

DUNE PLAYER SHIELDS



At start:

10 tokens
in
Arrakeen,
10 in reserve.
10 Spice.

Revivals: 2 tokens for
free, 1 for 2 Spice.

Basic Powers

Spy Network*: look at current
Treachery card up for bid.

Foresight*: look at next Spice
card at start of Movement
round.

Prescience*: force your
opponent in battle to reveal 1
element: number dialed, leader,
weapon, or defense. If element is
absent you can't reuse ability.

Your allies may also use Prescience



ATREIDES



against their opponents.

If Voice is used in same battle, Prescience must
be used after Voice.

Advanced Powers

Kwisatz Haderach*: place marker on Kwisatz
Haderach card on "o" space. Whenever you lose
tokens in battle, move the marker number of
spaces equal to the number of your tokens lost.

Right after marker reaches "7" you may use
Kwisatz Haderach disk in any your battle. Kwisatz
Haderach may be used only with one of your
leaders and only once per turn. KH adds **2 strength**
to that leader, and that leader **can not turn traitor**.

Paul Muad'dib may not be used in battle in the same
turn when Kwisatz Haderach used.

If leader is killed KH bonus is lost for that battle.

Kwisatz Haderach in itself may be destroyed (and sent
to tanks) only after Lasgun/Shield explosion, in this
case Paul Muad'dib is automatically killed.

Kwisatz
Haderach
may be
revived as
leader at
cost of 2 Spice,
and it doesn't affect
on Atreides leaders revival
order.

See Future: play Karama card
to look at any player's entire
battle plan. Player may not
change this battle plan, and you
may inform others about this
battle plan if you wish.

See Without Eyes: Your Main
Leader is immune to the effects
of the Stone Burner card.

*. this ability is lost if main leader
(Paul Muad'dib) is in the tanks.



BENE GESSERIT

At start:

1 token in
Polar Sink, 19
in reserve.
5 Spice.

Revivals: 1 token for
free, 2 for 2 Spice.

Basic Powers

Prediction: at game start, when
factions are chosen, but no pieces
placed on board, secretly write a
faction and game turn when this
faction you think may win. If your
prediction became true, reveal your
note, you win alone instead.

You can not predict victory for
Fremen or Guild on last game turn.

Spiritual Advisers: whenever
another player ships tokens, you may
ship 1 token for free into Polar Sink.

The Voice: force your opponent in



BENE GESSERIT



battle to play or not to play treachery cards of
certain type (Weapon-Projectile, Defense-Poison,
etc.). You may not Voice “Special” or “Weapon-
Special” cards. Your allies may also use Voice
against their opponents in battle.

Advanced Powers

Political Manipulation: you may use any Wortless
card as Karama card.

Combat Advisers*: you may choose to ship your
Spiritual Advisers into the same territory, as player
you are accompanying (instead of Polar Sink).

Piety*: always receive 2 Spice at start of Bidding round
whether you have Spice or not.

Co-Existence*: you tokens may exist on Dune in 2
states: normal and Co-Existence. On each territory all
your tokens can be either in C-E or not.

Tokens in C-E do not block shipment or movement for
other players, can not fight or be involved in combat, can
not control Strongholds or prevent other players from
controlling them, can not collect Spice.

C-E tokens may be destroyed by Storm, Worms and

nuclear
explosions.
C-E tokens
may use
Ornithopters
if this bonus
gained with normal
tokens.

Mark Co-Existence on territory
with marker, or flip tokens. You
may change state of your tokens
at start of Movement round,
before anyone moves. You may
also turn to C-E state whenever
movement causes your tokens
share territory with another faction.
There are no other opportunities to
change state. You can't cancel C-E
while in Stronghold with tokens of 2
other factions.

* this ability is lost if your main leader
(mother Mohiam) is in the tanks.





EMPEROR



At start:

20 tokens
in reserve.
10 Spice.

Revivals: 1 token
for free, 2 for 2 Spice.

Basic Powers

Great Wealth*: you may transfer Spice to or from your allies at any time in the turn and do not have to wait for the Collections Round to do so.

This does not allow you to pay part of or all of their costs directly, nor to reduce any costs in some way.

Golden Lion Throne*:

Whenever all other players pay for Spice for a Treachery Card, they pay it directly and immediately to you instead of to the Spice Bank.

This even applies if you gave them the Spice in the first place. This does not allow you to discount the cost of Treachery Card purchases directly however, which must be paid for in full.

Advanced Powers

Combat Medics: You may play a Karama Card at any time to revive up to 3 of your tokens or 1 of your leaders for free.

These pieces go directly to your reserves and do not count against your per-turn limits on Revivals, including those for Sardaukar.

Elite Legion*: Your five specially marked Sardaukar tokens have a combat strength of 2.

Sardaukars have strength of 1 in battles against Fremen.

They are treated as one Token in Revival. Only one Sardaukar Token can be revived per turn.

If you lose your Main Leader, all Sardaukar in your reserve immediately go to the tanks.

*- this ability is lost if your main leader (Emperor Shaddam IV) is in the tanks.



At start:

10 tokens
distribute
between
Sietch Tabr,
False Wall South and
False Wall West ; 10 tokens
in reserve. 3 Spice.

Revivals: 3 tokens for free*.

Basic Powers

Desert Creatures: you tokens
may move up to 2 territories in
Movement round.

Native: your tokens arrive from
southern part of Dune, not from
off-planet as other factions. Thus
you do not pay for shipment.
During Shipment round you may
bring any or all of your reserves
onto any territory within two



FREMEN



territories of and including the Great Flat. This is
not count as "movement" from Great Flat.

Sandriders : when Worm appears in territory with
your tokens, your tokens aren't devoured, and
after end of Nexus you may move these tokens
to any other territory. Your allies also may not be
devoured by Worm.

Liet's Plan : If no player has won by the end of the
last turn and if you (or no one) occupy Sietch Tabr
and Habbanya Ridge Sietch and neither Harkonnen,
Atrides nor Emperor occupies Tuek's Sietch, you
automatically win with your allies.

Advanced Powers

Taste the Air: any time look at the next Storm card.

Bless the Maker : in each Spice Blow round you may
select territory where Worm appears for each Worm
card drawn except first.

It can be any territory including Stronghold, but only
tokens in Desert may be devoured. You may then use

your
Sandriders
ability.

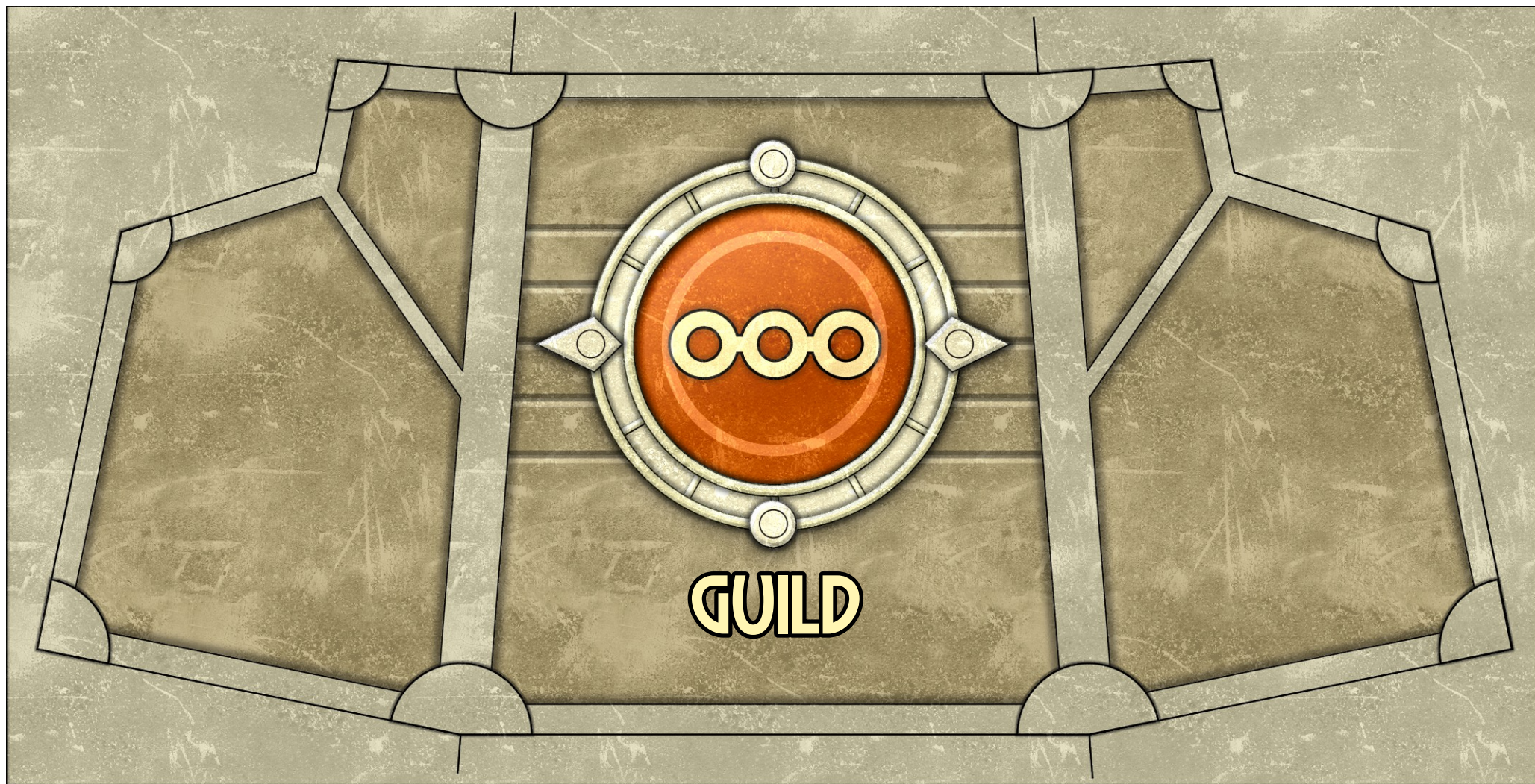
Sandcraft :

you may lose
only half of your
tokens if covered by
Storm. You also may "ship"
into Storm, lose half of your
tokens if you do.

Thumpers: play Karama in Spice
Blow round or in your Movement
turn to cause a Worm to appear
in any territory. This doesn't start
Nexus, and you may use Sandriders

Fedaykins*: your 3 special tokens
have a strength of 2 in battle. Only
1 Fedaykin can be revived per turn.

*- this ability is lost if your main
leader (Liet Kynes) is in the tanks.



At start:

5 tokens in Tuek's Sietch, 15 in reserve. 5 Spice. **Revivals:** 1 token for free, 2 for 2 Spice.

Basic Powers

Masters of Ships*: during Shipment you and your allies may select 1 of 3 shipment options:

1. Standard - from reserves onto planet.
2. From any territory to any other territory, any number of tokens.
3. From any territory back to reserves, any number of tokens.



GUILD



Privileged*: you, and your allies pay only half the fee when Shipping tokens. Round any fractions up.

Monopoly: other players pay for their shipment to you, not to the Bank. You may help any player to pay for shipment with your Spice (but you can't discount any shipment prices).

Fremens do not pay for shipment unless they use options 2-3 of your Masters of Ships ability.

(standard shipment costs: 1 Spice/token into Stronghold, 2 Spice/token into other territory)

The Spice Must Flow: If no other faction or alliance win the game by the end of the final turn (by capturing Strongholds or with faction special ability), you and your allies have prevented control of Dune and automatically win the game.

Advanced Powers

Control Shipping : play Karama card during another player's shipment to prevent that player from shipping

tokens. This ability has no effect on Fremens.

See Danger*: in Movement round you may ship and move your tokens before or after any player, ignoring current dot order.

You do not have to reveal when you intend to take your turn until the moment you wish to take it, but you may not interrupt another player's turn. In Battle and Collection rounds you act in normal order.

*- this ability is lost if your main leader (Edric) is in the tanks.



HARKONNEN

At start:

10 tokens
in Carthag,
10 in
reserve.

Revivals: 2 tokens for
free, 1 for 2 Spice.

Basic Powers

Many Secrets*: at start of the
game you keep all 4 traitor cards
you received.

Master of Lies: Your hand limit
for treachery cards is 8 instead of
4.

Take Advantage: If your ally's
opponent in a battle reveals a
leader whose Traitor card you
hold, you may choose to reveal



HARKONNEN



that leader as a traitor even though you are not
directly involved in the battle.

Duplicitous*: every time you buy or are
instructed to draw a treachery card, you may
take one extra treachery card fo free. Atrides
may not look at this card.

Advanced Powers

Opportunistic: play Karama card at any time to
take any number of treachery cards from any other
player.

Look at these cards, and put them aside. Return
equal number of cards from your hand to that
player. Only now may you add the stolen cards to
your hand.

A Subtle Poison*: every time you win a battle you
may secretly select one leader from loser.

You may place the leader into the 'tanks' and gain 2
Spice; or use the leader once in a battle after which

you
return the
leader to
the original
owner.

If all your own
leaders are in the
'tanks', you must return all
captured leaders to their
original owners.

Captured leader will automati-
cally turn traitor if used against
original owner.

*-this ability is lost if your main
leader (Baron Vladimir
Harkonnen) is in the tanks.