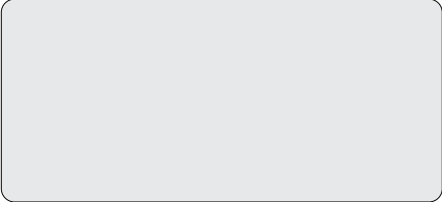
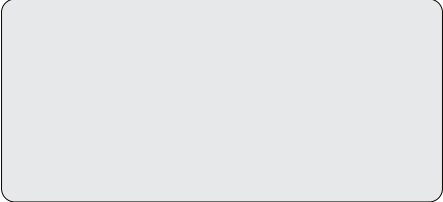
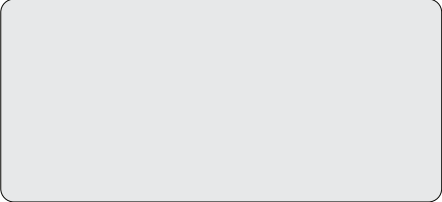
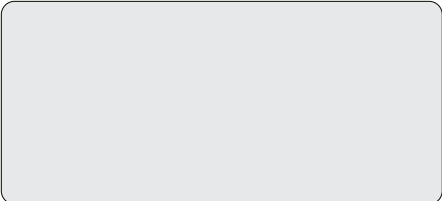
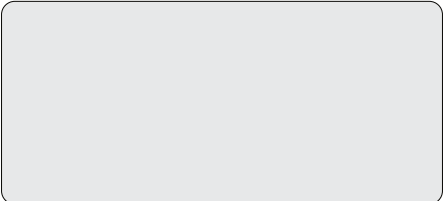
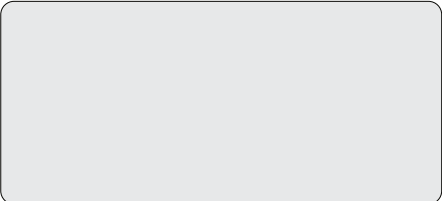
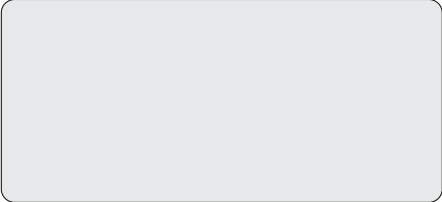
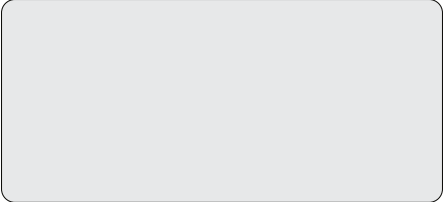


<p>Free shipping</p> <p>Special</p>  <p>At no cost, add up to 4 more of your forces from reserves to your force shipment.</p> <p>Worth (2) 2</p>	<p>Wormsign</p> <p>Special</p>  <p>During Spice Blow or Revival Phase, eliminate all spice in any one territory</p> <p>Worth (2) 1</p>	<p>Unclaimed Spice</p> <p>Special</p>  <p>Before spice is collected, move up to 5 of your forces from one territory, using normal movement rules, to an unoccupied territory.</p> <p>Worth (2) 3</p>
<p>Counter-Attack</p> <p>Special</p>  <p>Add 4 to your battle total after revealing your Battle Plan.</p> <p>Worth (2) 4</p>	<p>Spice Protection</p> <p>Special</p>  <p>During this turn's Storm or Spice Blow phase, the spice in any territories you choose is not destroyed by the storm.</p> <p>Or, during Shipment & Movement, as part of your normal movement, move through one or more territories in storm to any territory not in storm.</p> <p>Worth (2) 5</p>	<p>Spotter</p> <p>Special</p>  <p>Look at the top card of the Spice Deck. Put both cards face down on the top of their decks, or put both cards face down on the bottom of their decks.</p> <p>Worth (2) 6</p>
<p>Retreat</p> <p>Special</p>  <p>If your forces are in a battle, they retreat anytime before Battle Plans are revealed.</p> <p>Retreat using your normal Movement rule to any one territory you occupy alone, or any unoccupied rock or sand territory.</p> <p>Worth (2) 7</p>	<p>Spice Freighter</p> <p>Special</p>  <p>Each force you have in one territory with spice collects 5 spice a piece instead of the normal collections of 2 spice.</p> <p>Worth (2) 8</p>	<p>Withdraw</p> <p>Special</p>  <p>After all players have collected spice, move your forces from one territory on sand to any rock area up to three territory away as long as that territory is not occupied by another faction.</p> <p>Worth (2) 9</p>

<h3>Poison Tooth</h3> <p>Special</p>  <p>Play after Battle Plans have been revealed. Kills both your leader and your opponent's leader no matter what defense card your opponent played.</p> <p>The winner is the player who has the highest total. Winner gets spice for both leaders.</p> <p>Worth (2) 10</p>	<h3>Hajr</h3> <p>Special</p>  <p>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.</p> <p>Worth (2) 11</p>	<h3>Weather Control</h3> <p>Special</p>  <p>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, you can see the result of the Storm die before playing Weather Control, and the declare a new result from 0-10 sectors.</i></p> <p>Worth (2) 12</p>
<h3>The Way</h3> <p>Special</p>  <p>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.</p> <p>This overrides any restriction from the Voice.</p> <p>Worth (2) 13</p>	<h3>Mother Lode</h3> <p>Special</p>  <p>After a Spice Blow and before you ship, double the amount of spice in any one territory containing spice</p> <p>Worth (2) 14</p>	<h3>Snooper</h3> <p>Defense - Poison</p>  <p>Play as part of your Battle Plan.</p> <p>Protects your leader from a poison weapon in this battle.</p> <p>You may keep this card if you win this battle.</p> <p>Worth (4) 18</p>
<h3>Lasgun</h3> <p>Weapon - Special</p>  <p>Play as part of your Battle Plan.</p> <p>Automatically kills opponent's leader regardless of defense card used.</p> <p>You may keep this card if you win this battle</p> <p>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.</p> <p>Worth (4) 19</p>	<h3>Ellaca Drug</h3> <p>Weapon - Poison</p>  <p>Play as part of your Battle Plan.</p> <p>Kills opponent's leader before battle is resolved. Opponent may protect leader with a Snooper.</p> <p>You may keep this card if you win this battle.</p> <p>Worth (4) 20</p>	

<div> <div>Snooper</div> <div>Defense - Poison</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>18</div> </div> </div>	<div> <div>Lasgun</div> <div>Weapon - Special</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>19</div> </div> </div>	<div> <div>Ellaca Drug</div> <div>Weapon - Poison</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>20</div> </div> </div>
<div> <div>Maula Pistol</div> <div>Weapon - Projectile</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>21</div> </div> </div>	<div> <div>Crysknife</div> <div>Weapon - Projectile</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>22</div> </div> </div>	<div> <div>Snooper</div> <div>Defense - Posion</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>23</div> </div> </div>
<div> <div>Shield</div> <div>Defense - Projectile</div> <div></div> <div></div> <div> Play as part of your Battle Plan. Protects your leader from a projectile weapon in this battle. You may keep this card if you win this battle. </div> <div> <div>Worth 4</div> <div>24</div> </div> </div>	<div> <div>Shield</div> <div>Defense - Projectile</div> <div></div> <div></div> <div> Play as part of your Battle Plan. Protects your leader from a projectile weapon in this battle. You may keep this card if you win this battle. </div> <div> <div>Worth 4</div> <div>25</div> </div> </div>	<div> <div>Chaumas</div> <div>Weapon - Poison</div> <div></div> <div></div> <div> 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. </div> <div> <div>Worth 4</div> <div>26</div> </div> </div>

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

<div><div>Snooper</div><div>Defense - Poison</div><div></div></div> <div></div> <div><div>Play as part of your Battle Plan.</div><div>Protects your leader from a poison weapon in this battle.</div><div>You may keep this card if you win this battle.</div></div> <div><div>Worth 4</div><div>18</div></div>	<div><div>Snooper</div><div>Defense - Poison</div><div></div></div> <div></div> <div><div>Play as part of your Battle Plan.</div><div>Protects your leader from a poison weapon in this battle.</div><div>You may keep this card if you win this battle.</div></div> <div><div>Worth 4</div><div>18</div></div>	<div><div>Snooper</div><div>Defense - Poison</div><div></div></div> <div></div> <div><div>Play as part of your Battle Plan.</div><div>Protects your leader from a poison weapon in this battle.</div><div>You may keep this card if you win this battle.</div></div> <div><div>Worth 4</div><div>18</div></div>
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