



CHOAM

AT START: 10 forces in reserves. 10 forces in an unoccupied territory or the polar sink (setup before REVEAL with 10 spice.

ADVANTAGES

You are an economic powerhouse funding an army of mercenaries.

CONTRACTS:* Each contract is once per turn. You may use contracts at any time unless otherwise specified. To use a contract, pay 2 spice to the spice bank.

CHOAM CONTRACT:* You may trade a treachery card with another faction. The trade must be two-way (each faction giving and receiving a card).

EMPEROR CONTRACT:* Discard a worthless or duplicate card to gain 7 spice.

TLEILAXU CONTRACT:* Revive 2 of your forces for free.

ATREIDES CONTRACT:* When a stack of your forces is about to be killed by the storm or a worm, you may pay 1 spice per force to send them to the polar sink.

IXIAN CONTRACT:* When a card is up for bid, before anyone bids on it, you may swap it with a worthless or duplicate card. Atreides looks. Ixians decide if they Technology before you do.

SPACING GUILD CONTRACT:* On your shipment turn, you may ship an additional time directly to a spice blow at stronghold rates.

BENE GESSERIT CONTRACT:* In combat (step after the Voice), you may force your opponent to answer a yes or no question about the treachery cards they have.

HARKONNEN CONTRACT:* When you collect spice from a spice blow or spice mine you may kill the forces needed to collect it to gain the same amount again from the spice bank.

ALLIANCE

You may allow your ally to use any contracts instead of yourself this turn. You and your ally may help pay when one of you pays for a contract.

FATE

LANDSRAAD CONTRACT: Play at the start of any phase. This contract can copy any other contract's ability for an additional use each turn.

KARAMA EFFECTS

CONTRACTS:: You cannot pay to use any contracts this phase (except fate). If this ability is karama'ed, you can still use the contract in a next phase if possible. If any other contract is karama'ed, it's once per turn is used. Return the spice paid when this or any contract is karama'ed.

CHOAM CONTRACT:: You cannot trade.

EMPEROR CONTRACT:: You cannot discard. Undo the discard and spice gain.

TLEILAXU CONTRACT:: You cannot revive 2 forces for free.

ATREIDES CONTRACT:: You cannot pay to save their forces.

IXIAN CONTRACT:: You cannot swap with the card up for bid.

SPACING GUILD CONTRACT:: You cannot ship an additional time.

BENE GESSERIT CONTRACT:: You cannot ask a question.

HARKONNEN CONTRACT:: You cannot kill forces to collect more spice.

ALLIANCE: No interaction.

TROOPS



NORMAL TROOP

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

LEADERS

