

Player screens:

These are the player screens for each of 6 factions. They hide pieces which should not be open information from other players.

Here is a photo of how it looks like assembled (<http://www.boardgamegeek.com/image/261686/dune>)

Shield Front.jpg

Quantity - six copies required

Material - thin cardboard or thick paper, I don't know what's best so rely on your experience.

Remember that it would be folded along those thin grey lines.

Shield Top-pt1-3.jpg

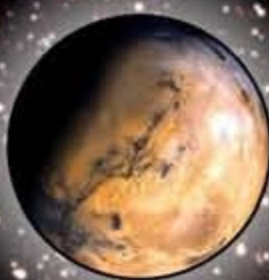
These are glued back-to-back (for example in top-pt2.jpg, top-left piece describing Harkonnen powers should be glued

to the other side of bottom-left piece, saying "Harkonnen").

Quantity - six double-sided faction pieces

While lines in all the images above should be cut out - for later assembling the pieces into player screens

DUNE



EMPEROR

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

Start with 10 Spice.

FREE REVIVAL - 1 token.

ADVANTAGES - 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.

ALLIANCES - You may give Spice to your

allies to purchase Treachery cards. Their payments for any Treachery cards, even with your own Spice, come right back to you.



FREMEN

AT START - 10 tokens distributed as you like on Sietch Tabr,

False Wall South and False Wall West, plus 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 tokens two territories instead of one.

2. You may bring any or all of your reserves onto the Great Flat or anywhere within two territories of the Great Flat (subject to Storm and occupancy rules). You may not move onto Dune in any other way.

3. Tokens in a territory where a Worm appears are not devoured. Upon conclusion of the nexus they may move to any territory on the board (subject to Storm and Occupancy rules).

4. If you occupy/or no one occupies Sietch Tabr and Habbanya Ridge Sietch, plus Harkonnen, Atreides or Emperor do not occupy Tuek's Sietch, you win by preventing interference on Dune

ALLIANCES - Your allies are not devoured by worms. They win with

you if you win at the end of the last round.



GUILD

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

FREE REVIVAL - 1 token.

ADVANTAGES - You control all shipment onto and off Dune.

1. You have three shipment options each turn.

- * Ship normally from off-planet reserves to Dune.
- * Ship any number of tokens from any one territory to any other territory on the board.
- * 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 not 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.

ALLIANCES - Allies share your shipments options at the same cost as you. They win with you if no one else wins.



BENE GESSERIT

AT START - 1 tokens in Polar Sink and 19 tokens in reserve (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 chosen) write down the name of another player and the turn in which you think he will win (you can't predict the automatic Guild or Fremmen 'end of play' victories). If that player wins (alone or as an ally, even your own) when you have predicted, reveal the prediction and you alone win. This is an additional way of winning to the normal route.

2. Whenever another 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 tokens in the normal manner.

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/not play a projectile, shield, poison, snooper, lasegun or worthless card). You cannot Voice a cheap hero(ine) card. A player carries on as normal if he cannot comply with your command.

ALLIANCES - In alliances you may 'Voice' an ally's opponent.



ATREIODES

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 cards as it come 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 of his Battle Plan against you (leader, weapon, defence or dialled number). If your opponent states he is not playing the requested item, you may not ask to see another.

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



HARRKONNEN

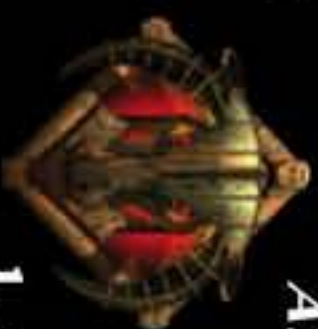
AT START - 10 tokens in Carthage and 10 tokens in reserve (off-planet). Start with 10 Spice.

FREE REVIVAL - 2 tokens.

ADVANTAGES - You excel in Treachery.

1. At the start of the game retain all Traitor cards you are dealt. All are in your pay.
2. You may hold 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 (only if you hold less than 8).

ALLIANCES - You may use your Traitors to betray your allies' opponents.



ATREIODES

HARRKONNEN

**BENE
GESSE
RIT**

**EMPE
ROR**

**GULL
O**

**FR
MEN**