



FREMEN

AT START: Starting spice: 10 · 10 forces distributed on the board (see setup). 10 in reserves. Start with 3 spice.

REVIVAL: 3 forces.

ADVANTAGES

You are native to Dune and know its ways.

RALLYING SHIPMENT*: You may ship for free to anywhere within two territories of the Great Flat. You may not ship normally.

FREE SPICE DIALING*: Your forces do not require spice to count at their full strength.

NATIVE MOVEMENT*: Your forces may move two territories instead of one.

WORM RIDING*: Shai-Hulud will not devour your forces. Instead, those forces can worm-ride to any territory on the map. If multiple Shai-Hulud would appear, you choose where all after the first appear (including in rock/stronghold territories for your forces to ride from).

THUMPERS*: You start the game with two thumper tokens. After the Spice Blow Cards are revealed you may discard a token to summon a riding worm to any sand or polar territory where you have forces. Riding worms eat spice, but don't eat troops. You can only play one thumper per turn. Thumper worms are always considered the first worm of the phase so they can be used to redirect Shai Hulud that appear from cards using the Worm Riding ability.

STORM KNOWLEDGE*: You may look at the top card of the Storm Deck.

SPICE BLOW KNOWLEDGE*: You may look at the top card of both Spice Blow Decks.

STORM IMMUNITY*: Your forces are immune to storm. (Your forces do not die. They may move into/out of/ through Storm.) You may choose to have your forces die in Storm anyway.

FEDAYKIN*: Your three starred forces are double combat strength. Only one Fedaykin may be revived per turn.

FANTATICAL TACTICS (AKA TEETH)*: During battle (step 3.1) you may publicly show a weapon and/or defense Treachery Card you are playing in the battle early. If you do, the card(s) cannot be lost in this battle even if you lose. You will lose the card(s) if your leader is called traitor or there is a lazgun-shield explosion.

Harkonnen can only use Vladimir's Spite to replace these with cards with cards of the same color.

ZENSUNNI PATH*: At the end of the Ship + Move Phase, you may allow any single player (including yourself) who did not make an on-planet movement this Phase, to make an on-planet movement now. This happens after the last player (including Guild) has taken their turn. (Hajr does not disqualify this ability being used)

RAIN ON ARRAKIS VICTORY*: If no faction has won by the end of turn 10, you win the game. Your ally wins if your alliance controls at least 3 strongholds.

ALLIANCE

Desert Power: Whenever your ally spice dials they may place the spice into their Bribes instead of the Spice Bank. Your ally's forces are not devoured by Shai-Hulud. (Forces are always devoured after alliances are made/broken)

FATE

Planetology: Play your fate card during Storm Phase to add or subtract 1 from the revealed Storm Card. You may repeat this every turn for the rest of the game.

KARAMA EFFECTS

RALLYING SHIPMENT: no interaction

FREE SPICE DIALING: (Combat step 2.3) Fremen must pay spice, or their forces will fight at half strength following normal spice dialing rules this phase.

NATIVE MOVEMENT: (Ship & Move Phase) Fremen may not move 2 territories this phase, defaulting to 1 territory. (They may move 3 if they have ornithopters) Can be done after Fremen declare their movement, in which case the fremen must redo their on planet movement.

WORM RIDING: (Spice Blow Phase) The Fremen may not place additional worms and Fremen can be devoured this phase. (Does not affect riding worms from thumpers)

THUMPERS: no interaction

STORM KNOWLEDGE: (Storm Phase) Fremen may not look at the top card of the Storm Deck this turn.

SPICE BLOW KNOWLEDGE: (Spice Blow Phase)
Fremen may not look at the top cards of the Spice Deck this turn.

STORM IMMUNITY: (Storm or Ship & Move Phase)
Fremen take full losses from Storm this phase. If done during the Fremen Ship+Move turn they may redo their entire Ship+Move.

FEDAYKIN: (Combat step 2.3) Fedaykin are considered normal forces this phase. If Battle Prescience has asked dial Fremen may re-answer the prescience.

FANTATICAL TACTICS (AKA TEETH): (Combat step 3.1) Fremen cannot announce unlosable cards this phase.

ZENSUNNI PATH: (Ship + Move) Fremen may not take/allow another player to make an out-of-turn movement this phase. (Can be played at the end of the Phase)

RAIN ON ARRAKIS VICTORY: no interaction

TROOPS



NORMAL TROOP ×17
1 strength



FEDAYKIN ×3
2 strength

LEADERS

