

# Dune Rules Clarifications -Starbase Jeff Version

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## III. SET-UP FOR PLAY

- 1) If less than 6 players are playing, which leaders are eligible to be drawn for traitors?
- All leaders of all factions, regardless of the number of players.
  - Only the leaders of the factions currently involved in the game.**

*Note: This was confirmed by Jack Kittredge. I will add that anyone unable to follow this line of common sense doesn't need to be playing Dune*

- 2) When is the latest time that the Bene Gesserit's prediction can be made?
- Immediately after factions are assigned.**
  - After traitors are drawn.
  - After tokens are placed on the board.
  - After initial treachery cards are dealt.

*Note: This is made very clear on the player shield.*

## VI. STORM (XVI. WEATHER)

- 3) Is it true that Weather Control must be played \*before\* the distance the storm is supposed to move is revealed?
- Yes.**
  - No.

*Note: This was confirmed by both Peter Olotka and Jack Kittredge.*

## VIII. BIDDING ROUND

- 4) After a player passes during the bid for a treachery card, may that player choose to later bid again on the same card?
- Yes.**
  - No.

*Note: This was confirmed by both Peter Olotka and Jack Kittredge.*

- 5) Which players, if any, are allowed to keep written notes of who holds which treachery cards during the game?
- None.
  - Only the Atreides, to simulate Prescience.
  - All players.**

*Note: This was confirmed by Jack Kittredge, who further indicated that it is okay to record Spice amounts.*

*Note: Many other sources (including WBC) indicate that no player is allowed to keep written notes, but for the purposes of our games there is no reason for the prohibition, so long as the record-keeping doesn't become cumbersome and begin to inhibit the game. IMO, Spice should not be recorded.*

## IX. MOVEMENT

- 6) What is the precise order of Revival, Shipment, and Movement activities?
- All players take revival, then all players ship, then all players move.
  - The first player takes revival, then ships, then moves, followed by each player in sequence. (This option clearly seems to be invalid according to IX.B.)
  - All players take revival, then the first player ships and moves, followed by each player in sequence. (IX.B & C)**

*Note: This was confirmed by Jack Kittredge.*

- 7) May tokens be moved in the same turn that they are first shipped to the planet? (For example, if the Harkonnen ships 2 tokens to Carthag, may they then immediately be moved as the Harkonnen's one on-planet move?)
- Yes, unconditionally.**
  - Yes, but only if the landing space is not occupied by enemy tokens.
  - No.

*Note: This was confirmed by Jack Kittredge.*

- 8) If a faction ships tokens into Carthag or Arrakeen, is that faction considered to have access to ornithopters for the purpose of movement that same turn?
- Yes, unconditionally.
  - Yes, but only if no other faction already occupies that city.
  - No.**

*Note: This was confirmed by Jack Kittredge.*

- 9) If the Bene Gesserit begin the Movement Round with coexisting tokens in Carthag and/or Arrakeen, are the Bene Gesserit considered to have access to ornithopters for the purpose of movement that same turn?
- Yes, unconditionally.
  - Yes, but only if no other faction already occupies that city.
  - Yes, but only if the coexisting tokens in Carthag and/or Arrakeen are changed to non-coexisting at the very beginning of the Movement Round (clarifying IX.C.2.a.1).
  - Yes, but only if the coexisting tokens in Carthag and/or Arrakeen are changed to non-coexisting at the very beginning of the Movement Round (clarifying IX.C.2.a.1) \*and\* no other faction already occupies that city.
  - No, a faction must begin the Movement Round with \*sole possession\* of Carthag and/or Arrakeen in order to have ornithopter movement (seeming to contravene rule IX.C.2.a.1).**

*Note: The seeming contravention is foolishness. It presupposes either that the beginning of your 'Move' is the beginning of Token Movement, when the Move includes both Shipment and Token Movement (per rule IX.C and question 8 above), or that co-existing Bene Gesserit tokens actually "exist", which is clearly not the case (per XV.B.4).*

- 10) If the Fremen use their special worm-riding ability to move tokens into Carthag and/or Arrakeen during the Spice Round, are the Fremen considered to have access to ornithopters for the purpose of movement that same turn?
- Yes, unconditionally.**
  - Yes, but only if no other faction already occupies that city.
  - No.

*Note: We had originally gone with c) on this one, but after finding a response from Jack Kittredge indicating a), we compromised with b). Now we have finally relented and have moved on to a).*

## X. BATTLES

- 11) In what order are the Guild's battles resolved?
- Strictly according to the position of the storm relative to the Guild's player dot. (For example, if the Guild \*should\* have moved first, the Guild's battles will be resolved first, regardless of when he actually moved.)**
  - According to when the Guild actually took its move. (For example, if the Guild chose to move last, its battles will be resolved last, regardless of the Guild's player dot position.)

*Note: This rule is not totally clear, and given that it is an optional rule, there is no solid resolution in sight. The rule states: "You are not required to take your movement when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence that you wish". The rule states both "movement" and "movement round", which seems to strongly indicate movement only. For this reason, we have resolved that the Guild must still fight in the appropriate turn order.*

- 12) If the position of the storm relative to the Guild's player dot indicates that the Guild \*should\* move first, but the Guild decides to move last, does the Guild win ties in battle that turn?
- Yes.**
  - No.

*Note: This simply follows from the previous question. It also follows that the Guild may not win ties in battle if the player dot indicates that the Guild "should" move last (or at least after their opponent), so the pendulum swings both ways.*

## XIII. BRIBERY

- 13) Given that the Emperor's special alliance power says, "You may give spice to your allies to purchase treachery cards, to revive tokens and to make shipments. Their payment for any treachery cards even with your own spice comes back to you", what does this imply about the ability of other players to exchange spice?
- No other players may ever exchange spice, even though this contravenes rules XII.E.3-4 and XIII.C.
  - Only allies may exchange spice, and then only according to rules XII.E.3-4, even though this contravenes rule XIII.C, and effectively makes the Emperor's special alliance power meaningless.
  - All players may exchange spice, even though this effectively makes the Emperor's special alliance power meaningless.**

*Note: This was confirmed by Jack Kittredge, who also says, "Emperor's special alliance power is broader than that". What this statement means I simply don't know.*

- 14) If answering 'c' to question 13, may the Guild make a deal that absolves another player from paying all or some of his shipment costs?
- Yes, but the player still can't land more tokens than he would be able to afford to given the spice he currently holds (plus spice he can get as gifts or loans).**
  - Yes, and the player may therefore land any number of tokens, as long as the Guild only requires him to pay less than or equal to the spice he has available.
  - No.

*Note: This was confirmed by Jack Kittredge.*

- 15) If answering 'c' to question 13, may the Emperor make a deal that absolves another player from paying all or some of his treachery card purchase costs?
- Yes, but the player still can't ever bid more spice than he currently holds (plus spice he can get as gifts or loans).**
  - Yes, and the player may therefore bid any number of spice, as long as the Emperor only requires him to pay less than or equal to the spice he has available.
  - No.

*Note: This was contradicted by Jack Kittredge, who gave the answer c). This answer would appear to be in conflict with the*

*answer provided in 14) above, but really it all comes down to a matter of semantics. See the note for the following question.*

- 16) If answering 'c' to question 13, what sorts of deals may be made by players for the purpose of exchanging spice?
- Any kind of deal is allowed, even including the outright gift of spice from one player to another.**
  - Any kind of deal is allowed, but outright gifts are excluded, even though this would be exceedingly difficult to rule on objectively.
  - Only deals that involve providing all or some of the cost of another faction's shipment and/or treachery card purchases (as in XII.E.3-4).

*Note: This was contradicted by Jack Kittredge, who gave the answer c). This answer would appear to be in conflict with the rules given for Bribes, which states, "Players can make any kind of verbal deals or bribes between one another", and goes on to say, "Spice can be part of the bribe or deal". It is clear that neither the Guild nor the Emperor may 'absolve' a player from paying for their shipping/treachery cards, however it is also clear that, via a deal, both the Guild and the Emperor may effectively absolve a player from either by paying spice which will simply be paid back to the Guild/Emperor in return.*

- 17) If answering 'b' to question 16, who adjudicates whether or not a deal can be construed as a gift? (For example, if I say "I will pay you 20 spice if you agree to not attack me in the Polar Sink this turn [where no combat can legally occur anyway]", is that a deal or a gift?)
- Majority vote of the factions not participating in the deal. (But note that this question is moot since question 16 was answered 'a'.)**
  - Any faction may veto a deal if it seems too much like a gift. (Of course, this option seems absurd, but it's here for completeness.)
  - Any deal that even looks like a deal, such as the example above, is legal. (If this option is true, then 'a' should have been chosen for question 16.)

*Note: This was answered by Jack Kittredge as N/A.*

- 18) Must the amount of gifts/bribes be public knowledge?
- Yes.
  - No. The amount of spice transferred may be kept private.**

*Note: Strictly speaking, this is true. However, for the deal to be considered Bribery, and therefore binding, it must be disclosed at the table and include all details. Deals away from the table need not be disclosed, but neither are they binding.*

## XV. ADDITIONAL CHARACTER ADVANTAGES

- 19) Where can the Fremmen send additional worms beyond the first drawn for a given spice blow?
- To any territory on the board.**
  - To any \*sand\* territory on the board.

*Note: The player aid pad is very clear on this. If you can't follow the logic implied by "They cannot devour tokens if not in a desert territory" (when following the statement that the extra worms "can be placed by you in any territory that you wish"), then I'm not sure what more I can tell you.*

- 20) Is the capture of a leader by the Harkonnen mandatory? (For example, the Harkonnen may want to leave the last leader of a player in play when he knows it is a traitor to himself.)
- Yes.
  - No.**

*Note: The player aid pad uses the language "you can", so this would seem to be very clear.*

- 21) Who is entitled to see the identity of a leader captured by the Harkonnen?  
a) **Only the Harkonnen and the victim.**  
b) All players.

*Note: This was confirmed by Jack Kittredge. A bit odd that this is the only optional-rule-based answer that he gave.*

- 22) When the Harkonnen captures a leader, it says he may immediately send that leader to the tanks for 2 spice. What exactly does this mean?  
a) The Harkonnen must \*pay\* 2 spice for the privilege of killing the leader.  
b) **The Harkonnen \*receives\* 2 spice for the water from killing the leader.**

- 23) If the Harkonnen has captured a leader that is one of the traitors in his pay, what happens if that leader is played against the original owner in battle?  
a) **The original owner may call traitor, as usual.**  
b) The original owner may \*not\* call traitor.

- 24) When does the Atreides get to use the Kwisatz Haderach?  
a) In \*all\* turns after the first turn in which he loses 7 or more tokens \*during that turn\*.  
b) In \*all\* turns after \*and including\* the first turn in which he loses 7 or more tokens \*during that turn\*.  
c) In \*all\* turns after the first turn in which he has lost a total of 7 or more tokens during the entire game.  
d) **In \*all\* turns after \*and including\* the first turn in which he has lost a total of 7 or more tokens during the entire game.**  
e) Only during \*each\* turn in which he loses 7 or more tokens during that turn.

*Note: Nothing definitive can be said about this, so we just had to make the call between c) and d) (which seems to be in agreement with the majority of the Dune community).*

- 25) Can the Bene Gesserit send a spiritual advisor to accompany shipments made by the Fremens, even though the Fremens' "shipments" are by "walking" from the southern hemisphere of the planet, and not really from off-planet?  
a) Yes.  
b) **No.**

*Note: Any time you see the language "off-planet", understand that it is excluding the Fremens who are never considered to be "off-planet".*

- 26) If using optional rule XV.B.3, where may Bene Gesserit spiritual advisors be placed?  
a) Only in the territory into which the other player ships.  
b) **In the Polar Sink \*or\* the territory into which the other player ships, as the Bene Gesserit chooses, on a case-by-case basis.**

*Note: The player screen makes this very clear.*

- 27) Whether or not using optional rule XV.B.3, is shipping a spiritual advisor mandatory?  
a) Yes.  
b) **No.**

- 28) Is the state of coexistence or non-coexistence attached to Bene Gesserit tokens or to spaces occupied by Bene Gesserit tokens? (For example, say there are 2 tokens in Arrakeen declared to be coexisting, which then move to Carthage where there are 3 tokens declared to be not coexisting. If coexistence is attached to tokens, then Carthage should contain 3 non-coexisting tokens and 2 coexisting tokens. If coexistence is instead attached to spaces, then Carthage should contain 5 non-coexisting tokens, and any tokens later moved into Arrakeen should become coexisting.)  
a) Coexistence is attached to Bene Gesserit tokens.  
b) **Coexistence is attached to spaces.**

- 29) Is the one Bene Gesserit token placed at the beginning of the game required to begin in coexistence?  
a) Yes.  
b) **No.**

- 30) When exactly must the Bene Gesserit declare the coexistence states of its tokens already on the board?  
a) **At the beginning of Movement, before Revival is taken. (But only in those spaces also occupied by another faction. Otherwise, coexistence state must be declared when/if another faction enters the space.)**  
b) At the beginning of Movement, after Revival is taken.  
c) Only before the Bene Gesserit's turn to move. (This option clearly seems to be invalid according to XV.B.5.)

- 31) When exactly must the Bene Gesserit declare the coexistence state of new tokens shipped down to the planet?  
a) Immediately upon landing.  
b) At the end of the current Movement.  
c) **Not unless or until another faction's tokens are present in the landing space, or the beginning of the next Movement round, whichever comes first. (But note that spiritual advisors can ONLY be brought down into a space where coexistence has been or will be declared.)**

- 32) Can the Bene Gesserit declare non-coexistence for tokens in a space currently occupied by both Bene Gesserit and an ally of the Bene Gesserit? (Note that answers 'a' or 'b' seem to be blatantly contrary to the intention of the rules, leading to a number of difficulties below, but are admittedly possible interpretations that some have made.)  
a) Yes, unconditionally.  
b) Yes, but only during the turn in which the alliance was made.  
c) Yes, but only if in different sectors.  
d) **Yes, but only if in different sectors separated by the storm.**  
e) No.

- 33) If answering 'a' or 'b' to question 32, does the presence of non-coexisting Bene Gesserit tokens plus an ally's tokens in a stronghold prohibit other factions from entering that stronghold? (This question is moot based on the answer to question 32 being 'd'.)  
a) Yes. (This interpretation makes an alliance with the BG much too powerful.)  
b) **No.**

- 34) If answering 'a' or 'b' to question 32, what if neither the Bene Gesserit nor the ally vacates the space during the ensuing Movement? (This question is moot based on the answer to question 32 being 'd'.)  
a) The Bene Gesserit must change the tokens to coexisting at the end of Movement.  
b) **One of the allies \*must\* vacate the space, unless there is truly no way this can be done. (For example, if the BG coexists with the same ally in 3 or more spaces and neither of them holds a Hajar card.)**

- 35) If answering 'b' to question 34, what happens if there is truly no way all of the spaces occupied by the Bene Gesserit and an ally can be reduced to being occupied by one faction only? (This question is moot based on the answer to question 32 being 'd'.)  
a) The Bene Gesserit and the ally must battle (contravening rule XII.E.5).  
b) **The Bene Gesserit must change the tokens to coexisting at the end of Movement.**  
c) Either the Bene Gesserit or the ally must remove their conflicting tokens from the board.  
d) \*Both\* the Bene Gesserit and the ally must remove their conflicting tokens from the board.

- 36) If answering 'c' or 'd' to question 35, where are the removed tokens placed? (This question is moot based on the answer to question 32 being 'd'.)  
a) **In the tanks.**  
b) Back behind the owners' shields, off-planet.

- 37) Can a group of non-coexisting Bene Gesserit tokens change to coexisting when ending their move in a new space?
- Yes.
  - Yes, but the Bene Gesserit need not make such a declaration unless or until another faction's tokens are present in that space.**
  - No, not until the next Movement Round.
- 38) Can a group of coexisting Bene Gesserit tokens change to non-coexisting when ending their move in a new space?
- Yes.
  - Yes, but the Bene Gesserit need not make such a declaration unless or until another faction's tokens are present in that space.
  - Yes, but only if no tokens have ever coexisted in that space during the current turn.
  - Yes, but only if no tokens have ever coexisted in that space during the current turn, and the Bene Gesserit need not make such a declaration unless or until another faction's tokens are present in that space.**
  - No, not until the next Movement Round.

## XVII. SPECIAL KARAMA POWERS

- 39) When the Harkonnen plays a Karama card to steal treachery cards from another player, it is clear that he may \*not\* look at the cards taken in order to choose which ones to take. However, once the Harkonnen has taken all of the cards that he is going to take, may he look at them before deciding which of his own cards to give back in return?
- Yes.**
  - No.
- 40) When the Harkonnen plays a Karama card to steal treachery cards from another player, it is clear that he is \*not\* allowed to return the exact cards stolen to the victim. However, if a Snooper or Shield is stolen, may another card of the same type (which happens to be indistinguishable from the card stolen) be returned?
- Yes.**
  - No.

*Note: ...and this is why it is good procedure to set the cards received aside until a like number of cards are returned to the victim. In this way no one can claim that any of the stolen cards were returned.*

- 41) What is the latest time a Karama card can be played by the Atreides to force an opponent to reveal an entire battle plan?
- Before the Bene Gesserit Voice (if applicable).
  - After the Bene Gesserit Voice (if applicable), but before the normal Prescience would be used.
  - After the normal Prescience is answered.
  - Any time before battle plans are revealed.**

*Note: I had to add d) to the list because the reality is actually that the Atreides may use a Karama card for this purpose at any point before battle plans are revealed, including after battle plans have been set. The rules impose no restriction upon the play of this card.*

- 42) On whom can a Karama be played by the Atreides to force the entire battle plan to be revealed?
- Any player in any battle.**
  - Only an opponent in a battle in which the Atreides is actually participating.
  - Only an opponent in a battle in which the Atreides or an ally of the Atreides is actually participating.

*Note: The original language is clear on this: "You may use a Karama card to look at any one player's entire battle plan". If you see something else, try taking your ESL class again.*

- 43) What is the latest time a Karama card can be played by the Guild to cancel another faction's shipment?
- Before the shipment is declared.
  - After the shipment is declared, but before that faction's movement is declared.**
  - After the faction's shipment and movement is declared (in which case, the faction may re-declare its movement).

*Note: No sympathy is given to players who move out of order (i.e., before they ship) or who ship and move without giving the Guild a chance to play their card. The Guild will be allowed to play a Karama card for this purpose so long as they made every effort to interrupt the action as it happens. Likewise, no sympathy will be given the Guild if they dawdle and then claim they wanted to stop shipment after movement has already been executed.*

- 44) Can the Guild play a Karama card to stop a shipment made by the Fremen, even though the Fremen's "shipments" are by "walking" from the southern hemisphere of the planet, and not really via Guild ships from off-planet?
- Yes.
  - No.**
- 45) When can a Karama card be played by the Fremen to cause a worm to appear?
- Any time.
  - Any time during the Spice Round.**
  - Only at the beginning of the Spice Round.
  - Only at the end of the Spice Round.
  - Only just before drawing a spice card during the Spice Round.
  - Only just after drawing a spice card during the Spice Round.

*Note: Although there was nothing to restrict Fremen play of the Karama card in the original rules (1979 player pad), the 1984 player pad added the rule that restricted Fremen worm summoning to the Spice round. The only restriction on when it could be played within the Spice round would be if a Worm card were revealed. The game stops until after the Nexus, so the Karama would have to wait until the Nexus was resolved.*

## XXV. QUESTIONS AND ANSWERS

- 46) When Voice and/or Prescience are involved in a battle, at what point in the sequence described in B.6 must battle plan elements be committed? (Note that any answer other than 'a' creates a logistic problem, since compliance can not strictly be enforced.)
- Only immediately before the battle plans are revealed.**
  - Before the Bene Gesserit Voice (if applicable), after which the only change can be to comply with the Voice.
  - After the Voice, but before the Atreides Prescience (if applicable), meaning that no battle plan changes can be made based on knowing what the Atreides has chosen to know.

## PLAYER SHIELDS (Basic Character Advantages)

- 47) Regarding the shipment of Fremen tokens, which may be placed within two spaces of the Great Flat: Exactly which spaces does this include?
- Only the spaces within 2 of the Great Flat which ALSO border on the equator (i.e. the edge of the board).
  - Any space on the board within 2 of the Great Flat.**

*Note: This was confirmed by Jack Kittredge.*

- 48) The Fremen can \*ship\* off-planet tokens into the storm, taking half losses as normal. Since the Fremen shipment is essentially just a move from off-board, does this imply that the Fremen can also \*move\* tokens already on the board into or through the storm, taking half losses as normal?
- Yes.
  - No.**

- 49) When the Fremmen rides a worm, are tokens of other factions devoured in the \*destination\* space (if sand)?  
 a) Yes.  
 b) **No.**

- 50) If the Fremmen direct a second (or additional) worm to appear in a space that they occupy, are they permitted to ride the worm normally?  
 a) **Yes.**  
 b) No.

*Note: This was confirmed by Jack Kittredge.*

- 51) Is the Atreides use of Prescience optional?  
 a) **Yes.**  
 b) No.

*Note: This was confirmed by Jack Kittredge.*

- 52) Is the Atreides entitled to see the identity of the 2nd free card drawn by the Harkonnen when he purchases a treachery card?  
 a) Yes.  
 b) **No.**

*Note: This was confirmed by Jack Kittredge.*

- 53) Is the Bene Gesserit use of the Voice optional?  
 a) **Yes.**  
 b) No.

*Note: This was confirmed by Jack Kittredge.*

- 54) When does the Emperor receive payments for purchased treachery cards?  
 a) **Immediately upon purchase of each card. The Emperor immediately has that spice available for use.**  
 b) Only after the current Bidding Round has ended.

*Note: This was confirmed by Jack Kittredge.*

- 55) When does the Guild receive payments for shipments made by other factions (excluding the Fremmen)?  
 a) **Immediately upon shipment. The Guild immediately has that spice available for use.**  
 b) Only after the current Movement Round has ended.

*Note: This was confirmed by Jack Kittredge.*

- 56) Where does the spice paid for shipping allies of the Guild go?  
 a) **To the Guild, even though this almost makes the rule that the Guild's allies ship for half price moot (and effectively discounts the value of the Emperor's special alliance power).**  
 b) To the bank, because the the Guild's special alliance power says, "Allies may use the same types of shipment and at the same costs to you", even though this contravenes the rule that all payments for shipment are paid to the Guild.

*Note: This was confirmed by Jack Kittredge.*

## **PLAYER AID SHEET (Treachery Card Descriptions)**

- 57) Must Truthtrance questions be asked and answered publicly, or may the question and answer be kept private between the asker and the answerer?  
 a) **Must be public.**  
 b) May be kept private, if desired.

*Note: My answer is on conflict with some, but I believe the public answering of the Truthtrance question to be a necessary expedient. There is enough away-from-the-table talk as it is.*

- 58) May Truthtrance questions be asked that require the target to speculate about or predict the future? (For example, would the questions "Will you ship tokens to Carthag in turn 7?" or "Will you win a battle in Arrakeen this turn?" be valid?)  
 a) **Yes. (Even though this implies that the given answer may, for a variety of reasons, actually turn out to be**

- incorrect, even if the the player is explicitly forced to make "every attempt" to live up to the correct answer.)**  
 b) No.

*Note: This was confirmed by Jack Kittredge.*

- 59) Many of the Karama powers listed explicitly include the word "once" in the description. (For example, "Prevents Atreides from seeing the future, once".) What exactly does this mean?  
 a) **Once per Karama card play.**  
 b) Once per game.

*Note: This was confirmed by Jack Kittredge.*

- 60) A Karama card may be played to "prevent Atreides from seeing the future". Exactly which instances of Atreides Prescience may be prevented using this power? (Indicate all that apply.)  
 a) **Prescience during battle.**  
 b) **Seeing the spice blow card for the next turn (frequently worthless).**  
 c) **Seeing the next treachery card up for bid (pretty much always worthless).**

*Note: This was confirmed by Jack Kittredge. The Q&A in the basic rulebook make it clear that c) applies not only to the next card up for bid but all of the cards remaining up for bid during that bidding round.*

- 61) What is the latest time a Karama card can be played to cancel the Atreides Prescience in battle?  
 a) Before the Prescience question is asked.  
 b) **After the Prescience question is asked.**

*Note: This was confirmed by Jack Kittredge.*

- 62) Who may play a Karama card to cancel the Atreides Prescience in battle?  
 a) Only the Atreides' opponent in that battle.  
 b) Only the Atreides' opponent in that battle and allies of that opponent.  
 c) **Anyone.**

*Note: This was confirmed by Jack Kittredge.*

- 63) What is the latest time a Karama card can be played to cancel the capture of a leader by the Harkonnen?  
 a) Before the captured leader is selected.  
 b) **After the captured leader is selected and revealed.**

- 64) What is the latest time a Karama card can be played to cancel the Bene Gesserit Voice in battle?  
 a) Before the Voice command is given.  
 b) **After hearing the Voice command.**

*Note: This was confirmed by Jack Kittredge.*

- 65) Who may play a Karama card to cancel the Bene Gesserit Voice in battle?  
 a) Only the Bene Gesserit's opponent in that battle.  
 b) Only the Bene Gesserit's opponent in that battle and allies of that opponent.  
 c) **Anyone.**

*Note: This was confirmed by Jack Kittredge.*

- 66) May a Karama card be played to prevent an \*ally\* of the Fremmen from controlling a worm once, thus sending their tokens to the tanks?  
 a) **Yes.**  
 b) No.

*Note: This was confirmed by Jack Kittredge.*

- 67) What is the latest time a Karama card can be played to prevent the Fremmen (or an ally) from controlling a worm?  
 a) Before the worm move destination (if any) is declared.  
 b) **After the worm move destination (if any) is declared.**

- 68) What is the latest time that a Karama card be played to cancel the Emperor's or Fremmen's starred token advantage?
- a) **Before battle plans are revealed.**
  - b) After battle plans are revealed.

*Note: I'm still a little flip-floppy about this one, but the more I consider the options, the more confident I am in this decision. I still welcome informed debate.*

- 69) If answering 'b' to question 68, what happens to the number dialed by the Emperor or Fremmen if it now exceeds the maximum valid number (without the starred token bonus)?
- a) Nothing. The number dialed may still be used as the battle value, but each starred token sent to the tanks now counts the same as only one regular token. Extra losses are forgiven.
  - b) **The number dialed must be adjusted downward to the maximum valid number. If using advanced combat rule XXII, the spice originally paid to supply tokens may \*not\* be changed in any way. (Note that this option causes some nasty surprises to be possible for the Emperor or Fremmen using starred tokens.)**

*Note: The added level of complexity that this would add to the game (as demonstrated by the options given for this question) is a strong argument against an answer of b) for 68).*

- 70) If a player intends to play a Karama card to avoid paying for a treachery card, does that allow him to bid higher than the amount of spice he currently holds?
- a) **Yes. (Note that this implies that a bid of "infinity" would have to be permitted in order to ensure that bidding will end.)**
  - b) No.

*Note: This was confirmed by Jack Kittredge.*

- 71) If answering 'a' to question 70, in the case that two or more players are intending to play a Karama card to buy the same treachery card, would it be true that the first bidder to bid "infinity" and play a Karama during his proper turn to bid wins the bid?
- a) **Yes.**
  - b) No. (In which case, how would the contention be decided?)

*Note: This was confirmed by Jack Kittredge.*