

D U N E

I M P E R I U M

ERRATA AND FREQUENTLY ASKED QUESTIONS

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ERRATA

Missionaria Protectiva — This card is part of the Bene Gesserit faction. (This should be noted underneath its title.)

FREQUENTLY ASKED QUESTIONS

Alliance — If you have an Alliance token and lose Influence with that Faction, you also lose the token in either of these cases:

- You were previously tied for Influence with another player; the player you were tied with now takes the Alliance token. (If you were tied with more than one other player, choose one to take it.)
- If you have fallen to 3 Influence or lower. (If no player has 4 Influence or higher to take the Alliance token, return it to the game board.)

Carryall — The base spice you harvest is 1 from Imperial Basin, 2 from Hagga Basin, and 3 from The Great Flat.

Chani — See **Retreat**.

Charisma — See **Intrigue cards**.

Corner the Market — Count the total number of *The Spice Must Flow* cards in your deck and your discard pile. Count each opponent's *The Spice Must Flow* cards separately; if any one of them has more than you (or the same number as you), you don't meet the second requirement of the Intrigue card.

Count Ilban Richese — The "Ruthless Negotiator" ability works only when paying Solari for the printed cost of a space on the game board (not, for example, when using one of your cards with an ability that costs Solari).

Countess Ariana Thorvald — The "Spice Addict" ability is not optional. It affects only the spice you harvest when sending an Agent to one of the three board spaces (The Great Flat, Hagga Basin, and Imperial Basin), not spice you receive by other means.

Demand Respect — See **Intrigue cards**.

Double Cross — At least one opponent must have a troop in the Conflict for you to play this Intrigue card. (But you do not need to have any troops in your supply.)

Foldspace — You can't acquire this card using persuasion. It must be acquired from the board space of the same name.

Guild Bankers — The discount applies to each copy of *The Spice Must Flow* you acquire during your turn.

Gun Thopter — An opponent with no garrisoned troops is unaffected by this card's Agent box.

Helena Richese — Your opponents cannot acquire the card you remove with the "Manipulate" ability. If you don't acquire the card during your next Reveal turn, remove it from the game.

Imperial Spy — You must use this card to trash itself in order to draw an Intrigue card. (You don't draw one when it's trashed by other means.)

Intrigue cards — You may play any Plot Intrigue card during one of your Agent turns or your Reveal turn. If the card does something that won't apply until your next Reveal turn (for example: Charisma, Recruitment Mission), keep it face up in front of you until then, then use and discard it.

Combat Intrigue cards that do something "when you win a conflict" can't be played when you tie for victory with another player.

In the rare case that you exhaust the intrigue deck, shuffle the discarded Intrigue cards to form a new deck.

See also **Reveal turn**.

Liet Kynes — Cards from your Agent turns this round and your current Reveal turn count; Liet Kynes provides 2 persuasion for each.

optional effects — Most effects from a board space or card you play are mandatory, unless:

- a card says "you may" do something;
- there's an arrow in the effect (indicating a cost you may choose not to pay if you don't want the resulting effect);
- you're trashing a card using the "black X" card icon (however, it is **not** optional when a card tells you to trash itself).

Plans Within Plans — There are six spaces on each Influence track; you have 3 Influence on a track if you reach the space one above where you score a Victory Point.

Poison Snooper — See **Reveal turn**.

Rapid Mobilization — See **Retreat**.

Recruitment Mission — If you acquire more than one card this turn, you may choose differently for each one whether to put it on top of your deck or discard it normally.

See also **Intrigue cards**.

Refocus — You may play this card even when your discard pile is empty.

See also **Reveal turn**.

Retreat — When a card allows you to retreat “any number” of troops, you may choose zero.

Reveal turn — If you draw a card during your Reveal turn (for example: Poison Snooper, Refocus), you must immediately reveal that card and use it this turn.

Reverend Mother Mohiam — Your opponents choose the cards they discard, beginning with the player to your left and proceeding clockwise.

Sort Through the Chaos — When you win this Conflict, you take the Mentat at the start of the next round.

Staged Incident — When using this Intrigue card, move your Combat marker to lower your strength as you would with any other adjustment caused by a Combat intrigue card.

To the Victor... — See **Intrigue cards**.