



IDUALI

AT START: Starting spice: 5 · 12 forces in reserve. After Initial Storm, place the remaining 8 forces in the sector in front of the Storm. You start with 5 spice.

REVIVAL: 3 forces, or 1 if on a Jihad

ADVANTAGES

FROM THE DEPTHS: Your forces cannot be shipped in any way and may only deploy onto the planet into Tuek's Sietch and any Equatorial Territory that is outside the Fremen Deployment Zone

SHAI HULUD*: If hit by Shai Hulud the Iduali may move those forces to any Territory on the board. They may also take a blue or red card from the discard pile if they discard a card.

GALERUNNERS*: If the storm moves over your forces instead of dying they are pushed into the sector in front of the storm. Place them in any territory within that sector (not Polar Sink). If Stepping into or deploying into storm take half losses to a maximum of 3.

JIHAD*: You have a token that reads Jihad on one side and Reflection on the other. After reviving forces in the Revival phase, place this token outside the hidden zone with the chosen side face up. If on a Jihad your Leaders change to their weaker sides but are equipped with the indicated Combat items (the Voice cannot compel you to play the Leader with the equipped item but you must comply with Voice in all other respects) and your revival is reduced to 1 force.

WORTH THEIR WEIGHT IN WATER*: Should the Iduali win a Battle, they kidnap the named Leader an opponent used (if the Leader was hit by a weapon, the Iduali may instead choose to keep them alive instead of collecting their value in spice). Outside of battle the Iduali may exchange Leaders as they wish with any faction but may not obtain opposing factions leaders except through winning a battle. As ever, if a faction uses a Leader in battle and it survives, it returns to its original faction after the battle phase.

WATER FROM THE DEAD: If the Iduali are present, any spice used for dialling forces is instead placed in the territory and may be collected from the board using the normal rules.

THE OLD FORGOTTEN WAYS....IN*: The Iduali may exceed the occupancy limit of any Sietch Stronghold. Other factions may not exceed the limit if the Iduali are present.

DEEP DESERT*: The Iduali may move an additional Territory when moving, even if they have Ornithopters, or instead may move two different stacks of forces 1 territory each, only one of those movements being increased through Ornithopters.

YOU MERELY ADOPTED THE SAND*: If battling on Sand or Rock the Iduali pay half to spice dial troops rounded up.

ALLIANCE

The Iduali's ally may move an additional Territory, even if they have Ornithopters

FATE

MIGRATION The Iduali may now exceed stronghold limitations everywhere. Also take an immediate revival phase.

KARAMA EFFECTS

SHAI HULUD: Iduali forces die like normal forces. May not obtain a card.

GALERUNNERS: forces die as normal

JIHAD: may be played to stop the idauli changing the state of their token

WORTH THEIR WEIGHT IN WATER: May stop the Iduali taking a Leader or exchanging Leaders

THE OLD FORGOTTEN WAYS....IN: May be used to stop the Iduali moving/deploying in, but cannot expel them

DEEP DESERT: Iduali just have base movement of one

YOU MERELY ADOPTED THE SAND: Iduali must spice dial like normal

TROOPS



TROOP ×20
Troop

LEADERS

