



## DUNE: IMPERIUM - UPRISING Procedures

Before setup, all players should confirm that all components are complete and base game only. The CHOAM module shall **NOT** be used. All designated CHOAM components should be removed from the game before proceeding. Each player's starting deck should be audited, before being shuffled and cut. *Players should **NOT** draw their starting hands at this time.*

Seed the Conflict deck correctly, shuffle and cut the Intrigue deck, and then shuffle and cut the Imperium deck. Reveal the top five Imperium cards to form the Imperium row, and place the Reserve cards beside them.

**Update 6/22/26: Leader Muad'Dib may only be selected in 4-player games.**

At this time, leaders will be chosen in reverse turn order. (The player in Seat One will choose last.) After all players have chosen a leader, setup should be completed. **NOTE:** Seating has been randomly assigned, with the player in Seat One initiating play. Objective cards in use, **which should be specifically selected based on player count**, should be dealt at random, and the "first player" icon here shall be ignored.

Play should begin by revealing the conflict and each player drawing five cards. The player in Seat One will act first.

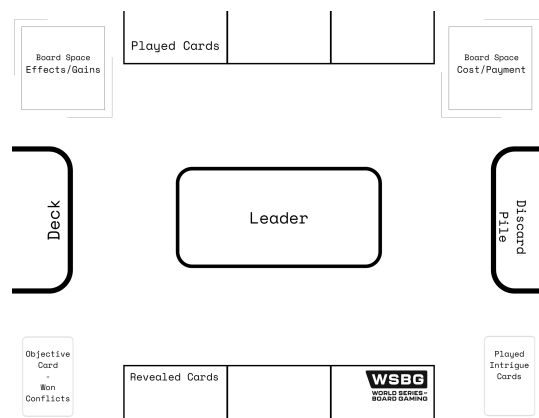
Play will proceed normally and according to the printed rules, but will also observe the following procedural requirements:

Anytime during the game that a player shuffles their own deck, they must conclude that action by handing their deck to a neighbor for an optional shuffle-and-cut.

Players **MAY** examine any discard pile, but **MAY NOT** examine a draw pile unless specifically allowed to do so by a game element.

All resources, alliance markers, and Intrigue cards must be kept on Leader Cards and in plain sight until use.

All games of Dune: Imperium - Uprising at the WSBG will use an Action Board to help players maintain a legal game state.



**IMPORTANT:** All players should work together to ensure that plays are legal and resolved correctly. **Actions taken should be deliberate and transparent.**

**AGENT TURN:**

- 1) Place the played card in the designated space on the Action Board.
- 2) Place the agent in a corresponding board space.
- 3) Place any necessary payment on the Action Board.
- 4) Place any gains on the Action Board.
- 5) Return any outgoing payments to the bank.
- 6) Complete resolution of the action.

**REVEAL TURN:**

- 1) Place all revealed cards on the Action Board.
- 2) Place any gains on the Action Board.
- 3) Resolve all effects. All players should make sure that strength has been marked accurately before moving to the Cleanup phase.

**INTRIGUE CARDS:**

At the start of the combat phase, beginning with the player in correct possession of the First Player Marker and continuing clockwise, each player with at least one unit in the Conflict may play any number of combat intrigue cards, or may pass.

**The combat track should be adjusted after each intrigue card resolves.**

A player is not required to pass because they passed earlier in the combat phase. Once all players involved in the combat pass *CONSECUTIVELY*, combat is resolved.

**COMBAT RESOLUTION:**

- 1) Combat rewards should be resolved one player at a time, starting with 1st place.
- 2) Any gains must be placed on your action board to be confirmed before being moved to supply.
- 3) Any Conflict card should be kept by the winning player.

Any intrigue card that has awarded any number of victory points should be kept face up on a players Action Board.

In the case of a tie, tiebreakers are, in order: Spice, Solari, Water, Garrisoned Troops, and highest-numbered starting seat position (Seat Four in a 4-Player game)

An Active Player card will be used to signify the end of a player turn. This card will start with the player in Seat One, who will pass it to the following player after resolving a turn.

\*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.