



FREMEN

AT START: 10 troops in reserves, 10 distributed between Sietch Tabr, False Wall South, False Wall West.

REVIVAL: 3 troop free revival. Start with 3 spice.

ADVANTAGES

You are native to Dune and know its ways.

RALLYING: Your reserves are on-planet. You can deploy for free within 2 territories of the greater flat. You can not ship normally.

NATIVE MOVEMENT*: Your troops can move 2 territories per move action.

WORM RIDING: Shai-Hulud does not devour your troops; Instead troops co-located with Shai-Hulud can move to any other territory.

If more than one Shai-Hulud appear during the Spice Blow phase you may choose where the additional worms appear.

THUMPERS*: You start the game with two thumper-tokens.

During the spice blow phase you may discard one token to summon a riding worm in any sand territory (*or the polar sink*) where you have troops.

Riding worms don't cause a nexus and cannot eat troops; They always count as the first worm to appear in the phase (*so you can move other worms with thumpers using your **WORM RIDING** advantage*).

HALF STORM LOSSES*: If your troops are caught in storm only half of them are killed (*all fractions rounded up*). You may ship and move into/through storm by taking half losses.

FEDAYKIN*: Your three starred troops are double combat strength. Only one Fedaykin may be revived per turn.

FREE SPICE DIALING*: Your troops do not require spice to count at their full strength.

FANATICAL TACTICS*: During combat (*step 3.1*) you may publicly announce you are playing a weapon and /or defense Treachery Card from your hand.

These cards cannot be lost unless your leader is called traitor or there is a lasgun-shield explosion.

Harkonnen can only replace these with cards of the same type when using **VLADIMIR'S SPITE**.

SPECIAL VICTORY CONDITION: If no faction has won by the end of turn 10 you win.

Your ally wins if your alliance controls at least 3 strongholds.

ALLIANCE

You may allow your ally to use your **DISCOUNT SHIPPING** as well as your **THREE TYPES OF SHIPMENT** ability.

You may also reveal spice from your hidden area to pay for an ally's shipment. (*You don't lose the spice*)

FATE

BATTLE TRAINING: Play your fate card at any time before Ship & Move phase to permanently gain the ability to play two leaders per battle.

Either leader can be called traitor. If you retreat the lowest leader is used for saving Treachery Cards. Leaders survive/die as one.

KARAMA EFFECTS

NATIVE MOVEMENT: You can only move 1 territory per move action. This lasts until the end of the turn.

THUMPERS: Before any interjection happened. You must take your turn in standard order. This lasts until the end of the turn.

HALF STORM LOSSES: When the storm moves over fremen troops, all of them are killed.

FEDAYKIN: Your three starred troops are normal strength.

FREE SPICE DIALING: Your troops require spice to count at their full strength.

FANATICAL TACTICS: You cannot reveal your weapon and defense cards during combat. Losing the battle causes you to lose all Treachery Cards in your battle plan. **VLADIMIR'S SPITE** can be used to replace any card.

ALLIANCE: When your **DISCOUNT SHIPPING** ability is karama'd, this alliance ability is disabled until the end of the turn.

When your **THREE TYPES OF SHIPMENT** ability is karama'd, this alliance ability is disabled until the end of the turn.

TROOPS



NORMAL TROOP

1 strength.



FEDAYKIN

2 strength.

LEADERS

