



NERV

AT START: Starting spice: 16 · Place unit 00 in Habbanya Sietch, and units 01 and 02 in your reserves (off-planet)

REVIVAL: You may revive unit 00 for free. Units 01 and 02 cost 3 Spice each to revive.

ADVANTAGES

EVA UNITS: You have no regular troops. Instead, you have three EVA units, which have special rules.

When an EVA unit ships onto Dune, place any amount of spice from your reserves on top of that EVA unit to act as its "spice-battery". Spice on a spice-battery is used to fuel many of your faction advantages, and cannot be spent on anything else.

At the end of each Mentat Phase, remove 1 spice from the spice-batteries of all your Eva units. When an EVA unit is hit by the Storm, remove 1 spice from its spice-battery instead of destroying it. If an EVA unit is ever on the surface of Arrakis with 0 spice in its spice-battery, it is sent immediately to the Tleilaxu tanks.

EVA SHIPMENT AND MOVEMENT*: During Shipment and Movement, you may ship from off-world like normal, or may cross-ship an EVA unit by paying normal rates. Spice spent on cross-shipment is taken from the EVA unit's spice-battery rather than your personal reserves.

EVA BATTLES*: During Battle, each EVA unit present adds +2 to your battle strength.

When making your battle plan, the number on your dial does NOT denote the number of troops sacrificed. Instead, spend spice from the spice-batteries of any EVA units present equal to the number on the dial. You may not dial more than the total spice on all spice-batteries present.

EVA COLLECTION: During collection, each EVA unit sharing territory with a spice blow collects all spice present. Spice collected this way is placed in the EVA units spice-battery, rather than your reserves.

During collection, each EVA unit occupying a stronghold may freely transfer spice from its spice-battery to your reserves, or vice-versa.

WORM SLAYING*: Your EVA units are not destroyed by the Shai-Halud card. When Shai-Halud is drawn, place a worm token on the territory it spawned in.

At the start OR end of Shipment and Movement, in each territory where an EVA unit shares territory with a Worm Token, perform the following...

- 1.) Remove the Worm Token from the board and place it in front of your player shield
- 2.) Take a Shai-Halud card from the discard pile and remove it from the game.
- 3.) Add 7 spice from the spice bank to your reserves.

ALTERNATE WIN CONDITION: At the end of each Mentat phase, check if the following is true...

- 1.) You have collected 6 Worm tokens through your "Worm Slaying" faction advantage.
- 2.) Units 00 and 01 are alive and on Arrakis.
- 3.) You control Habbanya Sietch

If the above criteria are all met, you trigger Instrumentality and win the game.

ALLIANCE

Your ally is protected from Shai-Halud, and may slay worm tokens in any territory where at least 6 forces are present.

The slain worm token is still placed in front of YOUR player shield, however your ALLY collects the 7 spice.

FATE

FATEFate rules text.

KARAMA EFFECTS

EVA SHIPMENT AND MOVEMENT: Play a Karama to prevent NeRV from cross-shipping for one phase. They may still Ship like normal.

EVA BATTLES: Play a Karama to prevent EVA units from providing +2 strength for one battle.

WORM SLAYING: Play a Karama at the start OR end of Shipment and Movement to prevent NeRV/NeRV's ally from killing a worm. The worm token still persists and can be killed later.

TROOPS



UNIT 00 ×1
EVA unit



UNIT 01 ×1
EVA unit



UNIT 02 ×1
EVA unit

LEADERS

