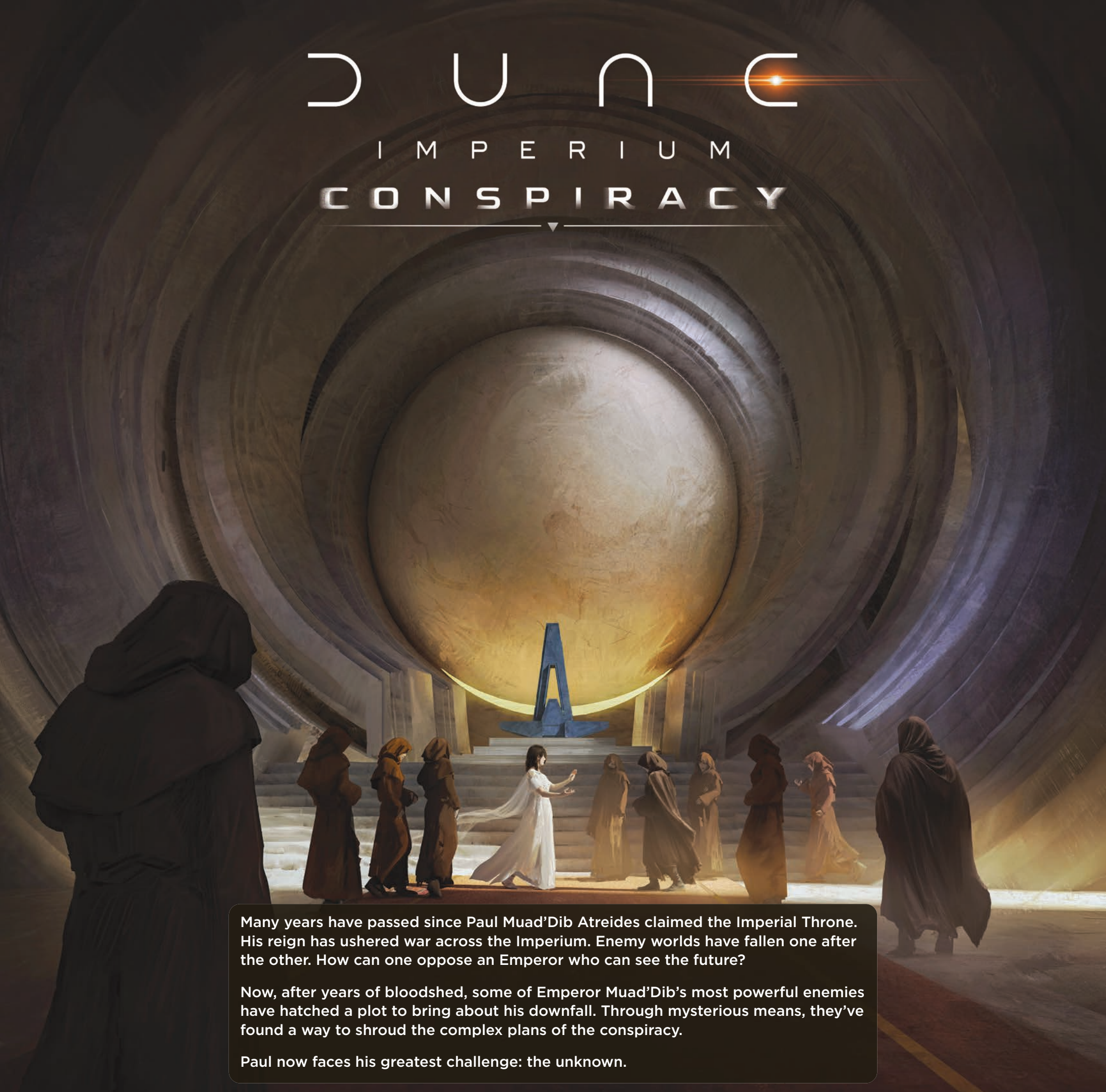
DUNE

IMPERIUM

CONSPIRACY



Many years have passed since Paul Muad'Dib Atreides claimed the Imperial Throne. His reign has ushered war across the Imperium. Enemy worlds have fallen one after the other. How can one oppose an Emperor who can see the future?

Now, after years of bloodshed, some of Emperor Muad'Dib's most powerful enemies have hatched a plot to bring about his downfall. Through mysterious means, they've found a way to shroud the complex plans of the conspiracy.

Paul now faces his greatest challenge: the unknown.

War Across the Imperium



The Imperium is as rife with political scheming under Emperor Paul Muad'Dib Atreides as it was under his predecessor. Any wise leader of a Great House always has a plan in motion. And a powerful few plot against the Emperor himself.



While Arrakis remains at the figurative center of the Imperium, rising conflict between the major houses has brought war to many other planets. These raids come with political ramifications, as the Landsraad does not take such military actions lightly.

Game Components



46 Imperium Deck cards



16 Intrigue cards



8 Reserve cards
Conspirator



6 Leaders

Leader-Specific Components



Alia token
for Alia Atreides



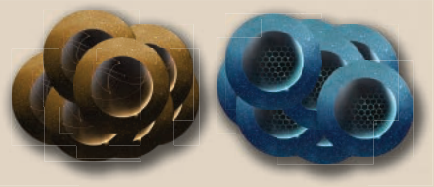
Sand Torpedo
for Sand Spider



43 Conspiracy cards

Some cards have symbols before their name. They are used only with certain game modes and expansions.





26 Raid tokens
14 of one type,
12 of another



36 Conspiracy chips



Victory Point goal token

Player Components

These components are provided for each player,
including for six-player games using *DUNE: IMPERIUM — UPRISING*.



2 starting Conspiracy chips



Raid board



Imperial Keep token
matching the player's color

These components are used only for specific modules and Overthrow Mode.

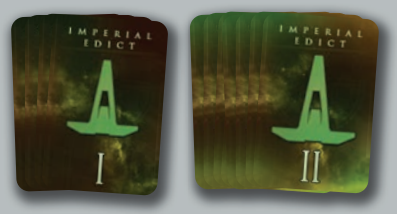
Stoneburner Module

see page 10

6 Stoneburner tokens
1 for each player, including for six-player games using *DUNE: IMPERIUM — UPRISING*

Imperial Edict Module

see page 11



25 Imperial Edict cards
9 Imperial Edict I
16 Imperial Edict II

For use with *Dune: Imperium*

see page 10

These components are not needed if you are using *CONSPIRACY* with *DUNE: IMPERIUM — UPRISING*.



7 Spy tokens



Swordmaster overlay

Overthrow Mode

see pages 12-14



Emperor Paul Muad'Dib Atreides Leader



8 Reserve cards
The Spice Must Flow (alternate)

Setup

When playing with *CONSPIRACY*, these steps modify and add to the setup of *DUNE: IMPERIUM* or *DUNE: IMPERIUM — UPRISING*.

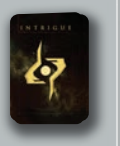
1 Because Conspiracy cards give players additional power, you need one more Victory Point to win the game. Determine the Victory Point goal for your game.

- For three or fewer players, the goal is 11 points.
- For four players, everyone places one disc on 0 (instead of 1), and the goal is 10 points.
- For six players, Commanders each place one disc on 3 (instead of 4), and Allies each place one on 0 (instead of 1). The goal for all players is 10 points.
- If you are using the *IMMORTALITY* expansion, the "Go to 11" variant is recommended, so the goal is 12 points (for three or fewer players) or 11 points (for four or more, with everyone placing discs as described above).



If your goal is 11 or 12, place the Victory Point goal token on the top of the Score track with the appropriate side face up. (Otherwise, return it to the game box.)

2 Add these new cards to those you already have:



Shuffle the 16 Intrigue cards into the Intrigue Deck.



Shuffle the 46 Imperium cards into the Imperium Deck (before forming the Imperium Row).



Add the 8 *Conspirator* cards to the Reserve.



Add the 6 new Leaders to those you already have. When taking Leaders, players may choose any combination of new or existing Leaders.

To play with this expansion's extra modules, see the additional rules on pages 10-11.

To play Overthrow Mode, see the additional rules on page 12-14.

3 Separate the two types of raid tokens. Note that one of each type is marked "4+" on the front side. Remove these and return them to the box if you are playing with 3 or fewer players (or you may remove them as they come up during play, setting each one aside when it appears and revealing a new token in its place).



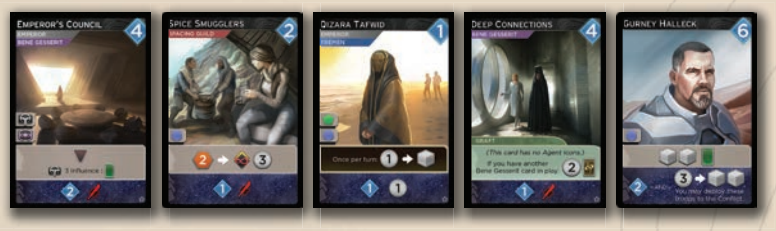
Shuffle each type and then stack them in the bank next to the game board. Turn one token face up from each stack.

4 Shuffle the 36 non-starting Conspiracy chips face down, then place them in the bank next to the game board.



2











When playing *CONSPIRACY* with *DUNE: IMPERIUM*, two modules are required: Spies and 8/6 Swordmaster.



Place the seven Spy tokens in the bank.



Place the Swordmaster overlay on top of the Swordmaster space of your game board.

For the rules of these modules, see page 10.

5 Each player takes the following components:



Place a raid board in front of you.



Place a set of two starting Conspiracy chips face up in front of you.

Place the Imperial Keep token of your player color on the game board, near Arrakeen.



6 Prepare your Conspiracy Deck. Using the symbols in front of the card titles, remove any cards that are not compatible with your game:



- Can't be used in Overthrow Mode (see pages 12-14 for details).
- For use with the CHOAM Module from *DUNE: IMPERIUM — UPRISING*.
- For use with the *RISE OF IX* expansion or the Tech Module from the *BLOODLINES* expansion (or both).
- For use with the *IMMORTALITY* expansion.

Shuffle the remaining cards of the Conspiracy Deck and place it face down. Each player will then draw cards from it to conduct a Conspiracy Draft, as detailed on page 6.



Each player has their own supply, with similar components.

Conspiracy Cards

CONSPIRACY introduces an important new type of card. Conspiracy cards give players opportunities to plan and execute powerful strategies. (It is because of this escalation in power that the Victory Point goal is increased by 1.)



You begin the game with four Conspiracy cards you select in a Conspiracy Draft (described below). Conspiracy cards are kept face down, but you may look at yours at any time. Always keep them separate from your deck of Imperium cards.

Conspiracy Draft

Each player selects four Conspiracy cards during game setup, keeping their selections secret from the other players. The draft method varies according to the number of players. (Solo games use another method and additional rules, described on the next page.)

3 or more players: Each player draws five Conspiracy cards and looks at them. They select one to keep, then pass the remaining four to the player on their left.

Once all players have selected, they then look at the four cards they were passed. They select one to keep, then pass the remaining three to the player on their left.

Repeat this process, selecting one card and passing the rest, until each player has kept four cards. Each player will have a fifth, unselected card; return those to the Conspiracy Deck without showing the other players, then shuffle the deck.

2 players: Each player draws five Conspiracy cards and looks at them. They select two to keep, then pass the remaining three to their opponent.

Once both players have selected, they then look at the three cards they were passed. They select two to keep, then return the last, unselected card to the Conspiracy Deck without showing their opponent. Finally, shuffle the deck.

A Rival in a 2-player game does not use Conspiracy cards.

Conspiracy Cards

A Conspiracy card can be played at any point during one of your turns (unless it specifies some other time). It can have two kinds of effects: **immediate** and **ongoing**.

A card that has ***only*** immediate effects (in a blue box) is paid for with spice. To play the card, reveal it and pay the amount of spice shown. Carry out the card's effects, then place it in a discard pile next to the Conspiracy Deck.



Idris is taking his Reveal turn, and decides to play Political Ally*. He pays 3 spice to the Bank. He draws an Intrigue card and gains 1 Influence (which he decides to take with the Fremen). He then puts* Political Ally *in the Conspiracy card discard pile.*

A card that has any ongoing effects is paid for with **flipped** Conspiracy chips (see the next page). To play the card, reveal it and return the number of chips shown to the game box. Place the card face up next to your Leader. Its effects apply to you for the rest of the game.

Some Conspiracy cards with ongoing effects also have an immediate effect (in a blue box). The card's cost is still paid with flipped Conspiracy chips. You carry out the immediate effects when you play the card, then place it next to your Leader for its remaining ongoing effects.



Julia is taking an Agent turn, and decides to play The Emperor's Attention*. She pays 4 flipped Conspiracy chips, returning them to the game box. She immediately takes 2 spice. She then places the card next to her Leader. For the rest of the game, at the start of every round, if she has 2 Influence with the Emperor, she will draw a card.*



Once per game, you can get a new Conspiracy card by visiting the Imperial Keep. On a turn in which you sent an Agent to the Arrakeen board space, you may remove the token of your color (that was placed there during Setup). Return the token to the box, then draw three cards from the Conspiracy Deck. Select one to keep, then return the other two (in any order) to the bottom of the Conspiracy Deck.

Conspiracy Chips



Conspiracy chips represent the steps you must take to further your conspiratorial plans. You begin the game with two starting Conspiracy chips face up in front of you. Whenever you gain another chip, take one at random from the bank and place it **face up** in front of you.

At any time during one of your turns (or during the Endgame), you may pay the cost shown on one of your Conspiracy chips to **flip it face down**. Once flipped, the chip can be used to pay the cost of a Conspiracy card (as described on the previous page).



This icon lets you choose one of two effects: either gain a new Conspiracy chip, or flip one you already have face down without paying the cost it shows. Otherwise, the costs to flip the different chips are:



Spend the resources shown: 1 water, 1 spice, or 2 Solari.



During a **Reveal turn only**, spend what is shown: 2 swords, or 2 Persuasion.



A similar starting chip requires 1 sword. When you flip it, gain two new chips.



Acquire two cards for your deck during the same turn. (Intrigue cards do not count.) You can't use the same cards to flip more than one of these chips at the same time.



A similar starting chip has the same requirement. However, when you flip it, gain two new chips.



Lose two troops (from the Conflict or your garrison; or one from each).

During his Reveal turn, Idris has the three Conspiracy chips shown face up. One of his revealed cards is Dune Tarot. *He uses the icon on that card to flip the water chip without paying its cost. He then spends 1 sword and 1 spice to flip the other two chips. Because he has just flipped a starting chip, he draws two new chips from the bank and places them face up in front of him. Idris now has three face down chips, which he can use to pay for Conspiracy cards with ongoing effects.*



Conspiracy Cards in Solo Games

In a solo game, before you conduct a Conspiracy Draft, first assign Conspiracy cards to your Rivals. Separate these five cards from the Conspiracy Deck: *Peace of the Prophet*, *Refitted Harvesters*, *Serving the Guild*, *Spice Smuggling Operation*, and *Terraforming*. Randomly deal one face up to each of your Rivals (or two to each, if you want a greater challenge). Shuffle the remaining cards back into the Conspiracy Deck.

Now, draft your own cards. Draw two Conspiracy cards and look at them. Select one to keep, then place the other on the bottom of the Conspiracy Deck. Repeat this process three more times, until you have kept four cards.



Your Rivals' cards provide them with ongoing benefits for the entire game:

- **Peace of the Prophet:** The Rival receives + during all combat.
- **Refitted Harvesters:** Whenever the Rival harvests spice, it harvests 1 extra spice. (Ignore the ability related to *The Spice Must Flow*.)
- **Serving the Guild:** Whenever the Rival sends an Agent to a board space, if it has 4 or more spice, it pays 4 spice to gain a Victory Point.
- **Spice Smuggling Operation:** Whenever the Rival sends an Agent to a board space, if it has any spice, it pays 1 spice to gain 3 Solari; otherwise, it gains 1 Solari.
- **Terraforming:** Place the Solari as instructed. The Rival collects it throughout the game as it visits Maker board spaces, and earns the Endgame Victory Point if it collects all the Solari.

Conspiracy Draft Tips

You start the game with two Conspiracy chips, and each of them lets you draw two more. This means that you can always get at least six chips each game (regardless of what cards you acquire). Because of this, when drafting cards, you may want to keep the total chip cost of your cards near 6 if you can.



Remember there is an icon (which appears on the Reserve card *Conspirator*, among others) that can give you more Conspiracy chips if you need them.

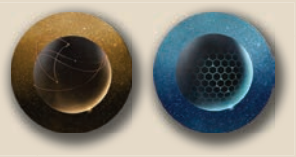
Conspiracy cards with only immediate effects cost spice, not Conspiracy chips. You can select these to help balance out your draft.

Raids



CONSPIRACY brings a new way to spend swords during your Reveal turn.

Each player has their own raid board, with five empty spaces to place raid tokens they collect. You may only complete five raids; once the five spaces on your raid board are full, you can't complete any more raids.



There are two different types of raid tokens (identified by their different backs). There is always one of each type available (face up) in the bank. Each raid token shows the number of swords required. During your Reveal turn, spend the number of swords required to complete a raid: collect the reward it shows, then place the token on the leftmost empty space of your raid board.



Whenever you complete a raid, a new one of the same type becomes available: turn a raid token face up from the corresponding stack in the bank. If you should run out of either type of token, take all of that type that were previously discarded by a Stoneburner (see page 10), shuffle them, and replenish the stack. (In the event that there are no discarded raid tokens of one type, that stack remains empty for the rest of the game.)

Most spaces on your raid board are marked with a penalty (or bonus), which you suffer (or collect) when you place a raid token in the space:



Raid penalty. Lose one Influence with a Faction of your choice. (If you have no influence with *any* Faction, you do not suffer a penalty.)



Raid bonus. "Reactivate" a raid you *previously* completed. Take its reward again, then flip it face down. (You can never reactivate the same raid more than once.)



Vince is taking his Reveal turn, and reveals 4 swords. He spends 2 of them to complete an available raid, taking the water it shows as a reward. He now places the token on his raid board. He has completed one raid earlier in the game, so this new token goes on the second space. That space is marked with a penalty, so Vince must lose 1 Influence with a Faction; he chooses Bene Gesserit.



A new raid token is revealed to replace the one Vince just completed. It costs only 1 sword, and he decides to complete that raid next. He takes the 1 Solari it shows as a reward, then places the token in the third space on his raid board. That space is marked with a bonus: Vince can choose either of his previous two raid tokens and take its reward again. He chooses the token he just placed in the second space, taking 1 water. Then he turns that token face down; if he completes a fifth raid later in the game, he will not be able to take that reward again.

Another new raid token is revealed. Vince has 1 remaining sword (from the 4 he started with), but he prefers to use that for the Conflict this round. He adds that to the total strength of his units in the Conflict, adjusts his Combat marker to the appropriate space on the Combat track, then ends his Reveal turn.

The Agent boxes of some cards have an effect to "complete a raid." You may use this to complete an available raid immediately, collecting its reward and placing it on your raid board without spending any swords.



Vince plays Atreides Warship on an Agent turn. He discards a card to both draw a card and complete a raid. He selects one that would normally require 5 swords. He draws two Intrigue cards, then places the token in the next space on his raid board. It is the fourth space, and is marked with a penalty. Vince must lose 1 Influence with a Faction; he chooses the Spacing Guild.



This raid token offers two *different* rewards. You take only the reward appropriate to your game. If you are playing with *DUNE: IMPERIUM*, you take a *Foldspace* card. If instead you are playing *DUNE: IMPERIUM — UPRISING*, you take a contract (if you are playing with the CHOAM Module) or 2 Solari (if you are not).

Ongoing Agent Box Effects

Some new cards have an Agent box containing an ongoing effect on a special background. This effect remains active as long as the card remains in front of you. Generally, this will be until the end of your Reveal turn (when you clean up all the cards in front of you and put them in your discard pile).



Adam plays Sway of the Guild *to send an Agent to High Council. On another Agent turn later in the round, he plays a different card to send an Agent to Secrets, where he gains 1 influence with the Bene Gesserit (among other effects). Because* Sway of the Guild *is still in front of Adam and active, he gains 1 spice.*

Later still, during his Reveal turn, Adam plays an Intrigue card to gain 1 influence with the Spacing Guild. Sway of the Guild *is still active (until Adam cleans up his cards), so he gains another spice.*



Camila plays Guild Negotiator *to send her first Agent to Hagga Basin. The ongoing effect of* Guild Negotiator *is active as soon as the card is played. She has 3 Influence with the Spacing Guild, so the board space cost of Hagga Basin is reduced from 1 water to 0 water.*

Later in the round, Camila sends an Agent to Heighliner, paying 1 less spice than the board space cost because Guild Negotiator *is still active.*

Graft

Graft was first introduced in the *IMMORTALITY* expansion. The rules remain the same. If you've played with Graft cards before, you can skip this section.



Some cards have a modified Agent box with a special background and the word Graft above it. These cards combine with other cards in your hand to allow plays not otherwise possible.

- When you play a card with Graft during an Agent turn, it can't be played alone. You must play two cards (and only two) on that turn.
- You may either play two cards with Graft together, or one card with Graft and one without.
- You may use an Agent icon from either card to send your Agent to a board space.
- Both played cards are considered to have "sent" the Agent, no matter which card's icon you use.
- You gain the effects on both cards, in addition to the board space effects, in any order you choose.
- Graft cards may be revealed as usual during your Reveal turn, for the effects in their Reveal boxes.
- When you play a pair of cards using Graft, both cards are considered to be "grafted" together. Additional effects can be triggered on some cards "if grafted."



Kris plays Arrakis Listener *grafted together with* Co-Conspirator. *He may send his Agent to any* ⬟ *or* ● *board space. Regardless of which space he chooses, he'll gain the effects of both cards, in whatever order he prefers: he draws a card, gains an Intrigue card, and chooses to either gain a new Conspiracy chip or flip one face down without paying its cost.*

Modules

CONSPIRACY comes with several mini-expansions. You may combine them freely with other modules (like the CHOAM Module from *DUNE: IMPERIUM — UPRISING* or the Tech Module in *BLOODLINES*). The Stoneburner module below can be used even for your first game of *CONSPIRACY*. If you are playing with *DUNE: IMPERIUM*, two modules are **required**: Spies and 8/6 Swordmaster.

Stoneburners



During Setup, give each player one Stoneburner token.

Once per game, you may spend your Stoneburner during your turn (returning it to the game box) for one or both of these effects:

- Remove all cards from the Imperium Row, then deal a new Imperium Row from the top of the Imperium Deck.
- Discard the two available (face up) raid tokens, then reveal one new raid token from each stack in the bank. (Set aside the tokens you remove; they may be needed again if either stack in the bank is completely emptied.)

You may do these in either order, and resolve one before deciding if you want to do the other.

Stoneburners are recommended for players who want higher-powered deck-building. Groups who prefer lower variance may leave this module out.

If you are combining *CONSPIRACY* with the *IMMORTALITY* expansion, we suggest using Stoneburners instead of Family Atomics—though groups that enjoy maximum chaos may experiment with both!

These two modules are for *DUNE: IMPERIUM* only, and are required to play with *CONSPIRACY*. (*DUNE: IMPERIUM — UPRISING* already includes versions of these rules.) Setup is described on page 5.

Spies

Whenever the Spy icon appears on a card or board space, take one Spy token of your choice from the bank and place it in your supply. If there are no Spy tokens left in the bank, take an Intrigue card instead.



During one of your Agent turns, you may spend a Spy token (returning it to the bank) for one of two effects:

Infiltrate: You may send an Agent to a board space occupied by another player. The space's Agent icon must match the one on the token you spend.

Gather Intelligence: When you send an Agent to a board space, draw a card. The space's Agent icon must match the one on the token you spend. You must choose to spend the token immediately after placing your Agent (before receiving any effects of the board space or card you played).

A Spy token alone does not let you send an Agent to a board space that the card you played doesn't allow.

Spies were introduced in *DUNE: IMPERIUM — UPRISING*. The Spies module brings similar gameplay to *DUNE: IMPERIUM*.

The 8/6 Swordmaster module is recommended for *DUNE: IMPERIUM* even if you are playing without *CONSPIRACY*.

8/6 Swordmaster



This new version of the Swordmaster board space still costs 8 Solari for the first player to take their Swordmaster. From then on, however, each other player pays 6 Solari for this board space.

In a solo game, Rivals cannot send an Agent to this board space, but they do still acquire a Swordmaster. Once they do, the cost of this board space drops to 6 Solari if you don't already have your Swordmaster.

Imperial Edicts

Setup

When setting up cards, create the Imperial Edict Deck. First, separate the Imperial Edict cards by their backs: Imperial Edict I and II.

Shuffle the Imperial Edict II cards and place **all** of them face down in the bank next to the game board.

Shuffle the Imperial Edict I cards, then deal **three** face down on top of the Imperial Edict II cards. Return the rest to the game box without looking at them.



We recommend that you play *CONSPIRACY* at least once without Imperial Edicts, to familiarize yourself with the rest of the expansion.

This module adds a new step to the Round Start phase. After you have revealed a Conflict card and players have drawn their hands (and carried out any "Round Start" effects), reveal a new Imperial Edict card from the top of the Imperial Edict Deck. Place it face up next to the Deck (on top of any Imperial Edict cards that might remain from previous rounds).

There are three types of Imperial Edict cards: Immediate, Ongoing, and Mission. What happens when one is revealed depends on the type of card.



Immediate. Each player does as the card says, which sometimes is an optional choice. In cases where one player's decision might affect others, the player with the First Player marker chooses first, and then choices proceed clockwise.

When this Imperial Edict is revealed, each player may choose to lose a troop from their garrison or the Conflict. Each player who does draws an Intrigue card. One player's decision is likely to affect others, so the player with the First Player marker decides first, and then players continue deciding in clockwise order.



Ongoing. The card has an effect that will last for the round, altering the game rules in some way until the next round begins and a new Imperial Edict is revealed.

When this Imperial Edict is revealed, for the rest of the round, whenever a player is taking their turn, they may spend 2 Solari to add the Agent icons shown to a card they play.



Mission. Set this card aside, near the Imperium Row. Then reveal another Imperial Edict card.

The missions that have been set aside can be completed by any player during one of their turns—an Agent or Reveal turn. (Though there is one mission card that specifies you complete it during a Combat turn: when it is your turn to play a Combat Intrigue card during the Combat phase, and you have at least one unit in the Conflict.)

When this Imperial Edict is revealed, move it immediately next to the Imperium Row, then reveal another Imperial Edict. While this remains next to the Imperium Row, each player has a choice while they are taking an Agent or Reveal turn: they may pay 10 Solari. If they do, they take the card and place it next to them. It is then worth one Victory Point at endgame. (They do not gain a Victory Point now.)

Overthrow Mode

This optional game variant allows one player to face off against two or three opponents. The single player takes on the role of Emperor Paul Muad'Dib Atreides. His opponents act as a team of conspirators trying to bring about his downfall!

Setup

The following steps modify and add to the setup of *CONSPIRACY* (with *DUNE: IMPERIUM* or *DUNE: IMPERIUM — UPRISING*). In addition, you must include both the Stoneburner and Imperial Edict modules (pages 10 and 11).

1 Players select Leaders first. One player takes the Emperor Paul Muad'Dib Atreides Leader. Place it with the side face up matching the players in your game (1P v 2P, or 1P v 3P).



The remaining players are the team of Conspirators, and select their Leaders. For the most authentic story experience, we recommend you choose from these: Edric, Scytale, Gaius Helen Mohiam (if playing with the *BLOODLINES* expansion), and Princess Irulan (if playing with *DUNE: IMPERIUM — UPRISING*). However, feel free to try out various combinations and "What If?" scenarios.

As a perk of the throne, just before the first player is determined, the Emperor player may dictate what seats the Conspirators take around the table.



2 The Victory Point goal for the game is 11 points. Set the Victory Point goal token accordingly. The team of Conspirators share a single disc on the Score track. Both the Conspirators and the Emperor place their disc on 0 points.

3 When setting up cards:

As mentioned above, you must use the Imperial Edict module (page 11).



Next to the stack of *The Spice Must Flow* cards, place an **additional** stack of the Overthrow Mode version of *The Spice Must Flow*.



Overthrow Mode excludes all cards from the Imperium Deck that can generate more than one Victory Point. You can remove these in Setup before shuffling the Deck, or remove them as they come up during play (setting each one aside when it appears, then revealing a new card in its place). You can find a complete list of these cards in the FAQ document (see page 14).

Atreides Warship can generate only one Victory Point (because you trash the card for that effect). This is an example of a card that remains in Overthrow Mode.

However, Opulence can generate multiple Victory Points (because you might score one every time you reveal it during a Reveal turn). This is an example of a card that is excluded from Overthrow Mode.

4 The Emperor player begins the game with these advantages:



You have your third Agent (your Swordmaster). Place all three Agents on your Leader.

You start with two Stoneburners tokens instead of one (page 10).

Before you shuffle your 10-card starting deck, set aside *Signet Ring* and *Diplomacy*. Shuffle the other eight cards, place them face down to the left of your Leader, then place *Signet Ring* and *Diplomacy* on top. (Your hand for the first round of the game will be *Signet Ring*, *Diplomacy*, and three other random cards from your starting deck.)

When you conduct the Conspiracy Draft (page 6) **and throughout the game**, the Conspirators cannot reveal anything about the Conspiracy cards they drafted or passed. If someone is playing Edric, this includes that Leader's "Extensive Plans" ability. (These rules preserve the mystery of the draft.)

Rules for Conspirators

Scoring. As stated in Setup, the Conspirators all share a single disc on the Score Track. Whenever any Conspirator gains or loses a Victory Point, adjust the disc accordingly.

Swordmaster. The first Conspirator to go to the Swordmaster board space pays 8 Solari. (The Swordmaster that the Emperor starts the game with does not reduce the cost for other players.) Once one Conspirator has a Swordmaster, the other Conspirators spend only 6 Solari for the Swordmaster board space.

Ties in Combat. When two or more Conspirators tie in Combat, they may choose not to resolve the tie normally. One may choose to take the greater reward, relegating the other tied Conspirator(s) to the next level of reward.

Edric and Scytale are teamed up against the Emperor in a 3-player game. They each have 7 Combat strength, while the Emperor has 4 strength. Instead of both Conspirators receiving the second reward for the Conflict, Scytale takes the first reward and Edric takes the second. The Emperor is in third place; it is a 3-player game, so the third reward is not given.

Political Asymmetry *(4-player game only)*. When three Conspirators play against the Emperor, they face a massive political disadvantage. The Victory Point awarded for reaching 2 Influence with a Faction is scored as a team rather than individually: two players must reach 2 Influence with a Faction for the Conspirators to receive its Victory Point. (Because of this, it is possible for one Conspirator to gain an Alliance—and, for the team, the Victory Point it is worth—before the Conspirators have gained the Victory Point for 2 Influence.)

In a 4-player game, Edric has 2 Influence with the Spacing Guild. He did not score a Victory Point for the Conspirators when he reached that space. Scytale and Princess Irulan each have 1 Influence with the Spacing Guild. When either of them gains 1 more, then the Conspirators will score 1 Victory Point. Later, if a Conspirator should lose Influence with the Spacing Guild and again there is only one Conspirator who has 2 Influence there, the Conspirators will lose their Victory Point (though they may regain it again when at least two of them are back at 2 or more Influence).

Princess Irulan reaches 4 Influence with the Bene Gesserit. She takes its Alliance token and scores 1 Victory Point for the Conspirators. Scytale has 1 Influence with the Bene Gesserit, and Edric has 0. Because there isn't a second Conspirator who has reached 2 Influence, they have not yet earned the Victory Point there.

The Spice Must Flow

In Overthrow Mode, it is harder for players to earn Victory Points from *The Spice Must Flow*. This is done to make the game more interactive, so the Conspirators can't focus on deck-building to easily stack up Victory Points against the Emperor. (Though this sort of victory, while difficult, is still possible!)



Two different versions of *The Spice Must Flow* are used in the game. Players are not normally allowed to acquire the original version (from *DUNE: IMPERIUM* or *DUNE: IMPERIUM — UPRISING*); usually, only the new Overthrow Mode version is available.

This new version of *The Spice Must Flow* has an Agent box with an ongoing effect: it gives a player permission for the round to acquire the **original** version of *The Spice Must Flow* (that awards a Victory Point when acquired).

The Emperor has 9 Persuasion during his Reveal turn, and wants to acquire The Spice Must Flow*. He must acquire the Overthrow Mode version of the card, because he does not already have a copy of that card active in front of him this round.*

Princess Irulan has 9 Persuasion on her Reveal turn. But on a previous Agent turn, she did play a copy of the new Overthrow Mode version of The Spice Must Flow*. That card's ongoing effect means that on this turn, she may acquire either version of* The Spice Must Flow*.*



For any purpose that checks how many *The Spice Must Flow* cards a player has, both versions of the card count.

At the end of the game, Princess Irulan reveals the Intrigue card Secure Spice Trade. She has one of each of the two types of The Spice Must Flow*, so she gains 1 Victory Point and 2 spice.*

Sandworm Clashes

When playing with *DUNE: IMPERIUM — UPRISING*, if each side (Emperor and Conspirators) has at least one Sandworm in the Conflict, the Sandworm Reward Doubling rule is disabled for that Conflict.

Adjusting Balance in Overthrow Mode

The balance of Overthrow Mode (whether the two sides are evenly matched), depends on the experience and expertise of the players. Whether your group has a "Kwisatz Haderach" who is too difficult to beat, or a less experienced player in the mix who could use some help, you can consider the following changes to the rules to help even the odds.

Helping the Emperor

The Emperor can decide from the following benefits. Depending on how much of a challenge the Conspirators pose, you may let the Emperor choose one, two, or all three:

- The Emperor starts with 1 spice.
- The Emperor starts with a Control marker on Arrakeen.
- The Emperor starts with an additional troop in the garrison.

Helping the Conspirators

During Setup, after the First Player marker is assigned, the last Conspirator (in turn order) takes 1 spice from the bank. Depending on how much of a challenge the Emperor poses, you may let more Conspirators take 1 spice (in reverse turn order).

Clarifications

Alia Atreides — During Setup, place the Alia token face down near your Leader. When you use her Saint Alia ability to make all your cards into Bene Gesserit cards for the rest of the game, turn the token face up (to the full color side) as a reminder.

Betrayal — When playing with *DUNE: IMPERIUM* , this swaps a Spy token in your supply with one in an opponent's supply. When playing with *DUNE: IMPERIUM — UPRISING*, this swaps two Spies at observation posts on the board: one of yours for one of an opponent's.

"Combat Turn" — This term is used on one Imperial Edict card and on *Fremkites* (a Conspiracy card). These effects can be used when it is your turn to play a Combat Intrigue card during the Combat phase. You must have at least one unit in the Conflict to do so.

Guild Negotiator — The Influence requirements of a board space are not part of the cost, and are not reduced.

Hayt — When you use his Ghola ability to copy the Agent box of a card in the Imperium Row, if that card has Graft, you must then play another card from your hand (to Graft to the *Signet Ring* you played). If the card you copy has an ongoing effect, it applies for as long as your *Signet Ring* remains in front of you.

Qizara Tafwid — The ongoing effect in his Agent box is active immediately when you play the card. On that turn (and each of your remaining turns in the round, Agent and Reveal), you may spend 1 Solari to recruit one troop.

Unseen Hand — You may choose a Faction where the opponent you choose has reached the highest space of the Influence track. In Overthrow Mode, if a Conspirator plays this card, they must choose the Emperor (as fellow Conspirators are not their opponents).

For the latest rulings and clarifications, check the Frequently Asked Questions document at:

http://www.duneimperium.com/FAQ

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Icon Guide

Acquire a card for your deck (as a *cost*). This icon appears twice on some Conspiracy chips; to flip one of these, you must acquire two cards for your deck during the same turn. (Intrigue cards do not count.)

Conspiracy — Choose: either gain a new Conspiracy chip, or flip one you already have face down without paying the cost it shows.

When shown with a number (on a Conspiracy card), this is the cost in flipped Conspiracy chips to play the card. See pages 6-7 for details.

Take a new Conspiracy chip at random from the bank and place it face up in front of you. (The starting chips each let you do this twice when you flip them.)

***Conspiracy* expansion —** This icon appears on the lower right corner of cards in this expansion. It is purely for reference.

Discard a card of your choice from your hand. (For this and any other time you're directed to discard a card, it cannot be an Intrigue card, unless specified.)

Foldspace or Contract — When you complete this raid, take the reward appropriate to your game: if you are playing with *DUNE: IMPERIUM*, take a *Foldspace* card; if you are playing *DUNE: IMPERIUM — UPRISING*, take a contract (or 2 Solari, if you are not using the CHOAM Module).

Overthrow Mode — This marks the version of *The Spice Must Flow* that is used only in Overthrow Mode.

Raid bonus. When you place a raid token in a space on your raid board with this icon, "reactivate" a raid you *previously* completed. Take its reward again, then flip it face down. (You can never reactivate the same raid more than once.)

Spy. When playing with *DUNE: IMPERIUM*, take one Spy token of your choice from the bank and place it in your supply. (If there are no Spy tokens left, take an Intrigue card instead.) You may spend the token as detailed on page 10. This icon works as usual when playing with *DUNE: IMPERIUM — UPRISING*.

Trash an Intrigue card of your choice from your hand.

The following icons mark certain Conspiracy cards that can only be included (or sometimes, that must be *excluded*) depending on the expansions you are using in your game.

Can't be used in Overthrow Mode.

For use with the CHOAM Module from *DUNE: IMPERIUM — UPRISING*.

For use with the *RISE OF IX* expansion or the Tech Module from the *BLOODLINES* expansion (or both).

For use with the *IMMORTALITY* expansion.

Revised Board Space

For the 8/6 Swordmaster Module with ***DUNE: IMPERIUM* only.** *DUNE: IMPERIUM — UPRISING* already includes this space.



Swordmaster

Agent icon: Landsraad

Cost: 8 Solari if no player has their Swordmaster; 6 Solari once any player does.

(In Overthrow Mode, the first Conspirator to send an Agent to this board space pays 8 Solari.)

Gain your Swordmaster.