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THE ESSENCE OF DUNE

by the designers of *Future Pastimes*—Bill Eberle, Jack Kittredge, and Peter Olotka with modular assistance from that indomitable Englishman Charles Vasey.

The authors for our feature on DUNE are actually the design team which makes up that talented group called FUTURE PASTIMES—a small, new game company which stood the hobby on its collective ear in 1978 with COSMIC ENCOUNTERS. That novel game system proved to be the forerunner from which DUNE evolved to our eternal gratitude. Yet, not everything herein is seen through the naturally biased eyes of the creators of the game. Lo, there is an interloper in the script in the form of that inveterate game critic and all round rogue Charles Vasey. His comments from the view of the player on the attributes of the various game characters present an interesting comparison to the picture drawn by the designers of those same characters. Note that Charles' analyses take into consideration all the Advanced Game rules whereas Jack Kittredge restricts his comments to the Basic Game. In each case, Charles' comments originate in the left hand column of each module; those of Jack Kittredge follow on the right.

When we first began to imagine a *DUNE* game, we each remembered our own favorite images from the book. Creating the game was a matter of finding the right focus for the endless stream of ideas the book brought to life for us. Our goal was to create the essential experience of *DUNE* in a game. We would like to thank Frank Herbert for making such a project possible. The challenge of creating a game which matched the depth and excitement of the novel inspired our total enthusiasm and energy.

Our starting points were the planet, the spice economy, the intense competitive psychology of the book's characters, and the fierce battles waged on the planet's surface. Each of these elements offered its own possibilities for game play.

In this article we will describe how *DUNE* is played, illustrate the game by examples of possible play, and offer an analysis of specific game elements. We will also comment on the process of converting ideas in a book to ideas in a game and on optimum game strategies for *DUNE* players.

Perhaps the most important thing to say about the planet Dune is that it is constantly trying to kill you. Its dryness quickly sucks away all unprotected

body moisture. Its storms cut both men and metal to ribbons, giant sandworms attack anything that moves on the surface of the endless deserts, and possession of its wealth makes one a target for the most powerful and deadly forces in the Empire. Such a planet promotes the utmost of thrift, caution, shrewd calculation, and swift, precise action. Just the sort of place for an evening of classic confrontation among friends.

What makes Dune more interesting as a location for a game conflict than most imaginary planets is its contrasting deadly ecology and fabulous wealth. The spice wealth of Dune is extraordinary. The spice, or melange, makes people live longer, is necessary for safe navigation through space, and is subtly addictive. Obviously such a substance is destined to be the most valued commodity of any human civilization of which it becomes a part. And, if the substance which has become a galactic civilization's basic measure of wealth has as its only source the sand oceans of one planet, the conflict situation is classic in its simplicity. Control of Dune means control of the galactic empire.

The people are equally as interesting as the planet in this conflict situation. Civilization's expansion to the stars has created a violent military society in which personal skill with weapons and technological protective devices is mandatory, and where treachery, assassination, and armed force are the coin of daily life. In addition, techniques of exceptional concentration, mind control, and patient genetic engineering has led to individuals who are as dangerous as the most impressive weapons science has devised.

The combination of these fierce people, the relentless planet, and the struggle for ultimate wealth and power on the planet's surface is what *DUNE*, the game is all about. These are people of extreme intelligence and competitiveness who have been schooled in fighting and intrigue from childhood, and the plots generated by their conflicts are intricate and dangerous. While we were developing the game, we often described the nature of plotting and intrigue in the game by referring to Frank Herbert's phrase, "wheels within wheels"

within wheels." The game has been constructed to foster just such a sense of intricate danger and opportunity.

In the *DUNE* game, each player is challenged to make the most of the resources he starts with. Each player has a given number of troops, leaders, spice, wealth, weapons, and special advantages and disadvantages relating to the abilities and political inheritance of one *DUNE* character, and also secretly controls a leader of one other player. On a map representing most of the planet's northern hemisphere, players attempt to win the game by seizing three Dune strongholds and holding them for the duration of one turn. Confrontations are resolved in battles where players must risk and spend their resources. The troops maneuvering on the planet's surface, the avid quest for spice, and the overall scheming are all brought to focus in the climatic battles which determine a player's fortune.

Except in the central region known as the Polar Sink, players must battle each other whenever their tokens occupy the same territory at the end of the movement round. In a battle, each player creates a battle plan on a battle wheel, and then the battle wheels are revealed simultaneously.

The elements of a battle plan are the number the player dials and reveals on the battle wheel, the value of the leader played, and the weapons and defenses (treachery cards) played which determine whether a leader lives or dies. In the battle, each player dials any number up to the number of tokens (troops) he has in the contested territory, and also must play one leader whose value (provided the leader lives) is added to the number of troops dialed.

Conflict on Dune is as costly as it is unavoidable. The number of troops dialed on the battle wheel are always removed to the "tanks" after the battle. A player who does not play the proper defense to counter an opponent's weapon sees his leader die, and the leader's value is lost in the battle. There are five leaders of different values for each player, and the value and the fate of the leaders often determines who wins a battle. Depending on available resources (weapons are expensive), a player usually protects his leader with a



House Atreides

Atreides, like their Harkonnen cousins, have the age-old problem of making an honest buck. They must be able to use the ten spice with which they begin the game to give them control of later spice mining. They lack decisive power in any area to make up for this lack of constant income and their advantages are such that the Atreides player should consider himself first and foremost a spice collector. Not for him the Harkonnen pleasures of spice from dead or captured enemy leaders.

Like the Harkonnen, the Atreides start with half their forces on Arrakis, and based in one of the ornithopter cities. Arakeen does not, however, have quite the range of Carthag (which is only out of range of four possible spice-blows). Territorially it means the Atreides player will be clashing mainly with Guild and Harkonnen forces, while the Harkonnen fight the Fremen and the Atreides. These positions can alter radically, but they are likely to hold at the beginning of the game and should be considered in choosing traitors. One of the advantages also available to the Atreides in searching for spice is their ability to look at the next spice card, the sight of a worm can allow the player to avoid losses, or to trick other players into fighting over the area for a comparatively small bait. The advantage may seem small, but it preserves House Atreides from the sudden fearsome losses that occur in this game.

Further use of the oracular powers can often make the Atreides a difficult group to beat. This is a necessary advantage for they lack special troops (one wonders why the Fedaykin should battle the Kwisatz Haderach) and their leaders are only marginally better than the Harkonnen. The most obvious advantage is that of "knowing" one part of an enemy's battle-plan. This is useful, but players should take care that the power does not lead them to forget the skills of battle. In any major battle the Atreides are likely to find a karama card taking away their vision, although the play of a karama card by the Atreides in exposing the entire battle-plan of an opponent can be a shattering blow at a crisis point in the game. The decision of which part of the plan to check is always difficult, and I am a past master at doing it wrong. Against a Harkonnen I would always check for the weapon used, defeat by a Harkonnen is pretty devastating with resulting captures, and his best bet is to nail your leader. Against other players in spice battles the number dialed is often the most useful figure as it indicates whether he is there in a spoiling attack or hopes to collect spice himself.

The decision as to which section of a plan to consider can be reinforced by the viewing of the cards in the bidding round. If you are doing this properly you might as well write the cards down and note the recipient. Such information may save you from wasting your other powers. It is also very useful in making sure your money is well spent (as well as making the other players just a little wary of a player with *no* useless cards in his hand). We ruled that the second (free) Harkonnen card was not seen by the Atreides, and this means that the Atreides must always keep reminding himself that one player is not totally safe. Unfortunately one frequently forgets!

The reasonable revival rate is certainly a boon to the Atreides who will find that even with CHOAM charity he can still bring fresh troops into action. Perhaps the best advantage is the Kwisatz Haderach. His +2 is most useful if the Atreides are getting a little short on the spice, of course one still fears the death of the leader but the protection of the leaders from being called out as traitors will tend to discourage players from picking an Atreides leader in the first place.

The Atreides are a testing side to play successfully, they must live off their wits more than most, but they are not without great power in the vital areas of combat and bidding. Providing they are played with care, and the spice supply is kept up they can be winners, but played too wildly they can be reduced to the position of bandits.

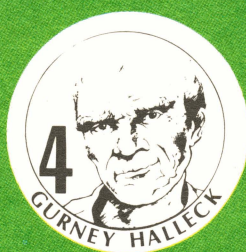
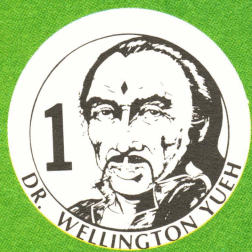
House Atreides

Paul is many people's favorite character in the game. He starts right off with a strong position on the board. He holds one of the two cities with ten tokens, so he has automatic movement advantages and half his troops are already on the board. Starting with 10 spice, he can afford to make strong spice-bids for the treachery cards. His leaders have good values and he has a choice among several strong heroes, unlike some other players.

But Paul's special foreknowledge advantage is the real appeal of the character. Seeing one turn ahead into the spice deck enables the cagy player to plan his moves with the secondary goal of getting into range for a far-off spice blow next turn. In addition it enables him to avoid being devoured by the giant worms, and in fact move to a stronghold or fortify his position in one that when the worm comes up and a nexus is declared, Paul becomes an ally worth courting.

Paul also has a better resource-economy due to his foreknowledge. Besides knowing where the spice blows are ahead of time, to collect wealth, he can see the treachery cards before bidding on them, thus purchasing only what he needs. An Atreides player with a poison, a projectile weapon, and a defense against each ought, if there is any justice in gamedom, to have an easy chance of winning the game.

But ultimately the test of the game is in the battles, and that is where the Atreides player shines. The leaders used by each side are crucial to most battles. Paul, by simply seeing ahead of time the offense or the defense his opponent will play, can guarantee either his own leader's safety or the death of the opposing hero, plus having a fifty-fifty chance at the other. This assumes he has the right cards, of course (which he will have seen to in his bidding already). I've seen many times when just the knowledge that Paul had such odds working for him caused his opponent to lose hope, not play any treachery, and consign a low leader to what was seen as certain death—only to find out that Paul had no cards worth using and had just bluffed himself into a nice gain.



The true Atreides fanatic will not only use his foreknowledge power in battle, but will also remember every card purchased, and by whom, and whether it was ever discarded or not. While this is harder than it sounds, the benefits are glorious. Once the hidden initial cards are played, Paul will now know everyone's hand except Harkonnen, and he'll know half of that. Knowing the weapons and defenses is of course great in battles, but also knowing who has the Family Atomics, a Harj, a Truth Trance, or a Cheap Hero or worthless card to use up gives you real insight into other people's strategies and what they are likely to do. It also lets you sit there and cluck knowingly while everyone else trembles as the Baron sends one token into a horde of Fremen—is it Lasegun/Shield, or just a Trip to Gamont?

As in life, however, such advantages have their price. The easiest mistake to make in playing Atreides is to come on too strong too early. With luck, timing, and daring sometimes you can streak to an early win, but more often than not you will be beaten back by aroused players in a joint effort. After

such a thrashing you will have lost your good cards, be low on spice, and have a lot of dead troops in the tanks. And it is harder for Paul to make a comeback than any other character. Thrown onto CHOAM Charity he must choose between buying a card (if he's lucky) every two turns or so, or shipping a couple of tokens into a stronghold only to see them blown away by an opponent for their leader's water. In this case foreseeing the implement of your death only heightens the pain.

One other failing common to novice Atreides players is to become the policeman of Dune. Knowing everyone's capacities and intentions, it is easy to try to pick fights you can win and block the ambitions of the other players. But there are enough twists in the game that sometimes you will lose a battle you can't afford (through a traitor or hidden Karama). In any case, troubleshooting for very long will wear you down relative to the others, and seasoned players will do better to husband their strength for their own aims, and let the game take care of itself.

defensive treachery card and threatens his opponent's leader with an offensive treachery card as part of the battle plan.

The player with the highest number (troops dialed and leader value if not killed) has the highest battle force and wins the battle. The loser loses *all* tokens in the territory to the tanks and must discard any treachery cards played. The winner loses only the number of tokens dialed and keeps any treachery cards played. Leaders who are not killed are safe and retrieved after the battle round. Leaders who are killed are retrieved by the battle's winner who receives their value in spice (renders them down for their water since on Dune nothing can be wasted, especially moisture) before putting them into the tanks. Obviously, battles on Dune present both a high risk and the possibility of a high gain—possession of the territory or stronghold in question; elimination of an opponent's troops, weapons, and position advantage; and perhaps some bonus spice if a leader or two happens to be killed. Finally, a last variable must be added to the ingredients in these important battles—the traitors. At any time a leader may be revealed actually to be a traitor owned by an opponent. When this happens, everything risked in the battle is lost; the opponent revealing the traitor wins the battle, and, as a final irony, renders down the traitor for his value in spice.

The *DUNE* game is fueled by its spice economy. Players need spice to buy the treachery cards important to battles and to ship extra troops onto the planet. Spice can also buy extra reserve troops from the tanks and, when all of a player's leaders have been killed, can buy back leaders from the tanks. A clever player can also use a spice bribe to gain important information or concessions. In *DUNE*, spice becomes available at some desert location of the planet on almost every turn. Mysterious explosions beneath the planet's desert sands, called spice blows, bring large quantities of spice to the planet's surface.

Harvesting the spice is as difficult and hazardous as it is rewarding. Sometimes the giant sand worms come soon after the spice blow and devastate everything in the area except Fremen. And often players experience the frustration of being unable to get to a rich spice blow across Dune's vast stretches of sand and rock before the precious spice is lost forever to the effects of storms



Spice Blow



Sandworm

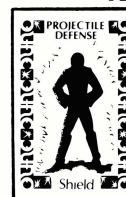
and worms. Dune's storms are deadly. Men or machinery caught in the open desert during a Coriolis sand storm are obliterated. In the face of these hazards, a player must get his troops to a territory with spice and manage to be the only player with troops in the territory at the end of the turn. A player usually must take extra troops to a spice blow; some must defend the spice and some must be there to carry off the spice at the end of the turn. (Remember, troops dialed in a battle are removed from the board.) At the end of the turn, each remaining troop may carry off two spice (or three if the player is in sole possession of one of the city strongholds, Arrakeen or Carthage).

Four of the character/players, the Atreides, Harkonnen, Bene Gesserit, and Fremen, always have to acquire spice on the planet surface. The Emperor and the Guild may choose to compete for spice on Dune, but they can acquire spice more easily. Players must pay the Guild one spice token for each troop token shipped onto the planet from off planet reserves and must pay double to have troops dropped into unpopulated areas. The Emperor has an even steadier supply of spice. Players must buy all treachery cards from the Emperor.

During each turn players bid on treachery cards. For each player in the game, one treachery card is placed face down on the board. Of 33 treachery cards, there are 17 offensive and defensive weapons, 11 cards giving players a one-time advantage, and five worthless cards. Players bid on each face-down card, and the highest spice bid wins the card. The winner of the card pays the spice bid to the Emperor. To limit total dominance of the bidding round by wealthy players, there are two additional rules: no player may hold more than four treachery cards at one time, and worthless cards can only be discarded in battles.

TREACHERY CARDS

PLAYABLE ONLY IN BATTLE



×4



×4

Defense cards each turn aside 1 of the 2 most common leader attack cards.



×1

There is no defense against a lasegun. It automatically kills the opposing leader but if a shield is present no one in that territory survives the explosion.



×4



×4

There are four different projectiles and poison cards, but they all have the same game characteristics.



×1



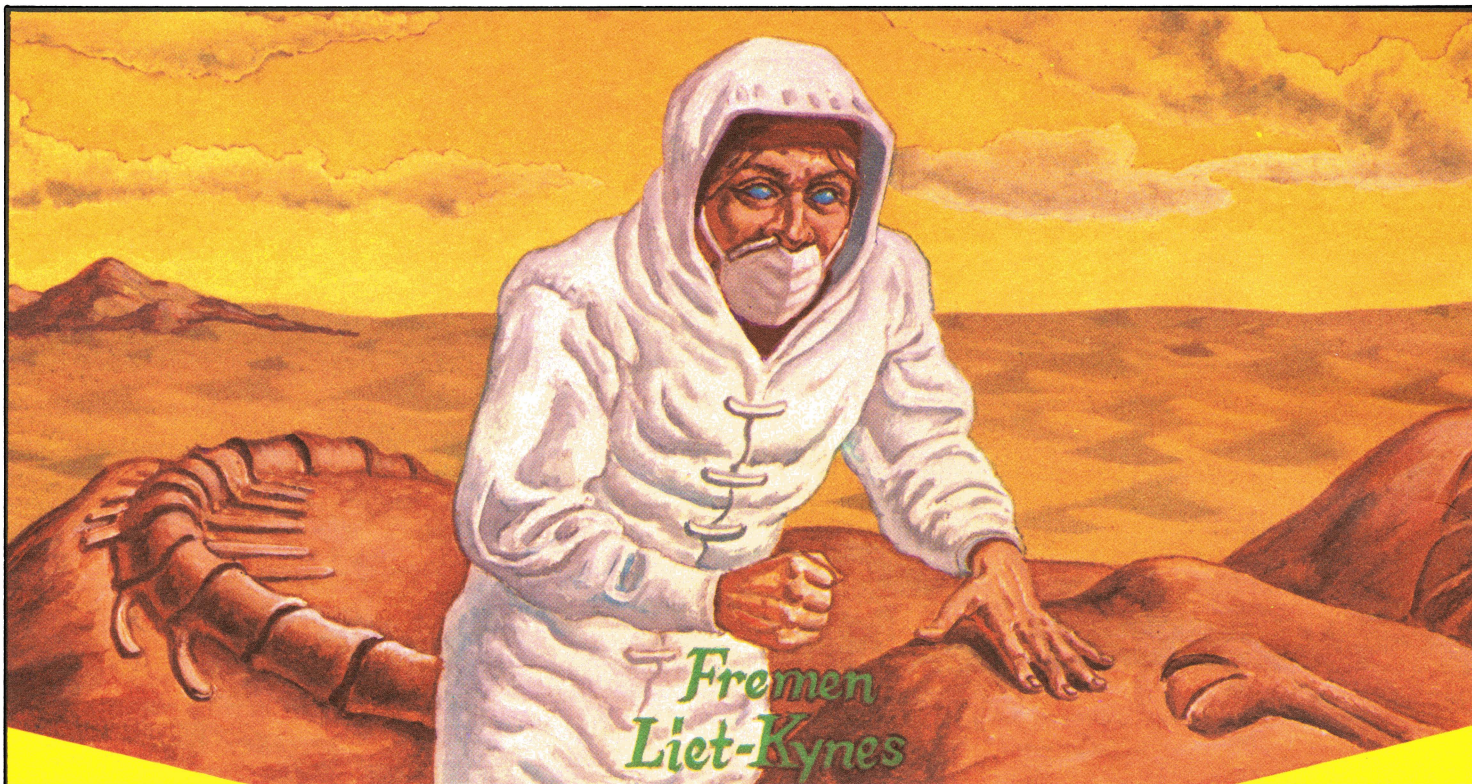
×2

A cheap hero(ine) is not totally worthless. When faced with a hopeless battle one can be used in place of, and thereby saving, a leader with battle strength.



×5

These worthless cards are well named but are actually worse than worthless—they are a liability and must be played in battle to free a full hand to draw a more suitable replacement. In the Advanced Game the Bene Gesserit may use a worthless card as a Karama card.



The Fremen

For the beginner Fremen are by far the best team to play. Their strengths and weaknesses are obvious and easy to employ. Further, the weaknesses are most notable by their absence. This is not to say the Fremen can be invincible, merely that you have to watch him like a hawk.

Militarily, the Fremen resemble a mixture of the Brigade of Guards and the Royal Marine Commandoes—they are tough. The Fedaykin are the only troops who can combat the Sardaukar, although I find that they rarely meet in the early game . . . rather in the manner of predators dividing the easy kills. Fremen leaders are excellent, only beaten for total leadership by the B.G. They also possess a spread of leadership which makes their attacks less predictable than those of the Sisterhood. A spread like this can withstand some fearsome depredations at the hands of traitors—although Stilgar is always suspect here, who can resist the chance to subvert seven points?

As if it was not enough that the Fremen are tough, they also turn out to be armoured troops and zip about the desert with a two area move. It is a useful exercise to mark out this zone of move, you will be amazed at how far Fremen can get on the turn they enter. This is not to forget that the Fremen possess an intercontinental capacity with their worms. Worm-riding is really the cream on the coffee (spice-coffee of course) as the worms should, by rights, have been busy masticating on the Fremen like everyone else. This ability to disregard the worm and profit from its appearance means the Fremen can intervene in strength at a spice-blow. Do not forget, however, that a large stack of Fremen and a worm spells Karama card from another irritated player. There is a special pleasure in sending 15 Fremen tokens to the tank!

The Fremen player (and his enemies) must realize that life on Arrakis is often an exercise in accounting. Unless you can turn a profit, or cause your enemies a loss, then you should leave well enough alone. The Fremen has a big advantage here in his free revivals. This makes him four or two spice less worth attacking or more likely to attack. If you are fighting over a six spice blow this becomes important. On top of this is the important fact that the Fremen reserves arrive on the planet without the aid of the Guild. This not only deprives our fishy friends of the money, but it means they (the Fremen) enter for free. This a powerful saving.

Perhaps the Fremen's major disadvantage is his lack of spice. It means he must play cunningly at first, keeping men in reserve and only going for the minor spice-blows. This is, in my opinion, also a hidden strength in that it keeps him from the battles for supremacy. He may then emerge and pick up the spoils. The other players *have* to realize that they must keep the Fremen from getting spice. If supplied combat is used the Fremen can be bled to death with care, even if not in use the lack of treachery cards can be used to weaken them. In a non-alliance game, however, the player who stops the Fremen simply gets killed by the others.

The Fremen also have the advantage of being the local Ecology Party. Not only are they friendly with the worms, but they know how far the coriolis

storm will go in a turn—once again making their investment in spice gathering much less than those who must risk destruction. This is also the key to their easy victory conditions. If they can spoil the chances of victory for others and hold their two sietches *and* keep the Great Houses out of the smuggler's sietch, then they win. They have managed to achieve Liet-Keynes' great ambition. This sort of fall-back victory is all the more likely in a non-alliance game.

The Fremen are thus immensely strong. Like the Atrides, Harkonnen and B.G. they are punished by the use of the supplied combat rule. For this reason alone I feel this rule should be used. Even with this provision they are so resilient and tough that only alliances can stop them. They should be played by the sort of gamer who likes hurting those smaller than himself.

The Fremen

This is the character for anyone who has ever wanted to command an ideal guerilla army. They are numerous and seem to spring up in hordes from the very sand itself, they fight heroically, they're mobile, and they are in league with the other creatures whose home they share.

The first turn in the game the Fremen can have all 20 troops on the board, harassing, blocking, threatening. The only player given three initial starting locations, the Fremen at the start of the game form an arc controlling half the board. The free revival rate of 3, the highest in the game, enables them to recover quickly from defeat. The fact that they do not have to pay to transport troops onto the planet, but simply swarm on from the other side, means that those revived troops will be rapidly back in the thick of things to wreak vengeance.

With the highest leader values in the game, plus the readiness to waste a few extra troops to guarantee victory, no player takes on a battle with the Fremen joyously. Even if an opponent is certain of killing the leader, the Fremen can often throw enough troops into the battle to win it anyway, carrying off the leader's water to purchase treachery with and forcing the opponent to discard his hoarded weapon.

The Fremen ability to move two territories at a time gives them assured mobility without having to tie troops down to the defense of a city. In addition, the power to surge onto the planet at any point up to two territories away from the Great Flat is both a source of significant extra mobility and the key to the surprise Fremen win (Sietch Tabr can actually be taken by the Fremen from off the board as a part of placing their reserves, while still leaving them a normal move.)

Finally, the Fremen's close relationship to Shai-Hulud enables them to mount the lethal beasts and ride whither they will. Since the appearance of these great worms is also the signal for alliances, the Fremen ability to drop a force anywhere on the board gets them all due respect in the diplomatic councils that ensue.



JAMIS



SHADOUT MAPES



OTHEYM



CHANI



STILGAR

Of course guerilla armies also have one fatal flaw—their poverty. The Fremens starting the game with 3 spice might as well give up hope of buying a card for a round or two. To even get into the munitions market they will have to risk heavy casualties harvesting spice, unless they can luck into a blow so isolated that no other player can reach it. But then they don't have to worry about spending for shipment or to revive troops, so every precious bit of spice can be spent for their arsenal, which is as it should be.

Of course a Fremens force happening upon a weapon or defense in the initial deal is fortunate indeed. After watching a battle or two and finding out who has what, the crafty player can pull a surprise raid on an opponent with deadly effect and possibly even cart off the overwhelmed leader's value in spice for further weaponry.

Generally, it is best for the Fremens to lay back early in the game and get spice, converting it to weaponry. Large groups of Fremens are usually immune from attack (although watch out for the Lasegus/Shield). In addition,

going for the spice blows assures you of being there when the worm surfaces, to take advantage of its mobility and surprise.

As the game progresses, however, even poverty stricken Fremens will be able to buy treachery cards as most player's hands will be full. It's especially gratifying to see the great powers groan as you buy cards for one spice that they were bidding 7 or 8 for two rounds back. Also, toward the mid-game you will have a better idea of which players held traitors belonging to someone else. Thus, you can engage them in battle confident that your larger force will not be lost through betrayal.

But the Fremens should not wait too long, biding their time. After a few false starts one player will break for the win—and it will almost always involve a surprise move into a Sietch in Fremens territory. Depending on the timing, you need either to be there waiting for him or able to get there fast and throw him out. It is often after just such a defensive victory that the Fremens have the best chance of consolidating their position and moving next turn for the win themselves.

In addition to the advantage in spice retrieval, possession of a city stronghold gives a player a movement advantage. Holding a city allows a player to move a group of tokens through up to three adjacent territories during the movement round. The rationale is that possession of a city gives a player control of ornithopters for travel and of spice factories and carryalls for spice retrieval. A player who does not hold a city may only move a group of tokens from one territory to an adjacent territory. However, because of their desert experience, the Fremens can move through two adjacent territories. And the Guild with its space ships can move troops from any territory to any other territory.

In general, the movement system is designed to accomplish three things. First, it reproduces the enhanced ability of the Fremens, the Guild, and the ornithopters to move troops across or over the unfriendly surface of Dune. Second, it relates the cost of transporting men onto Dune from off planet to the Guild monopoly on transportation. And finally, it represents the general difficulty of any movement on Dune.

A devastating Coriolis storm blows around the planet with awesome winds and blocks movement through one specific pie-slice shaped vector on each turn. When the storm is moved, any men or spice left in its path are eliminated. An additional hazard exists below the desert in the form of Shai Hulud, the giant sandworms. If a worm appears in a territory containing men or spice—all are lost.

The appearance of the worm also signals a NEXUS, a convergence of unalterable events which bring together the potential for a new unforeseen future. In game play, the nexus offers the opportunity for players to make alliances with one another. The alliances are binding until the next nexus occurs, at which time the alliances may be broken and new ones formed.

The treachery deck contains various cards allowing players to utilize special resources which can help them plan for conquest. Among the resources are the ability to control the weather, to gain extra movement, to revive dead leaders, and to prevent opponents from utilizing special abilities. The cards are played when appropriate as part of a player's overall strategic plan.

Each of the six characters in the game has unique advantages related to the political advantages and inheritance of the characters in the novel. *DUNE* creates the feeling of the novel through play mechanisms rather than through a numerical duplication of specific battles. The dynamics of the interacting characters are crucial to maintaining the sense of intense struggle and intense personality which is the essence of the *Dune* novel.

THE CHARACTERS:

The Emperor Shaddam IV of House Corrino controls a cadre of leaders with a total fighting force value of 19 points. This is the third best value in the game. The Emperor begins the game with no troops on the planet but with a substantial amount of wealth and with immediate access to more, since all treachery cards are purchased with spice paid directly to the Emperor. The obvious advantage is that the Emperor can focus on capturing the strongholds without having to risk the hazards of harvesting spice on the planet. As the game progresses, the Emperor's perpetual wealth makes him a tempting ally.

Paul Muad'Dib of House Atreides possesses limited prescience and therefore can see ahead into the spice deck and the treachery deck. This allows Paul to plan ahead in movement—avoiding worms and getting a head start toward a spice blow. Additionally, his foreknowledge of the treachery cards allows him to avoid purchasing worthless cards or good cards already held, while providing him knowledge about opponents' resources. The prescience extends itself to the battle round where Paul may "see" one element of an opponent's battle plan. This advantage when coupled with prior knowledge of a player's other treachery cards gives Paul much potential. The Atreides leaders have a total fighting value of 17.

Liet Kynes of the Fremens has the advantage of being native to Dune. The Fremens are immune from the worm and, in fact, gain an extra move when the worm appears in their territory. In addition, they have enhanced movement ability, moving two territories instead of one. Their high revival rate is, perhaps their key advantage. Being native to the planet, they also never have to pay the Guild for

transportation costs. The Fremens leaders are the second strongest force in the game with a fighting value of 23.

Baron Vladimir Harkonnen of House Harkonnen excels in treachery. As the game begins, Harkonnen may record the names of *all* opponents' leaders who fall into his clutches (all other players have only one traitor). The Baron may hold as many as four traitors. Additionally, the Harkonnen receives an extra treachery card with each one that is purchased. The Baron's leaders have a total value of 16.

Edric of the Guild represents a coalition between the smugglers and the Guild. His primary advantages relate to travel. The Guild collects from all other players who ship to the planet, while enjoying half price rates for shipping his own troops. In addition, the Guild has free movement on the planet itself which allows for surprise moves from distant locations. The Guild has a fighting force of only 14, but may adeptly avoid spice motivated battles when collection of fees provides sufficient income.

The Reverend Mother Gaius Helen Mohiam of the Bene Gesserit (BG). The BG represent the most subtle of all the characters, possessing the advantage of being able to predict the outcome of the game and, if correct, win the game instead of the apparent winner. The BG may also utilize the "voice", forcing their opponent to play (or not play) a certain item as part of their battle plan. The BG send in one spiritual advisor to the planet along with every shipment by an opponent. Their fighting force is 25, the highest in the game.

THE PLAY:

Here is a typical opening round in a four player game involving the Emperor, the Harkonnen, the Guild and the Atreides.

Emperor is first player as the storm marker has been moved and stopped before the Emperor's player dot (one of six surrounding the map). The top spice card in the deck is flipped revealing six spice in Rock Outcroppings. Emperor is not particularly concerned with this information since he knows that he will collect sufficient spice during the bidding round which is about to take place.



The Guild

Spice is the key of the fate of the galaxy in *DUNE*, and the Guild player has spice aplenty. Indeed players who wish to play the role fully might consider the Guild monopoly as being akin to the OPEC oil cartel. The advantage is great wealth, the disadvantage is nobody loves you when you need allies. The wealth is, of course, dependent on a plentiful supply of units willing to be landed on Arrakis. Some players might play the game close to their chests in the early stages, but the Guild is likely to find the Empire (wealthy on all those early bidding rounds where everyone bids) providing him with plenty of spice as all his forces are off-planet. Indeed it is worth considering the difference in the two wealthiest sides in the game. The Empire is certainly militarily strong, but its wealth depends on how much spice the other players are willing to put into cards. The Guild however is *not* militarily powerful, but its source of income is pretty regular (as all revived units, bar the Fremen, must be landed by Guild ships). True, the Guild lacks the power to alter the rates as they did in *Dune*, but even their open-handed policy can yield the stuff of victory.

To say the Guild is not militarily powerful is to recognize that leaders are an immensely powerful part of one's combat plans. The leaders of the Guild are, frankly, nothing to write home about. Staban Tuek is useful for the desperate battle, but if he turns traitor then the Guild must prepare by using what it has in abundance—spice. The spice can be usefully expended on treachery cards, indeed I suspect that the early wealth of the Guild should not tempt it into too precipitate a battle plan. Instead they should ensure that even if they lose they at least take the opposition leader with them. Obviously if one is using the supplied combat rule the Guild becomes immeasurably more powerful, and their lack of leaders is much less noticeable. The Guild must not only remember they are more likely to lose a combat, but that their free revival is limited and even their wealth is not without limit. The Guild attacking the Fremen is a sad affair, as the Fremen just keep on coming.

Of course, the Guild's cheaper costs of landing mean they are very maneuverable and can maintain a much more credible threat with off-planet tokens. If they can acquire ornithopters they have an incredible flexibility which belies their weakness. The Guild actually starts with forces on the map and in a stronghold. This is an advantage that should not be overlooked because the Guild possess one final great advantage. They benefit from equilibrium, and equilibrium (especially in non-alliance games) can often be the order of the day. The automatic win tactic is very useful, it means that even a failed Guild attempt to win can lay the basis of victory by preventing other players establishing hegemony. The spoiling tactic can also be assiduously followed until the fatal moment when the Guild can suddenly "come out" and "go conventional". The Guild player thus has all manner of lovely bluffs and double-bluffs available to him *but* he must realize that the automatic win conditions are automatic only if they occur, and to fulfill this he must work hard and carefully. The best thing about the residuary victory is that there is not a thing the others can do. The only way they can stop

you is to win themselves—and that is something the others are going to want to stop. There can be no defensive league against residuary victory.

One of the Guild's more useful powers in this game of brinkmanship is the ability to alter when it takes its turn. This allows the Guild to prevent some surprise victories, or seize sudden advantages which its weak forces could not, otherwise, do. It also infuriates the other players and is thus Highly Recommended. This ability, together with a Karama card can be most amusing. The sudden ability to close off space can be deadly, preventing the most careful plan coming to fruition. It is also most satisfying to the Guild player who has had to fly in Uncle Tom Cobley and all throughout the game. Worth the spice those Karama cards.

The Guild despite all its peculiar advantages and disadvantages must remember one important fact. The Fremen do not give a hoot for them! The Guild can no more threaten them than the Saudis can threaten bicyclists. With their powerful replacement values and good leaders the Fremen are an enemy not to be sneered at, and a friend to be cultivated. Further, although the Guild has a residuary victory condition, so do the Fremen, and it is this factor which prevents the Guild from sitting up in space laughing. They must actually work against the Fremen, especially as the other players may not be too keen to do the work for them. Still plenty of treachery can defeat even Fedaykin under Stilgar.

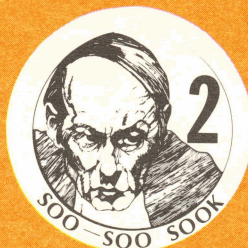
The Guild player should be an experienced gamer with an ability to play with cunning and pursue many aims depending on the actions of his more powerful opponents. Such a player will find he has options that almost rival those of the Bene Gesserit.

The Guild

To the undiscerning eye the Guild would seem among the least powerful characters in the game. Its leaders are significantly weaker than those of any other player. It starts the game with only five tokens on the board, these in a Sietch rather than a city, providing no movement or spice collection value, and isolated at that, far from the center of action around Carthag and Arrakeen. Even its special advantage of mobility can only be exercised at a price, admittedly half the rate any other player would pay for such services, but then their unique abilities are at least inborn and free. Finally, its distinction of being the winner of the game if no one else has won by the end of 15 rounds when the spice deck is exhausted seems almost to be adding insult to injury, saying here's something to cheer you up for having such a lousy character.

And yet, a skillfully played Guild will win the game a disproportionate share of times, and not after fifteen rounds, either. How is this possible, and how can a player maximize his advantages as the Guild?

First, the Guild's source of income is secure. It will not come in great piles, and then dry up for a round or two like the Emperor's, but it will come in slowly and steadily as players strengthen their positions or need to develop



a force in an area at the opposite end of the board from their existing tokens. The only way to do this, of course, is through the privilege of shipping in reserves via the Guild. Obviously, the more aggression and mayhem which occurs on the board, the faster tokens will have to be replaced and the richer the Guild gets. A clever Guildsman will foment clashes between the strongest players and keep a low, unthreatening profile himself.

Second, the Guild's extraordinary mobility makes its isolation a virtue. While it can instantly move wherever it chooses on the map, picking up inaccessible spice blows, darting to the other side of the storm by going around it, or striking at poorly defended strongholds while the occupants are off gathering spice, the Guild's opponents never seem to find the time to send an expedition across the board to raid Tuek's Sietch. The only real threat to the Guild home base is from wandering Fremen bands, and they usually concentrate nearer to the Great Flat and Sietch Tabr, and from opponents shipping a force directly into Tuek's Sietch. This latter is best avoided by keeping five or six tokens there—a number too low to tempt kamikazi raiders with a Lazegun, but high enough to make it very expensive for an opponent to drop a winning force from the skies.

Finally, the Guild is highly coveted as an ally because of the great free mobility it provides (the collective spice can be pooled and then be paid to the Guild for shipping, only to be reused once more) and its threat, if you don't

ally, that it will drop into your most weakly defended stronghold with an army of tokens.

The best strategy for you in playing the Guild is generally to lay back in the early game keeping Tuek's Sietch moderately well defended and occasionally picking up a spice blow uncontested or, if you need to rid your hand of worthless cards, sending a nominal force against a force across the board. You should concentrate on building up spice and assembling a set of weapons and defenses in your hand. After a few rounds you will have the spice and equipment to be a threat, without giving that appearance. As soon as a city opens up (due to a Lazegun/Shield mishap, a Family Atomics explosion closely followed by a high wind, or a nearby spice blow tempting away most of the garrison) and you can beat the defender, if any, go in force. This puts you in a winning position by holding 2 strongholds and able to ship to a third and march to a fourth on the next turn, with the luxury of being able to lose a battle and still win.

Needless to say this strategy is safest just after the storm has passed your player dot and you are the last to move, gaining the advantage of surprise and keeping the option of retreat if necessary. While you still have to worry about your low-valued leaders, if you have gone in sufficient strength, have good cards, and know your opponents, it is surprising how often a highly aggressive surprise attack like this will win the game for you.

BIDDING ROUND

Four cards are laid out and Atreides looks at the first card, seeing that it is a worthless Kulon. In this case Emperor has first bid and Atreides last. Emperor needs cards but at this point wants simply to drive the price up and so bids two spice. Harkonnen anticipates getting two cards for the price of one (excelling in treachery), and so bids three. This is too much for the Guild who would like to know which way Atreides is leaning before tossing four spice away. Atreides must now decide if he should bluff and bid on the worthless card or pass. His only hope is that Harkonnen greed will force him to stay in the bidding with a 'five' bid. (This would represent half Harkonnen's opening spice for the card plus the bonus card.) Atreides gambles and bids four. Emperor passes, Harkonnen considers for a moment and bids five. Guild and Atreides pass. Harkonnen has bought the card and pays five spice to Emperor for the Kulon (a wild ass). Harkonnen draws another card (bonus) which Atreides does not see. The second card is now laid out with Atreides seeing that it is a Poison Weapon. Emperor now has extra spice from the previous payment, and opens with a 'four' bid hoping to drive everyone out. Harkonnen passes, Guild passes, Atreides bids five and Emperor six.

Emperor wins the bid paying six to the box. *Third card:* Emperor bids one, Harkonnen two, Guild is nervous about getting a card and bids four trying to hold off Atreides. Atreides has seen that the card is another poison weapon and bids five winning the bid. *Fourth card:* Emperor wants to conserve spice for the cost of shipping troops onto Dune and opens with a 'three' bid just to up the ante. Harkonnen is driven off by this bid as he is also mindful of the need to pay for shipments. Guild would be willing to pay four for the card, and so bids. Atreides is in a bind. The card is useful, a shield, but a 'five' bid would seriously deplete his resources. Atreides decides to pass. Guild takes the shield. (As an afterthought, Atreides realizes that the Guild payment of four also enriches the Emperor to a point where he can bring in a larger number of troops on his first move—with all of the spice going back to Guild for transport fees. The Emperor/Guild inflation factor is at work.)

REVIVAL AND MOVEMENT

Emperor has first move. The board shows 10 Harkonnen in Carthag, 10 Atreides in Arrakeen, 5 Guild in Tuek's Sietch. Sietch Tabr and Habbanya

Ridge Sietch are unoccupied. Emperor would like to hold Carthag or Arrakeen but doesn't want to risk a battle. Emperor decides to land five troops in Sietch Tabr and bide his time. Emperor pays Guild five spice for the trip; play passes to Harkonnen.

Harkonnen needs spice and decides to use his remaining spice to strengthen the force in Carthag. Harkonnen pays five spice to Guild and lands five troops in Carthag. He then marches five troops to Rock Outcroppings (where the spice blow of six is located). The trek takes the troops through Tsimpo and Plastic Basin. Play passes.

Guild does not need spice, having already collected ten from the previous players' transportation fees. Guild would like to land troops in the unoccupied Habbanya Ridge Sietch, strengthening his position on the board. However, Guild had drawn a Lazegun weapon on the initial deal during the game setup and knows that because a Lazegun/Shield combination creates an atomic explosion, he can wipe out all of one of his opponent's troops while sacrificing but one of his own. Guild thus utilizes his ability to ship to any territory on the board and sends one token from his sietch into the Atreides held city of Arrakeen. The move is suspect to the

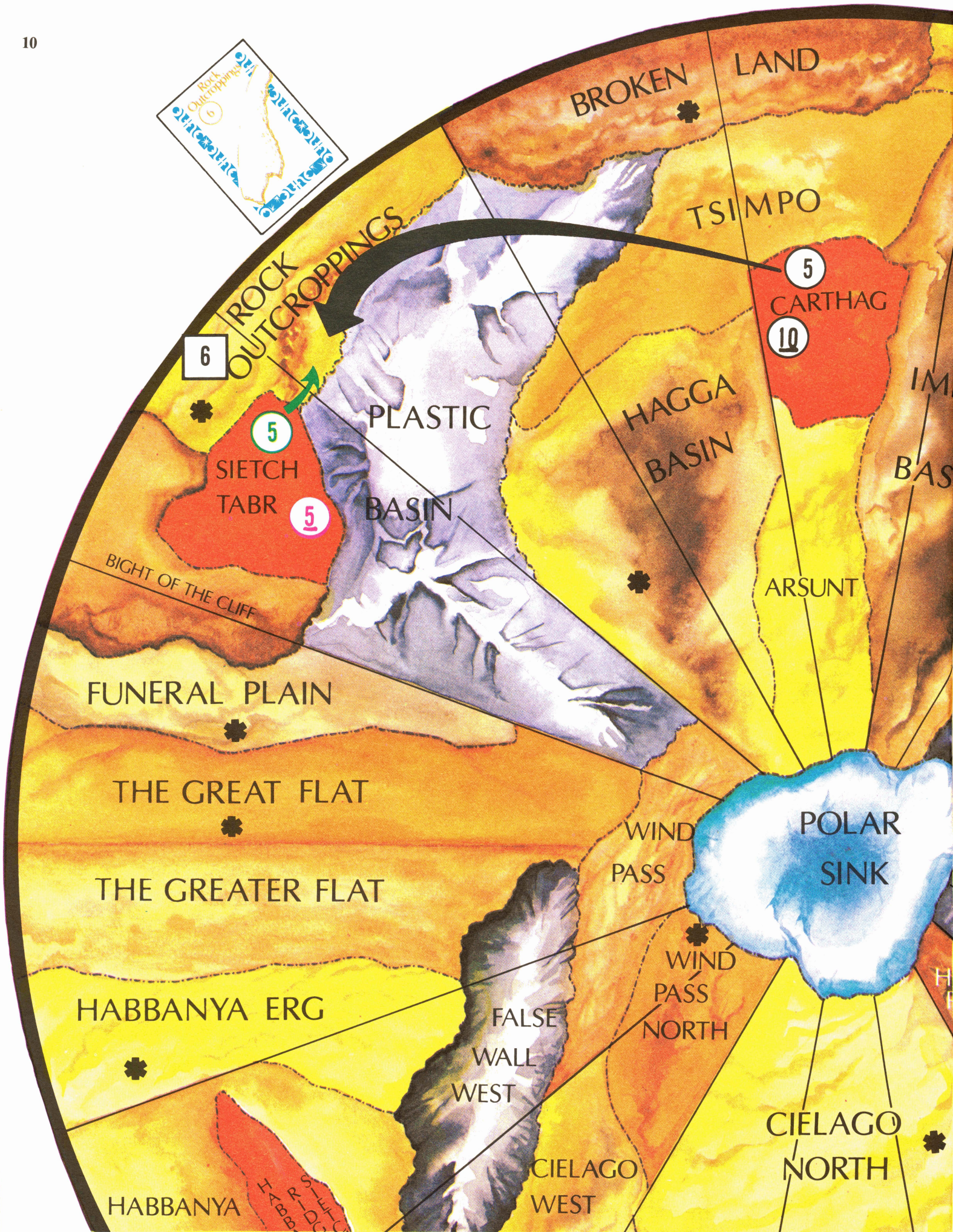
The Sum of the Parts is Less Than the Whole

Although the notes on the best tactics stand as basically correct one must remember above all that you are playing with five other *people*. No one player is strong enough to resist the might of the other five if he annoys them. The principle of "Softlee, Softlee, Catchee Monkee" applies here, and it is for this reason that the Emperor will inevitably find himself sadly unloved. The Fremen threat cannot be handled without alliances (given normal luck for all concerned), especially if the Family Atomics have been used on the Shield Wall, as these two strongholds tend to be the battleground of the Atreides and Harkonnen. With their bases gone they cease to be powerful and must fight a long battle for survival (or do something amusing like lasegun the Kwisatz Haderach—always worth a cheer in my opinion).

Even without alliances the game requires some kind of sensible arrangement between players. At certain points of the game one player will become powerful, it is no use everyone else sitting back and demanding others stop

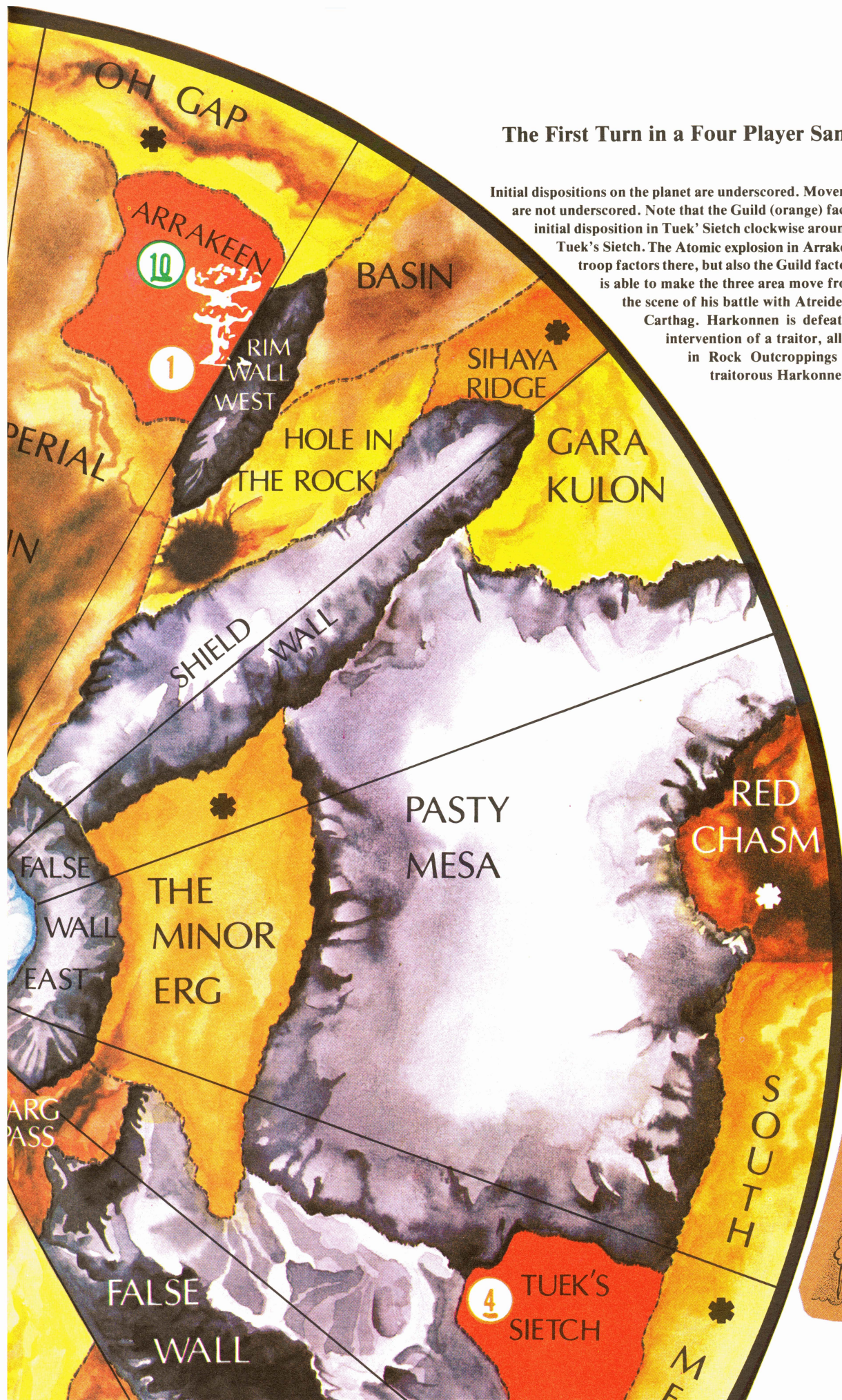
the likely winner. I remember once in *KINGMAKER* devising a Peace of God, during which the four players carved up the empire of an objectionable fifth player in an agreed manner without once turning on each other. Such a process does demand a certain maturity of the players, and it is this alone, which raises *DUNE* to the level of a 'serious' game. It may be fun, and it may be fast, but it's *not* facile. Those who say it is are usually found in the Bene Tleilaxu tanks berating the rules.

Certainly the strengths of each group wax and wane in time to the choice of rules or number of players. This factor should not be disregarded and players will soon find ways of balancing matters (alliances, for example being required to hold more sietches). Even then do remember that certain players will play certain groups better than others. There is little point in being cunning if you command the Empire when you could be the B.G. That's the fun of multi-player games however.



The First Turn in a Four Player Sample Game of DUNE

Initial dispositions on the planet are underscored. Movements taking place as part of turn one are not underscored. Note that the Guild (orange) factor in Arrakeen was shipped from its initial disposition in Tuek's Sietch clockwise around the board to avoid the storm above Tuek's Sietch. The Atomic explosion in Arrakeen destroys not only the Atreides' ten troop factors there, but also the Guild factor which set it off. Harkonnen (black) is able to make the three area move from Carthag to Rock Outcroppings—the scene of his battle with Atreides—with the aid of ornithopters from Carthag. Harkonnen is defeated by Atreides however due to the intervention of a traitor, allowing Atreides to claim the six spice in Rock Outcroppings plus four spice—the value of the traitorous Harkonnen leader Beast Rabban.





House Harkonnen

The Harkonnen are generally regarded as a sub-species of the genus *rat-tus*, and therefore any Harkonnen player labours under the bad publicity given to his counterparts in the book. Everyone knows the Harkonnen are treacherous and generally nasty. Playing the Harkonnen does require considerable skill in using both advantages and disadvantages and is not recommended for the novice player (unless he is a good loser).

Militarily the Harkonnen are not powerful. They lack the special troops of the Emperor and the Fremen; and their leaders are no great shakes, only outpointing the miserable Guild. The mentat Piter de Vries is strangely underpowered next to Thufir Hawat, but the na-Baron Feyd Rautha is still a useful leader in any action. Unlike the Guild who can "break windows with guineas" (as many wealthy countries have done before) the Harkonnen have only enough spice as they can gather. When the supplied combat rules are in play the Harkonnen are thus rendered very susceptible to the "Death of a Thousand Combats". It is certainly a good thing that they start out with planet-bound troops and the ornithopter mobility of Carthag. Even these are minor advantages, and even the reasonable free revival rate is not of great use as the troops must be landed by Guild flight.

All is not over for the Harkonnen, however, providing they spend money wisely and keep grabbing spice, they have the use of their master weapon—treachery. While a poor Harkonnen is an object of scorn, one with enough money to purchase treachery cards will find himself given a wide berth by the other players. Fighting Harkonnens can be like boxing against Muhammed Ali—you do not see the one that got you. If ever anyone made a virtue of their vices it is the Harkonnen. Their most useful ability concerns the bidding rounds where they get double the number of cards (and this is a mercy considering their spice position) and the second, unbidden, card is not shown to the Atrides. This last factor is particularly useful. The Atrides player grows lazy in play, when one has oracular vision second-guessing one's opponents becomes a little practised art. This means the Harkonnen duplicate hand is that more difficult to spot—unless a swift trade in cards allows the Atrides to make a guess from missing cards. These treachery cards mean the Harkonnen player can take a terrible toll of one's leaders by treachery. On a random deal, eight cards is going to produce plenty of nasties.

To further aid the Harkonnen he gets four traitors to begin with. This is not only useful per se, it is useful in making the other players worry. As soon as traitors start being revealed one can start breathing safely except for the worry about the Harkonnen. Can you imagine the pleasure of getting four Bene Gesserit leaders as traitors?! Not only are the leaders riddled with Harkonnen traitors (and how often does the Harkonnen forget he too may suffer?) but they have a habit of capturing leaders. Losing to a Harkonnen is not an enjoyable procedure, the Guild player is especially weak if he loses his two best leaders. Thus although you can kick sand in the face of the Harkonnen weakling, it's likely he is about to poison you, have you murdered by

your friends, or simply capture you and send you to the tanks. The advice to all gamers playing against the Harkonnen must be "Keep him away from the spice". The Harkonnen player in return knows full well that he must gain spice for his victory, and that initial cache can help him do this *if* he plans well. It is this change from weakness to strength that makes the Harkonnen player the ideal spot for the veteran gamer of some cunning. I will not even mention the irritating Harkonnen trick of swapping cards for his own rubbish using a Karama card! Altogether an unspeakable person, and rightly disliked by the other players.

House Harkonnen

Baron Vladimir Harkonnen is a master of treachery, and that is exactly how you feel when you play that character. Since you will have up to four leaders of other players secretly in your pay as traitors (depending on the initial traitor draw) you start out with a tremendous psychological advantage over the others. They know that in any battle with you, there is a real chance they will play a hero who will betray them. This is especially true in large games, when players may well not know if any of their leaders are safe, since they drew none of their own at the start of the game. In this kind of a situation potential foes will prefer to attack someone else and let you lumber on your way. Of course if it is a small game players will know one or two of their own leaders who are safe, but they will still hate to play these and risk their death from your powerful treachery hand.

Your ability to get and keep two cards for one is your second major asset. Throughout the game you will have a wider range of options, and no one will be sure of what you can do (even Paul). Besides having a better range of weapons and defenses, you are likely to have a Truthtrance, Karama, Harj, Family Atomics, or Weather Control stashed away for appropriate use. At the right moment, appropriate use of these cards can decisively turn the tables and bring you from obscurity to control of Dune. For this reason you must be able to plot longer term strategies than the other players, if you are to excel in treachery.

Your other advantages are significant: You have a free revival of two, enabling you to bring back your tokens at a reasonable pace, and you start the game well fortified in Carthag—one of the two cities on the board. The Carthag start provides you right away with good mobility by being able to move three territories instead of one and also lets you collect 50% more spice per token when you harvest a blow.

For all these reasons you are generally at your strongest at the beginning of the game. Exposure of traitors and some of your cards tends to lessen your relative advantages as the game goes on. With your wealth and position early in the game you would do well to move decisively as soon as an opportunity presents itself to go for the win. Depending on the timing you can move some



forces to Arrakeen or Sietch Tabr when they are weakly defended and ship some reserves onto one of the other two sietches for a surprise winning position.

Several words of caution are in order, though. The Baron seems almost fated to spend too heavily early in the game for treachery. Perhaps the greed for two cards for the price of one is too strong to overcome, but it is usually not worth spending 8 to 10 spice for those cards unless you are certain you can get it back quickly. Your ability to ship more troops onto the planet in a strategic location is too important to compromise by early greed resulting in several turns of poverty.

Another problem facing the Harkonnens is that you will generally have several worthless cards in your hand at all times. While you could absorb most of them and not be any worse off than other players with none, it's not a good position to be in. By playing them you free up positions in your limited hand for more valuable cards, and you also get them back into circulation for later purchase by your opponents, perhaps at such a time as a wasted pur-

chase will badly hurt them. The problem with getting rid of them, of course, is that you must play them instead of a weapon or defense. You don't want to risk losing a leader by neglecting his defense, and you don't want to lose troops by failing to cut the opponent's leader down when you can, thus losing the battle. The best strategies seem to be either to drop one token into a stronghold defended by an opponent, and battle him with a cheap hero and two worthless cards—the most you lose is one token and a cheap hero; or to pick an opponent whose cards you know from previous use and battle him playing a higher total and one or two worthless cards where you know they can be used safely.

Finally, you will want as a rule to pick on those players whose leaders are in your pay. They may be forced to play that traitor in battle with you. Early in the game, however, it is sometimes advisable to fail to announce a traitor played against you when your losses are slight enough, so that the opponent will now assume that leader is safe against you and give him a key role later when he can be far more useful as a turncoat working for you.

other players, since there is little chance for a Guild victory given the odds. But, they think, it may be a bluff, to get Atreides to leave. Play passes.

Atreides senses the potential for a suicide mission on the part of the Guild since Atreides knows that Guild purchased a shield during the bidding round. Atreides ponders the advisability of fleeing Arrakeen with all of the ten troops currently occupying the city, but figures that Guild is bluffing about the Lasegun and doesn't want to waste a turn. Atreides checks ahead in the spice deck (prescience) seeing that the next spice blow is in OH Gap which is next to Arrakeen. That information clinches the decision and the Atreides elects to stay. Atreides heads for the spice in Rock Outcroppings. Atreides pays five spice to Guild, landing five troops in Sietch Tabr along with Emperor's five. He then immediately moves those troops directly into Rock Outcroppings—a move of one. The movement round is finished. The board shows five Emperor troops in Sietch Tabr, ten Harkonnen troops in Carthag and five in Rock Outcroppings, four Guild troops in Tueks Sietch, and one in Arrakeen. There are ten Atreides in Arrakeen and five in Rock Outcroppings.

BATTLE ROUND

Emperor has no battles and play passes to Harkonnen. Harkonnen had not expected to have to battle on this round but has a good position with four treachery cards (two on the initial deal and two in the bidding round.) There will be only one battle for Harkonnen—against Atreides in Rock Outcroppings. Atreides is aware of Harkonnen's card advantage, but knows that one of the cards is a worthless Kulon and also knows that as Atreides, he will be able to see one element of Harkonnen's battle plan with his prescience. Both Atreides and Harkonnen will only have to leave two tokens behind after the battle to collect the spice, since the collection rate is three spice per token if the collecting player holds a city, and in this case, the opposing players hold the cities of Carthag and Arrakeen. Harkonnen completes a battle plan containing the following elements:

OFFENSE: Projectile Weapon
DEFENSE: Shield

TROOPS: 3 (leaving two troops to collect the spice)

LEADER: Beast Rabban (4). Harkonnen does not know if Rabban can be trusted, since this leader disk was not drawn by Harkonnen during the traitor selection, and thus Beast Rabban could be held by an opponent. Harkonnen has a problem, however, because his best leader, Feyd-Rautha, is also untrustworthy. Harkonnen elects to go with the leader of lesser value figuring that there is less chance that he would be picked as a traitor.

TOTAL FORCE: 7

Atreides asks to see Harkonnen's leader and gleefully realizes that Harkonnen is doomed since Beast Rabban is indeed a traitor in Atreides' pay. Atreides' battle plan contains these elements:

OFFENSE: None

DEFENSE: A worthless card (Trip to Gamont) picked on the initial setup. Note: the only way to get rid of worthless cards is to play them in battle, hopefully in expendable situations.

LEADER: Thurir Hawat (5), a trusted leader—no sense in risking an untrusted leader in this situation, especially against Harkonnen who holds more traitors than the other players.

TROOPS: 0

TOTAL FORCE: 5

BATTLE OUTCOME

The plans are revealed simultaneously. It appears that Harkonnen has won with the Harkonnen projectile killing Hawat, leaving Harkonnen with the largest total force, but Atreides reveals that Beast Rabban is a traitor. The outcome is reversed and Atreides is the victor. Atreides discards the worthless Trip to Gamont and returns Hawat to his hand. Harkonnen loses everything—five troops, projectile weapon, shield, and Beast Rabban. Atreides collects four spice, the value of Rabban, from the spice bank. Play passes to the Guild.

Guild is the offensive player in the Guild/Atreides battle in Arrakeen. The Guild plan is simple and suicidal:

OFFENSE: Lasegun*

DEFENSE: Shield

TROOPS: 1

LEADER: Guild Rep (1)

*The Lasegun/Shield combination will cause an explosion which will destroy everything at stake in the battle and all troops in the territory, committed or not.

Atreides is nervous, but can't do anything about it now that the movement round has passed. Atreides thinks that perhaps it would have been wiser to flee. Using prescience, Atreides asks to see what offensive weapon Guild is playing. Upon seeing the Lasegun, Atreides knows that all is lost and plays as follows:

OFFENSE: None

DEFENSE: None

TROOPS: 6 (just in case Guild bluffs and does not play the shield along with the Lasegun)

LEADER: Dr. Yueh (1)

BATTLE OUTCOME

The plans are revealed and all is lost. Both players lose all tokens, played cards, and leaders. No spice is collected for the dead leaders. The battle round is over with the board showing five Emperor troops in Sietch Tabr, ten Harkonnen in Carthag, four Guild in Tuek's Sietch and five Atreides in Rock Outcroppings.

COLLECTION ROUND

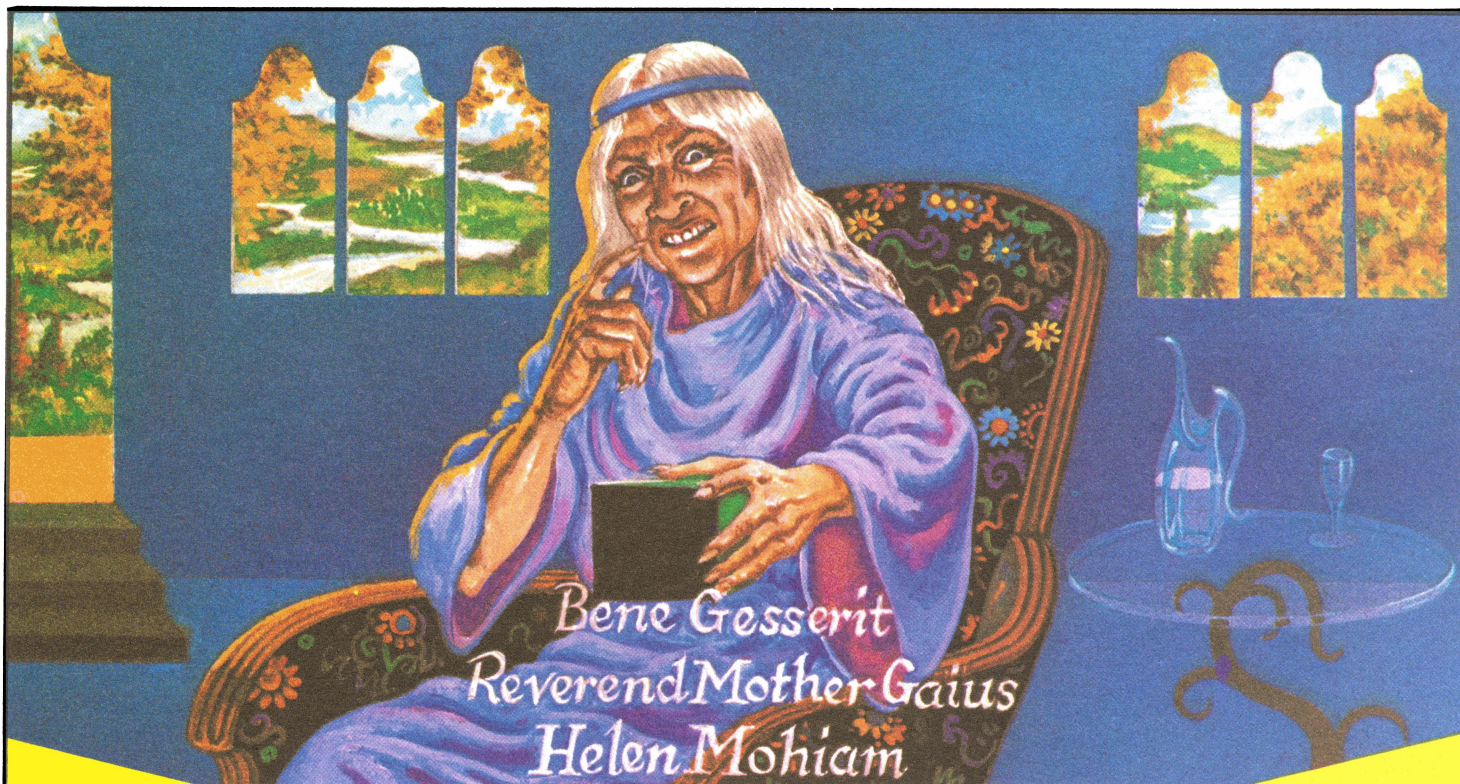
Atreides collects six spice from Rock Outcroppings.

Guild and Atreides who hold the battle wheels now dial from 1-3, reveal the wheels, and move the storm to start the next sequence of play.

ANALYSIS

Emperor is in a good position. He has lost no troops and has revealed no secrets. He will clearly try to move to a city, utilizing a massive shipment after buying at least two cards on the next round.

Harkonnen is spice poor. He will start the round on CHOAM Charity (2 spice from the box). His best move will be to ship two troops to Carthag and move into Arrakeen hoping to draw an opponent whose traitor he holds. Harkonnen holds 2



The Bene Gesserit

I have this theory about the B.G.; I suspect if you had never read the book they would appear a good deal less weak militarily than they do to those who have immersed themselves in Herbert's novels. The approach is often to win by stealth with the B.G., when they sometimes possess the strength to kick the door down. I may be overstating things, but watch those little old ladies.

The B.G. are certainly not popular with the Guild as they can use the free-ride capability to land "spiritual advisors" in the Polar Sink. This is not only sanctuary, but is pleasingly near some possible spice blows. This does not prevent the B.G. troops from raining out of the sky but it means that a B.G. player can always use CHOAM charity to repair losses and hope to fly them down with some other mission. This is a hidden advantage that over the course of a game must be worth a couple of spice blows.

Having landed, the B.G. troops find themselves able to co-exist. This ability can be most useful while plotting to do something evil as the other players can simply watch with undisguised annoyance. This is not, however, the way games are won. The B.G. require spice just as much as anyone if they are to win. Unfortunately for them they cannot pick up spice if they are pretending to be submissive women. Still it is up to the B.G. to choose his areas of co-existence with care, and not simply hide behind this barrier.

Just because you cannot attack the B.G. does not mean you would have beaten them had you been allowed to attack. Their troops contain no specials, true enough, but with their leaders one is faced with constant quality of the highest kind. True, they have no one to equal Stilgar, but then they have no Iakin Nefuds either. Of course this does make them more likely to be picked as traitors, but that is hardly too high a price. Not only are the troops led by good leaders but the ability to "voice" can be vastly powerful. Possessed of a weapon you can assure your opponent's leader's death (and if you manage to acquire the hero/heroine cards the opponents are even weaker). The effect of this is not only to strengthen the B.G. troops, but to ensure your enemies have to spend more spice and lose more men to be sure of beating you. Cheap victories are unusual against the B.G. True, they do have a low revival rate, but they also have CHOAM charity. What they must not do is lose a lot of units at once as this may force them into co-existence at a vital moment.

One must not forget the ability of the B.G. to predict the victor and the turn of the game on which victory occurs. A lot of players assume this to be a guessing game of little value (five players and 15 turns is long odds). The more evil among us, however, soon spotted that if the mountain will not come to Mohammed, then Mohammed must go to the mountain. They began to help their chosen winner to win, and to win at the predicted time. Much in the manner of the oily big-shot helping the young prodigy, the B.G.'s generous aid proved far too costly. The trick is still difficult to perform, but all is not wasted. Even if you guessed wrong there is no need to despair, to the contrary you can have much fun by dropping hints that you feel one player will win. Played carefully this game can have the amusing ef-

fect of making players slow down from winning for fear of it being the predicted turn. Now that is some power, and can give the B.G. just the edge to win in their own right. The B.G. player must thus be very cunning, because if he tries the trick too often his cover will be blown.

As if the B.G. were not bad enough already they also possess the ability to use worthless cards as Karama cards. Taking a clue from the bidding of the Atreides the B.G. can often pick these up at bargain-basement prices, and then have great fun ruining the powers of the other players.

I think it must be agreed that the B.G. are one of the toughest groups in the game, and very difficult to defeat on your terms. Only the lack of spice is a real disadvantage. Played with cunning and the ability to lie convincingly they are very dangerous, but in the hands of a guileless player they tend to flounder as mere spectators. The B.G. are an intensely active group to play, and the power is as omnipresent in the game as in the book.

Bene Gesserit

Players who thrive on diplomacy and strength hidden in subtlety will most enjoy playing the Reverend Mother. While the Sisterhood's leaders are all valuable and the Voice is highly effective in battle, the real charm of the Bene Gesserit piece lies in manipulation of the win prediction.

To make the prediction at the beginning of the game it is best to think about each of your opponent's powers and proclivities. Are some well matched, so that they will play wisely? In the set of characters used that game are there likely to be early drives for the win, or will they lay back and build position and resources for a while? Are there particular players whom you know you can quietly influence to act as you wish? All these determinations and more go into picking the best player to select for the prediction, and the number of rounds it will take you to make him win.

Of course the most fun is being right on target with the prediction. Very few things in gaming earn you the level of immediate respect that will. But all the while it's just plain enjoyable to have such an unsettling effect on the others. A furtive glance at the turn track followed by a few words of off-hand honest advice to a dominant player almost guarantee he'll do something else, perhaps less to his advantage. Usually less experienced players will tend to forget about the Bene Gesserit prediction in the heat of play, so it's best to bring it up one way or another every so often to keep them slightly worried and wondering. Once it's on their minds, every act and statement you make will be analyzed for its various and conflicting possible meanings. Such befuddlement can only dull their wits for the times you do try to influence play in someone else's interest. In the last analysis, if you just can't bring your choice to suitable potentialities and the selected round is upon you, it's always worth it to try to draw him out yourself. If the timing is right you can try going for the win in such a way that he must scurry to fight you in enough strongholds that he could, in theory, win himself. Then it is just a matter of



throwing a crucial battle to him before he realizes he's been had. While this is difficult and not recommended unless absolutely necessary, your previous patter will have softened him up so that he won't know what to think anymore and will probably try to beat you in a straightforward manner.

Of course it does happen that no amount of help from you can bring the selectee to the right spots at the right time, and you have to win on your own. Your chances are good and the strategies involved in playing for your prediction and playing for yourself are parallel.

You want to build up a hand of at least two weapons and one defense, or vice versa, to get a good number of tokens into the Polar Sink while keeping some in your reserves for a surprise shipment, and keep enough spice to pay for that shipment.

Usually after several rounds the Bene Gesserit will have a respectable force in the Polar Sink simply from accompanying shipments to Dune. But your major problem will be getting enough spice to buy cards. If your initial card is a weapon, it will be very easy to get early spice by picking a fight with a

weak player, voicing him not to play the right defense, and carrying off his leader's value in spice. If you don't have a weapon and can't buy one with your initial five spice, your only resources are CHOAM Charity, which may allow you to buy a card once the other hands are full, or harvesting spice. Fortunately there are several spice locations near the Polar Sink which you can reach for this purpose. You may have to fight other players for it, though, and remembering which weapons they have from previous battles is crucial to your being able to voice them not to play them, so that your high leader values can come to your aid.

Once you have the weaponry and the spice, it is relatively easy to take over a city with the voice advantage, preparing next turn for the shipment into a stronghold and move to another which will put you in a winning position. Whether you now throw it to your favorite, or seize the direct win itself, a clear memory of what cards your opponent has will give the voice overwhelming chances in the ensuing battle.

Emperor traitors so the odds are good. The spice blow in nearby OH Gap will also be quite attractive and Harkonnen might do well to try and collect that instead. (But at this point, only Atrides knows that OH Gap will be the next spice blow.)

Guild is in excellent shape, particularly for this early in the game. He can expect a goodly amount of spice from a rich Emperor shipment, but since the storm has passed Emperor, Guild will be moving before Emperor, and so will not have the spice in hand for its own movement; and, of course, the bidding round will take place before Guild realizes his wealth from the transportation round. Guild will most likely bide his time for a round, experiencing a slight cash-flow problem.

Atrides is licking his wounds, and has only the five troops in Rock Outcroppings and the ten collected spice as a saving grace. Look for Atrides to move on Emperor in Sietch Tabr, just to get a foothold somewhere. Atrides now has a logistics problem, since the loss of Arrakeen means a limited movement factor or one territory instead of three. On the plus side, Atrides will soon see that a worm will be lurking in OH Gap ready to devour any who venture there for spice.

SUMMARY

DUNE is a highly manipulative game. Planning and foresight are essential. Surprise moves are always possible, and disaster strikes quickly. Players often face high-risk/high-gain situations where bold play can be rewarded. Although caution must be observed, a player who hangs back too long may be allowing another to move quickly for victory.

The game changes subtly depending on the mix of characters, and economics are a key factor, especially with the Emperor/Guild inflation factor at work.

It has always been our goal to enhance the value of what people actually do when they play a game. Both our game mechanics and our game components are designed to heighten a player's excitement and involvement in what he is doing. For example, a player's reactions to specific leader disks helps bring the game alive as does the physical act of using the battle wheel, leaders, and treachery cards to plan a battle.

The planned beauty of the game's components reflect our own deep feeling for the game and the book which inspired it. We are grateful to the talented artists who produced the art for us. Linda Bound produced the final version of the game board with what we consider to be the perfect color scheme. She also did all the work on the cards and invented the clever "Dune" motif for the card borders. Rick Joachim produced the beautiful panoramic art on the major character shields. Joe Pearson and Mark Anthony produced the uncanny art for the 30 leader disks which add so much to the game. We consider these black and white ink drawings to be some of the best character art we have ever seen. Avalon Hill designed the box and commissioned Chris White to do the exciting action

scene on the cover. We were very impressed by the high quality of materials and production design used by Avalon Hill in the finished product. Such excellence in game components is extremely rare.

Finally, for those of us who have read *DUNE*, the graphics help to create a special feeling of magic when the book again comes alive for us during a *DUNE* game.

A player does not have to read *DUNE* to enjoy playing the game or to play it well. But reading the book *will* enhance the experience.



TREACHERY CARDS

Playable in Non-Battle Situations



2

A Truth Trance may be played at any time against any player and forces that player to truthfully answer any one "yes" or "no" question—a power of obvious value when deciding which weapon or defense to play prior to a battle.



A Weather Control card played at the start of a storm round enables the player to control the storm that round and move it from 0 to 10 sectors in a clockwise direction.



A Hajr card played during your movement round enables you to make an extra on-planet group move.

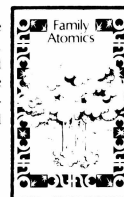


2

Karama cards are the "joker" of the deck. When played they can *prevent* other players from using certain of their advantages once. For instance, a Karama card could be used to prevent the Atrides from seeing the future, or the Harkonnen from taking a second free treachery card, or the Fremen from controlling a worm. It also allows a player to buy a treachery card without paying for it or land tokens from off-planet at the Guild cost.



The Ghola card allows a player to recover one leader or five tokens from the tanks without payment.



The Family Atomics card is played after the storm has been dialed but before it has been moved by a player with tokens on the Shield Wall or an adjacent territory. It destroys the Shield Wall so that the Imperial Basin, Arrakeen, and Carthag are no longer protected from the storm.



The Empire

To be the Emperor is to be given some very great advantages, but one also acquires a rather subtle disadvantage. The Emperor is one of the most powerful teams in the game, and it is power he acquires early (unlike the Guild or the Fremens), this makes him the front-runner. Although a skillful Emperor can force an early victory, in most cases he will suffer the fates of all front-runners and attract an immense amount of opposition. An Imperial player must remember this when playing, a little subtlety will allow him to use that excellent English ploy of "Divide and Rule".

His advantages are, indeed, great. The Imperial player can often be a novice and still survive despite his mistakes (unlike the Harkonnens or Atreides, for example) as his shield tells him he has the power of great wealth. Receiving the spice from the bidding rounds is indeed a rich harvest. It should be remembered, however, that the Imperial incomes are distinctly cyclical. Early turns will see most players bidding heavily, but this will begin to give way in the later moves. Further a sense of keen competition in the bidding rounds can give way to a 'ring' as the other players decide to keep the price low. Fortunately for the Imperial Chancellor such agreements require more long-term thought than most gamers can supply—the possibilities for crime being considerable.

Although his wealth rivals that of the Guild the Emperor is not nearly as weak as them. In his army of Sardaukar he has a mighty force, obliging his enemies to use their best leaders in every combat (when who knows what unpleasantness might strike them down?). True, the Imperial forces are all off-planet, and their landing will oblige the Emperor to hand a slice of his wealth over to the Guild, but the Emperor possesses the power of sudden vertical envelopment with crushing power.

The Emperor, like all tyrants, does lack a powerful group of leaders. Fenring and Aramsham hardly inspire one with terror, and if it was not for the Sardaukar and all that spice one might be able to snap one's fingers at the Padishah Emperor. The worry of having Fenring as a traitor is made worse by the low revival rate among the army in general and the Sardaukar in particular. True, a free revival rate of one a turn is not world-shattering, but with money all may be accomplished. The elite corps of Sardaukars, however, pose a different problem. A victory that costs heavily in Sardaukar lives may leave the Emperor open to counter-stroke and allow another player to take advantage. Like the Imperial Guard of Napoleon, one reserves one's elite forces for the final battle.

That having been said the Imperial position is not difficult to play. You have only to avoid being spotted early in the game and then use your immense advantages to smash smaller people into many pieces. Further, I do not really think the Emperor is a position for the more cunning player—he will find his powers too obvious. This is not to say that winning is easy, but when you are militarily powerful, possessed of many treachery cards, and wealthy you do not find yourself grubbing for spice in the desert! The Emperor, like Napoleon, is a mere pounder, but a damned efficient pounder at the same time.

House Corrino

The Emperor is by far the character which is most fun to play if you are at all given to swaggering. His virtually inexhaustible wealth is a constant thorn in the side of the other players who tend to be on the verge of bankruptcy all the time. It is also the best character to give to a new player unfamiliar with the game. It is easy and fun to play, its position can't be devastated early in the game, and its strategies do not require the subtlety of the other pieces, giving a chance to learn the depth of the game while not feeling too bumbling about it.

The emperor's leaders are strong, his wealth allows him to make large shipments anywhere on the planet, and his generally full hand of cards buys him respect in any battle situation.

As Emperor, however, you will have your limits, too. If you want to fill your hand and buy all the treachery cards you can the first turn, you probably won't have the spice to ship with, and on the second turn the others will be able to buy cards cheaply since you are not in the market, and you won't have much of an income. If you choose to wait on buying cards, you can ship on a large force but may not be able to protect it well.

At the start of the game Paul and the Baron will have the cities well fortified, so you are probably wise to ship onto a sitch. But this, of course, gives you a very limited mobility with those troops, and you may see them sit there the whole game. At some point you will be forced to fight for a city if you want to be as strong on the board as you are off it.

Your reliance on shipping and poor mobility once on Dune will generally mean you have a mass of troops in one territory. This is a dangerous situation if you don't know the capabilities of your opponents. Hordes of imperial troops seem to attract death missions by players out to prove their mettle, and you may well have to defend your position with a leader you can't fully trust, or not knowing if you are up against a Lasegun/Shield suicide squad. Even victory in such a battle is often pyrrhic, having dialed high against any contingency.

Since your only real advantage is economic, it is best to play that to the hilt. Always buy up to your full limit of troops from the tanks, to keep your reserve potential strong. You also want to keep spice out of the hands of any strong player, to maximize your position relative to his. This means you may want to actually head for a spice blow if you think he will too, to make him pay dearly for the right to harvest it. Generally you want to see battles, death, and destruction divide and impoverish your subjects, taxing what spice they have just to ship back on the same tokens that were lost.

Your biggest strategic problem, however, is the democratic four-card limit. You will have no trouble achieving a full hand, but once you have it and can no longer bid, your wealth loses its importance. A clever Emperor will quickly recognize this and actively play so as to reduce his hand and stay in the bidding every turn. This will mean getting into minor skirmishes on almost every turn to dispose of worthless cards, cheap heroes, and even duplicate weapons or defenses. It will also mean an activist position with



respect to strategic cards—Truthtrances, Karamas, the Harj, Family Atomics, or Weather Control, etc. You want to pass these cards quickly through your hand, using them for some minor advantages but not saving them for their best possible moment.

Of course this strategy has its pitfalls—too many minor skirmishes against unknown weaponry and all your leaders are dead—but carefully pursued it gives the Emperor the best use of his natural advantages.

One final note on the Emperor/Guild relationship. They are political bedfellows while remaining each other's worst enemies. A smart Emperor

will play in a manner that automatically enriches the Guild and keeps it supplied with cards. This is in part because the Guild is the only other significant outlet for spice which the Emperor needs to keep players paying out, and in part because the Guild is the weakest fighter in the game and therefore least dangerous. But the Guild is highly mobile and, well armed when the other players are not, is bound to become the major threat to a skillful Emperor. Therefore a good Emperor must keep the Guild weak and holed up in only one stronghold, else its mobility will become too threatening.

A.H. PHILOSOPHY Continued from Pg. 2

more wargames to an expert level, why not? And if you couldn't care less, then you are free to abstain.

One of the obstacles to organized and recognized wargaming competition is the great number of wargames. Playing many different games, and playing some games well, are often spoken of as mutually exclusive. I disagree. There is no reason why one cannot sample the incredible diversity of our hobby, while at the same time becoming an expert player in as many games as your time and interest permit.

Avalon Hill believes that expert play is one of the most rewarding aspects of our hobby. For that reason, they are organizing a series of tournaments, which will lead to selecting champion players for the following games:

- | | |
|----------------------------|-----------------------|
| 1. <i>AFRIKA KORPS</i> | 4. <i>BULGE</i> |
| 2. <i>ANZO 1978</i> | 5. <i>D-DAY 1977</i> |
| 3. <i>BLITZKREIG</i> | 6. <i>PANZERBLITZ</i> |
| 7. <i>RUSSIAN CAMPAIGN</i> | |
| 8. <i>STALINGRAD</i> | |
| 9. <i>WATERLOO</i> | |

This is obviously an incomplete list. Emphasized are suitability for PBM, relative simplicity, and familiarity. If these championships prove popular, successful, and above all, reasonably trouble-free, the list of games may be expanded. In the interval between announcement of these tournaments, and their start, suggestions are welcomed for additions and deletions to this list, as well as improvements in the tournament rules.

BASIC RULES

1. Those eligible to participate must be members of the AREA top fifty ranking, as of July 1, 1981. The reason for the delay is to allow players not interested in AREA competition, but wishing to participate in championship play, to qualify. Between now and the start of the tournaments, further details will be published.

Once entered in the tournament process, a player must retain his AREA membership, but need not remain in the top fifty.

All tournament games, and championship games played after the tournament winner is chosen, must be AREA rated. This will encourage AREA play, particularly among the top fifty players.

Membership in the AREA top-fifty is a prerequisite to entry in these tournaments, because a really comprehensive play-off system would not only be impractical, but also unprecedented. Impractical, because there is no convenient way to organize a tournament for everyone wishing to

participate. For the more popular games, they could number in the thousands. Unprecedented, because in all forms of competition where a large number of participants are possible, there are forms of qualification and screening. You cannot just come out of nowhere to play tennis at Forest Hills, compete in the Master's Golf Tournament, or participate in the Olympics, even if you have the skill to do so. You must first go through a screening process, one of the purposes of which is to reduce the number of participants to manageable proportions. These qualification procedures are no doubt imperfect, as in using the AREA list, but both serve their purpose, in the absence of a better idea.

There are other wargame player-ranking systems, such as that used by the oldest wargaming club, AHIKS, but the AREA system has many times their numbers. If you consider yourself good enough to win a tournament in one of the games listed, you should be able to get into the AREA top fifty in the time provided.

2. The procedure by which a champion is selected for each game will be lengthy, and require playing a considerable number of games. In order not to make it even more burdensome, at several steps in the process a comparison of AREA ratings is used to determine eligibility, break ties, etc. This comparison is made between the numerical portion of the AREA rating only, except in the event of identical numbers, in which case each of the three letter ratings is assigned a number (C = 3, Z = 26, etc.), and added together, the higher number taking precedence. In the event of ratings which are still identical, the tournament organizers will flip a coin.

To determine eligibility to enter a tournament, the date of the rating is as of the last day of eligibility to enter the tournament. To award byes, break ties, etc., it would be the current rating, which of course might have changed from the start of the tournament. This is to encourage participants to improve their AREA ratings while the process goes on.

3. Rules of play governing AREA competition will apply, perhaps with stricter time limits. All participants must be willing to PBM, but games may be played in any other mutually acceptable way.

4. In games with more than one scenario, and/or optional rules, the simplest and shortest version will be required. Both participants in a match may agree to another version, provided that it does not take longer. In the interval until the start of the tournaments, comments are invited as to the most suitable game version, and rules configuration. For example, the campaign game of *RUSSIAN CAMPAIGN* is obviously too long, perhaps even with the optional "Sudden Death"

victory conditions. You are invited to express your opinion, particularly if you would want to compete for the championship of this game, as to the most desirable scenario for tournament play.

5. These tournaments will only work if they are largely self-policing. Avalon Hill reserves the right to alter or even cancel the tournaments. Because of the considerable time and effort involved, an entry fee will be charged to defray costs, and suitable recognition will be given to winners in each category.

THE FIRST ROUND OF COMPETITION

1. A date will be announced by which top-fifty members should have submitted their tournament entry requests. Details will be announced later, but these will probably take the form of a postcard giving name, address, AREA number, the name of the game involved, and also, the priority the entrant gives to that tournament. For example, if entry in only one tournament is desired, put number one. If entry in all nine is desired, rate them one through nine. The reason for this is that, for the sake of concluding the tournaments in years instead of decades, each one will be limited to a maximum twenty-five participants.

The first twenty-five ranked AREA members will be assured of entry in the tournament of their choice. Once so entered, the first choice of a lower-ranked AREA member will be given priority over the second choice of a higher-ranked member already seeded in his first-choice tournament. Therefore, even number fifty on the list is assured of a place in the tournament involving his second-choice game.

2. As mentioned, the maximum per tournament will be twenty-five, and no tournament will be organized which attracts less than ten participants. After entry for a tournament is closed, there will be a brief period in which entrants may withdraw without penalty. The purpose of this is to permit entry into, for example, six tournaments, when only four are really desired, but the entrant doesn't know which four he will get. After this brief period, withdrawal will mean forfeiture of all games and fees in that tournament round, with the appropriate penalty in AREA points. This is an exception to the usual AREA prohibition of forfeitures, and is done to encourage participants who lose interest in a tournament to drop out, to avoid delay. Ordinarily, an AREA forfeiture means expulsion from the system.

3. First round competition will be organized in groups of five, by the following method. Sup-

Continued on Page 46, Column 2

Assuming the attacking units are properly positioned these same fictional units as in the previous paragraph could also execute a direct 2-1:+1, CAT 1-1:-1, for which $P(X) = 33\%$, $P(D) = 56\%$, and $P(-) = 11\%$. From a comparison of the probabilities of each attack sequence; 3-1:+1, 1-2:-1 and 2-1:+1, 1-1:-1, it is clear that the former sequence yields a greater likelihood of the unit being eliminated (44% > 36%) but also a greater likelihood of the unit surviving both attacks (17% > 11%). Also note the same units could attack only once at 4-1:+1 odds, $P(X) = 83\%$, $P(-) = 17\%$. Here again $P(-) = 17\%$ which is greater than $P(-) = 11\%$ for the sequence 2-1:+1, 1-1:-1. Comparison of the probabilities for the possible attacks makes it clear that prior to deciding which attacks to use, individually we must each first define our goals.

If our goal is to maximize the $P(X)$ then the preferred attack is 4-1:+1. However, if our goal is to maximize the probability that a unit will not be able to spot on the following turn, either by a net dispersal result or elimination, then the preferred attack sequence is 2-1:+1, 1-1:-1, $P(-) = 11\%$ which is less than $P(-) = 17\%$ for both 4-1:+1 and 3-1:+1, 1-2:-1.

This set of tables is merely a playing aid. The players must decide which of the potential targets is a greater threat. As an example consider Russian units 931:1-L-7, 145:1-N-6, 148:1-N-6, 933:1-P-8 and German units 622:1-M-5, 185:1-M-6. Of the many possible attack plans possible, five are listed below, along with $P(X)$, $P(D)$, and $P(-)$ for each German unit.



pose that ten members apply, with AREA rankings as listed:

2150	2100	2050	2000	1950	1900
1850	1800	1750	1700		

To provide balanced play within each group, the players with italicized numbers would constitute one group, the others, the other group.

Each player is required to play every other player in his group, therefore a total of four games per player, two for each side in the game. For example, in *RUSSIAN CAMPAIGN*, you would play twice as Germans, twice as Russians, which side against which player would be determined at random.

4. The winner of a first-round tournament will be determined by one of two methods:

- One player has the best record.
- In the absence of the above, AREA ratings will break any ties.

Only one player in each group of five can advance to the second round, even if all five players have identical records. Obviously, tie-breaking games would be fairer, but would prolong an already lengthy process. Another possible tie-breaker would be speed in finishing the tournament games, but this has the disadvantage in that each player cannot completely control it. One opponent may "throw in the towel" early, while another may refuse to face the inevitable until the last turn.

5. If the number of participants in a tournament is not divisible by five, those players in excess

who have the highest AREA rankings, will receive byes, immediately qualifying for the next round of competition.

THE SECOND AND FINAL ROUND OF COMPETITION

1. The results of the first round will provide the participants for the second round. The smallest possible tournament would include ten players, with two qualifying for the second round. Should twenty-four players enroll in the first round, the top four in AREA points would get a bye, so the number for the second round would be eight.

Therefore, the number of players qualifying for the final round could be from two to eight. With no more than five participants, each one will play the others, just as in the first round. With from six to eight participants, the organization will also be as in the first round, but not every participant will play every other, in order to keep the number of games down to the already rather burdensome total of four. The match selection will be done at random.

2. The second and final round winner will be determined exactly as per the first round.

CHAMPIONSHIP PLAY

1. The winner of the second round in each category is considered the Avalon Hill champion for that game and entitled to all the benefits that office will entail. He will continue to be so considered unless:

- He resigns the championship, in which case, a new tournament for that game will be organized.
- He is removed. This could happen because of ejection from AREA, or failure to defend his title. Again, a new tournament.
- He loses.

2. To retain a championship, the champion must start at least one championship game within three months after winning his title, and after that game is concluded, he must start another game with no more than a three month interval, and so on, presuming a qualified challenger requests a game. It will be PBM, unless mutually agreed otherwise. The same rules as in tournament play will apply.

3. Challengers will be allocated games with the current champion in priority order of their AREA rating, going to the bottom of the list after their top-priority challenge is granted. The champion may always select the side he prefers to play.

4. If the challenger loses, or in case of a tie, which is also considered a loss for the challenger, he may not challenge again for two years from that date. If the champion loses, the same prescription applies.

5. The champion may play several games simultaneously, but the second would only be considered a championship game after the first has been won by the champion, and so on. If the champion should lose his title playing game "A", games "B", "C", etc., should they exist, would continue under standard AREA rules, but would not be part of championship play.

6. Although being an AREA member in good standing is a prerequisite for both tournament and championship play, once such play is under way, there is no requirement to remain in the top fifty. Also, although preference for challenge matches is given to top fifty members, if no challenger in this group exists, any AREA member may challenge, and will be considered in the order of his AREA ranking.



READER BUYER'S GUIDE

TITLE DUNE
SUBJECT Multi-Player Fantasy Game

\$15.00

DUNE is the 46th game to undergo analysis in the RBG. With a cumulative rating of 2.76 it ranks 21st, which is better than we anticipated considering the average *GENERAL* reader's disdain for fantasy games or anything other than hard core wargames.

Still, *DUNE* is a fine game and a unique one as well. The real problem may be its lack of extensive exposure. It is hoped that the lead articles in this issue will inspire some more of you to try it. Its combination of ingredients, including fate, the unpredictable nature of leaders and men, changing alliances, and the ebb and flow of the game make for an interesting, challenging, different, and totally enjoyable game.

DUNE garnered its best rating for Ease of Understanding, 1.98. Along with a good rating for Completeness of Rules, 2.43, this is an indication of the game's fine development and rulebook.

Other better than average ratings are for Physical Quality, 2.45, and Mapboard, 2.40. The rating for Components, 3.00, seems a little low and surprising in contrast to these. Some of the best artwork went into the leader counters, although this may have been overshadowed by the plain army counters. The battle wheels and player shields were put in to add a little spice to the game.

The Excitement Level rating, 2.80, is also a little lower than expected, as is the Play Balance rating of 2.75.

DUNE's worst rating is in the Realism category and once again, as was the case with *MAGIC REALM*, can be attributed to the contradiction of terms between fantasy and realism. Actually though, *DUNE* is a good recreation of the book on which it is based, and is perhaps a better simulation of its topic than most wargames are of theirs.

The Game Length of just under two hours is representative of a game that lasts at least seven turns and often games will not go that far, especially where caution is not observed by all.

1. Physical Quality 2.45
2. Mapboard 2.40
3. Components 3.00
4. Ease of Understanding 1.98
5. Completeness of Rules 2.43
6. Play Balance 2.75
7. Realism 4.20
8. Excitement Level 2.80
9. Overall Value 2.83
10. Game Length 1 hour, 59 min.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
2. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
3. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
4. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
5. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
6. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
7. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
8. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
9. CAESAR-ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
10. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
11. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
12. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
13. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
14. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
15. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
16. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	3.38	2.22	2.47	12.1
17. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
18. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
19. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
20. VICTORY-PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
21. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
22. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
23. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
24. JUTLAND	2.83	2.84	-	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
25. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
26. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
27. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
28. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
29. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
30. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
31. CRETE-MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
32. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
33. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
34. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
35. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
36. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
37. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
38. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
39. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
40. D-DAY '65	3.43	3.72	4.54	3.69	2.59	2.09	4.38	4.50	3.60	3.56	17.8
41. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
42. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
43. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
44. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
45. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
46. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

COMING UP NEXT TIME



CONTEST NO. 94

It is the start of the movement phase of an Advanced game of *DUNE*. Although it looks as if none of the four players can win this turn, one player has a guaranteed victory, no matter what the other players may do. It is up to you to determine who will win and the winning line.

All optional and advanced rules except "XVIII Longer Game" are in use. The situation is as follows. The Kwisatz Haderach has not yet appeared although the Atreides needs one more loss to reach seven casualties. The Bene Gesserit prediction does not occur this turn. The storm is currently in the Sihaya Ridge section. The following leaders have been killed: Feyd Rautha, Umman Kudu, Esmar Tuek, Soo Soo Sook, Lady Jessica, Duncan Idaho, Wanna Marcus and Lady Fenring. The Bene Gesserit have announced they're no longer in coexistence in Sietch Tabr or Habbanya Ridge Sietch. There are twelve spice in Cielago South and six spice in the Rock Outcroppings.

The Atreides player has four tokens in Carthag, four tokens in Arrakeen, four tokens in Cielago South, six tokens in the tanks and the remaining two tokens in reserve. He has two spice. His traitor is Beast Rabban. He has poison, cheap hero, snooper and shield treachery cards in his hand.

The Harkonnen player has four tokens in Tuek's Sietch, four tokens in Hagga Basin, four tokens in Sietch Tabr, two tokens in reserve and the remaining six tokens in the tanks. He has four spice. His traitors are Gurney Hallbeck, Princess Irulan, Alia and Guild Representative. He holds a shield, poison, projectile, truthtrance, cheap hero, snooper and La La La treachery cards.

The Blue Gerrit player has one token in Habbanya Ridge Sietch, four tokens in Sietch Tabr, one token in Hole in the Rock, five tokens in the Polar Sink and nine tokens in reserve. She has twenty-five spice and her traitor is Thurfir Hawat. She holds the Hajr, weather control and family atomics treachery cards.

The Guild player has seven tokens in Habbanya Ridge Sietch, eight tokens in the Imperial Basin and five tokens in reserve. He has three spice and his traitor is Thurfir Hawat. He holds a Karama, snooper, projectile and poison treachery cards.

The Atreides player is scheduled to move first followed by Harkonnen, Bene Gesserit and, finally, the Guild.

In the spaces provided, you are to name the player with the guaranteed win, plus the final locations of his men and battle plans which will give him the win. If you feel that the winning player's moves and battles may vary depending upon what the other players do, reveal the moves and battle plans against what you consider the most potent defense. Also indicate any special moves or comments in the Notes section.

Winner: _____		
MOVES	Final location	# of tokens
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____

BATTLE PLANS

	Location	Strength	Leader	Weapon	Defense	Spice
1. _____	_____	_____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____	_____	_____

Notes: _____

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- Physical Quality
- Mapboard
- Components
- Ease of Understanding
- Completeness of Rules
- Play Balance
- Realism
- Excitement Level
- Overall Value
- Game Length

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_____	_____	_____	_____	_____
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