


# WEATHER CONTROL

## SPECIAL STORM

PLAY AT THE START OF THE STORM ROUND.

YOU CONTROL THE STORM THIS ROUND AND CAN MOVE IT 0 TO 10 SECTORS IN A COUNTERCLOCKWISE DIRECTION.

DISCARD CARD AFTER USE.



# RESIDUAL POISON


## SPECIAL

PLAY FACE DOWN IN FRONT OF ANY PLAYER. THAT PLAYER MUST PAY YOU A BRIBE OF 1-4 SPICE (YOUR CHOICE) ON EVERY TURN IT REMAINS.

IF NOT PAID, REVEAL CARD & PLAYER LOSES ANY 1 LEADER (YOUR CHOICE EXCEPT MAIN). COLLECT VALUE IN SPICE.

YOU MAY BLUFF BY PLAYING A WORTHLESS CARD. PAY 3X BRIBE IF DISCOVERED.

YOU MAY RETRACT CARD DURING YOUR MOVE ROUND. DISCARD CARD UNSEEN.




# THUMPER

## SPECIAL SPICE BLOW

PLAY AT THE START OF THE SPICE BLOW ROUND BEFORE SPICE CARD IS REVEALED.

INSTEAD OF TURNING OVER SPICE CARD, ACT AS IF A WORM CARD WERE REVEALED. AFTER RESOLVING, CONTINUE AS NORMAL WITH SPICE BLOW ROUND.

DISCARD CARD AFTER USE.



# SHAI-HULUD



REMOVE ALL SPICE & TOKENS FROM LAST TERRITORY. CONTINUE DRAWING CARDS UNTIL TERRITORY IS REVEALED & SPICE IS PLACED.

START NEXUS IMMEDIATELY.

# DECK



# TREACHERY

# DECK



# TREACHERY

# DECK



# TREACHERY

# DECK



# SPICE



**TRAITOR LEADER**  
MASTER BEWT



3

**SPACING GUILD**

SHOW DURING BATTLE (OPTIONAL).  
IF OPPONENT USES THIS LEADER,  
REVEAL CARD. IMMEDIATELY WIN  
BATTLE. OPPONENT MUST LOSE  
ALL TOKENS/LEADER IN TERRITORY  
& DISCARD ALL CARDS PLAYED.  
YOU LOSE NOTHING & GAIN  
LEADER'S STRENGTH IN SPICE.

**TRAITOR LEADER**  
STABAN TUEK




5

**SPACING GUILD**

SHOW DURING BATTLE (OPTIONAL).  
IF OPPONENT USES THIS LEADER,  
REVEAL CARD. IMMEDIATELY WIN  
BATTLE. OPPONENT MUST LOSE  
ALL TOKENS/LEADER IN TERRITORY  
& DISCARD ALL CARDS PLAYED.  
YOU LOSE NOTHING & GAIN  
LEADER'S STRENGTH IN SPICE.

**ALLIANCE**  
HARKONNEN

TRAITOR LEADERS IN THE PAY  
OF HARKONNEN MAY BETRAY  
YOUR OPPONENTS TOO.



**ALLIANCE**  
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.



DECK



TRAITOR

DECK



TRAITOR

HARKONNEN



ALLIANCE

SPACING GUILD



ALLIANCE



# LEADERS

**ATREIDES**

- 10 - PAUL MUAD'DIB
- 1 - DR. WELLINGTON YUEH
- 2 - DUNCAN IDAHO
- 4 - GURNEY HALLECK
- 5 - LADY JESSICA
- 5 - THUFIR HAWAT

**BENE GESSERIT**

- 10 - MOTHER MOHIAM
- 5 - ALIA
- 5 - MARGOT LADY FENRING
- 5 - WANNA MARCUS
- 5 - REV. MOTHER RAMALLO
- 5 - PRINCESS IRULAN

**EMPEROR**

- 10 - EMPEROR SHADDAM IV
- 2 - BASHAR
- 3 - CAID
- 3 - BURSEG
- 5 - CAPTAIN ARAMSHAM
- 6 - COUNT HASIMIR FENRING

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# KWISATZ HADERACH

+2

IMMEDIATELY AFTER LOSING AT LEAST 7 TOKENS IN BATTLE(S), YOU MAY USE KWISATZ HADERACH.

IT MAY NOT BE USED ALONE BUT MAY ADD +2 STRENGTH TO ANY ONE LEADER/CHEAP HERO(INE) PER TURN. IF LEADER/CHEAP HERO(INE) IS KILLED, KH HAS NO EFFECT IN BATTLE. KH CAN ONLY BE KILLED BY LASGUN-SHIELD EXPLOSION. A LEADER ACCOMPANIED BY KH CANNOT TURN TRAITOR. IF KILLED, KH MUST BE REVIVED LIKE ANY OTHER LEADER. IF NOT KILLED, IT HAS NO EFFECT ON ATREIDES LEADER REVIVAL.

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# LEADERS

**FREMEN**

- 10 - LIET KYNES
- 2 - JAMIS
- 3 - SHADOUT MAPES
- 5 - OTHEYM
- 6 - CHANI
- 7 - STILGAR

**HARKONNEN**

- 10 - BARON HARKONNEN
- 1 - UMMAN KUDU
- 2 - CAPTAIN IAKIN NEFUD
- 3 - PITER DE VRIES
- 4 - BEAST RABBAN
- 6 - FEYD-RAUTHA

**SPACING GUILD**

- 10 - EDRIC
- 1 - GUILD REPRESENTATIVE
- 2 - SOO-SOO SOOK
- 3 - MASTER BEWT
- 3 - ESMAR TUEK
- 3 - STABAN TUEK

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# ATREIDES

# KWISATZ HADERACH

# BENE GESSERIT

# PREDICTION