



HOUSE HARKONNEN

AT START: Starting spice: 10 · 10 forces in Carthag and 10 in reserves. Start with 10 spice.

REVIVAL: 2 forces.

ADVANTAGES

You excel at treachery.

EXTRA TRAITORS*: During setup you keep all 4 Traitor Cards. If you draw 2 (or more) of your own leaders, or draw 3 (or more) of the same faction's leaders, you may call mulligan to cause a redraw of all Traitor Cards.

EXTRA TREACHERY CARDS*: You may hold up to 8 Treachery Cards. During setup and whenever you buy a card you get an extra for free from the top of the deck.

CAPTURED LEADERS*: Whenever you win a battle (step 4.7) you may randomly take one of the loser's leaders. Leaders already used in battles elsewhere this turn are exempt. You may immediately kill the stolen leader face down for 2 spice, or keep the leader. A kept leader can be used once in combat, and then is returned to the original faction (if it is still alive). If you have no alive Harkonnen leaders all captured leaders are returned. If a leader is played against its own faction, that faction may always call that leader traitor.

VLADIMIR'S SPITE*: If a leader you use in battle is killed you may remove the opponent's Treachery Cards by swapping cards between players (such as giving your opponent the worthless card you played in return for their weapon) (step 4.5). The cards are then discarded or returned to the winning faction appropriately. Winning players cannot immediately discard cards you give them this way. This ability does not affect who won the battle.

Dead Cheap Heroes do not trigger Spite. A battle resolved with a traitor or a proced Break Conditioning does not trigger Spite. Cheap Hero cards and Supplies! cards cannot be swapped with Spite.

ALLIANCE

We Have a Traitor in Their Midst: You may call traitor and use your fate in your ally's battles.

FATE

BLACKMAIL Play your fate card during combat (step 2.3) to force you or your ally's opponent to reveal their entire battle plan early.

KARAMA EFFECTS

EXTRA TRAITORS: no interaction

EXTRA TREACHERY CARDS: (Bidding Phase)

Harkonnen may not obtain their extra Treachery Cards from the top of the Treachery Deck when they buy cards this phase. May be done after Hark win the bid on a card before they draw their cards.

CAPTURED LEADERS: (Combat step 4.7) Harkonnen may not capture any leaders this phase.

VLADIMIR'S SPITE: (Combat step 2.3) Harkonnen may not swap Treachery Cards between players this phase.

TROOPS



HARKONNEN TROOP ×20

0.5 strength, 1 strength when spice dialed

LEADERS

