



# ATREIDES

**AT START:** 10 forces in Arrakeen and 10 in reserve (*off planet*). Start with 10 spice.

**REVIVAL:** 2 forces free.

## ADVANTAGES

You have limited prescience.

**BIDDING\*:** During each bidding round you may look at the Treachery Card that is up for purchase.

**NOTES:** You may keep written notes about Treachery Cards

**SPICE PRESCIENCE:** Each turn, from the movement phase onwards, you may look at the next Spice Card

**BATTLE PRESCIENCE:** You may force your opponent to reveal 1 part of their battle-plan to you before you commit your battle plan.

**KWISATZ HADERACH:** After having lost 7 forces during battles you may start using your Kwisatz Haderach token in all future battles.

You can use this token to accompany exactly 1 leader per turn. The token adds a strength of +2 to your battle-plan if the leader it accompanies survives the battle.

A leader accompanied by the Kwisatz Haderach token cannot be called traitor.

The Kwisatz Haderach token returns to you (at the end of the Combat phase) even if the leader it accompanied was killed, except when a lasgun/shield occurred in the territory the Kwisatz Haderach was played.

If the Kwisatz Haderach token is killed this way, it can be revived as a leader.

## ALLIANCE

You may assist your ally by forcing their opponent to show 1 element of their battle-plan, see the "battle prescience"-advantage.

## FATE

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## KARAMA EFFECTS

**BIDDING:** Karama 2

**ALLIANCE:** Karama

## TROOPS



### NORMAL FORCE

0.5 strength normally, 1 strength in when 1 spice is added.

## LEADERS

