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Version 1.0

ALLIANCE & BONUS CARDS

Alliance cards: for 6 basic factions you'll need 5 copies of Alliance cards sheet.

Bonus Cards: you'll need only 1 copy of this sheet.

Alliance & Bonus cards are additional "assistant" elements for Dune. These cards are not required, but it is highly recommended to include them in game (especially Alliance cards).

Alliance cards

EMPEROR

Alliance



While the Emperor is your **ally**, the Emperor may give you **spice** at any time.

You may not use this ability if Shaddam IV is in the **tanks**.

GUILD

Alliance



You may choose ship your **tokens** from a single **territory** instead of your **reserve**.

You may choose ship your **tokens** to your **reserve** as if it was a **stronghold**.

All shipping destinations and points of origin may not be under the **storm**.

You need pay only half the fee when shipping your **tokens**.

You may not use any of these abilities if Edric is in the **tanks**.

FREMEN

Alliance



Your **tokens** are not destroyed if Shai-Hulud appears in that **territory**.

If the Fremen win via their special victory conditions at the game end (the Fremen (or no one) occupy Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sietch), you win a Victory by Subterfuge as well.

ATREIDES

Alliance



You may force your battle opponent to show one element of their **battle plan**: **leader**, **weapon**, **defense** or the number selected.

If your opponent is not playing a requested type of card, you may not ask to see another one. This ability must be used after any Bene Gesserit Voice ability has been used or passed on.

You may not use this ability if Paul Muad'Dib Atreides is in the **tanks**.

BENE GESSERIT

Alliance



You may 'Voice' your opponent to do as you wish with respect to one of the cards they play in the **battle plan**, i.e., to play or not to play a **projectile weapon**, **poison weapon**, **projectile defense**, **poison defense**, etc.

You can not Voice a **special** treachery card. If they can't comply with your command, they may do as they wish.

You may not use this ability if Reverend Mother Mohiam is in the **tanks**.

HARKONNEN

Alliance



While the Harkonnen are your **allies**, **traitor leaders** in the pay of the Harkonnen may betray your opponent's as well at the Harkonnen player's discretion.



Bonus cards

ORNITHOPTERS

Bonus



While you hold this card you have access to flying machines.

In the Movement Round you may **manoeuvre** your **tokens** through up to 3 adjacent **territories** each **manoeuvre**.

Multiple copies of this card provide no additional benefit.

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HARVESTERS

Bonus



While you hold this card you have access to automated spice mining equipment.

In the Collections Round, you may collect 3 **spice** with each your **token** instead of 2 **spice** per **token** as usually.

Multiple copies of this card provide no additional benefit.

HARVESTERS

Bonus



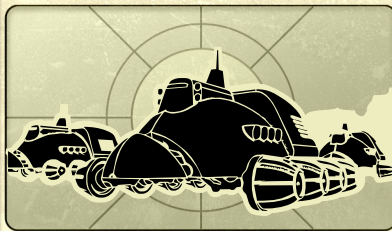
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SMUGGLERS

Bonus



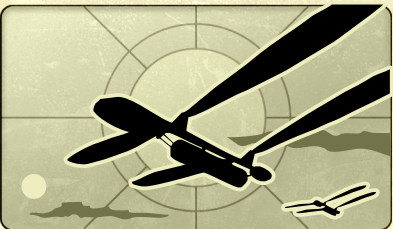
While you hold this card you have access to illicit spice mining equipment.

In the Collections Round, you may collect an additional 1 **spice** directly from the **spice bank**.

This card is cumulative with other abilities.

CARRYALLS

Bonus



While you hold this card you have access to advanced spice mining equipment.

In the Collections Round, you may collect an additional 2 **spice** directly from the **spice bank**.

This card is cumulative with other abilities.

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Bonus



While you hold this card you have access to advanced spice mining equipment.

In the Collections Round, you may collect an additional 2 **spice** directly from the **spice bank**.

This card is cumulative with other abilities.

