

MERCENARIES

There are 2 Mercenaries cards in the Treachery deck.

You can play this card in the battle plan, in addition to playing a weapon and a defense.

When this card is in your battle plan, it adds 1 battle strength to your battle plan.

In addition you also become the aggressor in battle, and thus win ties.

If both players play Mercenaries, then storm order decides the aggressor.

When asked for dial as Atreides battle prescience, you must answer the number of your Battlewheel and must also disclose if you are playing Mercenaries.

This card can be voiced as "Mercenaries".

SUPPLIES!

There's 1 Supplies! card in the Treachery deck.

You can play this card at any time, within the following constraint:

You cannot play this between the time-window of Voice and battle plan reveal.

Effectively this means you are allowed to play it at start of battle, before any battle advantages are used.

When you play the Supplies! card, you discard it and take the 4 Supplies! Treachery cards from the supply, into your hand.

These special Treachery cards do not count towards your hand limit.

The Supply! Treachery cards cannot be spited by Harkonnen.

The Supply! Treachery cards can be voiced, like regular Treachery cards.

Are you supplies!-ed?

~ DragonJade



