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Version 1.1

# DUNE TREACHERY CARDS

- In the lower right corner you can see card set icon, this card's id and total number of cards in set.

- Included sets are:

- ⌚ - Basic set (33 cards)
- ⌚ - Spice Harvest expansion (5 cards)
- ⌚ - The Duel expansion (5 cards)
- ★ - cards published in General magazine (2 cards)

- All 33 cards from Basic set are required for playing Dune. Other sets are not required, include them at will.

- Residual Poison is recommended for playing only with experienced players.

- You'll need also a reference on Karama Powers, this reference is not included in this document.

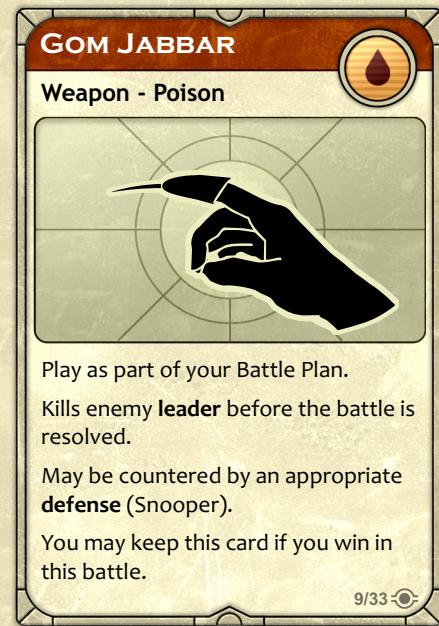
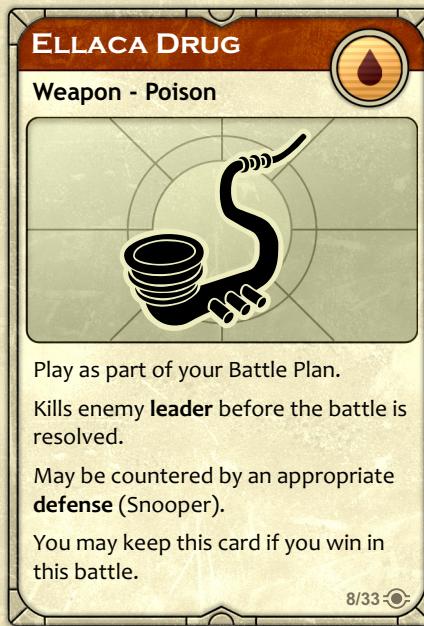
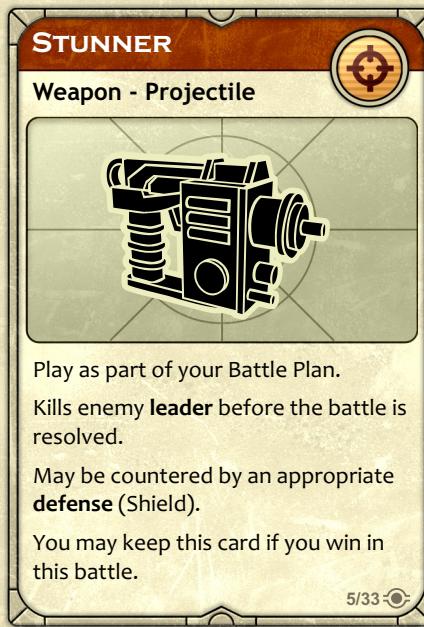
## Notes

- Rules for Cheap Hero/Heroine, Cone of Silence are different from initial rules. Changes are based on suggestions in BGG Dune forum.

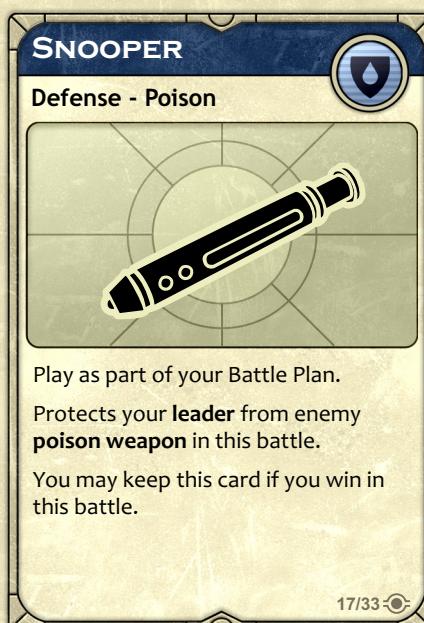
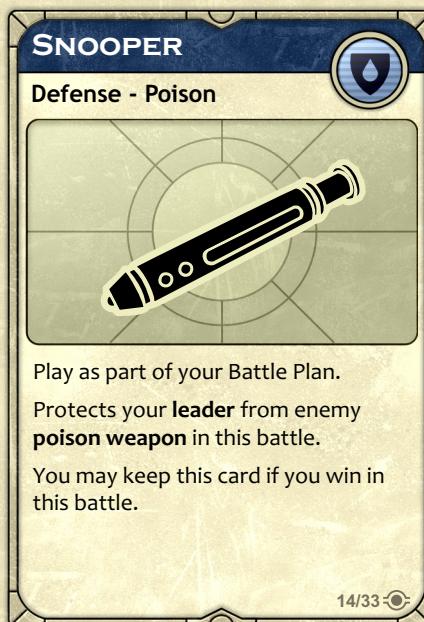
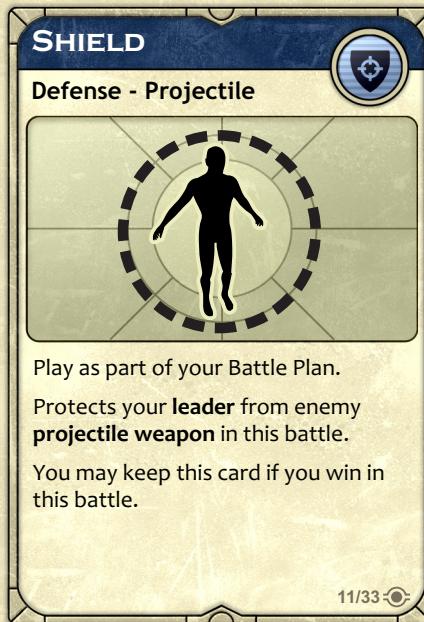
- Ellaca Drug from The Duel exp. was renamed to Kriminon just to make difference from Ellaca Drug in basic set. The function of this card is the same as any other poison card.

- Some cards have green text - it is used only if you are playing with optional rules

# Treachery cards 1/5 (Basic set)



## Treachery cards 2/5 (Basic set)



## Treachery cards 3/5 (Basic set)

**CHEAP HERO**

Special - Leader

Play as a **leader** with zero strength on your Battle Plan.  
(**leader** allows you to play **1 weapon & 1 defense card** on Battle Plan)  
Can be played together with another leader, allowing your to return & save that **leader** immediately after both Battle Plans were revealed.

19/33

**CHEAP HEROINE**

Special - Leader

Play as a **leader** with zero strength on your Battle Plan.  
(**leader** allows you to play **1 weapon & 1 defense card** on Battle Plan)  
Can be played together with another leader, allowing your to return & save that **leader** immediately after both Battle Plans were revealed.

20/33

**TLEILAXU GHOLA**

Special

Play at any time.  
You may immediately revive 1 of your **leaders** or up to 5 of your **tokens** from the **tanks** to your **reserves** at no cost in **spice**.  
Does not count against per-turn limits on revivals.

21/33

**FAMILY ATOMICS**

Special - Storm

Play after the **storm** movement is calculated, but before **storm** is moved, and If you have **token(s)** on the Shield Wall, or in an adjacent territory.  
All **tokens** in the Shield Wall are destroyed. Arrakeen, Imperial Basin & Carthag are no longer protected from the **storm** for the rest of the game.  
Place this card near the game board

22/33

**HAJR**

Special - Movement

Play during Movement round.  
Take an additional on-planet **token** movement subject to normal movement rules.  
This may be the same or another group of your **tokens**.

23/33

**KARAMA**

Special

You may play this card to activate a single Karama Power of your choice (see list of Karama Powers).  
The powers listed will tell you when to play this card to activate them.

24/33

**KARAMA**

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You may play this card to activate a single Karama Power of your choice (see list of Karama Powers).  
The powers listed will tell you when to play this card to activate them.

25/33

**TRUTHTRANCE**

Special

Ask one other player a single yes/no question about the game which must be answered publicly.  
No game or rule effect may interrupt the answer being given.  
The player must answer "yes" or "no" truthfully.

26/33

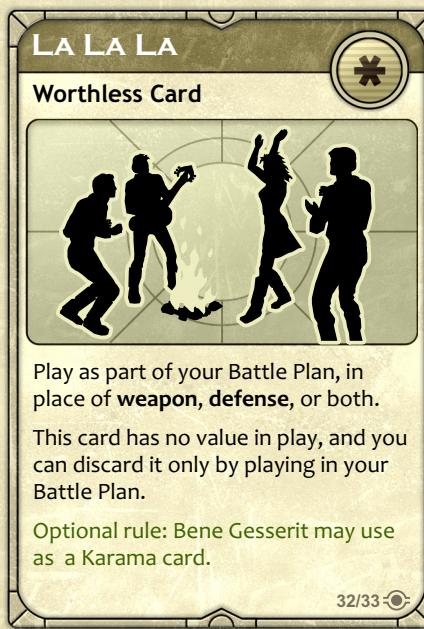
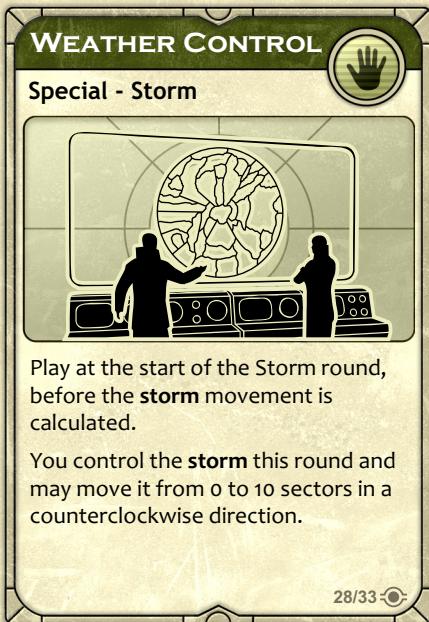
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27/33

## Treachery cards 4/5 (Basic set, Spice Harvest expansion)



# Treachery cards 5/5 (Spice Harvest exp., The Duel exp., General magazine cards)

**THUMPER**

Special - Spice Blow

Play at the start of Spice Blow round before the Spice card is revealed.  
It is considered as if a Worm card had been drawn, except Thumper does not initiate a Nexus.  
After resolving continue Spice Blow round as normal.

4/5 ⚖

**YA! YA! YAWM!**

Worthless Card

Play as part of your Battle Plan, in place of **weapon**, **defense**, or both.  
This card has no value in play, and you can discard it only by playing in your Battle Plan.  
Optional rule: Bene Gesserit may use as a Karama card.

5/5 ⚖

**KRIMINON**

Weapon - Poison

Play as part of your **battle plan**.  
Kills enemy **leader** before the battle is resolved.  
May be countered by an appropriate **defense** (Snooper).  
You may keep this card if you win in this battle.

1/5 ⚖

**SNOOPER**

Defense - Poison

Play as part of your Battle Plan.  
Protects your **leader** from enemy **poison weapon** in this battle.  
You may keep this card if you win in this battle.

2/5 ⚖

**CONE OF SILENCE**

Special

Play at anytime against any player (but not allies).  
This player cannot share their alliance power for the rest of the turn, nor may they exchange **spice** with any player until the Collection round. (Place **spice** they trade on the receiving player's dot).

3/5 ⚖

**RESIDUAL POISON**

Special

Play at anytime, face-down in front of any player, with 1-4 **spice** from the Spice bank on card.  
Each turn, this player pays you **spice** equal to that on card. If he doesn't, the card turns over and one of their (non-main) **leaders** of your choice is killed and this card is discarded. Any **spice** on top of this card is returned to the Spice Bank.  
Any player may cheat, playing another card as Residual Poison. If caught, that player must pay twice the amount of **spice** on card to the Bank.

4/5 ⚖

**KULL WAHAD**

Worthless Card

Play as part of your Battle Plan, in place of **weapon**, **defense**, or both.  
This card has no value in play, and you can discard it only by playing in your Battle Plan.  
Optional rule: Bene Gesserit may use as a Karama card.

5/5 ⚖

**SEMUTA DRUG**

Weapon - Poison - Special

Play as part of your Battle Plan.  
Reduces the strength of the **leader** by 1, and remains with the **leader** after battle, reducing his strength by 1 at the beginning of each turn. Affects **leader** until death, then must be discarded.  
Poisoned **leader** may still fight in battles.  
Can be blocked by a Snooper.  
You may keep this card if you win the battle.

1/2 ⚖

**STONE BURNER**

Weapon - Projectile - Special

Play as part of your Battle Plan.  
Kills both **leaders** in battle unless they use a Shield. Also automatically kills all enemy **tokens** in **territory**.  
You still lose dialed number of **tokens** as usually.  
A Lasgun/Shield explosion must be resolved before the Stone Burner effect.  
You may keep this card if you win the battle.

2/2 ⚖

Treachery cards - back

