



JUNE 2024 - NEW/UPDATED ENTRIES IN RED

FAQ 3.0

MODIFIED RULES

1: Imperium Ban limit removed.

- ◆ Instead of activating 1 Ban chosen from among any Imperium markers that just moved down, ALL Bans corresponding to markers that just moved down are activated.

2: Immediate Atreides victory when taking Arrakeen.

- ◆ If Arrakeen is destroyed, after advancing all Prescience markers, the Atreides player checks if they reached the score in their Secret Objective. If they did, they win immediately (instead of at the End of the Round).

3: Victorious Legions are not forced to advance.

- ◆ If a battle ends in a victory for the attacking player, the attacking Legion Legion (all Units and Leaders) CAN be moved into the attacked Area or remain where it was (they don't have to advance).

4: 3-4 Players: House Atreides can give Fremen Planning cards to Fremen Ally.

- ◆ The House Atreides player can also draw from the Fremen Ally deck. If they do, they must pass the card to the Fremen ally, but they can look at it before doing so (without having to use a Cone of Silence).

CORE GAME

Q: Can Atreides Deployment tokens be moved?

- ◆ **A:** Yes. As written on page 12 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 Atreides 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 Atreides player 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?

- ◆ **A:** No. As explained on page 22, Leaders “must always be accompanied by at least 1 Unit”.

Q: Since Free Actions can be performed at any time during a player's turn, even interrupting a normal Action, can I use a House result or the “Full Control of the Air” Planning card 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: Can ☐ resulting from ✖ results be cancelled by Special Elites?

- ◆ **A:** Yes.

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: 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: When can the *Families Flee to the Palmaries of the South* Prescience card be claimed, exactly?

◆ **A:** As a Free Action during the Atreides' turn.

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 he 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.

Q: Do special attacks (like that of the 'Explosive Artillery' Planning card) made against a Legion defending a Sietch force the reveal of that Sietch?

◆ **A:** No.

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.

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.

POSSIBLE FUTURES

Q: Does Dr. Yueh change sides if the Legion he is with is eliminated outside of battle (such as by a Sandworm 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: If playing with Possible Future #4 "The Baron is Dead", what happens when the "Baron's Personal Guard" Planning card is played?

- ◆ **A:** Only deploy the Elite Units, ignoring the Baron. However, players can agree to deploy Count Fenring instead of the Baron when playing that card.

Q: Is Irulan in play at the start of the game or does she enter play when Thufir Hawat is removed from the game?

- ◆ **A:** She enters play when Thufir Hawat is removed.

Q: Does Irulan grant a Bene Gesserit token like Gaius Helen Mohiam (who she replaces)?

- ◆ **A:** Yes, she grants the Harkonnen player a Bene Gesserit token.

