

STRONGHOLDS

There are 5 strongholds clearly marked on the board:

Arrakeen The home-base of house Atreides.
If you have Troop tokens here, you have access to "ornithopters" (*explained further on page N*).
If you have Troop tokens here at the collection phase, you gain 2 Spice from the Spice bank.

Carthag The home-base of house Harkonnen.
If you have Troop tokens here, you have access to "ornithopters" (*explained further on page N*).
If you have Troop tokens here at the collection phase, you gain 2 Spice from the Spice bank.

Seitch Tabr The home-base of the Fremen.

Habbanya Seitch This stronghold has no special uses, but is the hardest one to reach.

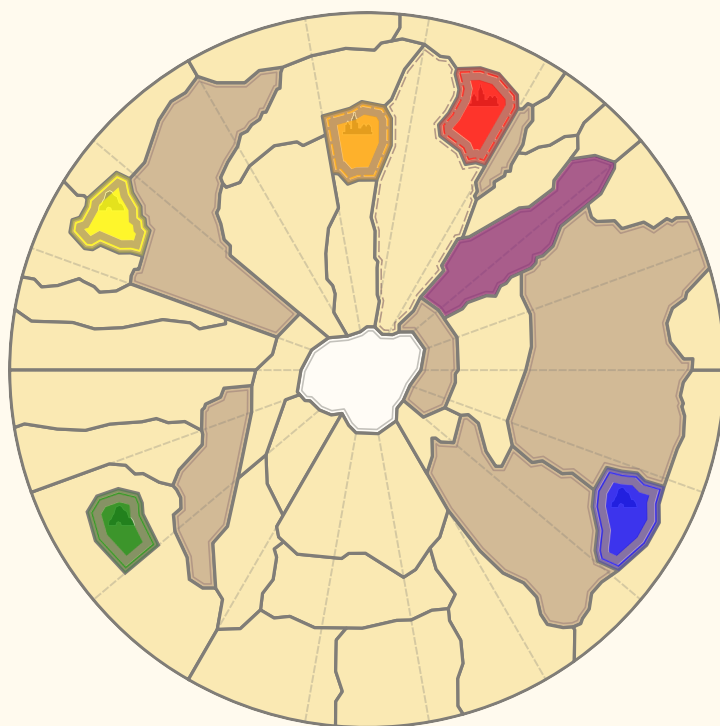
Tuek's Seitch The home-base of the Spacing Guild
If you have Troop tokens here at the collection phase, you gain 1 Spice from the Spice bank.


After 4 Shai-Halud cards have been revealed, the 6th stronghold opens up:

The Shieldwall territory will be a stronghold for victory purposes only. This means that:

- It still costs 2 Spice per Troop to ship to it.
- There is no occupation limit.
- It can still be blown up by Family Atomics.

When the Shieldwall territory is partially under storm, only the larger part (upper left) counts as the stronghold.



Arrakeen 

Carthag 

Seitch Tabr 

Habbanya Seitch 

Tuek's Seitch 

Shield wall 