

Over the Next Dune

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Early World War II, in northern Africa. Your squad was responsible for holding the lines as Allied forces regrouped for a counter-attack. Now it's time to rejoin the Allied army. Unfortunately, the Axis arrived in greater numbers than expected, and your squad has been caught behind enemy lines.

Your mission now is to get your squad to safety. Under cover of night, each of your soldiers must help the others evade Axis patrols and reach friendly lines. Be warned, however: the sun will come up soon, and to be caught in the light means certain capture—or worse!

I. Introduction and Goal

Over the Next Dune is a game of stealth, teamwork, and puzzle-solving. Your objective is to get every member of your squad off the “top” of the map by the end of the 10th turn. If you do, the player(s) win. If even one member of the squad is caught before escaping, or if anyone is still on the battlefield when the sun rises at the end of the 10th turn, the player(s) lose.

The game can be played cooperatively, with each player playing a single soldier, or by a single player who moves for the entire squad. If you are playing solo, just replace each reference in these rules to a *player* with a reference to a *player token*.

II. Assembly

1. Print out the battlefield. Cut out the grids and put them together so that the colors match:

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2. Print out the six searchers and cut them out.
3. Print out the six pieces of terrain and cut them out.
4. Print out the sixty searcher movement cards and cut them out. If you want, put them in card sleeves (readily available from any hobby game store), using a suitably-sized card to give them stiffness and make them easier to shuffle.
5. Print out the five player tokens and cut them out. (Realistically, you don't need to make player tokens—any item you have in the house that will fit in a 1" x 1" square will do. I use small plastic army men, but beads and coins also work well).
6. Print out the turn track and the turn marker and cut them out. (Again, you can forego this step and just track turns with anything that is ready to hand.)

You will also need some dice, optimally two six-sided dice of different colors, an eight-sided die, a twelve-sided die, and a twenty-sided die. The larger dice are also available at

hobby game stores. Alternatively, there are any number of websites and apps that will imitate dice by generating random numbers.

With the steps above completed, you're ready to play!

III. Setup

1. Put the battlefield down and have the players gather at the "bottom," the side without any colors. Put the searcher movement cards and the turn tracker where they will be conveniently accessible. Put the turn marker on the "1" space on the turn track.
2. Randomly choose a piece of terrain (they are numbered so that you can roll a die to do this). Then, roll two six-sided dice to find out where to place the terrain on the battlefield. One is the row and the other the column in the first shaded area where the center of the terrain piece (denoted by the yellow box) should be placed. Be sure to place the terrain so that the arrow points "up," away from the players. It is OK for a terrain piece to extend into another shaded area, or even off the battlefield.
3. Continue randomly choosing terrain pieces and placing them in the shaded areas, putting a terrain piece in each one left to right and top to bottom. It is OK for a terrain piece to overlap with another terrain piece.
4. Place the player tokens on the five marked spaces.
5. For each searcher, roll three dice: a twelve-sided die, a twenty-sided die, and an eight-sided die. The twelve-sided die determines which row the searcher will begin in (counting from the top, as per the numbers on the left side of the battlefield). The twenty-sided die determines which column the searcher will begin in (counting from the left, as per the numbers across the top of the battlefield). Reroll any 1s or 20s until you get a different number. Place the searcher so that the middle of the searcher's token is on the indicated space. It is OK for searchers to overlap with each other and with terrain.

The eight-sided die determines which direction the searcher is initially facing. Place the searcher so that the arrow is pointing up, down, left, right, or on a diagonal, as follows:

4	5	6
3		7
2	1	8

Setup is complete. You're ready to start evading patrols and heading for safety!

IV. Play

Each turn is divided into two parts: the *search phase* and the *sneak phase*.

A. Search Phase

During each search phase, do the following:

1. Move the turn marker one space up the turn track.
2. Starting with the first searcher, flip over a searcher movement card. Move the searcher six spaces according to what you flipped over:
 - a. If the card shows a straight arrow, the searcher moves six spaces in the direction it is currently facing.
 - b. If the card shows an arrow turning to the left, the searcher moves six spaces in a direction 45 degrees to the left of its current facing. (For example, if the searcher was facing in direction 5 above, it would move six spaces as if it was facing in direction 4.) The searcher keeps its original orientation.
 - c. If the card shows an arrow turning to the right, the searcher moves six spaces in a direction 45 degrees to the right of its current facing. (For example, if the searcher was facing in direction 5 above, it would move six spaces as if it was facing in direction 6.) The searcher keeps its original orientation.
 - d. The searcher moves freely across terrain. If the searcher tries to move beyond the edge of the battlefield, the searcher “bounces off” at the same angle. Thus, if the searcher hits the edge of the battlefield at a 45 degree angle it will continue moving at a 45 degree angle from the edge of the battlefield (a 90-degree turn); if the searcher hits the edge of the battlefield head-on (a 90-degree angle) it reverses direction and keeps going. When the searcher is done moving reorient it so that it is facing in the direction it is now moving.

Examples:

- a. A searcher moving in direction 8, above, hits the edge of the battlefield after moving 3 spaces. It moves 3 more spaces in direction 2, and then reorients so that it is facing in direction 2.
 - b. A searcher moving in direction 5, above, hits the edge of the battlefield after moving 3 spaces. It moves 3 more spaces in direction 1, and then reorients so that it is facing in direction 1.
 - e. If the searcher moves at a 45 degree angle into a corner of the battlefield, it reverses direction to move back out. When the searcher is done moving reorient it so that it is facing in the direction it is now moving.
3. Repeat step 2 for each searcher.

B. Sneak Phase

When all of the searchers have moved, the sneak phase begins. During the sneak phase, do the following:

1. Decide which player will move. In general, players may move in any order they choose (subject to the player communication rules below). If there is a disagreement as to who should move next, the player farthest from searchers moves. If there is a tie,

- the player closest to the top of the battlefield moves. If there is still a tie, decide randomly.
2. The moving player may move up to 5 spaces. Players may make any combination of vertical, horizontal, and diagonal moves they like, may backtrack, and may even choose not to move at all. Players must stay on the battlefield, with the exception that they can move off the top of the map (which represents them reaching friendly lines). In addition, players can never move into a space occupied by a searcher.
 3. Repeat steps 1 and 2 until all players have moved.
 4. When all players have moved, move the turn marker one space up the turn track.

V. Terrain

Whenever a player enters a space covered by terrain, he or she must forfeit an additional space of movement. If the player cannot do so, he or she cannot enter that space.

The searchers ignore terrain entirely.

VI. Winning and Losing

The players win immediately when the last player on the battlefield reaches friendly lines by moving off the top of the battlefield.

The players lose if:

1. Any player is caught by a searcher, represented by a searcher covering the player's token.
2. The sun comes up and reveals the players still on the battlefield, represented by the turn marker moving past the "10" space on the turn track.

VII. Tricking the Searchers, Tracking the Players

Although the players cannot attack the searchers—doing so would reveal their location immediately—the players can help their squad mates by attracting the searchers' attention, causing them to move to a place that is more advantageous to the players.

A tip: *The battlefield is not large, and the searchers move faster than the players. Players will often be in situations where they cannot escape a searcher by themselves. Tricking the searchers is vital. Keep an eye out for opportunities to help your squad mates!*

If a player is immediately adjacent to a searcher at any point during his or her movement, the searcher notices something. Whenever the player moves for the remainder of his or her turn, the searcher will follow the player. When such a player moves to a new space, move the searcher as well so that the player is in the same relative position.

The searcher will follow the player throughout his or her movement. However, if another player moves adjacent to the searcher then the searcher will follow the other player, potentially away from the first player.

Searchers will only follow players in this manner during the sneak phase. During the search phase the searchers will move past adjacent players without being affected. (Conceptually, if the searcher does not find anyone while moving after a player during the sneak phase the searcher decides that “it was nothing” and keeps moving.)

***Another tip:** This movement by the searchers is not optional. As a result, a player adjacent to a searcher and directly in the searcher’s path cannot escape that searcher on his or her own. Be especially watchful for these players who need help!*

VIII. Player Communication

In general, players may not communicate with each other about the game. (Conceptually, the players are sneaking through the night with Axis soldiers nearby; they cannot have conversations!) Of course, it is perfectly permissible to ask another player to pass the chips or to flip the next searcher movement card. The only thing the players cannot do is discuss strategy.

The one exception is that players may talk at the beginning of the sneak phase about when they would like to move. In doing so, the players may say only when they want to move (e.g., “I want to move first,” “I want to move after Jen”). Players may not say why.

By moonlight you can see your watch just well enough to know that it will be dawn soon. You can hear the Axis patrols in their trucks, but you can also hear the call of Allied sentries. Safety is just over the next dune