

DUNE Variant

Dune (the game) is a very accurate reflection of the treachery, power struggles, personalities, and plots evident in **Dune** (the book). The game is easy to learn, can be played to completion in one evening and above all, it's fun.

One of the most intriguing factors in **Dune** is the balance of power. Each player has unique abilities, yet no one faction has superiority over another. All have strengths and weaknesses. One way of checking the powers of other players is with the "treachery cards." This article introduces eight new treachery cards, all of which have precedent in the novel and/or the motion picture. After the cards' description is a capsule summary of some questions which may arise.

Weather Scanner

Played any time. Enables the player to look at the weather movement marker selected by the Fremens. If the Fremens player gets this card, he/she has two options: discard it as worthless (using standard rules), or reveal the card and pay the Guild player three spice to remove the card from the game.

Smuggler

Played immediately before the bidding round begins. Allows you to steal spice from any onen player equal to the number of desert territories you occupy. Bene Gesserit tokens which are stacked with other players' tokens do not count for this purpose. If the victim does not have sufficient spice to pay the full amount, he gives you all he has and may then plead CHOAM charity. (He does not have to pay you the two spice he collected for charity).

Troop Carrier

Played during your movement round. Allows you to make an extra shipment to Dune. You must still pay the Guild for such a shipment. If the Guild plays a Karama card stopping one off-planet shipment, he/she may stop one, but not both, shipments (Guild chooses).

Dust Chasm

Played immediately after the spice blow. Prohibits movement into or through the territory shown on the spice blow for the current game turn. If tokens are already present in the territory, they are destroyed. Spice is unaffected by the **Dust Chasm**. Exception: Since the Fremens would be familiar with this phenomenon, their tokens in the indicated territory are not destroyed, but must leave the territory during their on-planet movement phase or be destroyed.

Juice of Sapho

Played during the battle round after your opponent has determined his/her battle plan. You may then look at ALL CARDS remaining in your opponent's hand. This may allow you to make a logical deduction about the weapon and/or defense that could be used against you.

Imperial Conditioning

Played during combat phase, just prior to a specific combat and **before** battle plans are formulated. This card prohibits your leader from turning traitor FOR THAT BAT. If the leader is used in a later combat (even during the same game turn), he/she is subject to a traitor call.

Break Imperial Conditioning

Played during combat phase, immediately after an **Imperial Conditioning** card has been played. This card negates the effects of the Imperial Conditioning and may only be played by the player who is directly involved in combat with the player who used the **Imperial Conditioning** card.

Weirding Way

Played during the combat phase, before one battle. Causes your opponent to lose **double** the number of tokens he would ordinarily lose as a result of the battle. This card must be played before any part of the actual combat (i.e., before Bene Gesserit voice or Atriedes prescience).

Some notes and clarifications on these new cards are in order. The **Weather Scanner** is an extrapolation on a theme from the book, since the Fremens did pay the Guild not to place satellites or other weather predicting devices in orbit around Arrakis. **Dust Chasm** cannot be played if a worm is revealed during the spice blow.

How do you introduce these cards into the game? There are five worthless cards in the original game (seven, including the **Spice Harvest** and **Duel** expansions). Each of these worthless cards could be designated as one of the new cards. Of course, the Bene Tleilaxu, for those who use Kirby Davis' variant found in Volume 18, Number 5 of "The General") player would have the option of using the worthless card either as the new card or as his/her special power permits. The eighth new card, **Weirding Way**, would be represented by the **Family Atomics**, but only after the Shield Wall is blown. Easier still, you could order another set of Treachery cards from Avalon Hill for \$3 and make the new cards yourself.

I have found these new cards to be both playable and fun. They add new twists to the game without affecting play balance or slowing down the action. This variant, like **Spice Harvest** and **The Duel**, simply enhances **Dune**, a game that is more true to the book than the motion picture. Perhaps an AH representative would have been helpful on the set – at least he could have told the director that a projectile weapon can't kill Duncan Idaho when he is using a shield!