



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: You place your starting troops after the setup, during turn 1 spice blow phase, after the spice locations are revealed.

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.

NATIVE KNOWLEDGE*: After the storm phase ended, you set aside 1 storm card at random, and may look at it; this is how much the storm will move next storm phase.

After Revival phase you may look at the next card for both spice blow A and B.

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 Shai-Hulud 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*).

STORM IMMUNITY*: Your forces are not affected by the storm, unless you choose to be affected. You may ship and move into/through storm.

FEDAYKIN*: Your three starred troops are double battle 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 battle (*step 3.1*) you may publicly announce which weapon and/or defense Treachery Card you playing 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**.

DESERT GUIDES*: At the end of the Shipment & Movement phase, choose any faction (including yourself) that hasn't moved any troops this turn.

That faction may move one stack of troops following normal movement rules.

SUDDEN DEATH: During sudden death, you are the only player that can take revivals.

ALLIANCE

Your ally can use your **FREE SPICE DIALING** ability.

FATE

PLANETOLOGY: Play your fate card during Storm phase to add or subtract one from the revealed storm card. You may repeat this every turn for the rest of the game.

KARAMA EFFECTS

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

NATIVE KNOWLEDGE: You cannot look at either spice blow card nor at the storm card. 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.

STORM IMMUNITY: When the storm moves over fremen troops, all of them are killed. Fremen forces cannot move into or through storm.

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 battle. Losing the battle causes you to lose all Treachery Cards in your battle plan. **VLADIMIR'S SPITE** can be used to replace any card.

DESERT GUIDES: No faction can move stacks besides when it is their turn.

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

TROOPS



NORMAL TROOP

1 strength.



FEDAYKIN

2 strength.

LEADERS

