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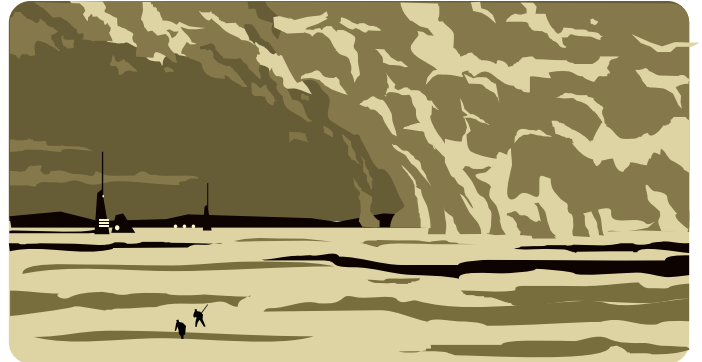



Version 1.0



## KWISATZ HADERACH & STORM CARDS

- Storm cards can be used instead of Storm Movement tokens.
- Only 1 copy of Storm cards required. But for better shuffling you may want to create 2-3 copies of Storm cards.
- Only 1 Kwisatz Haderach card required.



**KWISATZ HADERACH**


**Leader Bonus - Atreides**

0

1

2

3

4

5

6

7

Every time you lose **tokens** in battle move the counter by number of spaces equal to the number of **tokens** lost.

Immediately after the counter reaches 7, you may use this bonus in any or all of your battles. This card increases strength of your **leader** by 2.

This bonus can be destroyed only by Shield/Lasgun explosion, and may be revived at cost of 2 **spice**.

+2

**1 SECTOR**


**Storm**



Move the storm 1 **sector** counter-clockwise.

(All **spice** & **tokens** in **sectors** covered by the **storm** in **sand territories** will be destroyed.)

≈ 1

**2 SECTORS**


**Storm**



Move the storm 2 **sectors** counter-clockwise.

(All **spice** & **tokens** in **sectors** covered by the **storm** in **sand territories** will be destroyed.)

≈ 2

**3 SECTORS**


**Storm**



Move the storm 3 **sectors** counter-clockwise.

(All **spice** & **tokens** in **sectors** covered by the **storm** in **sand territories** will be destroyed.)

≈ 3

**4 SECTORS**


**Storm**



Move the storm 4 **sectors** counter-clockwise.

(All **spice** & **tokens** in **sectors** covered by the **storm** in **sand territories** will be destroyed.)

≈ 4

**5 SECTORS**


**Storm**



Move the storm 5 **sectors** counter-clockwise.

(All **spice** & **tokens** in **sectors** covered by the **storm** in **sand territories** will be destroyed.)

≈ 5

**6 SECTORS**


**Storm**



Move the storm 6 **sectors** counter-clockwise.

(All **spice** & **tokens** in **sectors** covered by the **storm** in **sand territories** will be destroyed.)

≈ 6

