



FLARE
*Power of
Prescience*

ATREIDES

Wild: You may prevent Atreides from looking at the bidding card.

Super: You may force your defensive allies to bring four tokens into the challenge.

Dune



FLARE
*Power of
the Fedaykin*

FREMEN

Wild: You may prevent Fremen from giving away their purchased cards.

Super: You may cancel the first flip of the destiny pile on any player's turn.

Dune



FLARE
*Power of
Mind Control*

BENE GESSERIT

Wild: You may prevent Bene Gesserit from trading a purchased card.

Super: As an ally, you may make both sides play compromise cards.

Dune



FLARE
*Power of
Hyperspace*

GUILD

Wild: You may prevent the guild from discarding a card (still counting as if it was discarded).

Super: As defensive main player you may pay ten spice to reposition the cone after the outcome is determined.

Dune



FLARE
*Power of
the Sardaukar*

EMPEROR

Wild: You may pay the bank for a purchased card rather than the Emperor.

Super: You may enhance your side's tokens after the cards are revealed.

Dune



FLARE
*Power of
Treachery*

HARKONNEN

Wild: You may prevent Harkonnens from receiving a free second card.

Super: You may fill your hand with cards from another player's hand. Each card you take, you must replace with one spice.

Dune