FREMEN

AT START: Starting spice: 4 · 10 forces distributed as you like in Sietch Tabr, False Wall South, and/or False Wall West; 10 forces in reserves (in the southern hemisphere of Dune), 4 spice, and 1 random Treachery card.

REVIVAL: 3 forces/round.

ADVANTAGES

You are native to Dune and know its ways.

STORM SHELTER: Only half (rounded up) of your force tokens (standard or Fedaykin) caught in a storm are required to be killed, regardless of their strength (although you may choose to allow more or all of them to go to the Tleilaxu Tanks).

You may also ship, move your force tokens one territory, and ride sandworms into a storm at that half loss rate.

STORM INSIGHT: At the end of the Storm phase, you may look at the top card of the Storm deck.

WORMRIDERS: If Shai-Hulud appears in any territories where you have forces, they are not devoured. Upon conclusion of the Nexus, you may "Ride the Worm", moving some or all of the forces in those territories to any territory subject to storm loss and occupancy rules (any spice or forces in the destination territory are not destroyed).

CALL SANDWORMS: During the Spice Blow and Nexus phase, all subsequent Shai-Hulud that appear after the first one drawn that phase may be placed by you in any sand territory you wish at the end of the Nexus, devouring any spice or opposing forces there. If placed in a territory where you or your ally have forces, they may Ride the Worm.

INDIGENOUS: Your reserves are already on-planet; you do not ship using off-planet shipment rules. For your Force Shipment, deploy any or all of your reserves for free into The Great Flat or directly into any one territory within a distance of two territories of The Great Flat (subject to storm loss and occupancy rules).

SANDWALK: During your Force Movement you may move your forces two territories instead of one.

FEDAYKIN: Your three starred forces, Fedaykin, are worth two normal forces in battle and in taking losses. They are each treated as one force in revival; however, only one Fedaykin force can be revived normally per round (except by use of the Tleilaxu Ghola Treachery card).

Fremen Force Fedaykin Force

BATTLE EDGE: VULNERABLE TO KARAMA: You do not spend spice for spice strength, but automatically gain the spice strength simply by dialing the required number of forces.

Vulnerable to Karama: Karama may be played while Battle Plans are being formed. If this advantage is canceled by Karama, you may still spend spice normally for spice strength.

ALLIANCE

You may protect your allies from being devoured by sandworms and allow them to Ride the Worm after the Nexus. You may also allow your ally to increase their free revival to 3 forces. In addition, your ally wins with you if you win with the Fremen Special Victory Condition.

FACTION SPECIAL KARAMA

KARAMA POWER - BLESS THE MAKER The following one-time ability is triggered by playing a Karama card:

Call a Shai-Hulud during the Spice Blow and Nexus phase. This is counted as if Shai-Hulud was drawn, but you immediately decide if sandworms appear in the territories of the last Spice Blows card, or if a sandworm will be placed in any sand territory by you at the end of the Nexus (as if using Call Sandworms).

Spirit World Variant: Harj.

SPECIAL VICTORY CONDITION

If no faction has won by the end of round 10, and if you (or your ally, or no faction) occupy Sietch Tabr and Cave of Birds, and neither House Atreides, House Harkonnen, House Richese, nor Emperor occupies Tuek's Sietch (unless allied with you), then you (and your ally) win the game.

KARAMA EFFECTS

TROOPS



NORMAL TROOP ×17
Standard forces.



FEDAYKIN ×3
Fedaykin are worth 2 normal forces in battle.

LEADERS









