

## AXOLOTL TANK

Special - Revival



Play during the Revival Phase.

Pay three spice to the spice bank. Choose a leader, you return that leader to the active leader pool that leader belongs to. That player still receives normal revivals.

Discard after use.

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## LEVENBRECH

Special - Leader



Play as a leader with zero strength on your Battle Plan.

You may also play a weapon and a defense. Levenbrech may be played in place of a leader or when you have no leaders available.

You may keep this card if you win this battle.

Levenbrech cannot be traitored.

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## POISON DART

Weapon



Play as part of your Battle Plan.

Kills opponent's leader before battle is resolved. Opponent may protect leader with any Defense card.

You may keep this card if you win this battle.

(This card cannot be the target of the Voice ability.)

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## MIRROR WEAPON

Weapon - Special



Play as part of your Battle Plan.

Copies your opponent's weapon, if they reveal one (and if their Treachery Card counts as a weapon).

You must use your weapon first if order matters. You may keep this card if you win this battle and your opponent did not play a Weapon.

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## LASGUN

Weapon - Special



Play as part of your Battle Plan.

Automatically kills opponent's leader regardless of defense card used.

You may keep this card if you win this battle.

If anyone plays a Shield in this battle, all forces, leaders, and spice in this battle's territory are lost to the Tleilaxy Tanks and Spice Bank. Both players lose this battle, no spice is paid for leaders, and all cards played are discarded.

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## DESERT SEEDED WATER

Special



Play anytime after Spice Blow and NEXUS Phase but before Shipment and Movement Phase. Search the spice deck, pick cards in secret equal to the amount of Spice Blows, shuffle the spice deck and put these cards on the top in the order you choose. Discard after use.

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## ARTILLERY STRIKE

Weapon - Special



Play as part of your Battle Plan.  
Kills both leaders. Both players may use a Shield (or Shield Snooper) to protect their leader against Artillery Strike. Surviving leaders do not count towards the battle total; the side that dialed higher wins the battle. No spice is collected for any leader killed in this battle.  
Discard after use.

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## RESIDUAL POISON

Special - Battle



Play on your opponent before Battle Plan.  
Pick one of their Active Leaders at random, look at it, place it facedown in the tanks. No spice is collected for it.  
Discard after use.

v2.11

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## NULLENTROPY BOX

Special



Play at any time.  
Pay 2 spice to the Spice Bank, then take the Treachery Card discard pile and secretly search it for any card (other than a Nullentropy Box), add it to your hand. Have another player that is not your ally shuffle the discard pile afterward and then you return it face up, discarding this card on top.

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