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

FREE REVIVAL - 1 token.

ADVANTAGES - You have access to great wealth. Whenever any other player pays Spice for a

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

Treachery card, he pays it to you instead of to the Spice Bank. *AT START* - 10 tokens distributed as you like on Sietch Tabr

> 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. You have three shipment options each turn.

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- 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.

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- 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.
- If no player has been able to win the game by the end of play. When any other player ships tokens onto Dune from off-planet reserves, he pays the spice to you not to the Spice Bank.
- 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.

(off-planet). Start with 5 Spice. FREE REVIVAL - 1 token.

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 Fremen 'end of play' when you have predicted, reveal the prediction and you alone win.
This is an additional way of winning to the normal route. victories). If that player wins (alone or as an ally, even your own) ADVANIAGES - You are adept in the ways of Mind Control.

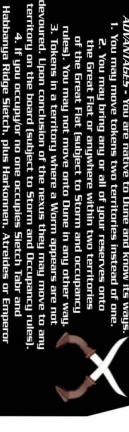
Whenever another player ships tokens onto Dune from off-planet, you may ship I free token from your reserves (spiritual advisors) into the Polar Sink. You may also ship tokens in the normal manner.

A player carries on as normal if he cannot comply with your command You may 'Voice' your opponent to do 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, lasegun or worthless card). You cannot Voice a cheap hero(ine) card.

ALLIANCES - In alliances you may 'Voice' an allys' opponent.

FREE REVIVAL - 3 tokens (you cannot buy additional revivals). ADVANTAGES - You are native to Dune and know its ways. False Wall South and False Wall West, plus 10 tokens in reserve (on the far side of Dune). Start with 3 Spice. 1. You may move tokens two territories instead of one. rules). You may not move onto Dune in any other way 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)

FREME



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

do not occupy Tuek's Sietch, you win by preventing interference

