

DUNE

IMPERIUM

UPRISING

BOARD SPACE GUIDE

Each board space is explained here, in alphabetical order.

Combat spaces are labeled. (Remember: on the game board, they are the spaces that feature desert illustrations and crossed swords.) When you send an Agent to a Combat space, you may deploy to the Conflict any number of units you recruit this turn (including any recruited by the card you played). In addition, you may deploy up to two more units from your garrison.

There are additional spaces in the six-player game. See the back of that rules supplement for details.



Accept Contract

Agent icon: Spice Trade
Draw a card. If playing with the CHOAM Module, take a contract. If there are none remaining, or if you are playing without the CHOAM Module, gain 2 Solari instead.



Arrakeen

Agent icon: City
Combat space
Recruit a troop and draw a card. Arrakeen's controller gains 1 Solari.



Assembly Hall

Agent icon: Landsraad
Draw an Intrigue card.
During your Reveal turn, gain 1 Persuasion if you have an Agent here.



Deep Desert

Agent icon: Spice Trade
Combat space
Cost: 3 water
Gain any bonus spice accumulated here on the Maker icon. Also choose either: gain 4 spice; OR, if you have a Maker Hooks token, summon two sandworms.



Deliver Supplies

Agent icon: Spacing Guild
Gain one Influence with the Spacing Guild.
Gain 1 water.



Desert Tactics

Agent icon: Fremen
Combat space
Cost: 1 water
Gain one Influence with the Fremen.
Recruit one troop and trash a card.



Dutiful Service

Agent icon: Emperor
Gain one Influence with the Emperor.
If playing with the CHOAM Module, take a contract. If there are none remaining, or if you are playing without the CHOAM Module, gain 2 Solari instead.



Espionage

Agent icon: Bene Gesserit
Cost: 1 spice
Gain one Influence with the Bene Gesserit.
Draw a card and place a Spy.



Fremkit

Agent icon: Fremen
Combat space
Gain one Influence with the Fremen. Draw a card.



Gather Support

Agent icon: Landsraad
Cost: Choose either 0 or 2 Solari
Recruit two troops. If you paid 2 Solari, also gain 1 water.



Hagga Basin

Agent icon: Spice Trade

Combat space

Cost: 1 water

Gain any bonus spice accumulated here on the Maker icon. Also choose either: gain 2 spice; OR, if you have a Maker Hooks token, summon a sandworm.



Heighliner

Agent icon: Spacing Guild

Combat space

Cost: 5 spice

Gain one Influence with the Spacing Guild. Recruit five troops.



High Council

Agent icon: Landsraad

Cost: 5 Solari

The first time you send an Agent here: Place your Councilor token on an unoccupied Council seat (to the right of the space). For the rest of the game, during each of your Reveal turns, gain 2 Persuasion.

Each subsequent time you send an Agent here: Gain 2 spice, draw an Intrigue card, and recruit three troops.



Imperial Basin

Agent icon: Spice Trade

Combat space

Gain 1 spice, plus any bonus spice accumulated here on the Maker icon. Imperial Basin's controller gains 1 spice.



Imperial Privilege

Agent icon: Landsraad

Requirement: You must have 2 or more Influence with the Emperor.

Cost: 3 Solari

You may discard an Intrigue card to draw an Intrigue card. Recall one of your *other* Agents from the board, and draw a card.



Research Station

Agent icon: City

Combat space

Cost: 2 water

Recruit two troops and draw two cards.



Sardaukar

Agent icon: Emperor

Cost: 4 spice (3 spice in a six-player game)

Gain one Influence with the Emperor. Draw an Intrigue card and recruit four troops.



Secrets

Agent icon: Bene Gesserit

Gain one Influence with the Bene Gesserit. Draw an Intrigue card. Each opponent who has four or more Intrigue cards must give you one of them (selected at random).



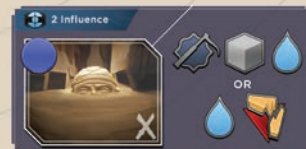
Shipping

Agent icon: Spice Trade

Requirement: You must have 2 or more Influence with the Spacing Guild.

Cost: 3 spice

Gain 5 Solari and gain one Influence with any Faction.



Sietch Tabr

Agent icon: City

Combat space

Requirement: You must have 2 or more Influence with the Fremen.

Choose either: take a Maker Hooks token (if you don't already have one), recruit one troop, and gain 1 water —OR— gain 1 water and you *may* remove the Shield Wall token from the game board.



Spice Refinery

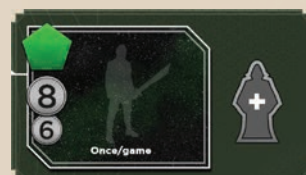
Agent icon: City

Combat space

Cost: Choose either 0 or 1 spice

Gain 2 Solari, or 4 Solari if you paid 1 spice.

Spice Refinery's controller gains 1 Solari.



Swordmaster

Agent icon: Landsraad

Cost: 8 Solari if no player has their Swordmaster; 6 Solari once any player does. You may send an Agent here only once per game. Gain your Swordmaster (your third Agent that was placed next to the board during setup). Place it on your Leader. For the rest of the game (including this round) you have three Agents.

This space works differently in a six-player game. See the back of the Six-Player Games rules supplement for details.

DUNE

IMPERIUM

UPRISING

RIVALS – SOLO & TWO-PLAYER GAMES

A game for one or two players uses additional cards to control automated opponents (hereafter referred to as “Rivals”), who compete against you by occupying board spaces and contesting Conflicts. Each Rival is represented by a Rival card that details their strategic priorities, and uses House Hagal cards to direct the placement of their Agents. If a Rival reaches 10 or more Victory Points, they trigger the end of the game—and they may defeat you!

ADDITIONAL GAME COMPONENTS



37 House Hagal cards



10 Rival cards

RIVAL CARDS

- A** Name
- B** Swordmaster value
*The **lower** the value, the more challenging the Rival.*
- C** Signet Ring ability
- D** Scheme ability
- E** Factions
A list of the four Factions in an order (from left to right) that represents how the Rival prioritizes political relationships.



SETUP

Select Rival cards according to the number of players.

Solo game: Choose two Rival cards as your opponents. (For your first solo game, Rivals with Swordmaster values of 8 or higher are recommended.) Select a difficulty level (from the options at the right), and adjust your setup accordingly.

Two-player game: Choose one Rival card as a shared opponent. (For your first two-player game, the Streamlined Rivals variant on the back cover of this rules supplement is recommended.)

For each Rival, choose a color. Place one of its cubes on each of the bottom spaces of the Influence tracks of the four Factions. Put three troops in its garrison (except for a solo Mercenary game), and the rest in its supply. Place two of its Agents in its supply, and set its Swordmaster (third Agent) next to the game board (as you would for any other player). Place its three Spies and 1 water in its supply.

Shuffle the House Hagal deck and place it near the Rival(s). (For a solo game, remove the “Reshuffle” card—marked with “2P”—from the House Hagal deck before shuffling.)

Distribute Objective cards according to the number of players:

Solo game: You and your Rivals each start with an Objective card, distributed randomly as in a multiplayer game.

Two-player game: Give the Ornithopter Objective to the Rival and randomly distribute the other two. (The Rival in a two-player game never has the First Player marker.)

Difficulty

There are four difficulty levels for a solo game:

Mercenary (Novice): Your Rivals start with no troops in their garrisons, and you start with an Intrigue card.

Sardaukar (Veteran): No special adjustments.

Mentat (Expert): The same as Sardaukar. Use the Brutal Escalation, Expert Deployment, and Smart Politics rules described in Game Variants (on the back cover of this rules supplement).

Kwisatz Haderach (Expert+): The same as Mentat. Also, you can’t gain a Swordmaster during the game.

RIVAL AGENT TURNS

During Phase 2: Player Turns, Rivals take Agent turns like any other player. A Rival will take an Agent turn as long as it has at least one Agent in its supply, but it will never take a Reveal turn.

Solo game: The First Player marker is passed clockwise as usual from round to round, and Rivals will sometimes possess the marker and act first.




Two-player game: The First Player marker passes back and forth only between the two human players. The Rival is always considered to be seated clockwise from the player with the First Player marker (thus, acting each round *between* the two other players).









When a Rival takes an Agent turn, reveal the top card of the House Hagal deck. That card will send an Agent to the revealed board space, as long as that space is unoccupied. If the space is occupied, ignore the card and continue revealing cards until you reveal an unoccupied space.

If the House Hagal deck is ever empty (or if the Reshuffle card is revealed), immediately reshuffle the House Hagal cards to form a new deck.


When a Rival sends an Agent to a board space, ignore all normal costs and effects of that space. Instead, it gets only the effects indicated on its revealed card:


    The Rival advances on the indicated Influence track.

   The Rival gains one Influence with the Faction corresponding to the number, as indicated on the bottom of the Rival card.

   The Rival gains the indicated resource.

 The Rival uses the Signet Ring ability on its Rival card.

 The Rival recruits one troop from its supply for each such icon. If the revealed card is a Combat space, deploy them to the Conflict. Otherwise, put the troops in its garrison.

 Each opponent who has four or more Intrigue cards must give one of them (selected at random) to the Rival.



The Rival places a Spy on an observation post. Unless a type of space is specified, it tries to do so on a Faction observation post in the first available Faction on its Faction priority list. If all four Faction observations posts are full, ignore this effect.

The three *Place Spy* House Hagal cards each show a particular type of observation post for placing the Spy. If there are no empty observation posts of the designated type, ignore this effect. Then, because *Place Spy* cards do not send an Agent to a board space, reveal another House Hagal card for the Rival (whether it placed a Spy or not).



The Rival acquires a Maker Hooks token and places it on its garrison (if it has not already done so).



If the Rival has a Maker Hooks token and the Shield Wall token is still on the board, remove it. (Ignore this effect if the Rival does not have Maker Hooks.)

Any time a Rival sends an Agent to a Combat space, it also deploys up to two troops from its garrison (if available) to the Conflict. Do this even if the card itself recruited no troops (for example: a card sending an Agent to a Maker board space).

Rivals gain and lose Alliance tokens as players do. However, they don't earn Faction bonuses (for reaching 4 Influence on an Influence track).

Special Instructions

Some House Hagal cards direct a Rival to send an Agent to one of two spaces, depending on game conditions.

When a Rival reveals Accept Contract / Shipping, check how much Influence it has with the Spacing Guild. When a Rival reveals Deliver Supplies / Heighliner, check if the current Conflict card is a I, II, or III card. In each case, send an Agent to the board space indicated on the card.



Other cards provide a bonus to a Rival who has 2 or more Influence with a specified Faction. (Though the Rival will send an Agent to the space whether it gets the bonus or not.)

When a Rival reveals this Gather Support card, it sends an Agent to that space and recruits one troop. Then, if it has 2 or more Influence with the Emperor, it gains 1 Influence with the Faction listed second in priority on its Rival card.

RIVAL RESOURCE USE

Rivals collect resources (Solari, spice, Intrigue cards, and water) from House Hagal cards and as rewards from Conflicts. Rivals don't collect resources from board spaces, nor from the bonuses on Influence tracks.

A Rival will first accumulate resources to gain a Swordmaster. As soon as it has a number of total resources equal to its Swordmaster value, it spends those resources to gain its Swordmaster. If it has more than enough resources for its Swordmaster, it will first spend Solari, then spice, then Intrigue cards, then water (keeping any leftovers).

MAKER SPACES AND SUMMONING SANDWORMS

If the revealed House Hagal card would send an Agent to a Maker board space (Deep Desert, Hagga Basin, or Imperial Basin), follow the instructions on the card. When sending an Agent to such a space, a Rival always gains the bonus spice there. What it does next depends on whether it has a Maker Hooks token:



- When the Rival sends an Agent to Hagga Basin or Deep Desert, if it has a Maker Hooks token, it summons sandworms if they can be deployed to the current Conflict—one for Hagga Basin, or two for Deep Desert.
- If the Rival doesn't summon any sandworms, it instead gains the base spice from that board space.

COMBAT


When Phase 3: Combat begins, each Rival that has at least one unit in the Conflict gets a Combat bonus. In turn order, reveal the top card of the House Hagal deck. (If you reveal the Reshuffle card, follow the instructions to reshuffle the deck and reveal again.) Ignore everything on the revealed card except for the sword icons at the bottom. Advance the Rival's Combat marker on the Combat track by the number of swords revealed. Players may then play Combat Intrigue cards before resolving Combat.

Rivals collect rewards from Conflict cards like other players do, including doubled rewards if they have at least one sandworm in the Conflict. If they win a Conflict, they take the Conflict card and can earn a Victory Point from matching battle icons (flipping the cards face-down as any player would).

Rivals can win Control of board spaces, placing a Control marker on the flag below it. On future turns, they get the Control bonus whenever you or a Rival sends an Agent there. They also receive the defensive bonus of one troop if a Conflict over that board space is later revealed.

Whenever a Rival has a choice about gaining Influence, it chooses the Faction in which it has the least. In the case of a tie, use the Faction priority list at the bottom of the Rival card to break the tie: use the leftmost icon among the tied Factions.

Whenever a Rival has the option to gain a Victory Point from a Conflict card, it will always do so if it has the necessary resources (or Spies to recall, in the case of Battle for Arrakeen).

Rivals never take contracts. Whenever a Rival earns a  reward from a Conflict, it gains 2 Solari instead, whether or not you are playing with the CHOAM module.

Buying Victory Points

Once a Rival has its Swordmaster, it begins spending its resources to earn Victory Points. Whenever a Rival has the indicated resources, it will spend them as follows:



SCHEMES



Rivals do not recall their Spies to Infiltrate or Gather Intelligence. Instead, whenever a Rival places the third and final Spy from its supply, immediately recall the Rival's *other* two Spies and trigger the Scheme ability on the Rival's card.



A House Hagal card may cause a Rival to trigger its Scheme on its turn before it has sent an Agent to a board space. If its Scheme recruits troops, and the Rival then sends an Agent to a Combat space on that same turn, it deploys those troops from its Scheme to the Conflict.

GAME VARIANTS

If you choose, you may add these optional rules to Rival behavior.

Dice-Based Imperium Row “Churn” (for Solo Games)

If you have two standard 6-sided dice available, this variant simulates the acquiring of cards from the Imperium Row by your Rivals.

At the end of each of your Reveal turns, roll the two dice. Counting cards starting from the left of the Imperium Row, remove any card corresponding to the numbers you rolled. Ignore any 6 that you roll, removing no card. If you roll the same result (from 1 to 5) on both dice, remove only one card.

Streamlined Rivals (for Two-Player Games)

Recommended for players who want to focus on a head-to-head experience.

Two Rival cards are not capable of winning the game: *Lady Amber Metulli* and *Glossu “The Beast” Rabban*. Once they gain their Swordmaster, they become faster for players to manage, speeding up the game.

After gaining their Swordmaster, whenever Lady Amber or the Beast would take bonus spice from the board, put it in the bank instead.

These three variants are *required* when playing on Mentat (Expert) difficulty or higher, but you may use them in other games if you wish.

Brutal Escalation

For veteran players who want Rivals to be more challenging in late-game Conflicts.

Whenever a Rival is competing in a Conflict III combat, flip **two** cards from the House Hagal deck and add all the swords from **both** cards to its strength.

Expert Deployment

This variant makes your Rivals more selective about deploying to the Conflict.

When fighting for a Conflict I or II card, a Rival won’t deploy troops if it is already leading by three units or more. For a critical Conflict III card, a Rival will resume deploying all the troops it can at every opportunity.

A Rival will always summon any sandworms it can before checking to see whether to deploy troops.

Smart Politics

For veteran players who want Rivals to be more challenging in the political arena.

Whenever a Rival reveals a card that would send an Agent to one of the Faction board spaces that has no cost (Dutiful Service, Deliver Supplies, Secrets, or Fremkit), it will ignore that card and reveal again under either of the following conditions:

- It already has an Alliance with that Faction and is leading all other players by at least 1 Influence.
- It already has 2 or more Influence with that Faction and is at least 2 Influence behind the leader on that Influence track.

COMBINING UPRISING WITH RISE OF IX AND IMMORTALITY

If you are adding the *RISE OF IX* or *IMMORTALITY* expansions to your solo or two-player game, you should not combine all House Hagal cards from the expansion with all House Hagal cards from *UPRISING*. We recommend:

RISE OF IX: Remove these 5 *UPRISING* cards: *Accept Contract/Shipping* (2 copies), *Gather Support* (2 copies), and *Assembly Hall*. From *RISE OF IX*, remove the *Foldspace/Interstellar Shipping* card, along with all cards not for your number of players. (If you wish, you may keep the *Foldspace/Interstellar Shipping* card, and have a Rival send an Agent to “Deliver Supplies” whenever it would try to go to “Foldspace.”)

IMMORTALITY: There are no changes for a two-player game (as all of the *IMMORTALITY* cards are marked “1P”). For a solo game, remove 1 copy of the *UPRISING* version of *Research Station* and include all 4 *IMMORTALITY* cards. Whenever you reveal a *Carthag* card for a Rival’s Agent turn, it ignores the board space and the troop icon, but does everything else on the card; you then reveal another card to determine where the Rival sends its Agent.

DUNE

IMPERIUM

UPRISING

SIX-PLAYER GAMES

A mysterious leader on Arrakis called Muad'Dib wages war from the deep desert and poses a threat to the supply of the most valuable substance in the Universe: spice. And unbeknownst to the Emperor, Muad'Dib is making a play at the Golden Lion Throne itself!

In a six-player game, players form two teams of three, each led by a Commander: Muad'Dib or Shaddam Corrino IV. Four other leaders pair up to become Allies of their respective Commanders.

Each player has their own Score marker, and the Endgame is triggered the same as in a regular game. A team's score is determined by adding together the individual scores of each player on the team.

Commanders don't have their own armies and can't win Conflict rewards. However, they can still recruit units! Anytime they would gain a unit, they'll recruit it for one of their Allies. In addition, **each Ally fights in a Conflict separately**; you don't add together the strength of the two Allies on the same team. In this way, all three rewards on each Conflict card are up for grabs and are given out to individual Allies. If your team grabs both the first and second place rewards for a Conflict, that *could* be quite the accomplishment. However, teammates may wish to strategize about who is going for the Conflict's main prize, and who might fight for the scraps!

ADDITIONAL GAME COMPONENTS



6 Swordmaster Bonus tokens



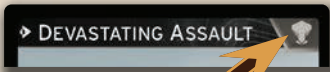
2 Alliance tokens
Great Houses and
Fringe Worlds



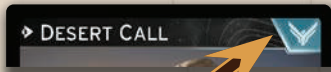
2 Personal boards
Emperor for the Shaddam player
Fremen for the Muad'Dib player



Two 10-card starting decks



Emperor player:
Convincing Argument,
Corrino Might, Critical
Shipments, Demand
Results, Devastating
Assault, Imperial
Ornithopter (2), Imperial
Tent, Seek Allies, Signet
Ring



Muad'Dib player:
Command Respect,
Convincing Argument,
Demand Attention,
Desert Call, Limited
Landsraad Access (2),
Seek Allies, Signet
Ring, Threaten Spice
Production, Usul

ADDITIONAL PLAYER COMPONENTS



2 discs
1 Score marker
1 Councilor token



3 Agent tokens



Faction cube



3 Spies

The above components come in light blue for the Muad'Dib player (as shown) and gray for the Shaddam player (not shown).

SETUP

Players select leaders and teams before taking seats at the table. The Commanders sit opposite each other, Muad'Dib at the bottom of the game board ("on Arrakis") and Shaddam at the top of the game board ("at the Landsraad"). Allies then sit on either side of the *opposing* leader, so that the clockwise order of play alternates from one team to the other.

Then, add to or modify the regular setup steps as noted:

A Use the reverse side of the game board. It has several changes, most notably that the Emperor and Fremen Factions are replaced by the Great Houses and Fringe Worlds Factions.

Each Commander takes one personal board and places it in front of them near their Leader card; Muad'Dib takes the Fremen board and Shaddam takes the Emperor board.



Place all six Alliance tokens on their corresponding tracks. (The Fremen and Emperor Alliance tokens are placed on the personal boards of their respective Commanders.)



B When creating the Conflict deck, do not use any Conflict I cards. The deck should contain only five Conflict II cards on top of the four shuffled Conflict III cards, meaning that the game will last a maximum of 9 rounds.



C The CHOAM module must be used. (See page 16 of the main rulebook.) Add the marked Imperium and Intrigue cards to those decks. Before shuffling the contracts, set aside the two Sardaukar contracts as described on the Shaddam Corrino IV Leader.



E Muad'Dib and Shaddam take their respective Commander starting decks instead of a standard starting deck.



For the most authentic story experience, we recommend that different Leaders be assigned to teams as noted below. However, feel free to try out various combinations and "What If?" scenarios. (Any Leaders from previous *DUNE: IMPERIUM* products can also be used.)

Recommended Allies of Muad'Dib:

Gurney Halleck
Lady Jessica
Staban Tuek

Recommended Allies of Shaddam Corrino IV:

Feyd-Rautha Harkonnen
Lady Margot Fenring
Princess Irulan

Leader Who Could Be on Either Side:

Lady Amber Metulli

G Commanders (Shaddam and Muad'Dib) don't receive all the personal components that Allies do. They don't have troops, Combat markers, Control markers, or normal Agents. They do receive Spy tokens and two discs.

G¹ Instead of normal Agents, Commanders receive a set of three Agent tokens. They start with the two Agent tokens with one directional arrow and put the token with two directional arrows (their Swordmaster) aside with the other Swordmasters.



Also, place all the Swordmaster Bonus tokens with the Swordmasters, next to the game board.



G² The Commanders place one disc on the "4" space of the Score track (marked with "C"). Each Ally places one disc on the "1" space (marked with "A").



G⁴ Allies place one Faction cube on the bottom space of each Influence track on the game board as usual. They do not place a Faction cube on either Commander's personal board.

The Commanders each place their one Faction cube on the bottom space of the Influence track on the personal board in front of them.



H Only Ally players draw Objective cards. If both Desert Mouse Objectives are drawn by the same team, the player with the 4/6P Desert Mouse Objective trades it with the opposing Ally sitting next to them, so that each team has one Desert Mouse Objective and one Crysknife Objective.



NEW MAJOR CONCEPTS

ACTIVATING ALLIES

Commanders generally use cards and board spaces just like any other player. However, Commanders have no troops to recruit or deploy to the Conflict, and no cubes on the four Influence tracks on the game board. Instead, during each of their turns, they *activate* one of their Allies, who receives any effects the Commander can't use directly.

On an Agent turn, the activated Ally is determined by the arrow on the Agent token the Commander uses: either the Ally seated to their left or right (past their immediately adjacent enemy). When using the Swordmaster token, they choose which Ally to activate for that turn.



On a Reveal turn, the Commander chooses which Ally to activate.

The activated Ally takes the Commander's place whenever:

- Any Influence is gained or lost on an Influence track on the game board.
- Any units are recruited, and any choice about deploying them to the Conflict is to be made.
- Any swords are being applied to strength.

Muad'Dib sends an Agent to Hardy Warriors, spending 1 water and activating his Ally, Lady Jessica. Muad'Dib's Faction cube on the Fremen Influence track moves up and Lady Jessica recruits two troops. Hardy Warriors is a Combat space, so Lady Jessica may deploy any of these troops to the Conflict, plus up to two more from her garrison.



On a later turn, Shaddam sends an Agent to Espionage, spending 1 spice and activating Feyd-Rautha. Feyd-Rautha already had 3 Influence with the Bene Gesserit and now gains one more, moving up to take the Alliance and the Intrigue card Faction bonus. Note that Feyd-Rautha draws the Intrigue card from the bonus because it was Feyd-Rautha's Faction cube that reached the bonus.



If, during a Commander's Reveal turn, they activate an Ally who hasn't yet taken their own Reveal turn, they may still give swords to that Ally. The Ally marks their strength now, then adds to it later when they take their own Reveal turn (or sets their strength to 0 if they have no units in the Conflict at that time).

A Commander can cause an activated Ally to deploy or retreat troops even after that Ally takes their Reveal turn. The Ally adjusts their Combat marker accordingly. This can allow an Ally to enter a Conflict they weren't a part of during their own Reveal turn—but in this case, any swords that Ally generated during that Reveal turn are lost to the lack of battlefield coordination.

PERSONAL BOARDS



Each Commander has a personal board with two spaces where only they may send an Agent. Each time they do, they advance their Faction cube along the Influence track on the board. These Influence tracks have bonuses like the tracks on the game board, but the bonuses benefit the Commander's entire team.

- Whenever Muad'Dib reaches 1 or 3 Influence on the Fremen Influence track, everyone on the team gains the reward shown, 1 spice or 1 water.
- Whenever Shaddam reaches 1 or 3 Influence on the Emperor Influence track, everyone on the team gains the reward shown, 1 Solari or the opportunity to place a Spy.

Similarly, each personal board provides a Commander with a Victory Point when they reach 2 Influence, and an Alliance (with its associated Victory Point) when they reach 4 Influence.



Only Shaddam has Influence with the Emperor Faction and *only Muad'Dib* has Influence with the Fremen Faction. An Ally can never affect the Influence on their Commander's personal board.

COMMUNICATION

While communication is encouraged, it is recommended that players on the same team cannot communicate *privately* with each other. This includes whispering plans, texting, flashing a card to a teammate, etc. This rule tries to reflect the idea that there are spies across the Imperium watching your every move.

Some play groups may wish to institute different communication rules. You know your group best!

NEW MAJOR CONCEPTS (CONTINUED)

SHARED INFLUENCE AND NEW FACTIONS

While a Commander does not have Faction cubes on the four Influence tracks on the game board, their Allies give them Influence with those Factions. **Whichever Ally has the most Influence with a Faction on the game board gives their Commander the same amount of Influence.** This is true even while activating the *other* Ally.

Muad'Dib plays Prepare the Way and sends an Agent to Carthag, activating Gurney Halleck. Gurney Halleck only has 1 Influence with the Bene Gesserit. But because Lady Jessica—Muad'Dib's other Ally—has 2 Influence with the Bene Gesserit, Muad'Dib draws a card.



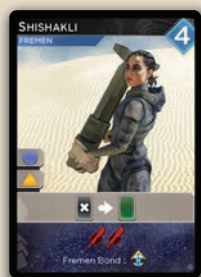
Because of the addition of two new Factions on the game board, two of the Faction icons now each relate to two *different* Factions. For the requirements or effects of any board space or card:



All four Allies and Muad'Dib use the Great Houses Faction. Shaddam chooses either the Great Houses or Emperor Faction.



All four Allies and Shaddam use the Fringe Worlds Faction. Muad'Dib chooses either the Fringe Worlds or Fremen Faction.



When Gurney Halleck reveals Shishakli and gains the Fremen Bond effect, Gurney gains an Influence with the Fringe Worlds Faction. When Muad'Dib reveals Shishakli and gains the Fremen Bond effect, he either gains the Influence with the Fremen, moving up his own Faction cube on his personal board, or may gain this Influence with the Fringe Worlds, moving up his activated Ally's Faction cube on the Fringe Worlds Influence track.

Shaddam sends an Agent to the Shipping board space, activating Feyd-Rautha. (To do this, at least one of Shaddam's Allies must have at least 2 Influence with the Spacing Guild. It does not have to be Feyd-Rautha!) Shaddam gains 5 Solari and one Influence of his choice. Shaddam could move up one of Feyd-Rautha's Faction cubes, but instead chooses to gain one Influence on his personal Emperor Influence track.



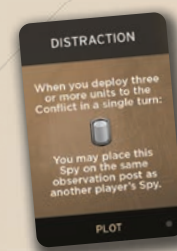
SHARED UNIT OWNERSHIP

All units and garrisons owned by an activated Ally are *also* owned by that team's Commander. This sharing allows certain cards to be activated on a Commander's turn.

When a Commander plays Chani, Clever Tactician on an Agent turn, they draw an Intrigue card if their activated Ally has three or more units in the Conflict. When they play Chani on a Reveal turn, they may retreat two of their activated Ally's troops to give four swords to that Ally.



When a Commander recruits units for an activated Ally, the Commander and the Ally are each considered to have recruited those units. Similarly, when units are deployed to the Conflict on a Commander's turn, the Commander and the activated Ally are both considered to have deployed those units.



Muad'Dib sends an Agent to Hardy Warriors, activating Gurney Halleck and recruiting two troops for Gurney Halleck. Gurney decides to commit these troops plus two more from his garrison to the Conflict. Muad'Dib may play Distraction because he shared in the deployment of these units.

Note, however, that Conflict cards won by Allies are not co-owned by Commanders.

PLAYER TURNS

The Great Houses Faction features two new icons that can be used by teammates to help one another.



Reinforce. Recruit three troops, divided as you choose between the two Allies on your team. Any of these troops may be deployed to the Conflict.

Lady Jessica sends an Agent to Military Support. She chooses to recruit one of her own troops and puts it in her garrison, and she allows Gurney to recruit two of his troops. Gurney deploys both troops to the Conflict. Because Military Support is not a Combat space, Gurney may not deploy any more troops this turn.



Trade. Choose one teammate to trade with: each of you may give the other 1 or more of a single type of "trade good" (Intrigue cards, spice, water, or Solari). Either (or both) of you may decide to give nothing instead.

Princess Irulan sends an Agent to Economic Support, gains 1 spice, and chooses to trade with Shaddam. Irulan gives Shaddam two of her Intrigue cards, keeping one. Shaddam decides to give Irulan all 3 of his spice.

Later, Muad'Dib plays Command Respect. Having earned his Swordmaster, Muad'Dib chooses to trash the card to trade with Lady Jessica. Muad'Dib gives her an Intrigue card. Lady Jessica is low on resources and decides not to trade anything to Muad'Dib.

PLAYER TURNS (CONTINUED)

Shaddam's Throne Row

The Emperor's personal board and *Imperial Tent* card allow Shaddam to move cards from the Imperium Row into a special Throne Row. When Shaddam does so, immediately replace that card with a new card from the Imperium Deck.

The cards in the Throne Row can only be acquired by Shaddam and his Allies (never by Muad'Dib or his Allies). These cards are no longer in the Imperium Row (and they can't be affected by cards like *Manipulation*). The size of the Throne Row is unlimited, and thus can build over several rounds if the cards are not acquired.



SWORDMASTERS

Each player's Swordmaster Agent can be used only one time per game.

At the end of a round, if you sent your Swordmaster to a board space, return it to the box. If you have your Swordmaster but do not send it to a board space during a round, you keep it and may use it in a future round.



When you earn your Swordmaster, you also earn a Swordmaster Bonus token which you keep for the rest of the game (even after using your Swordmaster itself). Place it on the game board. (Allies place it in their garrison. Commanders place it at the edge of the Conflict area, nearest to their side of the board.) Once you have a Swordmaster Bonus token on the board, add 2 swords whenever you take a Reveal turn.

PHASE 3: COMBAT

COMBAT INTRIGUE CARDS

Players play Combat Intrigue cards in clockwise order as usual. On a Commander's turn, they may play cards on behalf of an Ally who has at least one unit in the Conflict, then apply the effects to that Ally. (A Commander can't "split" one Combat Intrigue card between Allies.)

Muad'Dib plays Questionable Methods, activating Gurney Halleck. Muad'Dib chooses to have Gurney lose 1 Influence with the Fringe Worlds to gain a total of 5 swords. Muad'Dib cannot have his other Ally (who was not activated) lose the Influence, though he could have chosen to lose 1 Influence himself with the Fremen.



When Allies Tie

When two Allies on the same team tie in Combat, one of them may choose to concede the greater reward to the other. If they were tied for the third Conflict reward, the conceding player receives nothing.

Gurney Halleck and Lady Jessica tie for first place during a Conflict. Gurney Halleck concedes the win to Lady Jessica. Jessica takes the top reward (and is considered the winner of the Conflict). Gurney takes the second reward.

ENDGAME

The Endgame is triggered during the Recall phase as usual: if any player has 10 or more Victory Points on the Score track, or if the Conflict deck is empty. Players first play any applicable Endgame Intrigue cards, then the team with the highest combined score is declared the winner. In the case of a tie, combine each team's resources to check the usual tiebreakers against the other team.

Some Endgame Intrigue cards are useful for Commanders while others are not. Use of the trade icon is encouraged when a player holds an Endgame Intrigue card that would only be useful for a teammate!

- **Crysknife, Desert Mouse, Ornithopter** — A Commander can't own any Conflict cards, thus can't use these at Endgame.
- **CHOAM Profits, Secure Spice Trade, Shadow Alliance** — These are possible sources of Victory Points for Commanders. For Shadow Alliance, remember that a Commander's Influence with a Faction is always the highest of their two Allies.



COMBINING WITH OTHER *DUNE: IMPERIUM* PRODUCTS

This section explains how to integrate previous *DUNE: IMPERIUM* titles into your six-player game. We've tried to cover likely questions, but please note that these products were not originally designed with six-player games in mind. Some cases may still feel unusual or difficult to adjudicate. If you encounter a situation that these rules don't cover, first check the *DUNE: IMPERIUM* FAQ (at www.duneimperium.com/FAQ). If you're in the middle of a game and need an answer now, let Shaddam adjudicate. Being Emperor of the Known Universe has some perks.

While *UPRISING* does not include any cards with “**Lose a troop**” cost or effect, other *DUNE: IMPERIUM* products do. When a Commander triggers an effect that includes such a cost, their activated Ally loses the troops.

Other *DUNE: IMPERIUM* products include cards and components that work “**when you win a Conflict.**” These effects are unusable for Commanders because Commanders never win Conflicts.

DUNE: IMPERIUM

- **Demand Respect / To the Victor...** — These are useless to Commanders. (Trade them!)
- **Gun Thopter / Test of Humanity** — Commanders don't own troops during other players' turns, so a Commander never loses a troop due to *another* player's card. For *Test of Humanity*, a Commander must discard a card if they can.
- **Kwisatz Haderach** — This does not allow another player to send an Agent to a Commander's personal board.
- **Plans Within Plans** — A Commander can choose to use their personal board instead of the game board's Faction with the same icon.
- **The Voice** — You may choose a board space on a Commander's personal board.



IMMORTALITY

Commanders do not add two copies of *Experimentation* to their decks (nor do they remove any cards).

Commanders don't have a Research token on the Research track or a Tleilaxu token on the Tleilaxu track. Their activated Ally receives the benefits (including any resulting bonuses) whenever they trigger a Research icon or gain a Tleilaxu icon.

A Commander has the same genetic markers as whichever of their Allies has advanced farthest on the Research track. This is true even while activating the other Ally.

When a Commander generates a specimen, it comes from their activated Ally's supply. A Commander can only spend the specimens of their activated Ally (when paying a specimen cost on a card, or acquiring a Tleilaxu card).

If playing with the Go to 11 variant, Allies start at 0 Victory Points (instead of 1). Commanders, however, still start at 4 Victory Points.

- **Shadowy Bargain** — Commanders do not activate any Ally during the Endgame, so the Endgame effect of this card provides them with nothing.



RISE OF IX

During the Setup, each player receives one special *RISE OF IX* contract. Shuffle the *RISE OF IX* contracts and deal two to each Ally. They each choose one to keep, then give the other to their Commander. The Commander keeps one of the two they've been given, then returns the other to the box.

If a Commander wants to place a Negotiator, they take a troop from their activated Ally's supply. When a Commander can Acquire Tech, they may reduce the cost by using their activated Ally's Negotiators.

Commanders don't have Freighters on the Shipping track, but they can move their activated Ally's Freighter. If a Commander recalls a Freighter, the activated Ally gains all of the resulting rewards. (However, both the Commander and the Ally are considered to have recruited any troops resulting from this.)

When a player triggers Dividends on the Shipping track, all other players gain 1 Solari. (The *RISE OF IX* rules say that "opponents" gain 1 Solari, but this will apply to your opponents and your teammates in a six-player game.)

Commanders don't have dreadnoughts, but can commission dreadnoughts for their Allies (similar to how they recruit troops for their Allies).

Infiltration icons and similar effects allow you to infiltrate board spaces with your teammates' Agents in addition to those with enemy Agents.

- **Chaumurky** — If the game ends in a tie, the team that has Chaumurky wins.
- **Memocorders** — A Commander can choose to use their personal board instead of the game board's Faction with the same icon.
- **Spy Satellites** — Because a Commander's Influence with a Faction is equal to the higher of their two Allies, the Endgame benefit of this Tech tile will be difficult for them to collect. They may still spend spice and trash the Tech tile for a Victory Point.



Epic Game Mode

Combining *RISE OF IX*'s Epic Game Mode with *UPRISING*'s six-player game will take most groups over 3 hours to play, but will hopefully supply the epic experience that the name suggests!

Build the Conflict Deck as described in the Epic Game Mode rules (adding *Economic Supremacy* to your Conflict III cards, for 10 total Conflict cards).

You may choose whether or not to include the other Conflict cards from *RISE OF IX*. If you include them, some Conflicts may not award the winner a battle icon.

Commanders do not add *Control the Spice* to their decks (nor do they remove any card).

Each player draws an Intrigue card during Setup (including Commanders).

ADDITIONAL ICONS



Muad'Dib starting card — A card with this icon is part of the starting deck for the Muad'Dib player.



Reinforce. Recruit three troops, divided as you choose between the two Allies on your team. Any of these troops may be deployed to the Conflict.



Shaddam starting card — A card with this icon is part of the starting deck for the Shaddam player.



Team reward. Each player on your team gains the reward shown: 1 Solari, 1 spice, 1 water, or placing a Spy.



Trade. Choose one teammate to trade with: each of you may give the other 1 or more of a single type of “trade good” (Intrigue cards, spice, water, or Solari).

SIX-PLAYER BOARD SPACE GUIDE



Carthag

Agent icon: City
Combat space
Recruit a troop and draw an Intrigue card.



Controversial Technology

Agent icon: Fremmen
Cost: 2 spice
Gain one Influence with the Fringe Worlds.
Draw an Intrigue card, draw a card, and trash a card.



Desert Mastery

Agent icon: Fremmen
Combat space
Gain one Influence with the Fremmen. Draw a card and gain 1 spice.



Economic Support

Agent icon: Emperor
Gain one Influence with the Great Houses and gain 1 spice. Then, choose one teammate to trade with: each of you may give the other 1 or more of a single type of “trade good” (Intrigue cards, spice, water, or Solari).



Expedition

Agent icon: Fremmen
Gain one Influence with the Fringe Worlds.
Take a contract (or, if there are none remaining, gain 2 Solari instead).



Habbanya Erg

Agent icon: Spice Trade
Combat space
Cost: 1 water
Gain 2 spice, plus any bonus spice accumulated here on the Maker icon. Draw a card.



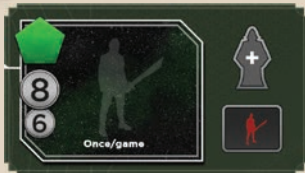
Hardy Warriors

Agent icon: Fremmen
Combat space
Cost: 1 water
Gain one Influence with the Fremmen. Recruit two troops.



Military Support

Agent icon: Emperor
Cost: 2 spice
Gain one Influence with the Great Houses.
Recruit three troops, divided as you choose between the two Allies on your team. Any of these troops may be deployed to the Conflict.



Swordmaster

Agent icon: Landsraad
Cost: 8 Solari if no player has their Swordmaster; 6 Solari once any player does. You may send an Agent here only once per game. Gain your Swordmaster for a single use only. Place a Swordmaster Bonus token on the board. For the rest of the game, during each of your Reveal turns, gain 2 strength.



Vast Wealth

Agent icon: Emperor
Gain one Influence with the Emperor. Gain 3 Solari.