HARKONNEN

AT START: Starting spice: 10 · 10 Troops in Carthag, 10 Troops in Reserve.

REVIVAL: 2 Free Revives

ADVANTAGES

KOMPROMAT: At setup, keep all 4 Traitors you draw. You draw Traitors first, putting any you do not want on the bottom, drawing back up to 4 once every other player has drawn.

UNDERHANDED: When you win a bid for a Treachery card, and when dealing the starting Treachery Cards, you get an additional Treachery Card from the top of the deck. Your maximum hand size is 8, instead of 4.

KIDNAP AND RANSOM*: When you win a Battle, you may kidnap a random Leader from behind the loser's shield (not a Leader used in Battle this turn). You may keep this leader, returning it after using it in one Battle; or you may send it to the Tleilaxu Tanks, collecting 2 Spice from the Bank as ransom.

ALLIANCE

Harkonnen may call Traitor in your Battles.

FACTION SPECIAL KARAMA

GREAT BETRAYAL Draw a random card from each other players' hand of Treachery Cards, then give a Treachery Card from your hand to each player you stole a card from.

KARAMA EFFECTS

KIDNAP AND RANSOM: Harkonnen may not kidnap this Battle.

TROOPS

TROOP ×20
Troop

LEADERS









