

## Treachery Cards from *SPICE HARVEST*



**Harvester:** Doubles the spice blow. Play just after a spice blow comes up. Place double the amount of spice in the territory.

**Hunter-Seeker:** Used as a projectile weapon.

**Shield:** Used as a shield.

**Thumper:** Play instead of turning up the next spice card. Acts as if a worm is revealed.

**Ya! Ya! Yawm!:** Worthless.

## Treachery Cards from *THE DUEL*



**Cone of Silence:** Prevents any player(s) within its scope from buying cards, threatening Kanly or making an alliance. It may be played at any time upon any named player(s) and stays in effect until the end of the turn. You may direct it against as many of your opponents (not allies) as you desire.

**Elacca Drug:** Used as a poison weapon.

**Kull Wahad:** Worthless.

**Residual Poison:** Played face down in front of the character's shield. That player must pay you a bribe of 1-4 spice (you name the amount) on every turn it remains there. If the player fails to pay, then you reveal the residual poison card and that player loses any one leader of your choice (except a main leader). You collect the leader's value in spice from the box. The leader may not be the player's main character. You may also bluff playing residual poison by playing a worthless card. If you are found to be bluffing about residual poison before you can remove the card, then you must pay the offended player 3 times the amount of the bribe you are demanding. (if you do not have enough spice, you owe that amount and must pay it when you get it.) You may retract the residual poison or bluff card during any of your moves whereupon it is discarded unseen in all cases.

**Snoopers:** Used as a poison defense.

## Treachery Cards from *Grand DUNE*



**Semuta Drug:** Used as a poison weapon. This weapon is played in a battle normally and can be blocked by a snooper. If not blocked, it does not immediately kill the opposing leader. Instead, it reduces the fighting strength of the leader by one. The Semuta card remains with the leader after the battle, unless the leader is killed. At the beginning of each following game turn, that leader's fighting strength is further reduced by one until the turn it reaches zero, in which case the leader is sent to the tanks and the Semuta card is discarded. Such a leader is revived normally and at full strength. Leaders who have a Semuta card on them lead battle and duel at their reduced strength. When the drugged leader is killed, the winner of the battle collects only the amount of spice equal to their current reduced strength at the time of death.

**Stoneburner:** Used as a special weapon. This weapon, played normally in battle, automatically kills an opponent's leader and all of his tokens in the territory, plus the friendly leader. Both players may use shields to protect their leaders against a stone burner, but all the opponent's tokens are still removed to the tanks. A player that uses a stone burner in battle still loses the number of tokens he dials for the battle. If a lasegun/shield explosion occurs in the same battle, the lasegun/shield explosion takes precedence, destroying all leaders, tokens and spice in the territory. *Optional rule:* Unless a Karama card has been used in the same battle to prevent Atreides prescience, Paul Muad'Dib is not affected by the blast of the stone burner.