



ATREIDES

AT START — 10 tokens in Arrakeen and 10 in reserve (off planet). Start with 10 spice.

FREE REVIVAL — 2 tokens.

ADVANTAGES — You have limited prescience.

1. During the bidding round, you may look at each treachery card as it comes up for purchase before any player bids on it.

2. At the start of the movement round, you may look at the top card of the spice deck.

3. During the bidding round, you may force your opponent to show you your choice of **one** of the four elements he will use in his battle plan against you: the leader, the weapon, the defense or the number dialed. If your opponent shows you that he is not playing a weapon or defense, you may not ask to see another element of the plan.

ALLIANCE — You may assist your allies by forcing their opponents to show them one element of their battle plan.



BENE GESSERIT

AT START — 1 token in Polar Sink and 19 tokens in reserves (off-planet). Start with 5 spice.

FREE REVIVAL — 1 token.

ADVANTAGES — You are adept in the ways of mind control.

1. At the start of the game (before traitors are picked) you write down the name of one other player and the turn in which you think he will win (you can't predict the automatic Guild or Fremmen victories at the end of play). If that player wins (alone or as an ally, even your own) **when** you have predicted, you reveal the prediction and you alone have won. You can win normally, of course.

2. Whenever any other player ships tokens onto Dune from off-planet, you may ship 1 free token from your reserves (spiritual advisors) into the Polar Sink. You may also ship normally, of course.

3. You may 'voice' your opponent to do as you wish with respect to **one** of the cards he plays in his battle plan, i.e., to play or not play a projectile, shield, poison, snooper, lasergun or worthless card. You cannot voice a cheap hero(ine) card. If he can't comply with your command, he may do as he wishes.

ALLIANCE — In an alliance you may 'voice' an ally's opponent.



EMPEROR

AT START — 20 tokens in reserves (off-planet). Start with 10 spice.

FREE REVIVAL — 1 token.

ADVANTAGE — You have access to great wealth.

1. Whenever any other player pays spice for a treachery card, he pays it to you instead of to the spice bank.

ALLIANCE — You may give spice to your allies to purchase treachery cards, to revive tokens and to make shipments. Their payment for any treachery card even with your own spice comes right back to you.



FREMEN

AT START — 10 tokens distributed as you like on Sleetch Tabr, False Wall South, and False Wall West; and 10 tokens in reserves (on the far side of Dune). Start with 3 spice.

FREE REVIVAL — 3 tokens (you cannot buy additional revivals).

ADVANTAGES — You are native to Dune and know its ways.

1. You may move your token group two territories instead of one.
 2. You may bring any or all of your reserves onto any territory within two territories of and including the Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any way other than this.
 3. If a worm appears in a territory where you have tokens, they are not devoured but, immediately upon conclusion of the nexus, may move to any one territory on the board (subject to storm and occupancy rules).
 4. If no player has won by the end of the last turn and if you (or no one) occupies Sleetch Tabr and Habbanya Ridge Sleetch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sleetch, you have prevented interference with your plans to alter Dune and you automatically win the game.
- ALLIANCE** — Your allies are not devoured by worms. They win with you if you win at the end of the last turn.



GUILD

AT START — 5 tokens in Tuek's Stetch and 15 tokens in reserve (off-planet). Start with 5 spice.

FREE REVIVAL — 1 token.

ADVANTAGE — You control all shipment onto and off Dune.

1. You are capable of making one of three possible shipments each turn. You may ship normally from off-planet reserves to Dune; or you may ship any number of tokens from any one territory to any other territory on the board; or you may ship any number of tokens from any one territory back to your reserves.

2. You need pay only half the fee when shipping **your** tokens. The cost for shipping to your reserves is one spice for every two tokens shipped or fraction thereof.

3. When any other player ships tokens onto Dune from off-planet reserves, he pays the spice to you instead of to the spice bank.

4. If no player has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.

ALLIANCE — Allies may use the same types of shipments and at the same costs as you. They win with you if no one else wins.



HARKONNEN

AT START — 10 tokens in Carthage and 10 tokens in reserve (off-planet). Start with 10 spice.

FREE REVIVAL — 2 tokens.

ADVANTAGES — You excel in treachery.

1. At the start of the game you write down the name of **all** leaders belonging to other players which you draw. All are in your pay.

2. You may hold up to 8 treachery cards. At first, you are dealt 2 cards instead of 1, and every time you buy a card you get an extra card free from the deck (if you have less than 8 total).

ALLIANCE — Leaders in your pay may betray your allies opponents, too.