

THE SPICE MUST FLOW

# DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL



ECAZ &  
MORITANI



**HOUSE EXPANSION**

# INTRODUCTION

With this expansion, we wanted to open up the wider Dune universe. We saw Ecaz and Moritani as two factions that were like distorted mirrors of each other. In their ongoing struggle, they attacked each other's homeworlds; also, in Dune, Duke Leto Atreides orders an attack on the Harkonnen homeworld to destroy spice stockpiles there. We wanted to give players the ability to recreate these tactical moves, and to push players to carefully consider how many forces they could afford to send to Arrakis (reducing their capability to defend against attacks). Meanwhile, on the main board for Dune, there are sections of the map that don't see much action, and we wanted to create reasons for players to explore Arrakis further. Finally, the Nexus cards were added to incentivize solo-win attempts when other factions were in alliances, providing some additional surprises and plot twists. We hope you enjoy.

~ Future Pastimes Design Team

# WAR OF ASSASSINS

Viscount Hundro Moritani became known for his ruthless tactics and penchant for flouting the rules of the Imperium, even attempting to use Atomics to kill the Emperor and other heads of Great Houses.

Archduke Armand Ecaz was determined to strengthen his alliance with House Atreides through marriage, but the treachery of Ecaz Duke Vidal, working in cahoots with the Moritani resulted in tragedy.

The longstanding animosity between Ecaz and Moritani escalated into a full War of Assassins after the Moritani bombed planet Ecaz and publicly executed members of House Ecaz; and the Archduke refused to provide a life-saving drug to save the Viscount's son from a rare disease.

*From Dune: House Atreides, Dune: House Harkonnen, and Dune: Paul of Dune by Brian Herbert and Kevin J. Anderson*

# CREDITS

## **FUTURE PASTIMES TEAM:**

**DESIGN:** Jack Reda

**DEVELOPMENT:** Bill Eberle,  
Greg Olotka, Peter Olotka

## **SPECIAL THANKS:**

Davide Cossu, William Hanners, Zevon Scocco,  
Jayne Cz, Sam Newman, Howie Burroughs, Yann  
Pearson, Finnbar Sheehan, Ben Taylor, Chris  
Vickers, Paul Chirica

## **TECHNICAL ADVICE:**

Brian Herbert, Kevin J. Anderson, Byron Merritt

## **GENUINE ENTERTAINMENT**

### **PRODUCER:**

Joe LeFavi

### **PRODUCERS:**

Peter Simunovich,  
John-Paul Brisigotti

### **GRAPHIC DESIGN:**

Casey Davies

### **ART:**

Solveig Reda,  
Lochen Reda

[www.GF9GAMES.com](http://www.GF9GAMES.com)



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Led by the ruthless and cunning Viscount Hundro Moritani, the Moritanis do not hesitate to use terror tactics to conquer their enemies, resorting to assassination, sneak attacks, and sabotage.

LEADERS



**DUKE PRAD VIDAL**

Duke Prad Vidal is an Ecaz Leader, however, control of Duke Vidal can move back and forth between House Moritani and House Ecaz.

There is no Traitor Card for Duke Vidal.



House Ecaz was ruled by Archduke Armand Ecaz, well respected in the Landsraad and keen to strengthen his standing by forging lasting alliances.

LEADERS



# COMPONENTS & SET-UP FOR PLAY

This section describes the Ecaz and Moritani expansion components and how to incorporate them into the Dune game.

Prior to game setup, follow these steps:

**2 Faction Sets:** Add these to your existing Faction Sets.

**NOTE**— all cards from this expansion are marked with the Ecaz and Moritani symbol to distinguish them from those in the base game and other expansions.



Each Set contains:

1x Player Shield

1x Player Sheet

1x Player Marker

5x Leader Discs

20x Forces

2x Alliance cards

Ecaz has 11 Ambassador tokens.

Moritani has 6 Terror tokens and

1 Atomics Aftermath token.

**Duke Vidal Leader Disc:** Control of the Duke Vidal Leader Disc can swap between the Ecaz and Moritani factions.

**10 Traitor Cards:** Add these to the Traitor deck as instructed. As usual, remove the cards for all factions that are not in play from the Traitor Deck.

**2 Prediction Cards:** Add these to the Bene Gesserit Prediction Deck.

**12 Nexus Cards:** Use the Nexus card variant described below or return these cards to the game box.

**13 Homeworld Cards:** Each faction takes their corresponding Homeworld card when using this variant or return them to the game box.

**13 Homeworld Tokens:** Each faction takes their corresponding Homeworld token when using this variant or return them to the game box.

**3 Treachery Cards:** Add these to the Treachery Deck.

**7 Spice Cards:** Add these to the Spice Deck when using Discovery tokens, or return them to the box.

**8 Discovery Tokens:** Use the Discovery token variant described below or return these tokens to the game box.

## NEW ADVANCED RULES

### SPECIAL KARAMA POWER:

**Moritani** - If you lose a battle, force your opponent to discard or keep any or all Treachery Cards they played.

**Ecaz** - If you played neither a weapon nor a defense, you may add the difference between your leader disc and your opponent's leader disc to your number dialed.

## FACTION RULES

# MORITANI

Led by the ruthless and cunning Viscount Hundro Moritani, the Moritanis do not hesitate to use terror tactics to conquer their enemies, resorting to assassination, sneak attacks, and sabotage.

**STRATEGY:** You are handicapped by having to wait a few turns before you can get multiple Terror tokens onto the board, and you can only gain Duke Vidal by getting into battles in strongholds. It's to your advantage to prolong the game until you can maneuver into a situation where you can either utilize Enemy of My Enemy to gain a useful ally at a critical moment, or the other factions have been weakened enough by your Terror tokens that you can go for the win alone.

## FACTION RULES

**AT START:** 6 forces in any unoccupied territory after all other factions set up. 14 forces in reserves (off-planet). Start with 12 spice.

You have 6 Terror tokens that you keep hidden.

**FREE REVIVAL:** 2 forces.

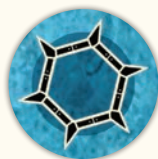
## ADVANTAGES

You resort to terrorism.

**TERRORIZE:** During the Mentat Pause, you may place a Terror token face down in any stronghold that doesn't have one (other than the Ixian Hidden Mobile Stronghold), even one under storm, or else move one to a stronghold that doesn't have one. You may reveal and activate a Terror token when another faction (other than your ally) enters a stronghold containing one (either moving or shipping in, including advisors), applying effects to that faction. Revealed tokens are removed from the game.



**Assassination** - Choose a random leader from that player and send it to the Tanks. Collect spice for the killed leader (3 for Zool).



**Atomics** - All forces in the territory go to the Tanks. Place the Atomics Aftermath token in the territory. No forces may ever ship into this territory (even Fremen).



From this turn forward, your hand limit is reduced by 1 (as well as your ally's), discarding a random card if a hand exceeds the limit.



**Atomics  
Aftermath  
token**

**Extortion** - Gain 5 spice from the Spice Bank, placed in front of your shield. Collect it in the Mentat Pause, then regain this Terror token unless any one player in storm order pays you 3 spice.



**Robbery** - Steal half the spice (rounded up) from that player or take the top card of the Treachery Deck (then discarding a card of your choice if you exceed your hand size).



**Sabotage** - Draw a random Treachery Card from that player and discard it if possible. Then you may give that player a Treachery Card of your choice from your hand.



**Sneak Attack** - Send up to 5 of your forces in reserves into that territory at no cost (subject to storm and occupancy rules), even if the Atomics Aftermath token is there.



**ENEMY OF MY ENEMY:** When a faction (other than Ecaz) would trigger a Terror token, you may offer to enter into an alliance with that faction before the token is revealed. If that faction accepts, you both are now allied (breaking existing alliances either or both of you were in). Your Terror token is not revealed, and returns to your supply. If that faction does not accept, the Terror token must be revealed.

**DUKE VIDAL:** You gain Duke Vidal at the end of Shipping and Movement if you are in at least two battles in strongholds (not counting battles involving Ecaz) if he is not in the Tanks, taking him from any faction currently controlling him. Set him aside at the end of the turn if he's not in the Tanks or captured.

## ALLIANCE

When your ally loses a battle that had a winner, they may keep one Treachery Card they played in the battle that they would have been able to keep had they won.

## ADVANCED GAME MORITANI ADVANTAGE

**ASSASSINATE LEADERS:** When you lose a battle in which the opposing player had a leader disc that was not killed (and no Traitor was called), you may reveal a Traitor Card for the same faction (other than the leader you opposed). If they are not in the Tanks, kill that leader and collect spice for them. During the Mentat Pause, set the revealed card aside face up as a marker, then draw a new Traitor Card. This advantage may only be used once against each faction in the game.

You may reveal a Traitor Card normally, but then this advantage is lost.

# ECAZ

House Ecaz was ruled by Archduke Armand Ecaz, well respected in the Landsraad and keen to strengthen his standing by forging lasting alliances.

**STRATEGY:** Much of your strength comes from being in an alliance as soon as possible. Your Occupy advantage can provide a significant boost when you send several forces into a stronghold your ally occupies. Your Ambassadors can provide you with useful perks and placing them requires careful consideration, not only with the order you select them, but in how their presence on the map can influence the other factions.

## FACTION RULES

**AT START:** 6 forces in the Imperial Basin. 14 forces in reserves (off-planet). Start with 12 spice.

Take the Ecaz Ambassador token and 5 random Ambassador tokens from the remaining pool of Ambassador tokens to form a supply.

**FREE REVIVAL:** 2 forces.

## ADVANTAGES

You forge strong alliances.

**AMBASSADORS:** At the end of Revival you may spend spice to place Ambassador tokens from your supply in any stronghold not in storm that does not have one. The cost is 1 spice for a single Ambassador token, but it increases by 1 spice for each subsequent Ambassador token placed that turn.

When another faction (other than your ally, advisors, or the faction matching the marker) enters a stronghold with an Ambassador, you may trigger its effect, then set it aside.

After all 5 of your random markers have been triggered, return them to the unused tokens (with the exception of the Bene Gesserit, see below) and draw a new supply of 5 Ambassador tokens at random.

Ambassadors are vulnerable to game effects like storm or explosions, returning to your supply.

Ambassador Effects:

**Ecaz** - Gain Duke Vidal if he is not in the Tanks, captured, or a ghola until used in a battle, or form an alliance with the faction triggering the token (if neither of you are allied and they agree to form an alliance). You may then give control of Duke Vidal to that faction for this turn if they allied with you. This token returns to your available supply.

**Atreides** - See that faction's hand.

**Bene Gesserit** - Trigger the effect of any Ambassador that was not part of your supply, then remove the Bene Gesserit Ambassador token from the game.

**CHOAM** - Discard any of your Treachery Cards and gain 3 spice for each one from the Spice Bank.

**Emperor** - Gain 5 spice from the Spice Bank.

**Fremen** - Move a group of your forces on the board to any territory (subject to storm and occupancy rules).

**Harkonnen** - Look at a random Traitor Card that faction holds.

**Ixian** - Discard a Treachery Card, then draw a new one from the deck.

**Richese** - Pay 3 spice to the Spice Bank to draw the top card of the Treachery Deck if your hand is not full.

**Spacing Guild** - Send up to 4 of your forces in reserves to any territory not in storm for free.

**Tleilaxu** - Revive one of your leaders or up to 4 of your forces for free.

**OCCUPY:** When you are in an alliance, you and your ally's forces are considered the same faction, and may enter and occupy the same territory. If you are both collecting spice from a desert territory, you split the collection however you both agree, or as evenly as possible with your ally gaining the remainder if you can't agree.

If you are both in a battle with another faction, you decide which of you is considered the faction in the battle (choosing a leader and playing Treachery Cards) once battle order is determined. Regardless of who fights the battle, your ally's forces are the ones dialed, and half of your forces in the territory (rounded up) are added to the number dialed (without needing spice in the advanced game). After the battle, half of your forces (rounded down) remain in the territory if your side wins, and the rest go to the Tanks. If you and your ally both occupy a stronghold at the end of a turn, it only counts as one stronghold for both of you, and you control it.

It only takes three strongholds for you and your ally to win, if you both are co-occupied in all three.

**REVIVAL:** You may always revive Duke Vidal for 5 spice, no matter how many of your leaders are in the Tanks. You may revive leaders normally when at least 5 are in the Tanks (counting Duke Vidal).

## ALLIANCE

You may choose to have your ally benefit from a triggered Ambassador's effect.

## ADVANCED GAME ECAZ ADVANTAGES

**LOYALTY:** At the start of the game, before Traitors are drawn, set aside a random Traitor Card for your faction face up for all players to see. It is never added to the Traitor deck. Draw Traitors normally.

**COLLECTION:** If you and your ally co-occupy Arrakeen, Carthag, and/or Tuek's Sietch, you both collect the full amount of spice for occupying the strongholds during the Spice Collection phase.



## CLARIFICATIONS ON DUKE VIDAL

Duke Prad Vidal was a leader of House Ecaz, but Archduke Armand Ecaz was the ruler of Planet Ecaz and House Ecaz overall. There was much animosity between them as Vidal plotted to replace the Archduke with the help of Viscount Moritani. In this expansion, control of Duke Vidal can move back and forth between House Moritani and House Ecaz. There is no Traitor Card for Duke Vidal.

Ecaz can only gain Duke Vidal by use of their Ambassador. Moritani must be in battles in at least two strongholds to gain Duke Vidal (not counting any battles they are in with Ecaz). When Ecaz gain Duke Vidal, they keep him until he is used in a battle, or taken by Moritani. Moritani only keep him for one battle, but can gain him again on a subsequent turn if they meet their advantage's condition.

Duke Vidal can only be revived by House Ecaz, even with the Ghola Treachery Card. Furthermore, if Ecaz has five leaders in the Tanks, they may begin reviving normally, even if they still hold one leader (regardless of who it is).

## VARIANTS

The variants below (Homeworlds, Nexus Cards, New Treachery Cards, and Discovery Tokens) can be added to a game of Dune, together or separately, irrespective of which factions you choose to include.

## HOMEWORLDS

These cards represent each faction's homeworld or domain, and the accompanying planet disc is where their reserve forces are kept. Each homeworld card is two-sided. The side with the full art is the "High Threshold" side, which is what players start with. The other side is "Low Threshold", when their reserves dip below a certain number.

**HIGH THRESHOLD:** Maintaining a certain number of forces here provides a faction with a new advantage (the number varies depending on the faction). As long as a faction maintains the minimum threshold of reserves, they have this advantage. When reserves dip below the threshold, the card is flipped over, and the advantage is inactive.

**LOW THRESHOLD:** The reverse side of the Homeworld Card shows two different status effects: Low Threshold and Occupied. When a faction's reserves reach a low-threshold reserve, a potential penalty is activated. Additionally, a faction's Free Revival is increased by 1, and when collecting CHOAM Charity, the faction collects 1 extra spice (collected directly from the Spice Bank and not from the CHOAM faction).

**OCCUPYING OTHER HOMEWORLDS:** Factions can ship to another player's homeworld and attack their reserves there, or immediately occupy the homeworld if there are no reserves there. If a player starts or ends a turn occupying another faction's homeworld with one or more of their forces, they are considered the "Occupier" and gain an advantage. If at any time, a faction occupies another faction's homeworld alone, they are immediately considered the Occupier for that turn.

Occupiers also gain a spice income during Spice Collection from some homeworlds (shown in the occupied section of the Homeworld Card and collected from the Spice Bank), even in the basic game.

Any spice collected by an Occupier for occupying a homeworld may be immediately shared with the occupier's ally.

Note that the Low Threshold penalty is still active when another faction occupies your homeworld.

**REVIVAL:** The only way for any player (other than the Spacing Guild) to add forces to their own homeworld is through Revival (unless cross-shipping per the Guild Homeworld advantage). No faction other than the Spacing Guild may ship their own forces from Arrakis to a homeworld. For the Spacing Guild, this is considered a "cross-shipment". However, factions may ship their forces from one homeworld to another homeworld. Shipping costs one spice per force (half price for the Guild).

**BATTLES:** The different thresholds also afford varying battle strengths added to their dialed total in battles on their homeworld as indicated on the Homeworld Cards. Additionally:

- Traitors and Face Dancers cannot be called by a non-native faction.
- Lasgun and Shield explosions only send a number of native forces equal to Homeworld Battle strength to the Tanks (e.g., on Caladan, only 3 Atreides forces are lost while at high threshold), no matter what was dialed, and the remaining forces remain on their Homeworlds. Both players still lose the battle and leaders are killed normally.

**ALLIANCES:** No player may enter into an alliance with any faction whose forces occupy their homeworld, nor may a faction ship to or occupy their ally's homeworld.

**EMPEROR'S HOMEWORLDS:** In the basic game, the Emperor only uses Kaitain and keeps all reserves there (Sardaukar are treated as normal forces).

In the advanced game, the Emperor also has Salusa Secundus, and must keep only Sardaukar forces there to start. During Revival, the Emperor must place revived Sardaukar on Salusa Secundus, and normal forces on Kaitain. Salusa Secundus provides no Revival or CHOAM Charity bonus.

During Shipping and Movement, the Emperor can use their Movement to move forces from Kaitain to Salusa Secundus (or vice versa). When the Emperor makes a shipment to Arrakis or another homeworld, forces can come from both Emperor homeworlds as part of the same shipment.

**CHOAM HOMEWORLD:** Note that CHOAM's homeworld of Tupile has a penalty for high-threshold, but an advantage when they are at low-threshold, opposite of the other homeworlds.

**BENE GESSERIT:** Bene Gesserit cannot send advisors to Homeworlds. Bene Gesserit cannot flip from fighters to advisors while on another faction's homeworld.

**KARAMA CARDS:** Karama cards have no effect on Homeworld advantages or penalties.

**NOT TERRITORIES:** Homeworlds are not Territories, so effects like the Ecaz Occupy advantage do not apply to Homeworlds.

## NEXUS CARDS

Nexus Cards provide players incentives and special effects for not joining an alliance.

If at the end of the Spice Blow and Nexus phase, a Nexus occurred and at least one alliance exists, any player not in an alliance may draw one Nexus Card, and keep it secret until used, or discard one they are holding and draw a new one.

If you hold a Nexus Card, you must discard it to enter into an alliance with another player. If you play a Nexus Card, you may draw another one at the end of the next Nexus if you are not in an alliance.

Nexus Cards are drawn after all alliances are made. Once used, a Nexus Card is discarded. If you need to draw a Nexus Card and none are available, shuffle the discards to form a new deck. Because some of the Cunning effects are advanced game only, whenever you draw your own faction's Nexus card in either the basic or advanced game, you may discard it immediately and draw a new one.

Each Nexus Card has three possible effects:

**BETRAYAL:** This is if the faction is in the game, but controlled by another player.

*Betrayal* allows you to cancel an advantage that faction has when they try to use it.

In some cases, this even allows a player to cancel an alliance advantage.

**CUNNING:** This effect is if you draw your own faction's Nexus Card. *Cunning* gives you an enhanced version of one of your advantages.

**SECRET ALLY:** This effect is if a faction is not in the game.

You have a secret alliance with that faction, and you may use this effect.



## NEW TREACHERY CARDS

This expansion includes three new Treachery Cards to add to your Treachery Deck. Each is discarded after use.

Note that the *Reinforcements* and *Harass & Withdraw* cards are played in place of a weapon or a defense, but do not count as either. Therefore, Atrides prescience does not require revealing one of these cards (for example, if you play *Reinforcements* in lieu of a weapon, and Atrides demand to see your weapon, you simply indicate you are not playing a weapon).

The *Recruits* card can be played during the Revival Step to double every faction's Free Revival rates and increase the revival limit to 7 for the turn.

# DISCOVERY TOKENS

Discovery tokens add new elements to the game on sections of the board that are often bypassed. For this variant, shuffle the seven new Spice Cards into the Spice Deck. Place the eight Discovery tokens face down to one side of the board, and mix them up.

## GREAT MAKER SPICE CARD:

This is treated like a normal Shai-Hulud card: spice and forces (other than Fremen) in the last spice territory are sent to the Spice Bank and Tanks respectively. However, there is a vote to determine whether or not a Nexus occurs. Going in storm order, each player votes yes or no for a Nexus. Unless a majority vote yes, there is no Nexus. Afterward, the Fremen may use any number of their forces in reserves to 'ride the worm', moving to any territory in accordance with storm and occupancy rules (instead of riding from a territory on the board or placing the Sandworm token).

Note that a karama played on the Fremen forces in the territory will destroy those forces, but not prevent them from riding the worm with reserves.



**DISCOVERY SPICE CARD:** Whenever a Discovery Spice Card is drawn, place 6 spice in the indicated territory. Any spice or forces already in that territory are destroyed by the spice blow (this effect only occurs when a Discovery Spice Card is drawn). Then take a random Discovery token of the indicated type (Hiereg or Smuggler), and place it Face Down in the sector and territory as shown on the card.

**TOKENS:** There are two types of Discovery tokens: Hiereg and Smuggler. Hiereg tokens are placed in desert territories, and Smuggler tokens are placed in rock territories. When a faction is in the territory with non-advisor forces, they may look at the token during Spice Collection, and choose to reveal it immediately, or not at all (at the next Spice Collection, a faction with forces in that territory will have the same opportunity to reveal an unrevealed Discovery token).

Five of the Discovery tokens are locations, and remain in place when revealed. A location token is not considered occupied when revealed. At the start of the next turn, before the storm (and movement of the Ixian Hidden Mobile Stronghold), any faction in a territory with a Discovery token that was just revealed may move some or all non-advisor forces in that territory into the location.



**HIEREG  
TOKEN  
BACK**



**SMUGGLER  
TOKEN  
BACK**

Note that the location itself is considered a territory within the territory where the token is located. For example, if the Jacurutu Sietch token is in Meridian, a player moving forces would need to first move into Meridian, and then move into the Jacurutu Sietch during normal movement actions.

The cost to ship into a revealed location token is the same for shipping into strongholds. Forces in these locations are immune to the effects of the storm or sandworms.

**HIEREG TOKENS:** Whenever a Hiereg token is face down on the board, the Fremen may look at it at any time without revealing it.



**Jacurutu Sietch** - This counts as a normal stronghold. If you win a battle in this stronghold, gain 1 spice for each of your opponent's undialed forces that go to the Tanks.



**Cistern** - If you occupy this territory during Spice Collection phase, gain 2 spice from the Spice Bank.



**Ecological Testing Station** - If you occupy this territory during the Storm phase, you may add or subtract the movement of the storm by 1. This has no effect on Weather Control.



**Shrine** - If you occupy this territory, you may play Truthtrance as a Karama card, and vice versa.

**SMUGGLER TOKENS:** Whenever a Smuggler token is face down on the board, the Spacing Guild may look at it at any time without revealing it.



**Orgiz Processing Station** - If you occupy this territory during the Spice Collection phase, steal 1 spice of each spice blow collected.



**Treachery Card Stash** - Gain 1 Treachery Card. If your hand is full, gain a card then discard any card. Remove this token from the game.



**Spice Stash** - Gain 7 spice from the Spice Bank. Remove this token from the game.



**Ornithopter** - Gain the token. You may use it on any subsequent turn to have 3 movement instead of your normal movement for one movement action. Then remove this token from the game.

## THEMED MATCH UPS

When this expansion is combined with the other two (Ixians and Tleilaxu and CHOAM and Richese), there are now 12 different factions to choose from. Dune is still recommended for no more than 6 players (although players are welcome to experiment with larger groups in a single game).

Of course you can combine any factions and game variants you like, but if you want a more themed game, there are some faction selections and variants listed below to try out:

**Intrigue** - Deal every player two factions. Each player secretly chooses one, and all players reveal their selections simultaneously.

**Closed Economy** - Bene Gesserit, CHOAM, Emperor, Richese, Spacing Guild, Tleilaxu

**War of Assassins** - Atreides, Ecaz, Emperor, Harkonnen, Moritani, Spacing Guild, Stronghold Cards

**Technocrats** - Bene Gesserit, CHOAM, Emperor, Ixians, Richese, Tleilaxu, Tech Tokens.

**Desert Power** - Atreides, Bene Gesserit, Fremmen, Harkonnen, Ixians, Spacing Guild, Discovery Tokens

**Long Live the Fighters** - Atreides, CHOAM, Emperor, Ecaz, Fremmen, Moritani, Leader Skill Cards

**Schemes Within Schemes** - Bene Gesserit, CHOAM, Fremmen, Harkonnen, Spacing Guild, Tleilaxu

**Amtal Rule** - Ecaz, Fremmen, Ixians, Moritani, Richese, Tleilaxu

**Landsraad** - Atreides, Ecaz, Harkonnen, Ixians, Moritani, Richese, Homeworlds

## Q&A: ECAZ AND MORITANI

### MORITANI

Are Terror tokens affected by the storm if the shield wall is destroyed or a Lasgun/shield explosion?

**Answer:** No.

When Richese brings a No-Field token into a territory with a Terror token, can Moritani reveal it?

**Answer:** Yes, and the token takes effect even with the "0" No-Field token.

Does adding forces from a Face Dancer reveal or a No-Field token reveal trigger a Terror token?

**Answer:** No. Thematically, the Face Dancer forces were already there when the original forces entered the territory, and the No-Field placement is when the token could be triggered (even the 0 token).

If Moritani has drawn their own leader as a Traitor card and Harkonnen has captured that leader, can Moritani call Treachery or Assassinate?

**Answer:** They may call Treachery normally, but they may not use their Assassinate advantage.

## ECAZ

What is an example of the Ecaz Occupy advantage?

**Answer:** Ecaz is allied with Atreides in Carthag, and both have 5 forces in the battle. Ecaz chooses Atreides to be the battling faction (against Harkonnen in the same territory). Half of Ecaz's forces (rounded down) will count at full strength: 2. Atreides dials their own forces normally, adding the 2 to their total from Ecaz. If Atreides wins the battle, 2 of Ecaz's forces go to the Tanks, and the other 3 remain in Carthag.

If Ecaz and their ally control all three Tech Tokens between them, does it count as a stronghold?

**Answer:** It only counts as a stronghold if one player controls all three.

If Ecaz is in Arrakeen, and their ally ships into Arrakeen, do they have ornithopters?

**Answer:** Yes, both factions have ornithopters and they have a collection rate of 3.

In the advanced game, if the Bene Gesserit are allied with Ecaz, can they send spiritual advisors with Ecaz shipments, and can they use Intrusion when Ecaz enters a territory where they have fighters?

**Answer:** Yes to both questions.

Does a triggered Ambassador interrupt another player's action?

**Answer:** Yes. If, for example, a player triggers the Guild token, Ecaz ships immediately before that player moves their forces.

If Ecaz are allied with Fremen and fight a battle where they are co-occupied, do they get to dial Fedaykin if present, and do they need to pay spice in the advanced game?

**Answer:** Yes to one, and no spice is needed for those forces to be full strength.

Do Ecaz and Fremen co-occupying in Sietch Tabr prevent the Fremen Special Victory Condition?

**Answer:** No.

If the Bene Gesserit Ambassador token is triggered, could Ecaz use a Harkonnen Ambassador effect on Harkonnen?

**Answer:** Yes. The Bene Gesserit Ambassador effect can be very powerful, which is why it can only be used once.

## HOMEWORLD CARDS

Does shipping to a Homeworld trigger the Heighliner Tech token (from the Ixians and Tleilaxu expansion)?

**Answer:** Yes.

How do the Kaitain Low Threshold and Occupied effects work in tandem?

**Answer:** If Harkonnen occupies Kaitain, and Atreides makes a payment of 5 spice for a Treachery Card, the Emperor would receive 3 spice, and Harkonnen would receive 2 spice. This is also true if Harkonnen were the ones making the 5 spice payment.

Do the Harkonnen collect 2 spice for each instance of spice collection with their Homeworld advantage?

**Answer:** No. If they collect spice for either listed reason during Spice Collection, they gain a total of 2 spice from the Spice Bank.

Can Moritani place a Terror token onto a Homeworld?

**Answer:** No.

Can Fremen use their Homeworld card in basic?

**Answer:** Yes. Even though the starred tokens don't count double in battle, the Fremen player still has the tokens in basic Dune, and those are the ones that are used with the Homeworld advantage.

If a player's Homeworld is flipped to its low-threshold side and has Free Revival increased by 1, what happens when someone plays Recruits?

**Answer:** Recruits doubles a faction's current Free Revival rate. Fremen, for example, have 4 Free Revivals at Low Threshold, and that would be doubled, but the limit with Recruits is 7, so Fremen would revive 7 for free.

## NEXUS CARDS

If Tleilaxu use the Harkonnen Secret Alliance effect, does the Traitor Card they keep now count as a Face Dancer or a Traitor?

**Answer:** Face Dancer.

Do you have to play the Bene Gesserit Secret Alliance effect before Prescience is used?

**Answer:** Yes.

## TREACHERY CARDS

What happens with Ecax and an ally in a territory together when Harass and Withdraw is played?

**Answer:** Whoever plays the card returns their undialed forces to reserves. The other ally's forces are treated normally.

## HOW DOES KARMA STOP THESE ADVANTAGES?

### ECAZ

**Ambassador** Prevent Ecax from placing any Ambassadors this turn.

**Occupy** Play before Battle Plans are formed. Whichever faction is in the battle must dial their own forces, and their ally's forces count zero. No effect on Ecax and their ally winning with 3 strongholds.

**Loyalty** No effect.

**Collection** Prevent Ecax from collecting spice for co-occupying any of those strongholds. Their ally collects normally.

### MORITANI

**Terrorize** Prevent Moritani from placing or moving a Terror token.

**Duke Vidal** Prevent Moritani from acquiring Duke Vidal. No effect if they already have him.

**Assassinate Leaders** No effect.

**Enemy of My Enemy** Moritani may not form an alliance. They may still reveal the token.