

## **Player Aid Pad**

**SEQUENCE OF PLAY:** Storm Round, Spice Blow, Bidding Round, Revival and Movement Round, Battle Round, Collection Round.

Standard Shipping Cost: 1 per token to Strongholds; 2 per token everywhere else.

Token revival cost: 2 spice per token, up to a maximum of 3 tokens.

Cards:

- Poison Weapons – Kills opponent's leader unless a Poison Defense is played.
- Projectile Weapons – Kills opponent's leader unless a Projectile Defense is played.
- Lasegun – a special weapon. There is no defense against a lasegun, i.e., it automatically kills an opponent's leader. But, should you or your opponent play a shield in the same battle, a nuclear explosion occurs and all tokens and spice (even those not involved in the battle) in the territory are lost to the 'tanks' as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.
- Cheap Hero(ines) – played in place of a leader in battle (this is the only time a player may play 3 cards in a battle: cheap hero, weapon, and defense). The cheap hero has no value to add to your total. Must be discarded when played.
- Worthless Cards – Kulon, Trip to Gamont, La La La, Baliset and Jubba Cloak. They have no value in play. Played in place of a weapon, defense or both. This is only way they may be discarded from hand.
- Truth Trances – played at any time against any player. Forces that player to answer truthfully any one "yes" or "no" question concerning the game that you ask him.
- Weather Control – played at the start of a storm round, it enables the player to control the storm that round and move it from 0 to 10 sectors in a counterclockwise direction.
- Hajr Card – played during a player's movement round enables that player to make an extra on-planet group move, subject to the normal movement rules.
- Ghoia Card – played at any time. It allows the player either to immediately recover one leader from the 'tanks' without payment, or to revive up to 5 tokens from the 'tanks' to his reserves.
- Family Atomics – played just after the storm has been dialed but before it has been moved, by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it. It destroys the shield wall (and all tokens there) so that the Imperial Basin, Arrakeen and Carthag are no longer protected from the storm. Once played, the card is placed off the board by the Shield Wall to indicate that it has been destroyed.
- Karama Cards – When played can do any one of the following:
  - Prevents the Atrides from seeing the future, once; or (optional rule) prevents the Atrides from using Kwisatz Haderach once.
  - Prevents the Harkonnen from taking a second free treachery card, once; or (optional rule) prevents Harkonnen from capturing a leader once.
  - Prevents the Bene Gesserit from accompanying one shipment; using the 'voice' once; or (optional rule) using worthless card as a Karama card once.
  - Prevents the Fremmen from controlling a worm once (their tokens in the territory are destroyed and taken to the tanks); or (optional rule) from counting Fedaykin bonus in one battle
  - Enables a player to bid for and buy one treachery card without paying for it; or (optional rule) prevents the Emperor from counting Sardaukar bonus in one battle.
  - Enables a player to land tokens from off-planet reserves at the Guild cost (half rate). The payment goes to the spice bank and not to the Guild. This takes the place of that player's normal shipment for that round. Or (optional rule) prevents the Guild from taking his move when he wants. He must make his move in his proper turn in the movement sequence.
- Karama cards can also be played to allow players to use their (optional) special power suited to their character once. These powers are a part of the player shield.