

Dune CCG Turn Guide

From Thunder at Twilight Rulebook

Opening Interval (All Houses simultaneously, in listed order)

Disengage Phase
Deferment Phase
Initiative Phase

House Interval (Each House by Initiative Rank, in any order)

General Operations (any number, in any order)

Petition an Assembly Card
Deploy a House Card
Place a Subdued Event
Deploy a Subdued Card
Deploy a Program
Engage a Card
Request Admission to High Council

Restricted Operations (limited number, in any order)

Deploy a Subdued Event (Limit 1 Imperium & 1 Dune)
Purchase Favor (Limit one purchase; 1 point per 2 solari, max 5 points)
CHOAM Exchange (Limit one exchange; choose either)
 Buy Spice (Max 3)
 Sell Spice (Max 3)
Initiate a Rite
 (Limit 1 Landsraad & 1 CHOAM Rite against each rival)

Closing Interval (all Houses simultaneously, in listed order)

Assembly Administration Phase

Imperial Discard
 (Any # from Assembly, MUST discard down to limit)
Imperial Draw
 (OPTIONAL draw up to Assembly limit, no reshuffle if deck empty)

Hand Administration Phase

House Discard
 (Any # from hand, MUST discard down to limit; 1 token from Nexus Events, if last token, discard Event)
House Draw
 (MUST draw up to hand limit; no draw if Favor is 0 or less; eliminated if cannot draw due to deck being empty)

Breakdown of Intervals

Opening Interval - All Houses do the following in order:

- **Disengage Phase** - May disengage cards unless prevented by effect
- **Deferment Phase** - Assign 1 deferment token to each subdued card (Assembly cards are not subdued)
- **Initiative Phase** - Has two sections:
 - **Declaration** - All Houses declare current Favor. Then, starting with House that had last Initiative rank in previous turn (first turn choose randomly among lowest favor) and going clockwise, each House can play an Initiative tactic or pass. Duration effects are resolved just before ranks are assigned. This continues until all Houses have passed in succession. Declared favor is the total of favor plus card effects, used solely for determining ranks and card effects here do not change actual current favor.
 - **Assignment** - After all effects are resolved, assign ranks. Highest declared favor=1st, second highest=2nd, etc. In event of tie, tied Houses discard top card of House deck; highest deployment cost wins rank, next highest wins next rank, etc. If deployment cost tied, keep drawing until not. Cost of X=10.

House Interval – In initiative rank order, each House performs operations. Rival Houses may play tactics in response; if simultaneously they are played in initiative order:

- **General Operations** – Can perform any number of times, in any order:
 - **Petition an Assembly Card** – Follow steps:
 - **Beginning a Petition** – Turn eligible Assembly card face up. House must have solaris in treasury equal to or greater than deployment cost of card. Card must not already be deployed by rival. Dune fief must be in play before petitioning card with Native subtype. Petitioning House enters starting bid at least equal to deployment cost; may bid higher but not more than solaris in treasury. Bid is called standing deployment cost.
 - **Petitioning Sequence** – Starting with petitioner and moving clockwise, each House exercises its “Options” of either increasing the bid or passes. House may increase only if they have enough solaris in their treasury. Increased bid becomes new standing deployment cost and House can continue to participate in the petition. If choose to pass, they lose Options and can no longer participate in the petition.
 - **Deploying Tactics** - Before declaring bid or pass, House may play one petition tactic; only time petition tactics can be played. Tactics are usually resolved immediately. If Duration Effect, keep card face-up in play; may be targeted by tactics during subsequent Options.
 - **Petition Resolution** - After all Houses pass in succession, the last House to increase the standing deployment cost wins. Any remaining tactics are resolved immediately after declaring the winner. Effects that return a card to the Assembly with no victor are considered to cancel that petition and, subject to the effect on the card, another Assembly card may be petitioned.
 - **Winner=Petitioner** – House pays full standing deployment cost in solaris to Imperial treasury, deploys the card in House domain engaged. If card shares allegiance with sponsor, may lose favor to reduce cost one-for-one. If card shares allegiance with non-adversarial Imperial Power, petitioner must also

discard one favor. If cost cannot be fully paid, petitioner must lose favor=unpaid solaris; card is still deployed in this case.

- **Winner=Rival** – Final deployment cost=standing deployment cost *minus* deployment cost on card. Rival pays this cost in solaris to Imperial treasury, and petitioner immediately turns card face down in same position it was in their Assembly. Petitioner can no longer Petition an Assembly Card for the rest of their House Interval. If Rival cannot pay final deployment cost, they must lose favor=unpaid solaris.
- **Deploy a House Card** – Pay deployment cost in solaris, deploy from hand to House Domain in disengaged (ready) position. Lose one favor if card shares allegiance with non-adversarial Imperial Power. Lose favor equal to printed deployment cost if card shares allegiance with adversarial Imperial Power. Cards with unique trait cannot be deployed if any House has same card currently deployed.
 - **Aides** – Not assigned to other cards, may have cards assigned to them. Dune fief must be in play before deploying Aide with Native subtype.
 - **Resources** – Personnel, Equipment, and Enhancements. Assigned to certain cards as stated. May not be assigned to subdued card. If it has an allegiance, must be assigned to card with same or no allegiance. Limit # means only # of that resource may be attached to an individual target card. Resources cannot be moved once assigned without a card effect, except when deploying Dune.
 - **Personnel** – Assigned to personas or holdings, number of deployed Personnel cards assigned cannot exceed command rating of target card
 - **Enhancements and Equipment** – Assigned to target card type as stated on the card.
 - **Ventures** – Deployed to governed persona that meets talent requirement and any other conditions listed. No limit to # of Ventures assigned to given persona. Does nothing until the intent to engage its target persona to produce card's effects is declared; can be done immediately after deploying, later in the turn, or on a subsequent House Interval. If persona is captured or discarded, governing House can transfer Venture to another eligible target; otherwise it is discarded.
 - **Tactics** – Deployed in reaction to something any House does. In case two or more Houses wish to deploy at the same time, do so in Initiative order. Another tactic cannot be deployed in response to the deployment of a tactic.
 - Tactics must satisfy requirements on card before being deployed.
 - Engagement Tactics deployed in response to any House engaging a card for any reason.
 - Declaration Tactics deployed in response to any House declaring intent to perform an Operation (rites, petitions, CHOAM exchanges, ventures, etc.)
 - Declaration Tactics with no subtype cannot be played during Opening or Closing Intervals.
 - Target of tactic does not need to be the persona enacting the operation nor does it need to affect the House performing the operation, e.g. House Allen deploys *Security Sweep* on House Boot's home world in response to House Cathy's declaration of intent to start a Dueling Rite against House Doge.
 - Duration Effect Tactics – remains in play until the operation it affects is resolved, and then discarded. Can be the target of other cards that discard tactics.
- **Place a Subdued Event Card** – Events are not directly deployed from hand; instead it is placed subdued for free in their governor's House domain and accrue deferment tokens normally.
- **Deploy a Subdued Card** – Applies to any subdued non-Event card that has at least one deferment token. Cannot be deployed while assigned to another subdued card.

- Pay the difference between deployment cost and # of deferment tokens assigned, deploy in disengaged (ready) position. Card is “in play”, may be engaged or targeted.
- If subdued non-Event card has # of deferment tokens=deployment cost, it must be deployed unless prohibited as above or by card effect.
- If card has non-adversarial Imperial Power allegiance, lose one favor. If card has adversarial Imperial Power allegiance, lose favor equal to printed deployment cost.
- **Deploy a Program** – Purchased at the start of the game, kept face-down under home world until deployed (see 4.1 Creating A House Profile, Starting Point)
 - Engage home world and assign to governed persona. Persona must have no allegiance or same allegiance as Program. Persona allegiance may change after Program is assigned, but if Program is subdued it cannot be redeployed while incompatibility exists. Deployment cost is X, where X=# of program tokens assigned. Subdued programs must be assigned at least one deferment token to be deployed, even if it has no program tokens.
- **Engage a Card** – Produces listed operation effect.
 - If operation describes a tactic, can only be engaged during appropriate Interval, Phase, or Rite.
 - Cards that produce effects without engaging do so even if they are already engaged.
 - **Holdings** – Many produce spice or solaris; spice is taken from spice token supply and not the Guild Hoard or anywhere else in-game, solaris are taken from Imperial Treasury.
 - **Ventures** – Do nothing when first deployed. To use, follow steps:
 - Declare intent to engage assigned persona to activate single specific Venture. Other Ventures assigned to the persona are unaffected.
 - Houses may deploy declaration tactics.
 - Engage assigned persona to activate Venture operation effects. If persona engages for any other reason, venture is not activated, remains assigned to persona, and can be activated later in the game.
 - If activate, Venture generates effects immediately. Rites initiated immediately invoke that Rite with the assigned persona as leader. Duration Effects activated last for the rest of that House Interval and resolve after the Interval ends.
 - Once effects are resolved, discard the activated Venture.
 - **Programs** – Gain program tokens each time condition on card is fulfilled. Subdued Programs do not gain additional program tokens. To use, follow steps:
 - While Program is deployed and has at least one program token, assigned persona may engage to activate Program just like a Venture.
 - After Program resolves, discard all assigned tokens and remove from play. Do not place Program in Imperial discard.
- **Request Admission to High Council** – This may trigger win condition. Can only be made by House that currently has at least 10 spice tokens in their hoard and at least 10 Imperial favor. Follow steps:
 - Declare intent to engage either a governed Ally with House’s sponsor’s allegiance or the House’s current home world. If House governs Dune, Dune is the House’s current home world and original home world cannot be engaged for this operation.
 - Houses may deploy declaration tactics.
 - Engage target Ally or home world. If Ally or home world engages for any other reason, that request is aborted. Otherwise, declared target is engaged, House’s request is accepted, and House wins the game.
- **Restricted Operations** – The following operations can be performed in any order, but only a limited number of times
 - **Deploy a Subdued Event** – Two types of Events, Imperium and Dune. Only one of each type may be deployed per House Interval. Events deployed outside of the House Interval do not

count towards limit. House must govern home world to deploy Imperium Event; must govern Dune fief to deploy Dune Event.

- When eligible Event has accrued deferment tokens equal to or greater than its deployment cost (but at least one token) it may be deployed. Discard deferment tokens and turn card face-up in current location. Solaris cannot be paid to deploy an Event.
- Once deployed, Event generates described effect immediately and must be discarded once effect is resolved. Duration Effects last through the remaining House Intervals and discarded during House Discard Phase.
- **Nexus Events** – Effects begin when deployed but resolve on a later turn. Do not remove deferment tokens when deployed. During House Discard Phase, remove one token. Discard Nexus Event when last token is removed.
- **Purchase Favor** – Increase favor one point per two solaris paid to Imperial Treasury, to maximum of five favor. May only be done once during the House Interval.
- **CHOAM Exchange** – Choose either to buy or sell spice (not both) one time during House Interval. Cards that grant additional CHOAM Exchange do not count towards this limit:
 - **Buy Spice** – Declare # of spice tokens to be bought, max 3. Houses may play Tactics. Pay solaris to Imperial Treasury=CROE. Transfer 1 spice token from Guild Hoard to House Hoard. Adjust CROE after each spice token is bought, then continue buying 1 token at a time until declared # is bought. No spice can be bought if Guild Hoard is empty. House is forced to buy declared # as long as it can with its available funds.
 - **Sell Spice** – Declare # of spice tokens to be sold, max 3. Houses may play Tactics. Transfer 1 spice token from House Hoard to Guild Hoard. Collect solaris from Imperial Treasury=CROE. Adjust CROE after each spice token is sold, then continue selling 1 token at a time until declared # is sold. CROE cannot drop below 1 by any means.
- **Initiate a Rite** – Dueling, Battle, Arbitration, and Intrigue. Dueling and Battle are Landsraad Rites, Arbitration and Intrigue are CHOAM Rites.
 - A House may only perform one Landsraad and one CHOAM Rite against each rival during their House Interval. Rites initiated by Ventures count against this limit unless the Venture states otherwise.
 - Dueling and Intrigue Rites target Personas, and use Dueling Talent and Intrigue talent respectively; Battle Rites target Fiefs, and use Battle Talent; Arbitration Rites target Charters, and use Arbitration Talent.
 - Rites are resolved in three intervals, subdivided into segments. Initiating House is Attacker, rival House is Defender. Follow steps:
 - **Initiation Interval** – All Rites are initiated by personas or card effects:
 - **Attacker Declaration** – Acting House states the Rite they're initiating and declares disengaged governed persona possessing required Rite Talent of at least 0 to be attack leader. If Rite is initiated by card effect, persona to be engaged to activate card effect is leader.
 - Declare any Personnel assigned to attack leader as additional participants if desired. Personnel must meet same Rite requirements as leader.
 - **Direct** – Attack leader with Direct allows additional personas to be declared as participants. Additional personas must have total command rank less than Direct persona command rank. These additional personas must be disengaged and possess either same allegiance as the leader or no allegiance. Eligible personnel assigned to these additional personas may be included as participants.
 - Name rival's card as target of Rite. Rite must target correct type of target governed by rival House, and target cannot share same

allegiance as Rite leader. Target does not need to be disengaged, nor have the same talent.

- Starting with Defender and moving clockwise, Houses may deploy a Declaration Tactic. Continue until no one wants to deploy any more Tactics. Attacker and Defender can only deploy Declaration Tactics specific to the Rite. Other Houses may deploy non-specific Declaration Tactics during this segment only. Discard Tactics as they are resolved. Duration Effects Tactics remain assigned until end of Rite and may be targeted by other Tactics.
- **Attacker Engagement** – Attacker engages all declared attack participants. If the leader cannot engage for any reason, abort the Rite. Aborted Rites do not count toward limit of Rites performed in the House Interval.
 - Starting with Defender, the two Houses involved alternate deploying Engagement Tactics. Discard Tactics as they are resolved. Duration Effects Tactics remain assigned until end of Rite and may be targeted by other Tactics.
- **Defender Declaration** – Defender declares target of Rite as defense leader; may be persona, charter, or fief.
 - **Counter** – Counter operations allow Defender to change target of Rite to persona Countering. Countering persona becomes defense leader regardless of eligibility. Persona must be disengaged and have either different allegiance from attack leader or no allegiance. A persona targeted by a rite cannot Counter.
 - Declare any personnel assigned to defense leader as additional participants if desired. Personnel must possess talent appropriate to the Rite. Non-participating personnel are not affected by results of Rite.
 - **Direct** – Defense leader with Direct allows additional personas to be declared as participants in the same fashion as an attack leader with Direct.
 - Starting with Attacker, the two Houses involved alternate deploying Declaration Tactics. Discard Tactics as they are resolved. Duration Effects Tactics remain assigned until end of Rite and may be targeted by other Tactics.
- **Defender Engagement** – Defender may engage defense leader. If already engaged, Rite proceeds normally.
 - If Defender chooses not to engage defense leader, they generate no force and still receive force as normal during resolution. Any additional participants declared are no longer considered participants and cannot engage.
 - Starting with Attacker, the two Houses involved alternate deploying Engagement Tactics. Discard Tactics as they are resolved. Duration Effects Tactics remain assigned until end of Rite and may be targeted by other Tactics.
- **Assessment Interval** – Begins after all participants and Tactics are engaged/deployed. No further Tactics deployed until after end of Rite:
 - **Force Calculation** – Both houses declare force total. Force total=required talent ranks of each participant + modifiers from Tactics or special operations. If participating card doesn't have required talent,

it applies no force. Personnel not engaged to participate have no effect and add no force during Force Distribution.

- **Force Distribution** – First Attacker, then Defender distributes their force total among participating targets in the opposing group. Force cannot be distributed to cards with assigned participants unless assigned participants receive enough force to be vanquished. Force may not be distributed to Directing leader unless all other participants in its group receive enough force to be vanquished. Personnel that did not participate in the Rite have no effect on the Rite and do not need to be vanquished before the card they're assigned to can be vanquished. If a card defends in a Rite for which it is not an eligible target, it still receives force normally and may be vanquished.
- **Resolution Interval** – Resolve applied force simultaneously.
 - Card is vanquished if the force applied equals or exceeds its total Resistance. Vanquished cards are immediately subdued. Ignore force applied to a participant that is less than its resistance.
 - **Surprise** – Any participant with Surprise can distribute and resolve its force against opposing participants first. Participants vanquished by this force cannot add force to their group's force total. If both Houses use Surprise, lowest initiative rank (highest declared favor) resolves Surprise force first.
 - **Capture** – Allows House to take control of target participant, becoming its governor. Personas with Capture can do so only if they are neither vanquished nor discarded during Rite, or if Capture is described as a Tactic that takes effect before Rite resolution. Home worlds and Dune are immune.
 - To resolve Capture, transfer target to captor's House domain. If Personnel, Equipment, or Enhancement, subdue it and assign to persona or holding in new House domain. If target has adversarial allegiance, subdue it regardless. Otherwise, target retains current status. Capturing persona allied to another Imperial Power has no impact on House's adversaries.
 - If target has any assigned Enhancements or tokens, they remain assigned. Assigned spice and deferment tokens on captured subdued cards remain assigned. Assigned Personnel, Equipment, and Program cards on target remain with former governor; they must immediately transfer them to eligible targets. If no eligible targets, they are discarded; Programs are removed from play.
 - Cards that allow Capture as Duration Effect means the card stays until it produces its effect. It does not limit the length of the Capture effect, which is permanent until Captured back.
 - **Discard** – Causes a participant vanquished during a Rite to be removed from play. Target is discarded to owner's appropriate discard pile. If target had assigned Enhancements or tokens, they are discarded. Personnel and Equipment must be transferred to eligible targets immediately. If no eligible targets, they are discarded. Home worlds and Dune are immune.
 - **Consequences** – Attacking House gains reward if original target was vanquished, regardless if attack leader was also vanquished. If Countering target was subdued, no bonus is awarded.

- **Landsraad Rite** – Attacking House may either increase their favor or decrease defending House favor by amount equal to total # of defense participants vanquished during Rite.
- **CHOAM Rite** – Attacking House may either add solaris to its treasury or force defending House to discard solaris from its treasury equal to twice the total # of defense participants vanquished. Defender cannot pay more than what they have in their treasury.

Closing Interval – All Houses do the following in order simultaneously:

- **Assembly Administration Phase:**
 - **Imperial Discard** – Each House discards any number of unwanted Assembly cards.
 - If Assembly contains more cards than its limit, must discard excess. House's Assembly limit is 3 unless modified by other card effects in play.
 - Discards are placed face-up. Discard piles are public knowledge and may be examined by any House at any time, so long as the order of the cards is maintained.
 - **Imperial Draw** – Each House draws cards from its Imperial deck and places them face-down in their Assembly.
 - May only draw cards up to the Assembly limit.
 - Drawing cards is optional. No penalty if cards run out while drawing; do not shuffle discard pile into new draw pile.
- **Hand Administration Phase:**
 - **House Discard** – Each House may discard any number of cards from its hand. Discard one deferment token from Nexus Events in play; when last token is removed, discard the Event.
 - If House holds more cards than its hand limit, must discard down to hand limit. Hand limit is 7 unless modified by other card effects in play.
 - All discards are placed face-up. Discard piles are public knowledge and may be examined by any House at any time, so long as the order of the cards is maintained.
 - **House Draw** – Each House must draw cards from their House deck up to its hand limit.
 - Houses with favor of 0 or less may not draw cards.
 - If a House cannot fill its hand to the hand limit due to lack of cards remaining in deck, they are eliminated from the game. Remove all of their cards and tokens from play. If a rival governs cards owned by an eliminated House, discard them as if discarded during a Rite.
 - A House entering the Closing Interval with enough cards in hand to satisfy their hand limit can continue playing regardless of its favor or lack of cards in House deck, but only if they choose not to discard below their hand limit.

Return to Opening Interval and repeat until someone wins!