

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



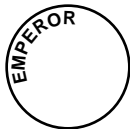
FLARE  
*Power of  
Hyperspace*

## 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