


# ALLIANCE

## ATREIDES

ATREIDES MAY ASSIST YOU BY FORCING YOUR OPPONENTS TO SHOW YOU 1 ELEMENT OF THEIR BATTLE PLAN.

DURING THE BATTLE ROUND, YOU MAY FORCE YOUR OPPONENT TO SHOW YOU YOUR CHOICE OF 1 OF THE 4 ELEMENTS OPPONENT WILL USE AGAINST YOU: LEADER, WEAPON, DEFENSE, OR NUMBER DIALED.

IF YOUR OPPONENT IS NOT PLAYING A WEAPON OR DEFENSE, YOU MAY NOT ASK TO SEE ANOTHER ELEMENT OF THE PLAN.




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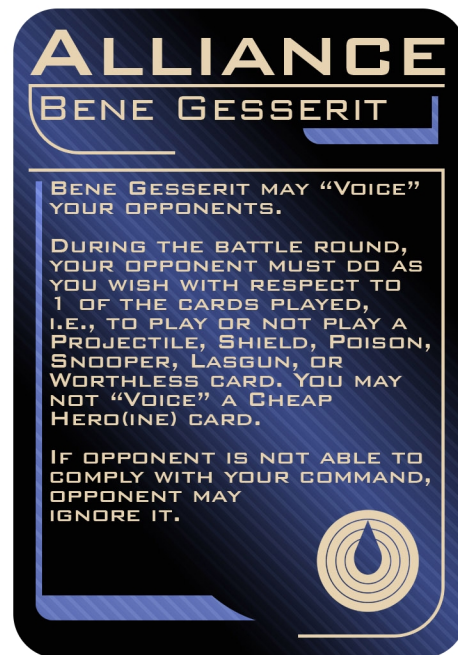
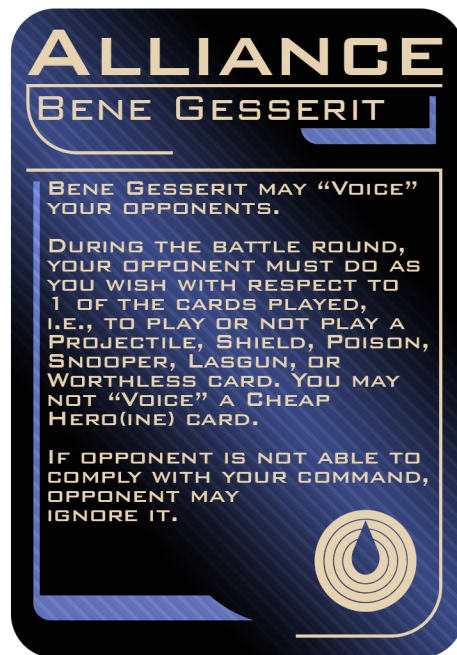
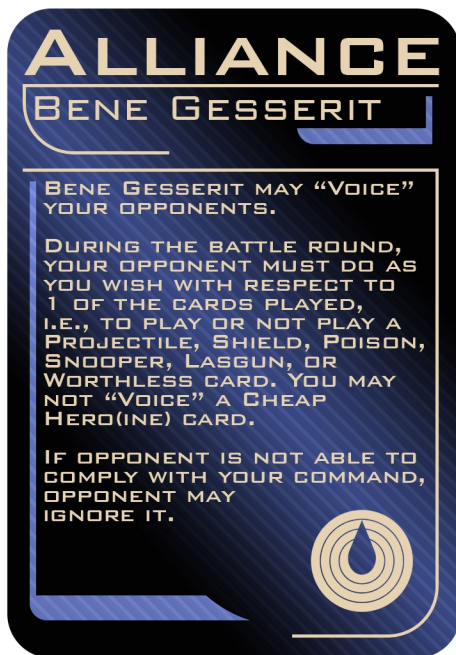
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## FREMEN

YOUR TOKENS ARE NOT DEVoured BY WORMS.

YOU WIN WITH FREMEN IF THEY WIN AT THE END OF THE LAST TURN.

FREMEN WIN:

- NO PLAYER HAS WON BY THE END OF THE LAST TURN.
- FREMen (OR NO ONE) OCCUPIES SIETCH TABR & HABBANYA RIDGE SIETCH.
- HARKONNEN, ATREIDES, & EMPEROR DO NOT OCCUPY TUEK'S SIETCH.



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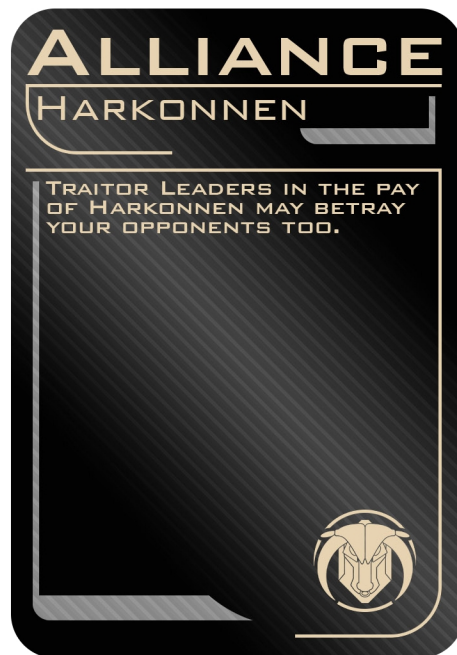
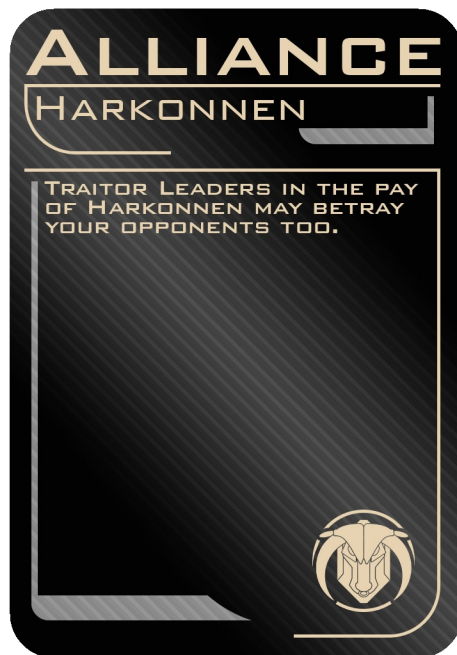
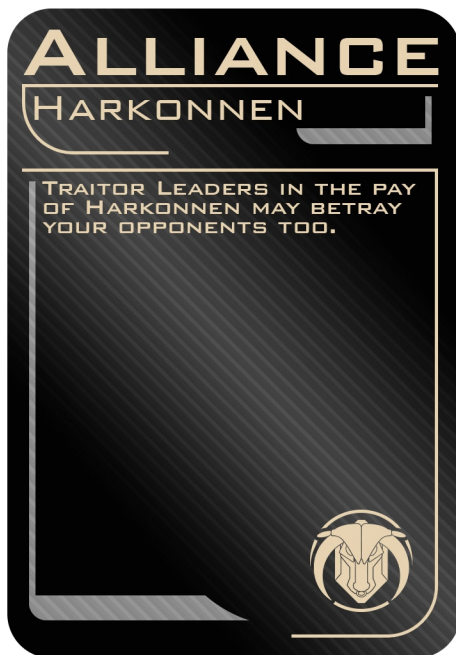
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## SPACING GUILD

YOU MAY USE THE SAME TYPES OF SHIPMENTS & AT THE SAME COSTS AS SPACING GUILD.

SHIPMENTS (ONCE PER TURN):

- FROM RESERVES TO DUNE.
- ANY NO. OF TOKENS FROM 1 TERRITORY TO ANOTHER.
- ANY NO. OF TOKENS FROM 1 TERRITORY TO RESERVES.

COST: HALF NORMAL FEE.  
TO RESERVES COST: 1 SPICE PER 2 TOKENS.

YOU WIN WITH S.G.  
IF NO ONE ELSE WINS BY LAST TURN.



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## BENE GESSERIT

BENE GESSERIT MAY "VOICE" YOUR OPPONENTS.

DURING THE BATTLE ROUND, YOUR OPPONENT MUST DO AS YOU WISH WITH RESPECT TO 1 OF THE CARDS PLAYED, I.E., TO PLAY OR NOT PLAY A PROJECTILE, SHIELD, POISON, SNOOPER, LASGUN, OR WORTHLESS CARD. YOU MAY NOT "VOICE" A CHEAP HERO(INE) CARD.

IF OPPONENT IS NOT ABLE TO COMPLY WITH YOUR COMMAND, OPPONENT MAY IGNORE IT.



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## EMPEROR

EMPEROR MAY GIVE SPICE TO YOU TO PURCHASE TREACHERY CARDS, TO REVIVE TOKENS, AND TO MAKE SHIPMENTS.

THE PAYMENT FOR ANY TREACHERY CARDS GOES BACK TO EMPEROR PLAYER.



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