

FREMEN

AT START - 10 tokens distributed as you like on Sietch Tabr, False Wall South, and False Wall West; and 10 tokens in reserve (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 other way 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 Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuck's Sietch, 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.

ADDITIONAL CHARACTER ADVANTAGES:

1. You select and may look at next turn's storm movement marker (used only with optional rule XVI).
2. During a spice blow, all additional worms which appear after the first worm can be placed by you in any territory you wish. They cannot devour tokens if not in a desert territory.
3. If caught in a storm, only half your tokens are killed (any fractions are rounded up). You may bring your reserves into a storm at half loss.
4. Your three starred tokens (Fedaykin) have a special fighting capability. They are worth two normal tokens in battle and in taking losses. They are treated as one token in revival. Only one Fedaykin token can be revived per turn.

KARAMA POWERS - You may use a Karama card to cause a worm to appear in any territory that you wish. The worm is not drawn from the spice deck. A worm cannot devour tokens if not in a desert territory.

STRATEGY - Your major handicap is poverty. Usually you can't purchase treachery for several rounds, since the others will outbid you. You must be patient and move your forces into any vacant strongholds, avoiding battles until you are prepared. You can afford when you do battle to dial high and sacrifice your troops since they have a high revival rate and you can bring them back into play at no cost. To your advantage is better mobility than those without a city, and good fighting leaders. Your game plan will be to bide your time and wait for an accessible spice blow that no one else wants in order to build up your resources.

HARKONNEN

AT START - 10 tokens in Carthag 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.

ADDITIONAL CHARACTER ADVANTAGES: Every time you win a battle you can select randomly one leader from the loser (including the leader used in battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the tanks for 2 spice; or use the leader once in a battle after which you must return him (her) to the original owner. If all your own leaders have been killed, you must return all captured leaders immediately to their original owners. Killed captured leaders are put in the 'tanks' from which the original owners can revive them (subject to the revival rules). A captured leader is automatically in the pay of the original owner.

KARAMA POWERS - You may use a Karama card to take without looking at any number of cards, up to the entire hand of any one player of your choice. For each card you take you must give him one of your cards in return.

STRATEGY - Your major handicap is your difficulty in obtaining spice. You are at your greatest relative strength at the beginning of the game and should capitalize on this fact by quickly buying as many treachery cards as you can, and then surging into battle. Since you get 2 cards for every one you bid for, you can afford to bid a little higher than most, but if you spend too lavishly at first you will not have enough spice to ship in tokens or buy more cards at a later date. There is nothing so pitiful to see as a Harkonnen on Choam Charity. The large number of cards you may hold will increase your chances of holding worthless cards. To counteract this you should pick your battles, both to unload cards and to flush out the traitors in your pay.

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 battle 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.

ADDITIONAL CHARACTER ADVANTAGES: Any turn after losing a total of at least 7 tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or cheap hero(ine) per turn. If the leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a lasgun-shield explosion. A leader accompanied by Kwisatz Haderach cannot turn traitor. If killed, Kwisatz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival.

KARAMA POWERS - You may use a Karama card to look at one player's entire battle plan.

STRATEGY - You are handicapped by the fact that you must both purchase cards and ship onto DUNE, and you have no source of income other than the spice on the planet's surface. This will keep you in constant battles. Since you start from Arrakeen you have the movement advantage of 3 from the outset, and it is wise to protect this. Your prescience allows you to avoid being devoured by the worms and helps you to get some slight head start on the spice blow. In addition, you can gain some slight advantage over those who would do battle with you by your foreknowledge of one element of their battle plan.

BENE GESSERIT

AT START - 1 token in the 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 Fremen victory 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 whip free 1 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 to play a projectile, shield, poison, snooper, lasgun 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.

ADDITIONAL CHARACTER ADVANTAGES - You have the power to coexist.

1. You start one token in any territory of your choice (instead of just the Polar Sink). This is done after the Fremen placement.
2. Beginning with the second turn, you automatically receive CHOAM charity each bidding round whether you have spice or not.
3. Whenever any other player ships tokens to DUNE from off-planet, you may ship, free, one token from your reserves (spiritual advisors) into the same territory (instead of the Polar Sink).
4. Your tokens may coexist peacefully with all other players' tokens in the same territory. While coexisting, your tokens have no effect on the play of the other players whatsoever. They are treated as if they are not even on the board, i. e. they cannot collect spice, cannot be involved in combat, cannot prevent another player's control of a stronghold, cannot receive three territory movement bonus. They are still susceptible to storms, worms and lasgun/shield explosions.
5. You must announce at the beginning of the movement round, before any movement is started, all territories in which you no longer wish to remain in coexistence. Anytime you end your move in an occupied territory in which you previously have no tokens or another player moves his tokens into a territory only you occupy, you must announce immediately whether or not you will coexist there. You cannot ship with another player (as spiritual advisors) into a territory in which you have stated (or intend to state when you land) that you are not in coexistence that turn. Those territories in which you choose to be (or remain) in coexistence must stay in coexistence for the rest of the turn. Your tokens in territories not in coexistence are treated as normal tokens. It is assumed you are in coexistence unless you state otherwise.

KARAMA POWERS - You may use any 'worthless' card as a Karama card.

STRATEGY - Your major handicap is your low revival rate. You must not allow large numbers of your tokens to be sent to the tanks or you may find yourself without sufficient reserves to bring onto the planet. Your strengths are that you have the ability to win by correctly predicting another winner and the secretly working for that player. In addition, you can be quite effective in battles by voicing your opponent and leaving him weaponless or defenseless. You can afford to bide your time while casting subtle innuendoes about which player you have picked to win.

EMPEROR

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

FREE REVIVAL - 1 token.

ADVANTAGE - You have access to great wealth.

1. Whenever any other player pays for 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.

ADDITIONAL CHARACTER ADVANTAGES: Your five starred tokens (elite Sardaukar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremmen. Your starred tokens are worth just one against Fremmen. They are treated as one token in revival. Only one starred token can be revived per turn.

KARAMA POWERS - You may use a Karama card to revive up to three tokens or one leader for free.

STRATEGY - Your major handicap is that you must ship in all of your tokens at the start of the game, and often this move requires a battle before you are prepared. Even though you do not need to forage for spice on the surface of DUNE often, you still are quite subject to attack since you are likely to concentrate on the cities for the mobility they give you. On the plus side you will never need spice badly, since the bidding will keep you supplied.

THE GUILD

AT START - 5 tokens in Tuck's Sietch and 15 tokens in reserve (off-planet). Start with 5 spice.

FREE REVIVAL - 1 token.

ADVANTAGE - You control all shipments onto and off DUNE.

1. You are capable of making one of three possible types of 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 cost as you. They may win with you if no one else wins.

ADDITIONAL CHARACTER ADVANTAGES: You are not required to take your movement when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence that you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

KARAMA POWERS - You may use a Karama card to stop one off-planet shipment of any one player.

STRATEGY - Your major handicap is your weak array of leaders and your inability to revive quickly. In addition, you usually cannot buy treachery cards at the beginning of the game. You are vulnerable at this point and should make your stronger moves after building up your resources. If players do not ship on at a steady rate you will have to fight for spice on the surface or collect only the isolated blows. Your major advantage is that you can ship on to DUNE inexpensively and can ship from any one territory to any other. This mobility allows you to make surprise moves and is particularly useful when you are the last player in the movement round. If the game is out of reach and well along, try suicide battles against the strongest players to weaken them and prevent a win until the spice deck runs out: the victory is then yours.

IXIANS

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

FREE REVIVAL - 2 tokens.

ADVANTAGE - You control production and distribution of illegal machines.

1. Your tokens move 2 spaces per turn.

2. At the start of each spice collection round, you automatically receive 10 spice per turn in addition to any spice you would normally receive, Choam Charity included.

DISADVANTAGE - You must always move first.

ALLIANCE - Allies can take advantage of Ixian movement and spice bonuses.

KARAMA POWERS - You may use a Karama card to make all Ixian tokens fight at full strength whether or not they are supplied by spice. If also supplied by spice each token counts as 1 Ω for combat (4 tokens counts 6).

THE LANSRAAD

AT START - 20 tokens in reserves (off-planet). Start with 30 spice.

FREE REVIVAL - 3 tokens.

ADVANTAGE - You have Influence over almost all major powers (except the Fremmen and Bene Tleilaxu) on DUNE.

1. During a turn, you may use your power of Influence during the revival/movement or the battle round. You may not use the power of influence against the same player two turns in a row.

a. In the revival/movement round, you may order any player to 'hold in place'. That player will not be able to reclaim tokens from the tanks, ship tokens onto or off DUNE, or move his tokens on the mapboard during the round.

b. During a battle round, you may order any player to 'hold in place'. That player will not be able to attack anyone during that round, but may defend if attacked by another party.

ALLIANCE - You may not ally with the Fremmen. Allies may make use of the Lansraad 'Optional Advantage' of restricting territories; the same conditions as to who may be affected is imposed.

ADDITIONAL CHARACTER ADVANTAGES - At the start of any turn, before the Storm marker position is determined, you may declare any non-sietch territory on the map board (except for the Polar Sink) 'restricted'. AU tokens that do not belong to the Lansraad player, a Lansraad-allied player, the Fremmen player, or are co-existing Bene Gesserit tokens must be moved out of this territory during the upcoming revival/ movement turns. Failure to do so results in the tokens being sent to the tanks. With the exception of the above-mentioned token types, tokens may not be moved into the territory during the entire turn. The Lansraad player may not declare the same territory 'restricted' for two consecutive turns.

KARAMA POWERS - You may use a Karma card once during the game to use your power of Influence during both the revival/movement and combat rounds of the same game turn. The card would be played at the start of the battle round.

STRATEGY - Plentiful spice, a high revival rate, decent leaders, and a very effective special power are the Lansraad's good points; its starting with all its tokens off planet and commencing play with a natural enemy (the Fremmen) are its bad ones. If you decide to start a seven-player game with a sietch invasion, I advise against invading any Fremmen sietch. Any victory you gain against the desert dwellers will be short-lived. As time passes, the wise Lansraad player will join in an alliance, preferably of an anti-Fremmen nature. His power of 'restriction' can allow his allies to cordon off spice territories for their own use. But, you must be careful who you pick as your friends and what they get out of the deal, for someday they may be your enemies.

BENE TLEILAXU

AT START - Start with 5 spice and 4 Treachery cards. They have no tokens, player dot, or traitors.

ADVANTAGE - The Bene Tleilaxu control the revived dead.

1. Whenever a player revives tokens or leaders, he pays spice to the BT player instead of to the spice bank.
2. After all other combat has been completed each turn, you may attack one leader of any player. The leader must have just led tokens in battle and must be attacked in the territory of the battle.
3. You may make a traitor of any one revived leader per turn. When your traitor is used in combat to gain a territory, you may announce your traitor and gain control of the territory. You do not receive your traitor's value in spice, but if the territory has spice, you may collect it. You do not have to announce stronghold betrayals immediately (see Reviving the Gholas explanation).
4. You may win by spice count. At the end of any collection round you may place 35 spice in open view of all players. If at the end of the next collection round you still have over 35 spice and no one else has won, you win.

ALLIANCE - You may grant free revival of up to 6 tokens and 2 leaders (one may be made a traitor) per turn to each of your allies.

ADDITIONAL CHARACTER ADVANTAGES:

1. The BT can lay traps in strongholds which he controls or in unoccupied strongholds at the start of the game. These traps are Treachery cards laid face down outside the board sector containing the stronghold. The first tokens moved or shipped onto the stronghold trigger the trap. These tokens are frozen and may not move any farther that turn. At the beginning of the combat round, before all other combat, a leader of the triggering once is drawn at random. That leader is attacked by the trap. He may play a defense card. (NOTE: As the trap card has already been played, the Bene Gesserit CANNOT voice it. The Atreides player can, however, look at the card.) Combat is resolved normally, with the trap card being discarded afterwards. If the leader is killed, the BT gains his value in spice. Tokens in the stronghold are not harmed unless a lasgun/shield combination occurs.
2. In the Bidding round, AFTER Treachery cards are dealt face down but BEFORE bidding begins, the BT player can give Treachery cards in his hand to any other player. The BT cannot give a player more cards than he can hold. Opponents may not refuse to accept given cards.
3. Instead of playing a weapon card in a trap or leader attack, the BT may play a worthless card (Kulon, Trip to Gamont, etc.). The card either: (a) prevents the defender from shipping down any tokens during the next turn; or (b) prevents the defender from moving any on board tokens during the next turn. The BT can choose which power the card has when it is revealed.

KARAMA POWERS - You may use a Karama card as a lasgun in an attack on a leader, or (optional rule) as both a lasgun and a shield when played as a trap.

STRATEGY - The strength of the BT lies in two areas. The first is obvious they are unreachable. There are no BT tokens to blast to the tanks, no Tleilaxu leaders to turn traitor. The only ways the BT can be restrained are through Karama cards and the voice of the BG (Bene Gesserit). This strength is also a weakness. The BT has an incredibly hard time making their plans concrete. Their very intangibility makes the other players nervous and reluctant to freely go along with the BT whims. Association and alliance becomes a matter of cost, and even then the aloof mystique that surrounds the BT never diminishes.

The other unalienable strength is the tanks. As long as there is combat, spice will flow into the hands of the BT. The basic problem here is one of attrition only so much battling can be expected before players lose their combat potential. Luckily time has a way of solving these ills.

The most prominent problem with the BT is the multi-sided Tleilaxu paradox. This is first encountered through the BT's ability to ambush an opponent's leaders. This gives the BT the chance to fuel the tanks and doubly collect spice (once for killing the leader and again when the leader is revived). On the negative side, attacking leaders further alienates the player whose leader was liquidated. Such alienation cannot be avoided in the latter turns of the game, but as the game begins it can be damaging.

The strongest forte of the leader attack is the threat of a leader attack. The BT is not limited to movement and battle they can attack and withdraw unharmed no matter where or how strong the leader or his accompanying token force is. The defenders (all who participated in combat that turn) must be prepared. In this way the leader attack also becomes a diplomatic tool. The BT can become the professional hit man, the ultimate assassin. It is a staggering threat.

In many ways the backbone of the BT is its traitors. Although they can be used to gain any territory, their main targets should be spice and strongholds (the only other logical area of attack would be the shield wall). In this way they grant the BT the chance for a normal win via three strongholds. Therefore the BT should try to build up a large number of traitors. The natural process of leader deaths to their revival and recirculation is long and tense. The manipulation powers of the BT must be used to spur early pitched battles that will quickly devastate at least one player's stable of leaders. A good byproduct of this is the filling of the tanks with tokens.

Revealing traitors can make or break the Tleilaxu cause. Ideally the BT could reveal three in stronghold victories all in one turn, but that is rare. The BT must face the unhappy prospect of defending his strongholds without tokens. He has three options: (1) laying a Karama trap to blast all who try to take the stronghold; (2) attacking the leader of one of the invaders and hoping for a lasegun/ shield combination; or (3) manipulating the invaders so that they will wipe each other out or again use a BT traitor in victory. All three options should be utilized, if possible. A trap, whether a Karama or not, should be played. It is a threat that probably will not deter determined players from the stronghold, but it may prompt a player to use another Karama to destroy it (and provide a good laugh when the player discovers it was a 'shield' trap).

The second point, that of attacking a leader in hopes of a lasegun/shield combo, can be seen as a desperate act of guesswork. That does not have to be true. One of the coldest, yet most successful agreements is that of a player who lost in the stronghold battle sacrificing his leader to a BT attack. The sacrificed leader plays a shield defense to the BT lasegun attack, thereby wiping out the tokens in the stronghold. This act of revenge does not return the stronghold to the control of the BT, but it further strengthens the tanks and thus future revenue through revival. This illustrates another facet of the Tleilaxu paradox, that of the failure of winning by strongholds strengthening the chance of winning by spice. The inverse of this is also true.

If the backbone of the BT is in traitors, the flesh is the BT's manipulative force. This has already been brought out through the threats of traps and leader attacks. The main strength of the BT arsenal of diplomatic ploys is in Treachery cards; indeed the cards are the physical extent of their power. It is also here that the Tleilaxu paradox strikes hardest. To attack leaders or to lay traps the BT must buy Treachery cards, thus draining their spice. Their main diplomatic tool also demands that they buy cards to give them away. The BT therefore continually needs to purchase cards. The costs of this, however, are not as damaging as it may seem.

First, it must be understood that the BT must give cards away. Out of the 33 cards in the deck, there are 14 the BT can use only as fake traps and discards. All are of value to the other players, and therefore bargaining power when the BT inadvertently buys one. Another result of the ability to give cards 'AFTER Treachery cards are dealt face down but BEFORE bidding begins' is that it becomes easier to fill an opponents four card hand, leaving a Treachery card on the block that he can no longer buy. The card can then be picked up at a cheaper cost.

Still another result of the giving of cards is a knowledge of the other players' hands. Careful watch by the BT of how other players use their cards can lead to situations where the BT can guide players against each other and predict the results. The BT can also watch for defenses players have for their leaders in preparation for the BT leader attack.

The last factor to be observed in giving cards away is that it makes room for the purchasing of more cards, a good way to fill the BT hand with valuable cards. To this goal, it is also suggested that traps be laid during the bidding round if possible. The cost of this is spice. To survive as a player the BT must buy Treachery cards, which then lowers his chance for a spice win. The giving of cards counters this by coaxing players to battle.

The last power of the BT, the use of worthless cards as movement impairers, is a futuristic one. Timed correctly, this can isolate a token force for accumulated assault not unlike Custer's Last Stand. Occasionally this can be used to keep players from moving onto a BT stronghold. The main pull of this power, however, is as a diplomatic tool. It should not be underestimated.