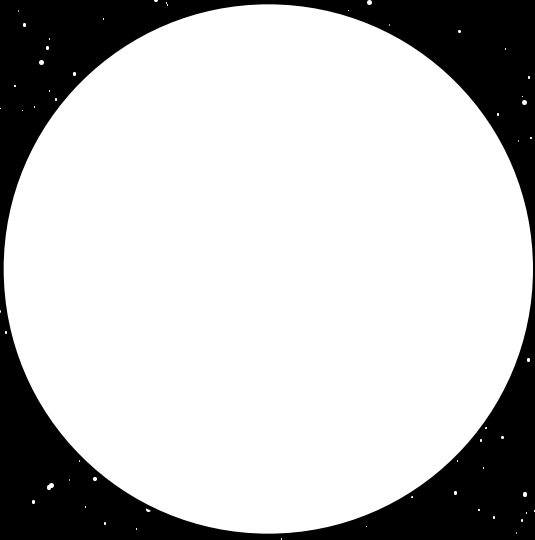


Mandatory/Optional



Jack Reda

# EMPEROR

EMPEROR SHADDAM IV

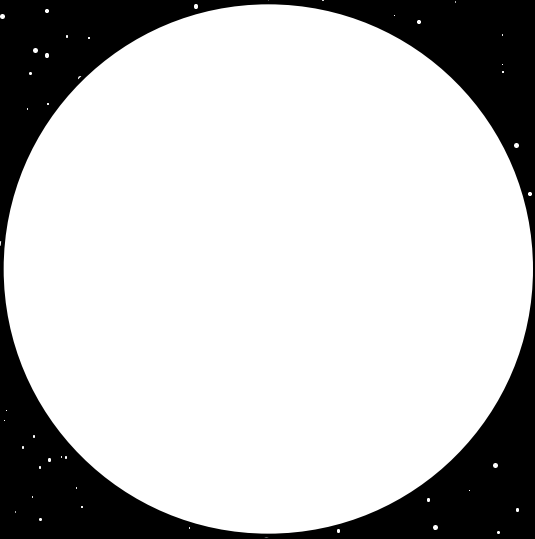
## EMPEROR

You have the **power of the Sardaukar**. Any compromise card you play, automatically becomes the same card as your opponent. You may also give spice to your ally. Bidding Power: Any player purchasing a card must pay you half the spice (rounding up). You pay the bank. Collection: 1 Spice per planet each turn.

**History:** You rule the known universe.

**Use only in Cosmic Dune.**

Mandatory/Optional



Jack Reda

# BENE GESSERIT

REVEREND MOTHER GAUUS HELEN MOHAM

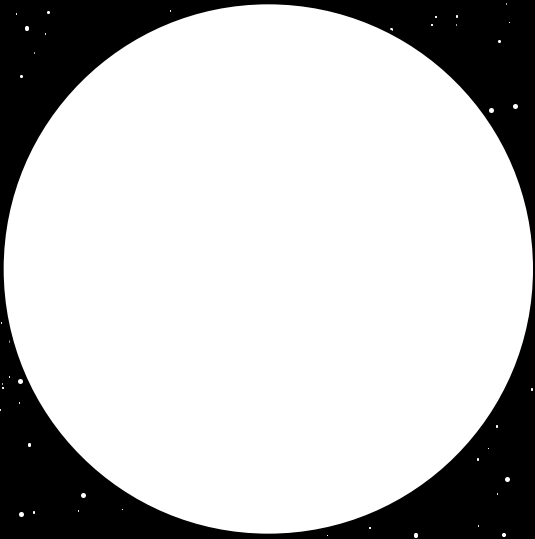
## BENE GESSERIT

You have the **power of mind control**. As an ally, you may force one side to play a compromise card if possible. If both sides play compromise, you must be involved in the deal (at risk of suffering losses). Bidding Power: You may immediately trade a purchased card to another player for a random card from their hand. Collection: 10 Spice plus one per planet each turn.

**History:** You have influenced the other houses to advance your own position.

**Use only in Cosmic Dune.**

Mandatory



Jack Reda

# ATREIDES

PAUL MUAD'DIB

## ATREIDES

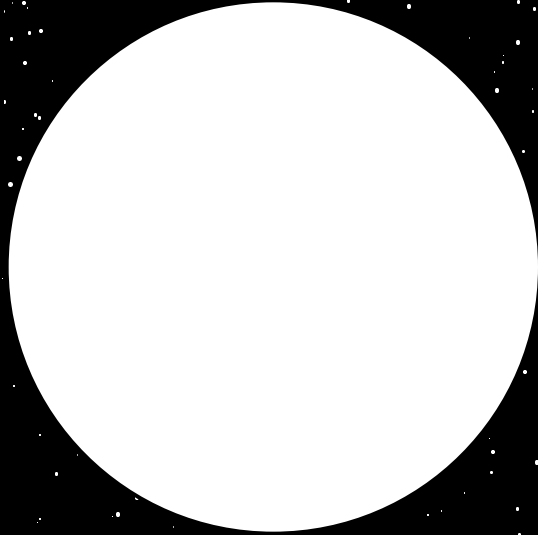
You have the **power of prescience**. As a defensive player, any player you invite (except the Harkonnen) must ally with you with at least one token. Whenever you win as a main player you collect one spice for each of your tokens involved. Bidding Power: You may look at the card that is being bid upon without saying what it is. Collection: 2 spice per planet each turn.

**History:** You are the Kwisatz Haderach.

**Use only in Cosmic Dune.**

Jack Reda

Mandatory/Optional



# FREMEN

LIET-KYNES

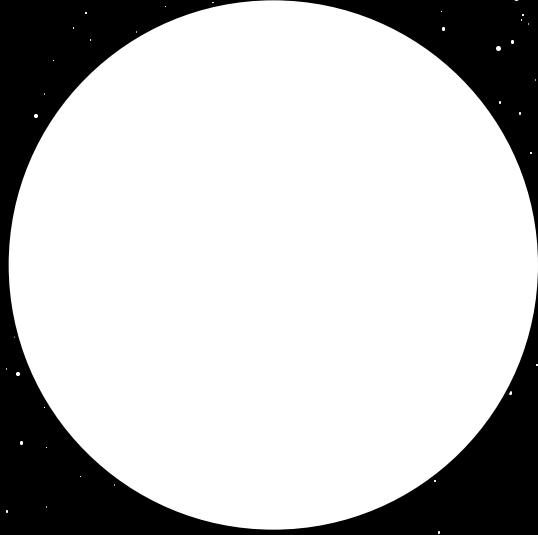
You have the **power of the Fedaykin**. Your tokens count double as allies, even for collecting rewards (when coerced by the Harkonnen your tokens count normal). If your ally loses, you only lose half your tokens (rounding up). You may also look at the next card in the destiny pile before the interphase. **Bidding Power**: You may immediately give a purchased card to another player, and receive one spice from that player. **Collection**: 5 Spice plus three per planet each turn.

**History**: You are native to the planet Arrakis and know its ways.

**Use only in Cosmic Dune.**

Jack Reda

Mandatory/Optional



# GUILD

STAGE FOUR NAVIGATOR

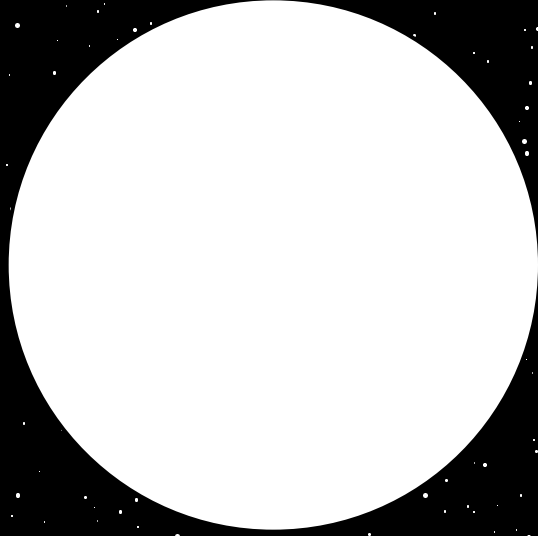
You have the **power of hyperspace**. You collect one spice for each player that enters the offensive end of the cone. You do not have to pay to enter it. As the offensive player, after the outcome is determined, you may pay 10 Spice (to the bank) to reposition the cone. You are not required to take your turn in sequence. You may instead go between any other player's turns (but not between challenges). **Bidding Power**: Before a card is auctioned, you may discard a card from your hand (but you may not do this twice consecutively). **Collection**: 1 Spice per planet each turn.

**History**: You provide the only form of transport through the known universe.

**Use only in Cosmic Dune.**

Jack Reda

Mandatory/Optional



# HARKONNEN

BARON VLADIMIR HARKONNEN

You have the **power of treachery**. As a main player, before cards are revealed, you may give 10 spice to an opposing ally and force them to switch sides. Whenever you win as a main player you collect one spice for each token (from the player) that goes to the warp. **Bidding Power**: When you buy a card, you get the next card free. **Aireldes** may not look at it. **Collection**: 2 spice per planet each turn.

**History**: You are determined to control Arrakis for your own twisted purposes.

**Use only in Cosmic Dune.**