in play at the start of the game, as indicated on the back of her Leader card? Instead, the rules on page 37 of the rulebook state that she enters play when Thufir Hawat is removed from the game.

- ◆ **A:** The rules on page 37 of the rulebook are correct.

## SMUGGLERS

**Q:** Can the Atreides player combine the Smuggler Ornithopter’s Troop-Transport with Sandriding in the same movement?

- ◆ **A:** No. They must decide which “mode” to use for each movement.

**Q:** When playing with The Spacing Guild, do destroyed Smuggler Harvesters count for the Atreides player for the purpose of gaining Imperium Actions?

- ◆ **A:** Yes.

**Q:** Is the top section of the “Drone Ornithopters” Planning card executed only if the Smugglers are still neutral?

- ◆ **A:** Yes.

**Q:** Can the “Drone Ornithopters” Planning card that removes Harkonnen Vehicles destroy Ornithopters and Carryalls in Air Zones connected to Gurney Halleck’s Sector?

- ◆ **A:** Yes.

