| Free shipping | | Wormsign | | Unclaimed Spice | |
|---|-------------|--|--|---|--------------|
| Special | \bigcirc | Special | \bigcirc | Special | |
| At no cost, add up to 4 more of you from reserves to your force shipmer | | During Spice Blow or Revival Ph eliminate all spice in any one terri | ase, tory | Before spice is collected, move up your forces from one territory, usin movement rules, to an unoccupied | ng normal |
| Worth 2 | 2 | Worth 2 | 1 | Worth 2 | 3 |
| Counter-Attack | | Spice Protection | | Spotter | |
| Special | | Special | \bigcirc | Special | \bigcirc |
| Add 4 to your battle total after reve Battle Plan. | ealing your | During this turn's Storm or Spice phase, the spice in any territories is not destroyed by the storm. Or, during Shipment & Movemen your normal movement, move thr more territories in storm to any ter in storm. | you choose t, as part of ough one or | Look at the top card of the Spice I both cards face down on the top of decks, or put both cards face down bottom of their decks. | f their |
| Worth 2 | 4 | Worth 2 | 5 | Worth 2 | 6 |
| Retreat | \bigcirc | Spice Freighter | | Withdraw | |
| Special | | Special | | Special | \bigcirc |
| | | | | | |
| If your forces are in a battle, they re anytime before Battle Plans are rev | | Each force you have in one territo spice collects 5 spice a piece inste | ry with ad of the | After all players have collected sp your forces from one territory on s | sand to any |
| Retreat using your normal Moveme any one territory you occupy alone, unoccupied rock or sand territory. | ent rule to | normal collections of 2 spice. | | rock area up to three territory awa that territory is not occupied by an faction. | y as long as |
| Worth 2 | 7 | Worth 2 | 8 | Worth 2 | 9 |

| Poison Tooth Special | Hajr Special | Weather Control Special |
|--|---|---|
| Play after Battle Plans have been revealed. Kills both your leader and your opponent's leader no matter what defense card your opponent played. The winner is the player who has the highest total. Winner gets spice for both leaders. | At the end of the Shipping & Movement phase, after all players have moved, make an extra on-planet force movement into any territory you can reach except an unoccupied stronghold. | After the first game turn, play during the Storm Phase before the Storm Marker is moved. Instead of the number rolled on the die, you control the storm and move it from 0 to 10 sectors in a counterclockwise direction. <i>Note,</i> <i>you can see the result of the Storm die before</i> <i>playing Weather Control, and the declare a</i> <i>new result from 0-10 sectors.</i> |
| Worth 2 10 | Worth (2) 11 | Worth 2 12 |
| The Way Special | Mother Lode Special | Snooper Defense - Poison |
| After Battle Plans have been revealed, you may discard the card played on the weapon or the defense side of the Battle Wheel and play a different card the can be placed on the side of the Battle Wheel. This overrides any restriction from the Voice. | After a Spice Blow and before you ship, double the amount of spice in any one territory containing spice | Play as part of your Battle Plan. Protects your leader from a poison weapon in this battle. You may keep this card if you win this battle. |
| Worth 2 13 | Worth 2 14 | Worth 4 18 |
| Lasgun Weapon - Special | Ellaca Drug Weapon - Poison | |
| Play as part of your Battle Plan. Automatically kills opponent's leader regardless of defense card used. You may keep this card if you win this battle If anyone plays a shield in this battle, all forces, leaders, and spice in this battle's territory are lost. Both players lose this battle, no spice is paid for leaders, and all cards played are discarded. Worth 4 | Play as part of your Battle Plan. Kills opponent's leader before battle is resolved. Opponent may protect leader with a Snooper. You may keep this card if you win this battle. Worth 4 20 | |

| Snooper Defense - Poison | | Lasgun Weapon - Special | | Ellaca Drug Weapon - Poison | |
|---|----------------------|---|-------------------------|--|----------------------------------|
| | | | | | |
| Play as part of your Battle Plan. | | Play as part of your Battle Plan. | | Play as part of your Battle Pla | ın. |
| Protects your leader from a poison this battle. You may keep this card if you win | _ | Automatically kills opponent's leader regardefense card used. You may keep this card if you win this batt If anyone plays a shield in this battle, all fu and spice in this battle's territory are lost. E lose this battle, no spice is paid for leaders, played are discarded. | tle | Kills opponent's leader before resolved. Opponent may prote Snooper. | e battle is ect leader with a |
| Tou may keep and eard if you win | uns outre. | played are discarded. | , and an cards | You may keep this card if you | i win this battle. |
| Worth 4 | 18 | Worth 4 | 19 | Worth 4 | 20 |
| Maula Pistol | | Crysknife | | Snooper | |
| Weapon - Projectile | \bigcirc | Weapon - Projectile | \bigcirc | Defense - Posion | |
| | | | | | |
| Play as part of your Battle Plan. | | Play as part of your Battle Plan. | | Play as part of your Battle Pla | ın. |
| Kills opponent's leader before batt resolved. Opponent may protect leader Shield. | le is ader with a | Kills opponent's leader before ba resolved. Opponent may protect l Shield. | ttle is eader with a | Protects your leader from a po this battle. | - |
| You may keep this card if you win | this battle. | You may keep this card if you win | n this battle. | You may keep this card if you | win this battle. |
| Worth 4 | 21 | Worth 4 | 22 | Worth 4 | 23 |
| Shield | | Shield | | Chaumas | |
| Defense - Projectile | | Defense - Projectile | | Weapon - Poison | |
| | | | | | |
| Play as part of your Battle Plan. | | Play as part of your Battle Plan. | | Play as part of your Battle Pla | ın. |
| Protects your leader from a project in this battle. | ile weapon | Protects your leader from a project in this battle. | ctile weapon | Kills opponent's leader before resolved. Opponent may prote Snooper. | |
| You may keep this card if you win | this battle. | You may keep this card if you win | n this battle. | You may keep this card if you | ı win this battle. |
| Worth 4 | 24 | Worth 4 | 25 | Worth 4 | 26 |

| Snooper | Shield | Shield |
|--|---|---|
| Weapon - Poison | Defense - Projectile | Defense - Projectile |
| | | |
| | | |
| Play as part of your Battle Plan. | Play as part of your Battle Plan. | Play as part of your Battle Plan. |
| Protects your leader from a poison weapon in this battle. | Protects your leader from a projectile weapon in this battle. | Protects your leader from a projectile weapon in this battle. |
| You may keep this card if you win this battle | You may keep this card if you win this battle. | You may keep this card if you win this battle. |
| Worth 4 27 | Worth 4 28 | Worth 4 29 |
| Gom Jabbar | Slip Tip | Snooper |
| () | | |
| Weapon - Poison | Weapon - Projectile | Weapon - Poison |
| | | |
| Play as part of your Battle Plan. | Play as part of your Battle Plan. | Play as part of your Battle Plan. |
| Kills opponent's leader before battle is resolved. Opponent may protect leader with a Snooper. | Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield. | Protects your leader from a poison weapon in this battle. |
| You may keep this card if you win this battle. | You may keep this card if you win this battle. | You may keep this card if you win this battle |
| Worth 4 30 | Worth 4 31 | Worth 4 32 |
| Stunner | | |
| Weapon - Projectile | | |
| | | |
| Play as part of your Battle Plan. | | |
| Kills opponent's leader before battle is resolved. Opponent may protect leader with a Shield. | | |
| You may keep this card if you win this battle. | | |
| Worth 4 33 | | |

| Snooper | | Snooper | | Snooper | |
|---|--------------|---|----------------|---|-----------------|
| Defense - Poison | | Defense - Poison | | Defense - Poison | |
| Derense Tonson | \bigcirc | Detense Tonson | \smile | | \bigcirc |
| | | | | | |
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| | | | | | |
| | | | | | |
| | J | | J | | J |
| Play as part of your Battle Plan. | | Play as part of your Battle Plan. | | Play as part of your Battle Plan. | |
| Protects your leader from a poison | weapon in | Protects your leader from a poison | n weapon in | Protects your leader from a poise | on weapon in |
| this battle. | | this battle. | | this battle. | |
| You may keep this card if you win | this battle. | You may keep this card if you win | n this battle. | You may keep this card if you wa | in this battle. |
| | | | | | |
| | | | | | |
| Worth 4 | 18 | Worth 4 | 18 | Worth 4 | 18 |
| Snooper | | Snooper | | Snooper | |
| Defense - Poison | | Defense - Poison | | Defense - Poison | |
| | \bigcirc | | \bigcirc | | \bigcirc |
| | | | | | |
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| | | | | | |
| | | | | | |
| Play as part of your Battle Plan. | | Play as part of your Battle Plan. | | Play as part of your Battle Plan. | |
| Protects your leader from a poison this battle. | weapon in | Protects your leader from a poison this battle. | n weapon in | Protects your leader from a poise this battle. | on weapon in |
| | a | | 4.1.4 | | • .1 • 11 |
| You may keep this card if you win | this battle. | You may keep this card if you win | n this battle. | You may keep this card if you wa | in this battle. |
| | | | | | |
| | 10 | | | | 10 |
| Worth (4) | 18 | Worth (4) | 18 | Worth (4) | 18 |
| Snooper | \bigcirc | Snooper | | Snooper | |
| Defense - Poison | \bigcirc | Defense - Poison | | Defense - Poison | |
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| Play as part of your Battle Plan. | | Play as part of your Battle Plan. | | Play as part of your Battle Plan. | |
| | - | | | | - |
| Protects your leader from a poison this battle. | weapon in | Protects your leader from a poison this battle. | n weapon in | Protects your leader from a poise this battle. | on weapon in |
| You may keep this card if you win | this battle. | You may keep this card if you win | n this battle. | You may keep this card if you w | in this battle. |
| , - <u>r</u> | | , <u>r</u> | | j Juna ni jou vi | |
| | | | | | |
| Worth (1) | 18 | Worth (4) | 18 | Worth | 18 |
| Worth (4) | 18 | worun 4 | 18 | Worth (4) | 18 |

| Bene Gesserit Treachery | Fremen Honor | | 6 |
|---|--------------------------------------|---|--------------|
| Cost Spy Network (2) - Battle army. Spend X spice and gain +1 force for every spy connected. 1 | 1234 | Frice | |
| (2) - Place X spies to one territory. Those spies become 5 | 5 6 7 8 | Spacing Guild Economy Shipping Price | Income Quota |
| (6) - Sabotage a structure in your network.5(4) - Halt a group of forces that pass through your network until the end of the10 | 9 (10) (11) (12) (13) (14) (15) (16) | Space | 4 |
| network until the end of the turn. | | | 3 |
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