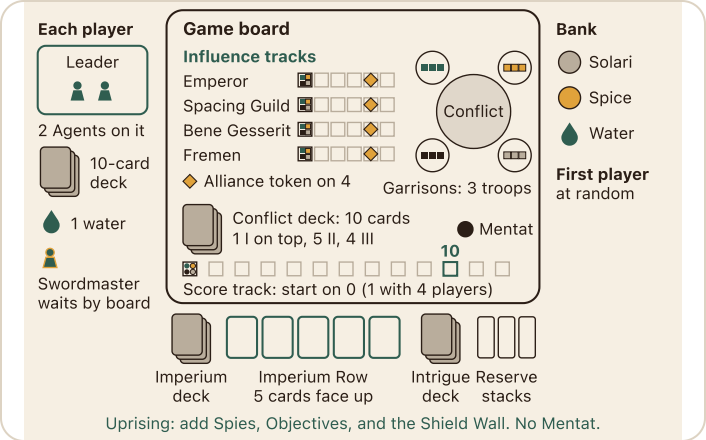
THE LUDARIUM · TEACH SHEET

Teach Dune: Imperium and Dune: Imperium Uprising in ten minutes

1 to 4 (Uprising: 1 to 6) players · 60 to 120 minutes · Ages 14 and up (Uprising: 13 and up)

The goal: Earn Victory Points through Conflicts, Influence, and Alliances; the game ends at the end of the round someone reaches 10.



On your turn

1. Round start: reveal a Conflict card, then everyone draws 5 cards.
2. Agent turn: play a card and send an Agent to an empty space with a matching icon.
3. Pay the space's cost, then use its effect and the card's Agent box.
4. Combat space: deploy troops recruited this turn plus up to 2 from your garrison.
5. Reveal turn: reveal your hand, use the Reveal boxes, spend Persuasion on new cards.
6. Strength: 2 per troop in the Conflict, 1 per sword. Uprising sandworms add 3.
7. Combat: play Combat Intrigue cards, then pay rewards by strength.
8. Makers: 1 spice on each empty Maker space. Recall Agents and pass first player.

Three tips for your first game

1. Buy cards for their Agent icons as well as their effects.
2. Deploy late when you can: the last player to commit knows the most.
3. Watch the Alliance races; one step on a track can swing two points.

Setup

1. Conflict deck: 4 Conflict III on the bottom, 5 Conflict II, then 1 Conflict I on top.
2. Deal 5 Imperium cards face up as the Imperium Row. Set out the Reserve and Intrigue decks.
3. Each player takes a Leader, a shuffled 10-card starting deck, and 1 water.
4. Put 2 Agents on your Leader and your Swordmaster beside the board.
5. Put 3 troops in your garrison and a cube at the bottom of each Influence track.
6. Score marker on 0, or on 1 in a four-player game. Choose a first player at random.
7. Uprising: also take 3 Spies and an Objective card. There is no Mentat.

Scoring

- 2 Influence with a Faction: 1 Victory Point. Drop below 2 and you lose it.
- First to 4 Influence takes that Alliance token and its point, until someone passes them.
- Conflicts: top reward to the strongest, second to the next. Third reward at 4 or 6 players.
- Ties: tied for first take the second reward; tied for second take the third.
- The Spice Must Flow: 1 Victory Point the moment you acquire it.
- Uprising: a sandworm in the Conflict doubles your rewards.
- Uprising: two matching battle icons score 1 Victory Point.

Game end: At the end of a round, if anyone has 10 or more Victory Points or the Conflict deck is empty, play Endgame Intrigue cards. Most points wins; ties go to spice, then Solari, water, and garrisoned troops.

Free course: theludarium.com/academy/dune-imperium/

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