

Treachery deck:

45 cards with backs

I'd prefer Standard-American or Standard Playing Card Game format for this deck (with rounded corners if possible)  
I'll sleeve or laminate them depending on their thickness

## FAMILY ATOMICS

Played just after the storm has been dialled, but before it has been moved, by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it. It destroys the Shield Wall (and all tokens there) so that the Imperial Basin, Arrakeen and Carthag are no longer protected from the storm.



## HAJR

Play during a players movement round enabling him to take an extra on-planet movement, subject to the normal rules.



## KARAMA

Prevent other players from using some of their advantages once, as explained in the rules.



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## TLEILAXU GHOLA

Play at any time. Permits the player to immediately recover one leader from the tanks without payment, or to revive up to 5 tokens from the tanks to his reserve. A revived leader may not be used until the next battle round.



## TRUTH TRANCE

Play at any time. You may ask one other player any yes/no question.



The question must be answered truthfully.



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## WEATHER CONTROL

Play at the start of the storm round. It enables a player to control the storm that round and move it from 0 to 10 sectors in a counter-clockwise direction.



## STONE BURNER

### WEAPON

Kill opponent leader. All his tokens in that region are destroyed. You lose your leader and half the tokens dialled. Shields protect leaders from a stone burner. Paul Atreides is immune to a stone burner as long as he can use prescience.



## CHEAP HERO

Played in place of a leader in battle. (This is the only time a player may play 3 cards in a battle: cheap hero, weapon, and defense.) The cheap hero has no value to add to your total. Must be discarded when played.



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## CHEAP HEROINE

Played in place of a leader in battle. (This is the only time a player may play 3 cards in a battle: cheap heroine, weapon, and defense.) The cheap heroine has no value to add to your total. Must be discarded when played.



## LASGUN

### WEAPON

There is no direct defense against a lasgun. It automatically kills an opponent's leader. But should you or your opponent play a shield in the same battle, a nuclear explosion occurs and all tokens (even those not involved in the battle) in the territory are lost to the tanks as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.



## CHAUMAS

### POISON

Used as a weapon during battle.



## CHAUMURKY

### POISON

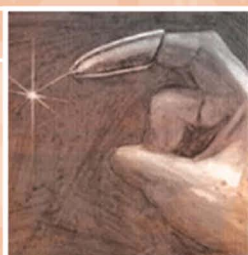
Used as a weapon during battle.



## GOM JABBAR

### POISON

Used as a weapon during battle.



## KRIMINON

### POISON

Used as a weapon during battle.



## SNOOPER

### POISON DEFENSE

Defends a leader against poison weapons in combat.



## SLIP TIP

### PROJECTILE

Used as a weapon during battle.



## STUNNER

### PROJECTILE

Used as a weapon during battle.



## MAULA PISTOL

### PROJECTILE

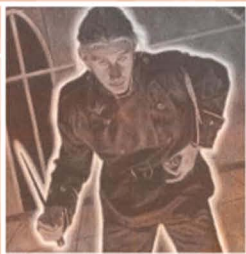
Used as a weapon during battle.



## SHIELD

### PROJECTILE DEFENSE

Defends a leader against a projectile weapon in combat. See also Lasgun.



## CHRYSKNIFE

### PROJECTILE

Used as a weapon during battle.



## SHIELD

### PROJECTILE DEFENSE

Defends a leader against a projectile weapon in combat. See also Lasgun.



## SNOOPER

### POISON DEFENSE

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## BALISSET

WORTHLESS  
CARD



BALISSET



## JUBBA CLOAK

WORTHLESS  
CARD



JUBBA CLOAK



## KULON

WORTHLESS  
CARD



KULON



## SHIELD

PROJECTILE  
DEFENSE

Defends a leader  
against a projectile  
weapon in combat.  
See also Lasgun.



⚡ + 🛡️ = ☢️ SHIELD



## LA LA LA

WORTHLESS  
CARD



LA LA LA



## SHIELD

PROJECTILE  
DEFENSE

Defends a leader  
against a projectile  
weapon in combat.  
See also Lasgun.



⚡ + 🛡️ = ☢️ SHIELD



## TRIP TO GAMONT

WORTHLESS  
CARD



OTRIP TO GAMONT



## KULL WAHAD

WORTHLESS  
CARD



KULL WAHAD



(D)

## YA! YA! YAWM!

WORTHLESS  
CARD



YA! YA! YAWM!

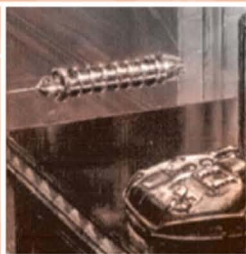


(H)

## HUNTER SEEKER

### PROJECTILE

Used as a weapon during battle.



(H)

## ELACCA DRUG

### POISON

Used as a weapon during battle.



(D)

## SNOOPER

### POISON DEFENSE

Defends a leader against poison weapons in combat.



(D)

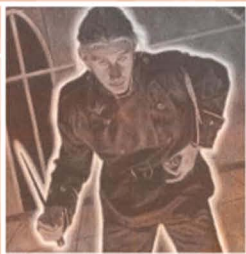
## SHIELD

### PROJECTILE DEFENSE

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 +  =  SHIELD



(H)

## CONE OF SILENCE

Prevents any players from buying treachery cards, threatening Kanly or forming an alliance. It does not affect existing alliances. It may be played at any time upon any named players 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.



CONE OF SILENCE



(D)

## RESIDUAL POISON

Play this card face down in front of another player's character shield. Select a random character from that player (not the leader). That player must pay you a bribe of 1-4 spice on every turn the card remains there. You may take the card back at any time. If the player fails to pay you, reveal the card and that player loses the targeted leader. You collect the leader's spice value from the bank.



RESIDUAL POISON



(D)

## HARVESTER

Doubles the value of the spice blow in one territory this turn.

Play during the Spice Blow Phase.



(H)

## THUMPER

Acts as if a Shai-Hulud (Sandworm) had been drawn. A Thumper does not initiate a nexus.

Play during the Spice Blow Phase.



THUMPER



(H)

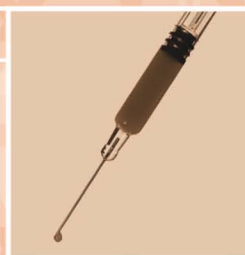
## SEMUTA DRUG

### POISON

Attach to the enemy leader, reducing their fighting strength by 1 this turn and by 1 every turn from now on. Send the poisoned leader to the tanks when his fighting strength reaches zero. Spice gained for killing the leader is equal to their strength at the time of death.

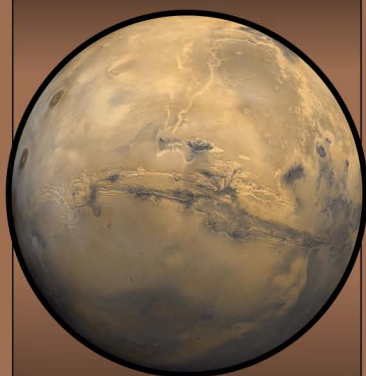


SEMUTA DRUG



(G)

TREACHERY



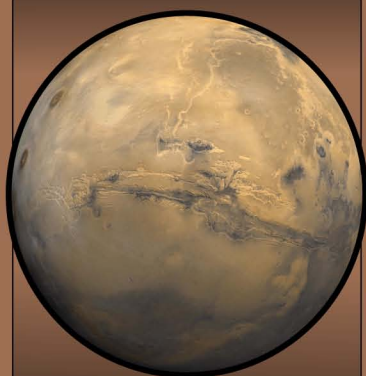
DUNE

TREACHERY



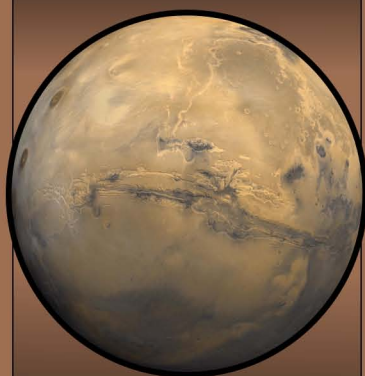
DUNE

TREACHERY



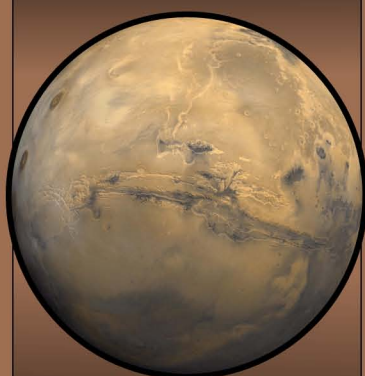
DUNE

TREACHERY



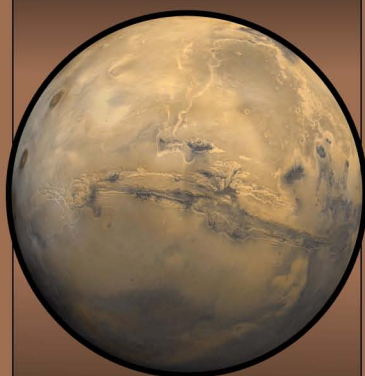
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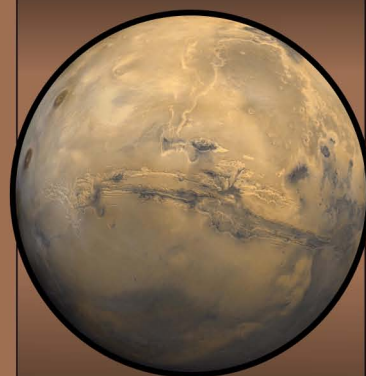
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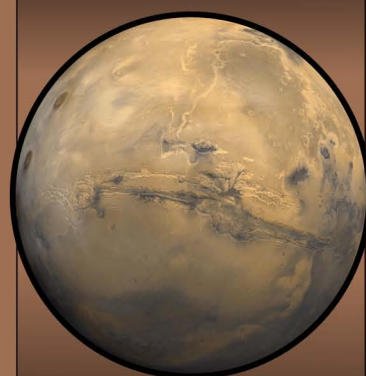
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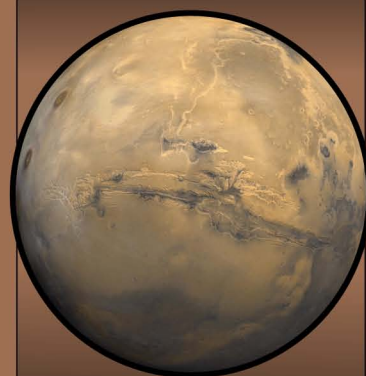
DUNE

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