



ATREIDES

AT START: Starting spice: 10 · 10 forces in Arrakeen and 10 in reserves. Start with 10 spice and 1 Treachery Card.

REVIVAL: 2 forces free; normal total limit 3.

ADVANTAGES

BIDDING*: Before bidding begins on each Treachery Card, you may inspect it. You alone may keep written records about Treachery Cards. You may share what you learn.

NEXT SPICE*: At the start of Shipment and Movement, before anyone moves, you may inspect the single top card of the Spice Deck, even with Double Spice Blow.

BATTLE PRESCIENCE*: In each battle you may require your opponent to reveal the leader, weapon, defense or number dialed. An answer of no weapon or no defense uses the question. Voice precedes Prescience. You may not ask for the dial against a Richese No-Field.

ADVANCED: KWISATZ HADERACH*: After losing at least 7 force tokens in battles, immediately activate the Kwisatz Haderach. In one territory per turn, it may accompany your leader or Cheap Hero for +2 strength. If that leader is killed, the bonus is lost. An accompanied leader cannot turn traitor. Only a lasgun-shield explosion kills the token. Revive it for 2 spice under leader revival rules; its status never delays revival of your five leaders.

ALLIANCE

You may require your ally's opponent to reveal one chosen battle-plan element to your ally.

FACTION SPECIAL KARAMA

COMPLETE PRESCIENCE Advanced Game, once per game during Battle: spend a Karama before plans are revealed to inspect any one player's entire Battle Plan.

KARAMA EFFECTS

BIDDING: Prevent inspection of one card.

NEXT SPICE: Prevent this inspection.

BATTLE PRESCIENCE: Prevent one battle question.

ADVANCED: KWISATZ HADERACH: Prevent use in one battle before plans are revealed, not activation.

TROOPS



NORMAL TROOP ×20

Basic: strength 1. Advanced: strength 1/2 without spice, or 1 with 1 spice support.

LEADERS

