

CARDS

The game is played with multiple card decks.

These decks and their contents are outlined here:

Storm deck 6 cards numbered 1 through 6

6 cards This deck is only used if the Fremmen are in play.

Spice deck 15 Spice-blow cards.

25 cards 5 Spice-mine cards.

5 Shai-Halud cards.

Tells where Spice Blows will create treasure troves of Spice waiting to be harvested, and when the giant sandworms known as Shai-Hulud will turn up.

Fate deck 6 Cards, each one mimics a specific worthless Treachery Card.

6 cards

Alliance deck 1 card per faction, each detailing a specific faction's alliance ability.

use these to remind who is allied to whom, and what the faction alliance ability is.

Treachery deck Provides weapons, defenses, tricks and tools to outmaneuver opponents and win battles.

45 cards *These cards are explained in detail below.*

TREACHERY CARDS

Here's an overview of all of the cards in the Treachery deck:



- 6x Worthless Cards, unique
- 5x Poison Weapon Cards, unique
- 5x Projectile Weapon Cards, unique
- 5x Snooper Cards, generic
- 5x Shield Cards, generic
- 1x Lasgun
- 1x Weirding Way
- 1x Chemistry
- 3x Cheap Hero, 2 male 1 female
- 2x Karama Cards, generic
- 2x Truth Trance Cards, generic
- 2x Mercenaries, generic
- 1x Hajr
- 1x Weather Control
- 1x Tleilaxu Ghola
- 1x Family Atomics
- 1x Orange Catholic Bible
- 1x Break Conditioning
- 1x Supplies!

