

# Dirt Cheap Dune – 2012.06.14

**Design and Layout by Chris Schumann**

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Dune is a great game, but not everyone has tried it. Now that it's out of print, copies are very expensive. You can create your own copy from some great artwork done by fans of the game, but that can be even more expensive. That's fine if you love the game, but isn't quite fair to those who have never played. That's why I made this set: So you can create your own copy of a terrific game without a huge investment of money or time.

In addition to this file, you will need a copy of the rules, which you will have to download elsewhere.

To create the very cheapest set, just print this out on white paper, cut out as you please, and play the game. I printed my copy onto 100lb card stock, but the tokens are not very usable.

To step up the crafting a notch, you can print the board and tokens onto sticker stock, or glue prints onto chipboard. The token sheet can be printed one side if you like. It's easier to make that way, but easier to play when both sides are printed.

To add another level of class, you can use linen textured paper and card stock for your copy.

The map can be printed by a copy shop, or Adobe Reader 9 or later (Mac and Windows versions only) can print a page onto multiple sheets. I printed at 95% with a small overlap.

You can use preperforated business card stock for the cards or cut them out with scissors or a paper trimmer.

For the cards, regular or linen card stock will be fine. You may have to manually feed the paper for the card backs (my laser printer will print both sides of regular paper, but not card stock), and please be sure to tell your printer when you are using card stock. The letters will almost fall off the page if I forget to adjust that setting.

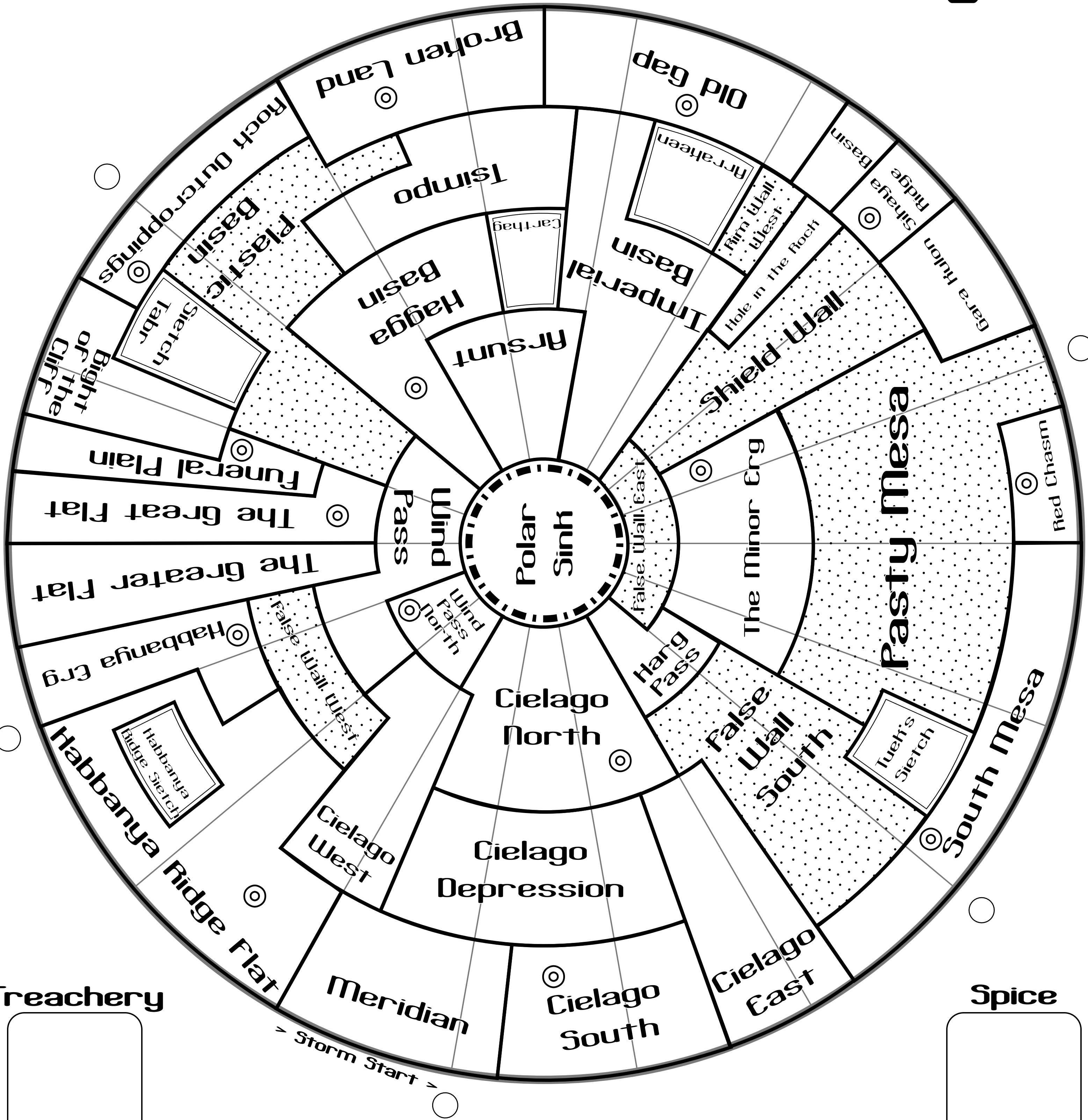
The original game had no traitor deck, but I have now included backs so you can make a set of those if you prefer. That means people can keep evidence of their traitors and you can keep the leader decks sorted.

Please let me know if you have ideas for improvement, and thank you for trying out Dirt Cheap Dune!

Chris Schumann  
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Bene  
Teilaxu  
Tanks

Dirt  
Cheap  
Dune



Treachery

Spice



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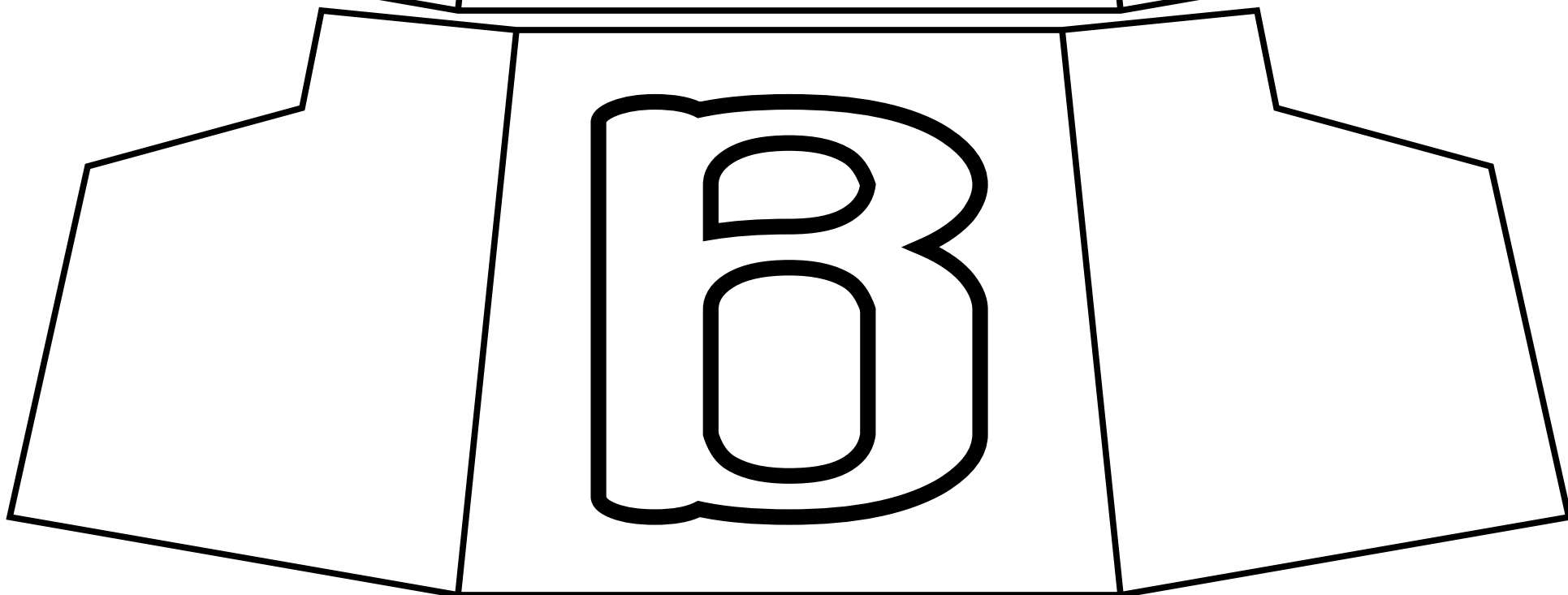
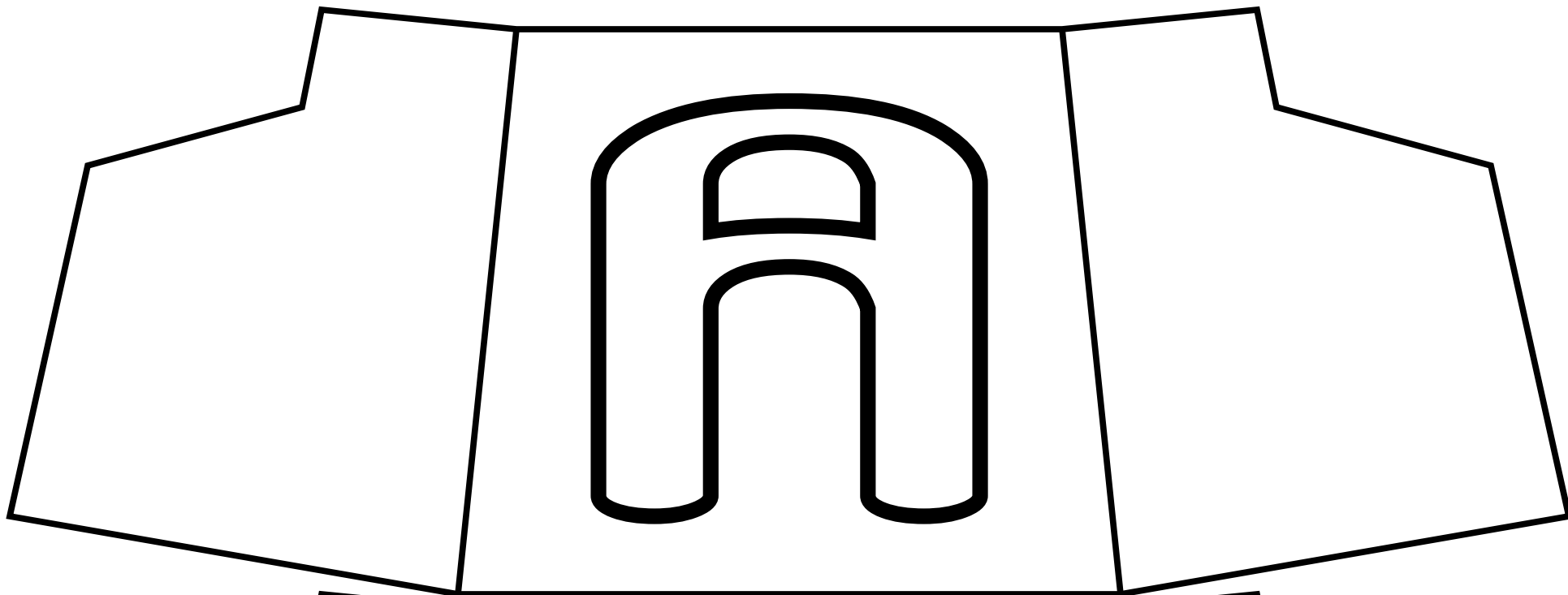
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G
H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
	I	I	I	I	2	2	2	4	4	4	4	4	4	2	2	2	I	I	I	I

Kwisatz  
Haderach +2

Storm

Dirt Cheap Dune

A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G
H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
1	1	1	1	2	2	2	4	4	4	4	4	4	2	2	2	1	1	1	1



## Atreides

**Advantages:** You have limited prescience.

1. During the bidding round, you may look at each treachery card as it comes up for purchase before any player bids on it.
2. At the start of the movement round, you may look at the top card of the spice deck.
3. During the battle round, you may force your opponent to show you your choice of **one** of the four elements he will use in his battle plan with you; the leader, the weapon, the defense, or the number dialed. If your opponent shows you that he is not playing a weapon or defense, you may not ask to see another element of the plan.
- 4.\* Any turn after losing a total of at least 7 tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or cheap hero(ine) per turn. If the leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a lasegun-shield explosion. A leader accompanied by Kwisatz Haderach cannot turn traitor. If killed Kwisatz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival.

**At Start:** 10 Tokens in Arrakeen and 10 in reserve (off-planet). Start with 10 spice.

**Free Revival:** 2 tokens.

**Karama Card\*:** Play to look at any one player's entire battle plan.

**Alliance:** You may assist your allies by forcing their opponents to show them one element of their battle plan.

## Bene Gesserit

**Advantages:** You are adept in the ways of mind control.

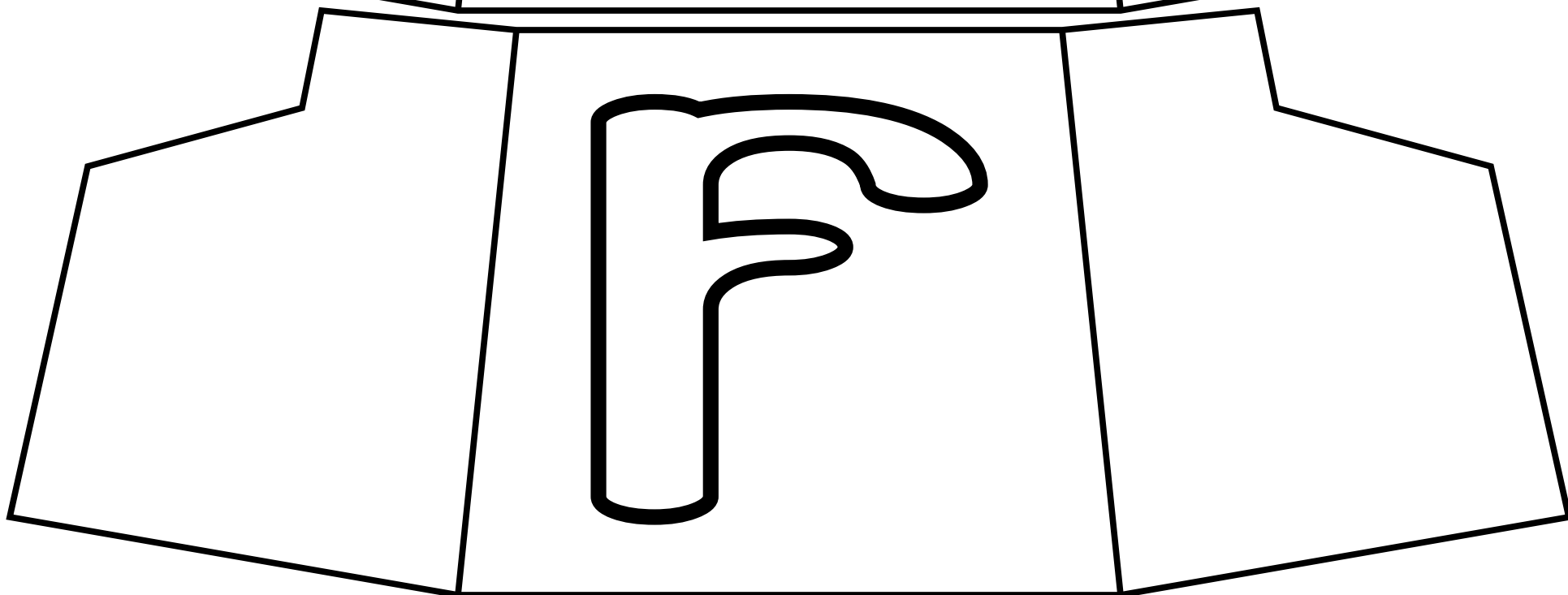
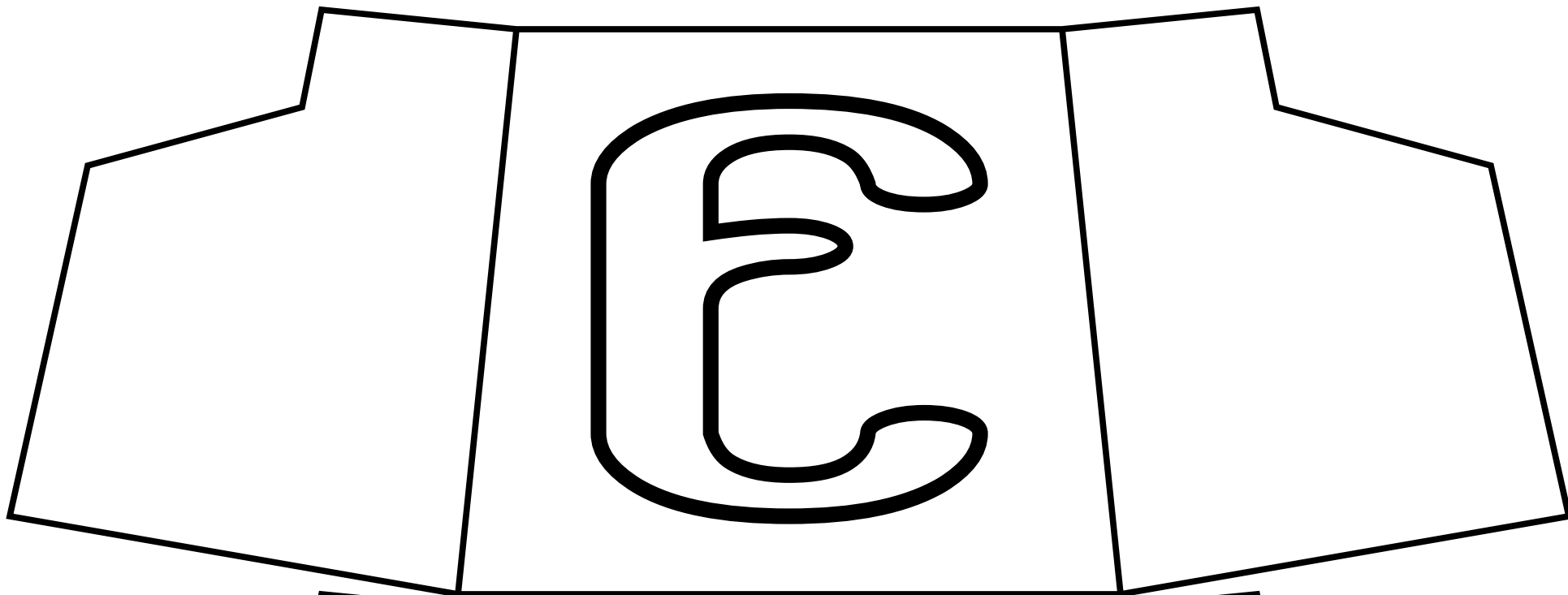
1. At the start of the game (before traitors are picked) you write down the name of one other player and the turn in which you think he will win (you can't predict the automatic Guild or Fremen victory at the end of play). If that player wins (alone or as an ally, even your own) **when** you have predicted, you reveal the prediction and you alone have won. You can win normally of course.
2. Whenever any other player ships tokens onto Dune from off-planet, you may ship free 1 token from your reserves (spiritual advisors) into the Polar Sink. You may also ship normally of course.
3. You may 'voice' your opponent to do as you wish with respect to **one** of the cards he plays in his battle plan, i.e., to play or not to play a projectile, shield, poison, snooper, lasegun, or worthless card. You cannot voice the use of a cheap hero (ine) card. If he cannot comply with your command, he may do as he wishes.
- 4.\* You have the power to coexist. (See rule book.)

**At Start:** 1 token in the Polar Sink and 19 tokens in reserves (off-planet). Start with 5 spice.

**Free Revival:** 1 token.

**Karama Card\*:** You may use any worthless card as a Karama card.

**Alliance:** In an alliance you may 'voice' an ally's opponent.



# Emperor

**Advantages:** You have access to great wealth.

1. Whenever any other player pays spice for a treachery card, he pays it **to you** instead of the spice bank.
- 2.\* Your five starred tokens (elite Sardaurkar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremen. Your starred tokens are worth just one token against Fremen. They are treated as one token in revival. Only one starred token can be revived per turn.

**At Start:** 20 tokens in reserves (off-planet). Start with 10 spice.

**Free Revival:** 1 token.

**Karama Card\*:** Use at any time to revive up to three tokens or one leader at no cost.

**Alliance:** You may give spice to your allies to purchase treachery cards, to revive tokens, and to make shipments. Their payment for any treachery card, even with your own spice comes right back to you.

# Fremen

**Advantages:** You are native to Dune and know its ways.

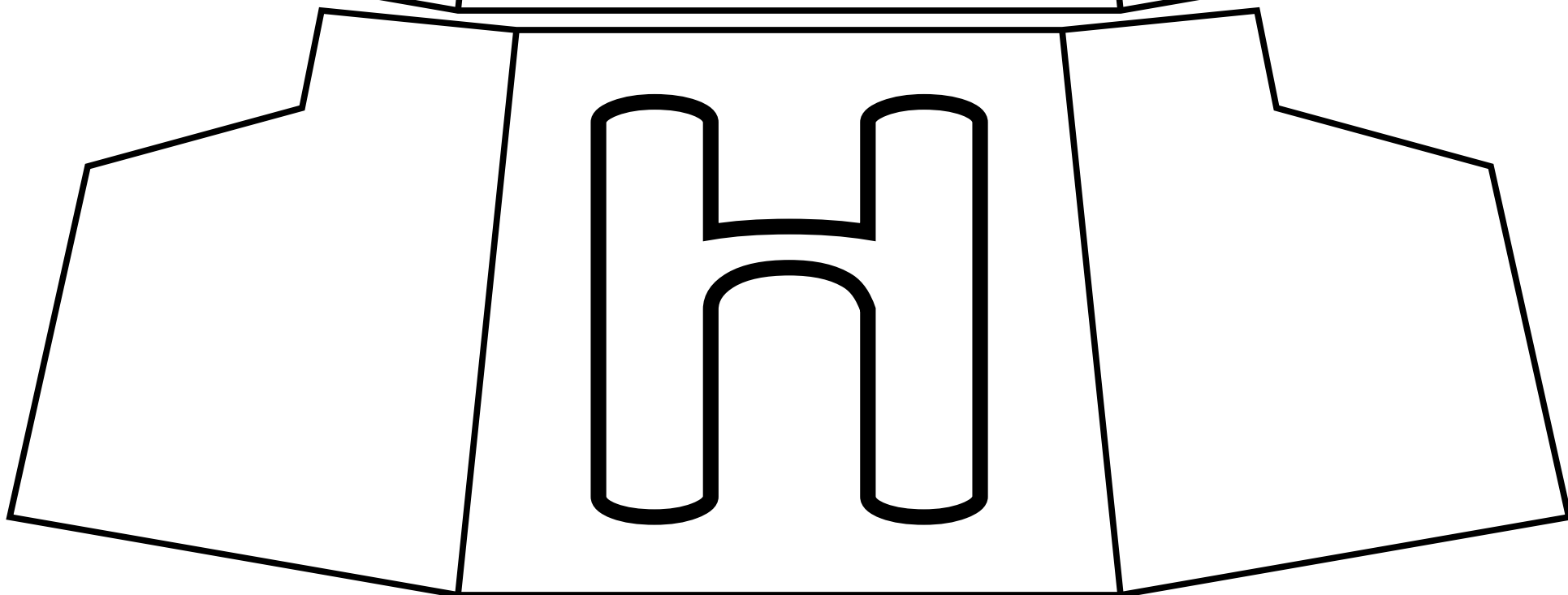
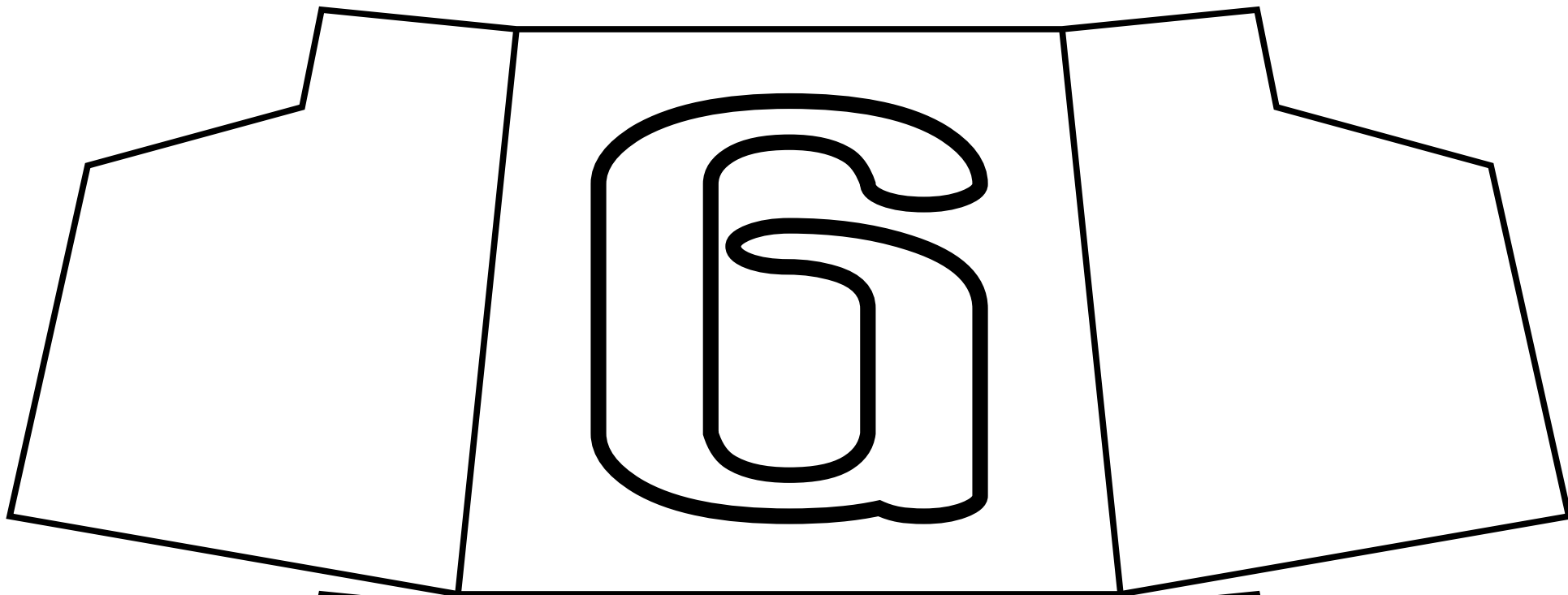
1. You may move your token group two territories instead of one.
2. You may bring any or all of your reserves onto any territory within two territories of and including The Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any other way than this.
3. If a worm appears in a territory where you have tokens, they are not devoured but, immediately upon conclusion of the nexus, may move to any one territory on the board (subject to storm and occupancy rules).
4. If no player has won by the end of the last turn and if you (or no one) occupies Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides, nor Emperor occupies Tuek's Sietch, you have prevented interference with your plans to alter Dune and you automatically win the game.
- 5.\* You select and may look at next turn's storm movement marker (used only with optional rule XVI).
- 6.\* During spice blow, all additional worms which appear after the first worm can be placed by you in any territory you wish. They cannot devour tokens if not in a desert territory.
- 7.\* If caught in a storm, only half of your tokens are killed (rounded up). You may bring your reserves into a storm at half loss.
- 8.\* Your three starred tokens (Fedaykin) have a special fighting capability. They are worth two normal tokens in battle and in taking losses. They are treated as one token in revival. Only one Fedaykin token can be revived per turn.

**At Start:** 10 tokens distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 tokens in reserves (on the far side of Dune). Start with 3 spice.

**Free Revival:** 3 tokens.

**Karama Card\*:** Use at any time to call a worm to any territory. All tokens and spice in sand territories are consumed. Does not initiate Nexus.

**Alliance:** Your allies are not devoured by worms. They win with you if you win at the end of the last turn.



## Guild

**Advantages:** You control all shipments on and off Dune.

1. You are capable of making one of three possible types of shipments each turn. You may ship normally from off-planet reserves to Dune; or you may ship any number of tokens from one territory to any other territory on the board; or you may ship any number of tokens from any one territory back to your reserves.

2. You need pay only half the fee when shipping **your** tokens. The cost for shipping your reserves is one spice for every two tokens shipped or fraction thereof.

3. When any other player ships tokens onto Dune from their reserves, he pays the spice to you instead of to the spice bank.

4. If no player has been able to win by the end of the play, you have prevented control of Dune and automatically win the game.

5.\* You are not required to take your move when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

**At Start:** 5 tokens in Tuek's Sietch and 15 tokens in reserves (off-planet). Start with 5 spice.

**Free Revival:** 1 token.

**Karama Card\*:** Use to stop one off-planet shipment (thus not Fremmen) at any time before movement is declared.

**Alliance:** Allies may use the same types of shipments and at the same cost as you. They win with you if no one else wins.

## Harkonnen

**Advantages:** You excel in treachery.

1. At the start of the game you write down the name of **all** leaders belonging to other players which you draw. All are in your pay.

2. You may hold up to 8 treachery cards. At first you are dealt 2 cards instead of 1, and every time you buy a card you get an extra free from the deck (if you have less than 8 total).

3.\* Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the tanks for 2 spice; or use the leader once in a battle after which you must return him to the original owner. If all of your own leaders have been killed, you must return all captured leaders immediately to their original owners. Killed captured leaders are put in the tanks from which the original owners can revive them (subject to the revival rules). A captured leader is automatically in the pay of the original owner.

**At Start:** 10 tokens in Carthag and 10 tokens in reserves (off-planet). Start with 10 spice.

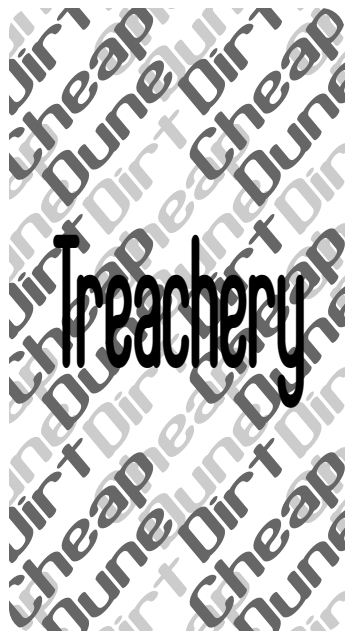
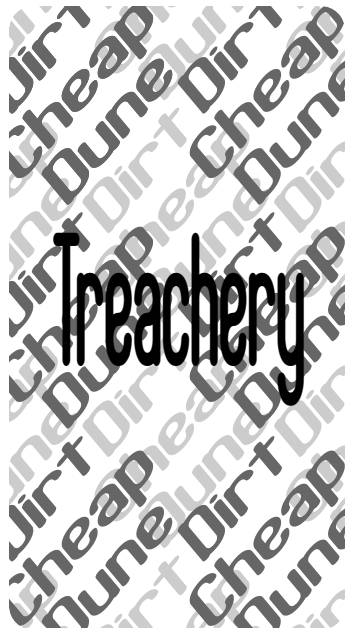
**Free Revival:** 2 tokens.

**Karama Card\*:** May use at any time to declare and steal any number of Treachery cards randomly from the hand of another Faction (not from a Battle Plan). After looking at the stolen cards they are placed to one side and the Harkonnen Faction gives an identical number of cards back to the target Faction from their hand.

**Alliance:** Leaders in your pay may also betray opponents of your allies.

Battle	Battle	Battle	Battle	Event
Poison	Poison	Poison	Poison	Karama
Weapon	Weapon	Weapon	Weapon	

Battle	Battle	Battle	Battle	Event
Poison	Poison	Poison	Poison	Karama
Defense	Defense	Defense	Defense	



Battle

Battle

Battle

Battle

Event

**Projectile  
Weapon**

**Projectile  
Weapon**

**Projectile  
Weapon**

**Projectile  
Weapon**

**Truth-  
trance**

Battle

Battle

Battle

Battle

Event

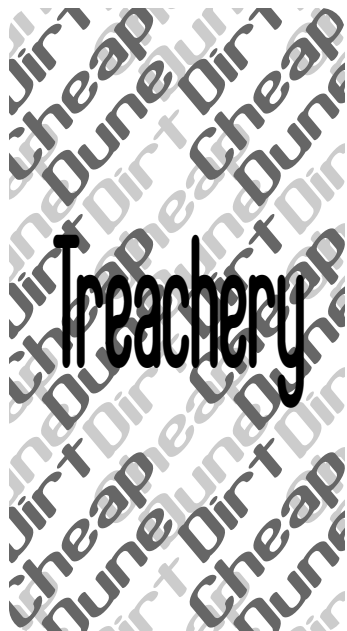
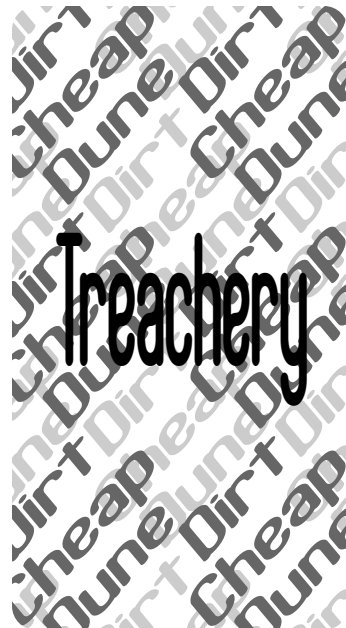
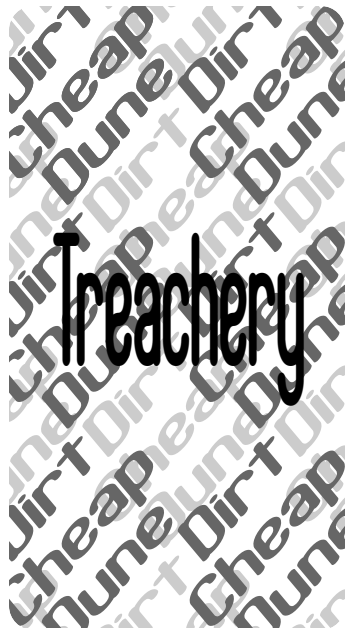
**Projectile  
Defense**

**Projectile  
Defense**

**Projectile  
Defense**

**Projectile  
Defense**

**Truth-  
trance**



Battle

**Worth-  
less**

Play instead of a weapon, defense, or both during battle.

Battle

**Worth-  
less**

Play instead of a weapon, defense, or both during battle.

Battle

**Worth-  
less**

Play instead of a weapon, defense, or both during battle.

Battle

**Worth-  
less**

Play instead of a weapon, defense, or both during battle.

Battle

**Worth-  
less**

Play instead of a weapon, defense, or both during battle.

Battle

**Lasegun**

**Lasegun  
+  
Projectile  
Defense  
=  
BOOM**

Event

**Family  
Atomics**

Play just after storm movement is determined but before it has been moved if you have tokens on or adjacent to the Shield Wall. It destroys the shield wall and all tokens there making Arrakeen, Carthag, and the Imperial Basin vulnerable to the storm. Place card near the shield wall to mark its use.

Event

**Ghola**

Play at any time to retrieve any leader or up to 5 tokens from the tanks.

Event

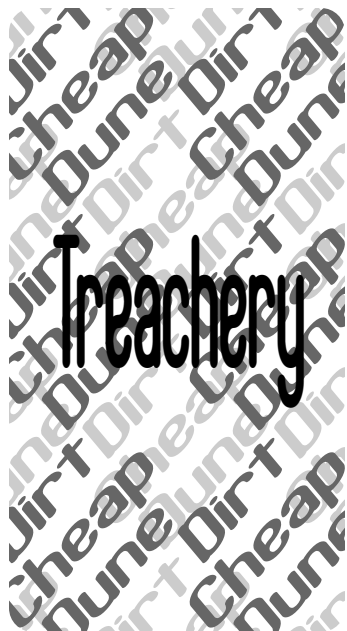
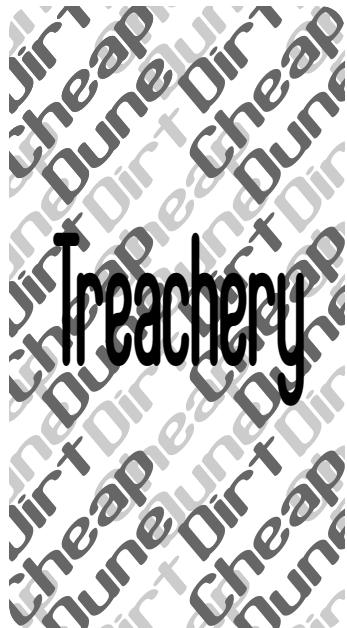
**Hajr**

Play during a player's movement phase to enable that player to make one extra on-planet group move, subject to the normal group movement rules.

Event

**Weather  
Control**

Play at the start of the storm round. Instead of using the normal method of determining storm movement, you may move the storm 0 to 10 sectors in the normal direction of travel.



Storm



Spice

**Shai-  
Hulud**

All tokens and spice in the territory last turned up are destroyed. A nexus occurs immediately. Draw again until a territory appears.

Battle

**Cheap  
Hero**

Play instead of a leader in battle. Adds no value to total. Discard after use.

Battle

**Cheap  
Heroine**

Play instead of a leader in battle. Adds no value to total. Discard after use.

Battle

**Cheap  
Heroine**

Play instead of a leader in battle. Adds no value to total. Discard after use.

Storm

2

Storm

3

Storm

4

Storm

5

Storm

6



Spice

**Broken  
Land**

8

Spice

**Cielago  
North**

8

Spice

**Cielago  
South**

12

Spice

**Funeral  
Plain**

6

Spice

**Habbanya  
Erg**

8

Spice

**Habbanya  
Ridge  
Flat**

10

Spice

**Hagga  
Basin**

6

Spice

**Old  
Gap**

6

Spice

**Red  
Chasm**

8

Spice

**Rock  
Outcrop-  
pings**

6



Spice

**Shai-**

**Hulud**

All tokens and spice in the territory last turned up are destroyed. A nexus occurs immediately. Draw again until a territory appears.

Spice

**Shai-**

**Hulud**

All tokens and spice in the territory last turned up are destroyed. A nexus occurs immediately. Draw again until a territory appears.

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**Hulud**

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Spice

**Shai-**

**Hulud**

All tokens and spice in the territory last turned up are destroyed. A nexus occurs immediately. Draw again until a territory appears.

Spice

**Sihaya**

**Ridge**

6

Spice

**South**

**Mesa**

10

Spice

**The  
Great  
Flat**

10

Spice

**The  
Minor  
Erg**

8

Spice

**Wind  
Pass  
North**

6



Print one copy as Leaders. Optionally print another copy as Traitors.

Leader

Leader

Leader

Leader

Leader

**Atreides**

**Atreides**

**Atreides**

**Atreides**

**Atreides**

**Thufir  
Hawat**

**Lady  
Jessica**

**Gurney  
Halleck**

**Duncan  
Idaho**

**Dr. Wellington  
Yueh**

5

5

4

2

1

Leader

Leader

Leader

Leader

Leader

**Bene  
Gesserit**

**Bene  
Gesserit**

**Bene  
Gesserit**

**Bene  
Gesserit**

**Bene  
Gesserit**

**Princess  
Irulan**

**Mother  
Ramallo**

**Alia**

**Lady  
Fenring**

**Wanna  
Marcus**

5

5

5

5

5



Print one copy as Leaders. Optionally print another copy as Traitors.

Leader Leader Leader Leader Leader

Emperor Emperor Emperor Emperor Emperor

Count  
Fenring

Captain  
Aramsham

Burseg

Caid

Bashar

6

5

3

3

2

Leader Leader Leader Leader Leader

Fremen

Fremen

Fremen

Fremen

Fremen

Stilgar

Chani

Otheym

Shadout  
Mapes

Jamis

7

6

5

3

2



Print one copy as Leaders. Optionally print another copy as Traitors.

Leader Leader Leader Leader Leader

**Guild**

**Guild**

**Guild**

**Guild**

**Guild**

**Staban  
Tueh**

**Esmar  
Tueh**

**Master  
Bewt**

**Soo-Soo  
Sook**

**Guild  
Rep.**

5

3

3

2

1

Leader Leader Leader Leader Leader

**Harkonnen**

**Harkonnen**

**Harkonnen**

**Harkonnen**

**Harkonnen**

**Feyd-  
Rautha**

**Beast  
Rabban**

**Piter  
de Vries**

**Captain  
Nefud**

**Umman  
Kudu**

6

4

3

2

1



# Dirt Cheap Dune Battle Card

Use this card in battle instead of a wheel. Write the number of tohens you wish to commit in any square, underlining if necessary. Play any cards as you would with a wheel. After the battle is resolved, cross out the section you just used.


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Use this card in battle instead of a wheel. Write the number of tokens you wish to commit in any square, underlining if necessary. Play any cards as you would with a wheel. After the battle is resolved, cross out the section you just used.


Optional Traitor deck. Print this onto another set of leader cards.

