



ATREIDES

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

REVIVAL: 2 troop free.

ADVANTAGES

You have limited prescience.

BIDDING PRESCIENCE*: During each bidding round you may look at each Treachery Card as it comes up for bid.

INFORMATION BROKER: You can sell information on the next card for auction to another player. You can set the price and the information must be true.

The price you set is paid to you as a bribe.

NOTES: You may keep written notes about Treachery Cards.

BATTLE PRESCIENCE*: During battle (*step 2.2*) you may force your opponent to reveal 1 part of their battle-plan early. (*Weapon, Defense, Leader, or Dial + Mercenaries*).

LETO'S TITHE: 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.

KWISATZ HADERACH*: Once you have lost 7 or more total troops in battles you gain a token that can be played alongside one leader per turn to add +2 strength to that leader and that leader cannot be called traitor.

The token can only be lost in a lasgun-shield explosion, and can be revived like a normal 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

ARRAKIS FIEFDOM: Play your fate card at any time before Ship & Move phase to obtain the Carryall Tech-Token, which you cannot lose. The token triggers when a spice mine sends troops to reserves. You may also spawn a 3 spice mine on any sand territory that doesn't have a spice-blow marker:

KARAMA EFFECTS

BIDDING PRESCIENCE: You can no longer look at the cards as they are up for bid. This lasts until the end of the turn.

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

KWISATZ HADERACH: You are not allowed to add the Kwisatz Haderach token to a leader. This lasts until the end of the turn.

ALLIANCE: When your **BATTLE PRESCIENCE** ability is karama'd, this alliance ability is disabled until the end of the turn.

TROOPS



NORMAL TROOP

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

LEADERS



