



FREMEN

AT START: Starting spice: 3 · Divide 10 forces between Sietch Tabr, False Wall South and False Wall West; 10 in reserves. Start with 3 spice and 1 Treachery Card.

REVIVAL: 3 forces free; no extra paid base-game revivals. Advanced: at most 1 Fedaykin per turn.

ADVANTAGES

RESERVE PLACEMENT*: For shipment, place any number of reserves free in The Great Flat or one territory within 2 territory borders of it. Do not count The Great Flat itself. Apply storm and occupancy rules. This is not an ordinary paid off-planet shipment.

MOVEMENT*: Your normal movement range is 2 territories, or 3 with ornithopters.

SHAI-HULUD*: Worms do not devour your forces. After the Nexus you may ride a worm with some or all forces at its location to any one territory, including a stronghold, subject to storm and occupancy. This does not use normal movement.

SPECIAL VICTORY*: If no normal victory occurred by the end of turn 10, win with your ally if only you or nobody occupies Sietch Tabr and Habbanya Sietch, and neither Atrides, Harkonnen nor Emperor occupies Tuek's Sietch. Richese also prevents the Tuek's condition when in play. Ecaz has its printed Occupy exception.

ADVANCED: STORM CARDS*: After the first dialed storm, secretly and randomly select a Storm Card for the next turn. Reveal it next Storm Phase, move that distance, return and shuffle it, then randomly select the following card.

ADVANCED: DESERT SURVIVAL*: Lose half the force tokens caught by storm, rounding losses up. You may place reserves into storm at half loss, but cannot move or worm ride into or out of storm. Resolve each spice discard pile separately. Its first Shai-Hulud attacks that pile's previous Territory, even if Shai-Hulud appeared earlier in the other pile. You may place consecutive additional Shai-Hulud before that pile's next Territory card in sand territories of your choice. Finish that pile's draw, Nexus and rides before starting the other pile.

ADVANCED: FEDAYKIN AND SUPPORT*: Your 3 Fedaykin count as strength 2 in battle and losses. All your forces fight at full strength without spice. At most 1 Fedaykin may be revived per turn. Starred forces are ordinary in the Basic Game.

ALLIANCE

You may protect your ally from a worm and allow it 3 free revivals, subject to its applicable revival limit. It does not gain worm riding. Your ally shares your special victory.

FACTION SPECIAL KARAMA

CALL SHAI-HULUD Advanced Game, once per game during Spice Blow and Nexus: spend a Karama to place a worm in a chosen sand territory. Destroy its spice and unprotected other forces, allow your forces to ride, and cause a Nexus at phase end.

KARAMA EFFECTS

RESERVE PLACEMENT: Cannot prevent normal reserve placement.

MOVEMENT: Limit one movement to 1 territory without ornithopters.

SHAI-HULUD: Cancel protection and riding against one worm.

SPECIAL VICTORY: Cannot prevent the special victory.

ADVANCED: STORM CARDS: Prevent viewing the next card, not movement by its revealed distance.

ADVANCED: DESERT SURVIVAL: Cancel one relevant storm or additional Shai-Hulud advantage.

ADVANCED: FEDAYKIN AND SUPPORT: Cancel doubled Fedaykin strength or no-spice support separately, before reveal.

TROOPS



NORMAL TROOP ×17

Basic: strength 1. Advanced: strength 1 without spice.



FEDAYKIN ×3

Basic: ordinary force. Advanced: strength 2 without spice.

LEADERS

