



EVENT - IMPERIUM
Duration Effect. No House may petition to deploy an ally.
Diplomatic summits among the Houses are often the scene of great pomp and circumstance.

LOW MORALE
TACTIC - BATTLE - DECLARATION
Engage a target persona or personnel.
Faith is the greatest motivator there is. A weak cause, or a poor leader give men little to follow.

IMPERIAL FAVOR
EVENT - DUNE
The current governor of Dune may immediately increase his or her favor by 2. X equals (0-999).
The Emperor keeps a close watch on the fief of Arrakis. His Governor can influence the fate of every Imperial Power.

ENHANCEMENT - COMBAT
Limit 1. Assign to a target charter. Target gains +1 command and +2 resistance.
In the always treacherous world of House politics, it helps to have powerful friends.

CHOAM LEAGUE
PERSONNEL - CORPIS - LEGATION
Assign to a target persona or charter.
Ambition. Tact. Engagement. If target participates in an arbitration rite, engage to include as a participant.
Trade delegations travel throughout the Imperium on the Emperor's business.

PROVOKE INSURGENCY
VENTURE - ARBITRATION
Apply X force to a target charter, except Dune. If applied force exceeds the target's resistance, subdue the target. X equals the assigned persona's arbitration rank.
Send out the propagandists. I want reports of rioting before the week's end!

COMMAND CENTER
ENHANCEMENT - BASTION
Limit 1. Assign to a target fief. Target gains +1 command. Engage to transfer up to 3 personnel assigned to a target persona you govern to one or more eligible targets. Personnel retain their current status when transferred.

SLOW ATTACK
TACTIC - DUEL - ENGAGEMENT
Duration Effect. Assign 1 force to a target persona. Assigns a deployment.
The slow blade pe...

FALSE ALLEGATIONS
TACTIC - INITIATIVE - DECLARATION
Discard a target card from your hand to decrease a rival's declared favor by an amount equal to the target's deployment cost. Targets having an X deployment cost decrease the declared favor by 5.
Houses often plant damaging rumors in an attempt to hinder their enemies.

MILITARY TRANSPORT
EVENT - IMPERIUM
Duration Effect. Double the deployment cost of all troops, blades, projectiles, and aides possessing the battle talent.
The Spacing Guild demands enormous sums to transport military personnel and hardware. It is part of the Pax Imperialis.

FOCUSED GAMBIT
TACTIC - INTRIGUE - ENGAGEMENT
Duration Effect. Assign to your leader. The leader generates +1 force per additional participant.
"I see plans within plans..."

CORIOLIS STORM
EVENT - DUNE
Distribute X "storm" force tokens among one or more target bastion, transport, or personnel resources assigned to a target desert. Subdue all targets. Resistance is reduced to 0 by storm force.
The great sandstorms of Arrakis are capable of reading fine details in dust in a matter of minutes.

MAULA PISTOL
EQUIPMENT - WEAPON - PROJECTILE
Limit 1. Assign to a target persona or troop unit currently assigned +1 force during battle rites.
Target generates +1 force during battle rites.
Safe for use against shields, these Fremmen weapons can be readily in the hands of trained warriors.

GARRISON
ENHANCEMENT - BASTION
Limit 1. Assign to a target city. Target betrays +1 force and gains +2 resistance during battles.
Garrisons are common in most cities. Their declared purpose is to enforce House rule and keep the peace.

BEST BLADE
VENTURE - DUELING
Apply X force to a target ally. If applied force exceeds the target's resistance, subdue the target. X equals the assigned persona's dueling rank.
"Now, guard yourself for true!"

HOUSE BATTALION
PERSONNEL - TROOP - BATTALION
Assign to a target persona or fief.
Battle Tactic (engagement). If target participates in a battle rite, engage to include as a participant.
Most Houses maintain a considerable military presence.

FALSE DIVERSION
TACTIC - DECLARATION
Engage a target aide.
"The shield is down! The shield is down!"
"Open the doors! Get that shield up!"

CHOAM DIVIDENDS
EVENT - IMPERIUM
Each player may produce 1 solari per charter they govern in their treasury.
Dividends are parceled out each quarter. They are given to member Houses who govern one or more CHOAM Company charters.

PREDAWN RITUAL
TACTIC - DECLARATION
Engage a target persona.
The Fremmen are a conduct their de... of the morning

OIL LENSE BINOCULARS
PERSONNEL - TROOP - BATTALION
Assign to a target persona or fief.
Battle Tactic (engagement). If target participates in a battle rite, engage to include as a participant.

SUBTERFUGE
PERSONNEL - TROOP - BATTALION
Assign to a target persona or fief.
Battle Tactic (engagement). If target participates in a battle rite, engage to include as a participant.



3 USURP HOLDING
 Illustration: A man in a blue robe holding a scroll.
 Effect: Discard a holding to its governor's house and gain 1 power.

2 WINDTRAP
 DUNE™ ©1985 Herbert Limited Partnership.
 Illustration: A large, multi-armed windmill structure.
 EQUIPMENT · BASTION
 Limit 2. Assign to a target Dune fief. Reduce the development cost of all buildings constructed in the target by 1 spirit place change the face of Arrakis.
 "Water... And when we have enough, we shall change the face of Arrakis."
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0 INTELLIGENCE
 ESPIONAGE
 Illustration: A man in a white robe looking through a telescope.
 TACTIC · INTRIGUE · ENGAGEMENT
 "It is known to us that you have a traitor in your midst."
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1 DIPLOMACY
 Illustration: A man in a white robe sitting at a table.
 ENHANCEMENT · SKILL
 Assign to a target persona. Target gains +1 arbitration rank.
 A Great House cannot rule by military strength alone. It must also appreciate the subtleties of diplomacy. Only then will it know true power.
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1 KINDLY BLADE WEAPON
 Illustration: A sword in a scabbard.
 EQUIPMENT · WEAPON · BLADE
 Limit 1. Assign to a target persona not currently assigned a blade. Target generates +1 force during a duel.
 Simple blades are often the chosen weapons for Kany duels among nobility.
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1 PETITIONING DELAYS
 Illustration: A man in a yellow robe speaking to a man in a white robe.
 IMPERIAL EFFECT
 Effect: No house may petition to deploy troops until the change of fief.
 "We often delay the change of fief."
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2 THOPTER OUTPOST
 Illustration: A thopter flying over a desert landscape.
 ENHANCEMENT · BASTION
 Limit 1. Assign to a target fief. Target generates +2 force and gains +2 resistance during battles. Omihopters are a primary means of transport on the windswept flats of Arrakis.
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1 ARCLIGHT ASSAULT
 Illustration: Two men in black armor fighting.
 VENTURE · BATTLE
 Initiate a battle rite. The assigned persona must lead the rite. This venture does not count against your house interval limit.
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2 SECURITY SWEEP
 Illustration: A man in a white robe standing in a courtyard.
 TACTIC · DECLARATION
 Engage a target fief.
 "The city is under martial law. We have troops here headquartered underground of sub-floors six through ten... Our new army is still in training, but everything is shielded."
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2 SMUGGLER
 Illustration: A man in a white robe carrying a large bag.
 AIDE · SMUGGLER · NATION
 Dune smuggler gains Surprise when participating in a battle in which he is also a participant.
 Most smugglers quickly learn the ways of the deep desert. For them, the desert is often the only friend they need.
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0 PUBLIC DEFAMATION
 Illustration: A man in a white robe standing in a courtyard.
 TACTIC · ARBITRATION · ENGAGEMENT
 Discard a target arbitration tactic.
 "Even a proud lineage can be brought quickly to its knees."
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2 ASSASSIN COHORT
 Illustration: A man in a black hooded cloak.
 PERSONNEL · CORPS · COHORT
 Assign to a target persona. Intrigue Tactic (engagement). If target participates in an intrigue rite, engage to include as a participant.
 Assassin cohorts typically fall under the command of a Master of Assassins.
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3 PERSONAL SHIELD
 FORCE FIELD PROJECTOR
 Illustration: A man in a white robe holding a glowing shield.
 EQUIPMENT · DEVICE · SHIELD
 Limit 1. Assign to a target persona. Target gains +3 resistance during dueling rites and +1 resistance during intrigue and battle rites. Shield fighting is an art that requires slow and deliberate moves.
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0 RECRUITMENT DRIVE
 Illustration: A man in a blue uniform sitting at a desk.
 VENTURE · DRIVE
 Duration: all
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1 FANATICISM
 Illustration: A man in a white robe with a glowing aura.
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FALSE DIVERSION

TACTIC - DECLARATION
Engage a target asset.
"The shield is down! The shield is down!"
"Down the door! Get that shield off!"

CHIEF DIVIDEND

EVENT - IMPERIUM
Each player may spend 1 spice to engage their opponent's House.
The House that spends the most spice wins the round.

DEFT BLADE

VENTURE - DECLARATION
Assign a House to a target ally in the intrigue rank.
The House that spends the most spice wins the round.

WATER RATIONING

VENTURE - DEPLOYMENT
Duration Effect: If you govern Dune, reduce the deployment cost of all troops by 1 solart each.
"On Arrakis, the existence of an operating army depends upon these water-saving procedures. Remember, water is life."

OIL LENSE BINOCULARS

EQUIPMENT - DEVICE - SENSOR
Limit 1. Assign to a target persona.
Target is immune to Surprise effects generated during battle and intrigue rites.
These devices are standard field issue for most House troops.

SUBTERFUGE

ENHANCEMENT - SKILL
Assign to a target persona. Target gains +1.
A Great House must learn to maneuver in the intrigue rank.

PREDAWN RITUAL

TACTIC - DECLARATION
Engage a target persona.
The Frimmen are a deeply spiritual people. They conduct their dissent ceremonies in the cool hours of the morning.

IMPERIAL REPRISAL

EVENT - DUNE
The current governor has increased the tax on the manufacturing of an important commodity.

LANDSRAAD COALITION

PERSONNEL - CORPS - LEGATION
Assign to a target persona or charter.
Arbitrates in an arbitration rite, engage to include as a participant.
Lansraad troops often serve as peace-keeping forces on disputed worlds.

SHIELD FAILURE

TACTIC - ENGAGEMENT
Subdue a target Shield.
While energy shields provide nearly impenetrable protection, they can also be somewhat unreliable...

SPICE BLOW

EVENT - DUNE
Produce X spice tokens and assign them to a target asset. X may not exceed 3.
"I know the secret. The worm is the spice... the spice is the worm."

USURP HOLDING

VENTURE - TRANSFER
Transfer a target asset holding to its group.
Losing a thing to your enemies bites far more than never having a thing at all.

EXCHANGE PROXY

VENTURE - EXCHANGE
Conduct an additional CHOAM Exchange operation.
Poorer Houses often act as proxies for wealthier Houses on the floor of the Choam Exchange. This form of limited combine has existed in CHOAM since its founding.

ARMS TRAINING

ENHANCEMENT - SKILL
Assign to a target persona. Target gains +1.
All nobles are trained in the ancient art of the dueling rank.
Houses.

CARRYALL HARVESTER TRANSPORT

EQUIPMENT - TRANSPORT
Assign to a target Spice Harvester.
Declaration Tactic: Engage to transfer the Harvester and Carryall to a target Dune field you govern. The Harvester maintains its current status when transferred.
Each Carryall can transport several harvesters.

CHAG PLANTS

TACTIC - DECLARATION
Engage a target persona you govern.
The stimulant ameliorates fatigue allowing its users to maximize their personal efficiency.

SANDWORM COMING OF THE

EVENT - DUNE
The sandworms are beginning to stir.

GARRISON GROUND PATROL

PERSONNEL - TROOP - BATTALION
Assign to a target persona of your House.
Battle Tactic: Engage to include as a participant in a battle rite, engage to include as a participant.

MAULA PISTOL SPRING-DART PROJECTILE

VENTURE - DEPLOYMENT
Assign to a target persona.
The Maula Pistol Spring-Dart Projectile is a standard field issue for most House troops.

COLUMN OF SMOKE

INTRIGUE - DECLARATION
Engage a target persona or personnel.
The Frimmen are a deeply spiritual people. They conduct their dissent ceremonies in the cool hours of the morning.