

ATREDIES

At Start: 10 Tokens in Arrakeen and 10 in reserve (off-planet).

Start with 10 spice.

Free Revival: 2 tokens.

Advantages: You have limited prescience.



- During the bidding round, you may look at each treachery card as it comes up for purchase before any player bids on it.
- At the start of the movement round, you may look at the top card of the spice deck.
- During the battle round, you may force your opponent to show you your choice of one of the four elements he will use in his battle plan with you; the leader, the weapon, the defense, or the number dialed. If your opponent show you that he is not playing a weapon or defense, you may not ask to see another element of the plan.
- (optional) Any turn after losing a total of at least 7 tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or cheap hero(ine) per turn. If the leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a laser gun-shield explosion. A leader accompanied by Kwisatz Haderach cannot turn traitor. If killed Kwisatz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival.

Karama Card: May use to secretly look at the entire Battle Plan of any Faction. This commits the Battle Plan. The Atreides may modify their Battle Plan before committing.

Alliance: You may assist your allies by forcing their opponents to show them one element of their battle plan.

BENE GESSERIT

At Start: 1 token in the Polar Sink and 19 tokens in reserve (off-planet).

Start with 5 spice.

Free Revival: 1 token.

Advantages: You are adept in the ways of mind control.

- At the start of the game (before traitors are picked) you write down the name of one other player and the turn in which you think he will win (you can't predict the automatic Guild or Fremen victory at the end of play). If that player wins (alone or as an ally, even your own) when you have predicted, you reveal the prediction and you alone have won. You can win normally of course.
- Whenever any other player ships tokens onto Dune from off-planet, you may ship free 1 token from your reserves (spiritual advisors) into the Polar Sink. You may also ship normally of course.
- You may 'voice' your opponent to do as you wish with respect to one of the cards he plays in his battle plan, i.e., to play or not to play a projectile, shield, poison, snooper, lasergun, or worthless card. You cannot voice a cheap hero(ine) card. If he cannot comply with your command, he may do as he wishes.
- (optional) You have the power to coexist. (See rule book)

Karama Card: May use any worthless card as a Karama Card.

Alliance: In an alliance you may 'voice' an ally's opponent.



EMPEROR

At Start: 20 tokens in reserve (off-planet).

Start with 10 spice.

Free Revival: 1 token.

Advantages: You have access to great wealth.



- Whenever any other player pays for spice for a treachery card, he pays it to you instead of the spice bank.
- (optional) Your five starred tokens (elite Sadaurkar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremmen. Your starred tokens are worth just one token against Fremmen. They are treated as one token in revival. Only one starred token can be revived per turn.

Karama Card: May use at any time to revive up to three of their Tokens or one Leader at no cost.

Alliance: You may give spice to your allies to purchase treachery cards, to revive tokens, and to make shipments. Their payment for any treachery card, even with your own spice, comes right back to you.

FREMEN

At Start: 10 tokens distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 tokens in reserve (on the far side of Dune).

Start with 3 spice.

Free Revival: 3 tokens.

Advantages: You are native to Dune and know its ways.

- You may move your token group two territories instead of one.
- You may bring any or all of your reserves onto any territory within two territories of an including the Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any other way than this.
- If a worm appears in a territory where you have tokens, they are not devoured but, immediately upon conclusion of the nexus, may move to any one territory on the board (subject to storm and occupancy rules).
- If no player has won by the end of the last turn and if you (or no one) occupies Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides, nor Emperor occupies Tuek's Sietch, you have prevented interference with your plans to alter Dune and win.
- (optional) You select and may look at next turn's storm movement marker (used only with optional rule XIV).
- (optional) During spice blow, all additional worms which appear after the first worm can be placed by you in any territory you wish. They cannot devour tokens if not in a desert territory.
- (optional) If caught in a storm, only half of your tokens are killed (rounded up). You may bring your reserves into a storm at half loss.

Karama Card: Use at any time to call worm to any territory. All tokens & spice in sand territories are consumed. Does not initiate Nexus.

Alliance: Your allies are not devoured by worms. They win with you if you win at the end of the last turn.



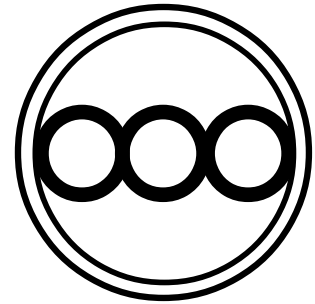
GUILD

At Start: 5 tokens in Tuek's Sietch and 15 tokens in reserve (off-planet).

Start with 5 spice.

Free Revival: 1 token.

Advantages: You control all shipments on and off Dune.



- You are capable of making one of three possible types of shipments each turn. You may ship normally from off-planet reserves to Dune; or you may ship any number of tokens from one territory to any other territory on the board; or you may ship any number of tokens from any one territory back to your reserves.
- You need pay only half the fee when shipping your tokens. The cost for shipping your reserves in one spice for every two tokens shipped or fraction thereof.
- When any other player ships tokens onto Dune from their reserves, he pays the spice to you instead of to the spice bank.
- If no player has been able to win by the end of the play, you have prevented control of Dune and automatically win the game.
- (optional) You are not required to take your move when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

Karama Card: May use to stop an off-planet shipment (thus not Fremmen) at any time before movement is declared.

Alliance: Allies may use the same types of shipments and at the same cost as you. They may win with you if no one else wins.

HARKONNEN

At Start: 10 tokens in Carthag and 10 tokens in reserve (off-planet).

Start with 10 spice.

Free Revival: 2 tokens.

Advantages: You excel in treachery.

- At the start of the game you write down the name of all leaders belonging to other players which you draw.
- You may hold up to 8 treachery cards. At first you are dealt 2 cards instead of 1, and every time you buy a card you get an extra free from the deck.
- (optional) Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the thanks for 2 spice, or use the leader once in a battle after which you must return him to the original owner. If you all your own leaders have been killed, you must return all captured leaders immediately to their original owners. Killed captured leaders are put in the tanks from which the original owners can revive them (subject to revival rules). A captured leader is automatically in the pay of the original owner.

Karama Card: May use at any time to declare and steal any number of Treachery cards randomly from the hand of another Faction (not from a Battle Plan). After looking at the stolen cards they are placed to one side and the Harkonnen Factions gives an identical number of cards back to the target Faction from their hand.

Alliance: Leaders in your pay may also betray your allies opponents.

