



# 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 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 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

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.

**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 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.

**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

