THE SPACING GUILD

AT START: 5 troops in Tuek's Seitch, 15 in reserve *(off planet)*. Start with 5 spice.

REVIVAL: 1 troop free.

ADVANTAGES

You control all shipment onto and off Dune.

SHIPPING PAYMENTS*: When other factions pay to ship they pay the spice to you.

DISCOUNT SHIPPING*: You pay half the normal shipping price.

THREE TYPES OF SHIPMENT: When you ship troops, you can choose one:

- Ship normally from reserves to one territory.
- Ship from one territory to another *(at rates of destination)*.
- Ship from one territory to reserves *(at stronghold rates)*.

THREE TYPES OF INTERJECTION*: Once at any point during Ship & Move phase choose one:

- Go first, last, or between any other factions.
- Swap your position with another faction.
- Force another player to go now, and you take their place in turn order.

RETREAT: Once battle plans are revealed *(step 4.3)* you may decide to retreat.

Your units may be shipped back to reserves at stronghold shipping rates. Your Treachery Cards can be saved by paying spice for each equal to your leader's strength.

If your leader would've been killed in combat they die. Spice you use to spice dial and retreat is paid to the spice bank.

You cannot retreat if the battle is resolved with a Traitor or Break Conditioning.

If you retreat your opponent wins the battle, losing 0 forces, losing 0 spice, their leader is not killed.

ALLIANCE

You may allow your ally to use your **DISCOUNT SHIPPING** as well as your **THREE TYPES OF SHIPMENT** ability.

You may also reveal spice from your hidden area to pay for an ally's shipment. *(You don't lose the spice)*

FATE

BATTLE TRAINING: Play your fate card at any time before Ship & Move phase to permanently gain the ability to play two leaders per battle.

Either leader can be called traitor. If you retreat the lowest leader is used for saving Treachery Cards. Leaders survive/die as one.

KARAMA EFFECTS

SHIPPING PAYMENTS: All players pay the spice to the bank instead of you. This lasts until the end of the turn.

DISCOUNT SHIPPING: You must pay the normal shipping price. This lasts until the end of the turn.

THREE TYPES OF INTERJECTION: Before any interjection happened. You must take your turn in standard order. This lasts until the end of the turn.

ALLIANCE: When your **DISCOUNT SHIPPING** ability is karama'd, this alliance ability is disabled until the end of the turn.

When your **THREE TYPES OF SHIPMENT** ability is karama'd, this alliance ability is disabled until the end of the turn.

TROOPS

NORMAL FORCE
0.5 strength normally, 1 strength in when 1 spice is added.

LEADERS