



# HARKONNEN

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

**REVIVAL:** 2 troops free.

## ADVANTAGES

You excel at treachery.

**EXTRA TRAITORS:** During setup you keep all 4 Traitor Cards. If you draw 2 (or more) of your own leaders, or draw 3 (or more) of the same faction's leaders, you may call mulligan to cause a redraw of all traitor cards.

**EXTRA TREACHERY\*:** You may hold up to 8 Treachery Cards. During setup and whenever you buy a card you get an extra for free from the top of the deck.

**CAPTURED LEADERS\*:** Whenever you win a battle (step 4.7) you may randomly select 1 of the loser's leaders. Leaders already used in battles elsewhere this turn are exempt.

Secretly look at the leader and either put it face down in the Tieilaxu Tanks for 2 spice or keep them. You may use a kept leader once in battle after which they are returned if alive.

If you own no Harkonnen leaders all captured leaders are returned.

**VLADIMIR'S SPITE:** During Spice Collection phase take 2 spice from the spice bank if you control one stronghold. Take 3 instead if you control at least two strongholds.

You permanently lose this advantage once you gain the Kwisatz Haderach token.

## ALLIANCE

You may call traitor in your ally's battles.

## FATE

**BLACKMAIL:** Play your fate card during battle (step 2.3) to force your opponent to reveal their entire battle plan early.

## KARAMA EFFECTS

**EXTRA TREACHERY:** During Bidding phase, your ability to gain an extra Treachery Card is disabled until the end of the turn.

**CAPTURED LEADERS:** Your opponent does not have to reveal a part of their battle-plan early. This lasts until the end of the turn.

## TROOPS



### NORMAL TROOP

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

## LEADERS



