



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



