HARKONNEN

AT START: Starting spice: 10 · 10 forces in Carthag, 10 forces in reserves (off-planet), 10 spice, and 2 random Treachery cards.

REVIVAL: 2 forces/round.

ADVANTAGES

You excel at treachery.

TRAITORS: At the start of the game, keep all 4 Traitor cards you are dealt. If you have drawn any of your own leaders, you may reveal some or all of them, and then set them aside. Before any other Traitor cards are returned to the Traitor deck by other players, redraw that many cards from the Traitor deck if possible. Keep the new ones, even if any are your leaders, and then shuffle the set aside cards back into the deck.

TREACHERY: Your hand limit is 8 Treachery cards; when you have 8 Treachery cards you must pass during bidding. Every time you buy a Treachery card you must take an extra Treachery card for free from the top of the Treachery deck unless it would put you over your hand limit.

CAPTURE LEADERS: VULNERABLE TO KARAMA: When you win a battle, you may choose to capture a leader from your opponent. Randomly select 1 available leader (including the leader used in the battle, if not killed, but excluding all leaders used elsewhere that round, already captured, or in the Tleilaxu Tanks). After secretly looking at the captured leader you must decide to either 1) place the leader in the Tleilaxu Tanks to gain 2 spice from the Spice Bank; or 2) keep the leader behind your Screen for a one-time use in any of your battles. If used in a battle, and not killed, you must then return that leader to its faction. The identity of the captured leader is not required to be revealed.

When all of your own Leader discs are unavailable to you (killed, captured, or face up on the board from previous battles), you must immediately return all captured leaders to their factions. Killed captured leaders can be revived by their factions (subject to the normal revival rules). Captured leaders used in battle may still be claimed as a Traitor (subject to the normal Traitor rules): If you use a leader against its own faction and they are holding that leader's Traitor card as a [uncertain: "safe leader"], it may be revealed as a Traitor, winning them the battle in accordance with normal rules for revealing a Traitor.

Vulnerable to Karama: Karama may be played to cancel your Capture Leaders advantage immediately after you win a battle, but before the captured leader is drawn.

ALLIANCE

Traitor cards that you hold may be used against your ally's opponent if you so choose. The results of their battle are treated as if your ally called Traitor.

FACTION SPECIAL KARAMA

KARAMA EFFECTS

TROOPS



HARKONNEN TROOP ×20
Standard forces.

LEADERS









