

# EMPEROR



**AT START** - 20 tokens in reserves (off-planet).  
Start with 10 Spice.

**FREE REVIVAL** - 1 token.

**ADVANTAGES** - You have access to great wealth.

1. Whenever any other player pays Spice for a Treachery card, he pays it to you instead of to the Spice Bank.

**ALLIANCES** - You may give Spice to your allies to purchase Treachery cards. Their payments for any Treachery cards, even with your own Spice, come right back to you.



# FREMEN



**AT START** - 10 tokens distributed as you like on Sietch Tabr, False Wall South and False Wall West, plus 10 tokens in reserve (on the far side of Dune). Start with 3 Spice.

**FREE REVIVAL** - 3 tokens (you cannot buy additional revivals).

**ADVANTAGES** - You are native to Dune and know its ways.

1. You may move tokens two territories instead of one.

2. You may bring any or all of your reserves onto the Great Flat or anywhere within two territories of the Great Flat (subject to Storm and occupancy rules). You may not move onto Dune in any other way.

3. Tokens in a territory where a Worm appears are not devoured. Upon conclusion of the nexus they may move to any territory on the board (subject to Storm and Occupancy rules).

4. If you occupy or no one occupies Sietch Tabr and Habbanya Ridge Sietch, plus Harkonnen, Atreides or Emperor do not occupy Tuek's Sietch, you win by preventing interference on Dune

**ALLIANCES** - Your allies are not devoured by worms. They win with you if you win at the end of the last round.

# GUILD

**AT START** - 5 tokens in Tuek's Sietch and 15 tokens in reserve (off-planet). Start with 5 Spice.

**FREE REVIVAL** - 1 token.

**ADVANTAGES** - You control all shipment onto and off Dune.

1. You have three shipment options each turn.

- \* Ship normally from off-planet reserves to Dune.
- \* Ship any number of tokens from any one territory to any other territory on the board.
- \* Ship any number of tokens from any one territory back to your reserves.

2. You need pay only half the fee when shipping your tokens. The cost for shipping to your reserves is one spice for every two tokens shipped or fraction thereof.

3. When any other player ships tokens onto Dune from off-planet reserves, he pays the spice to you not to the Spice Bank.

4. If no player has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.

**ALLIANCES** - Allies share your shipments options at the same cost as you. They win with you if no one else wins.



# BENE GESSERIT



**AT START** - 1 tokens in Polar Sink and 19 tokens in reserve (off-planet). Start with 5 Spice.

**FREE REVIVAL** - 1 token.

**ADVANTAGES** - You are adept in the ways of Mind Control.

1. At the start of the game (before Traitors are chosen) write down the name of another player and the turn in which you think he will win (you can't predict the automatic Guild or Fremmen 'end of play' victories). If that player wins (alone or as an ally, even your own) when you have predicted, reveal the prediction and you alone win. This is an additional way of winning to the normal route.

2. Whenever another player ships tokens onto Dune from off-planet, you may ship 1 free token from your reserves (spiritual advisors) into the Polar Sink. You may also ship tokens in the normal manner.

3. You may 'Voice' your opponent to as you wish with respect to one of the cards he plays in his Battle Plan (i.e. to play/not play a projectile, shield, poison, snooper, laser gun or worthless card). You cannot Voice a cheap herofine card.

A player carries on as normal if he cannot comply with your command.

**ALLIANCES** - In alliances you may 'Voice' an ally's opponent.