DUNE

Alliance Card Deck

Print cards using 2-sided printing
with "Short" Side selected.
Turn off Page Scaling.
To reduce file size some card decks only have the back as the last page. Use the Page Range feature to correctly setup proper printing.

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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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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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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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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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