

TECH TOKENS

Tech tokens start in a general supply at the start of the game. If you win in battle against another faction, and that faction has a Tech Token; you choose which one to take if they have multiple.

When They do not have a tech token, but there is 1 available in the supply, take 1 random tech token from the supply.

Once Tech Tokens are controlled, they are kept in front of shields, for public view.

Controlling 3 Tech Tokens counts as a Stronghold for winning the game (e.g., if you have Troop tokens in Arrakeen and Carthag, and 3 Tech Tokens, you win the game).

Allies do not share control of Tech Tokens. To qualify as a stronghold, a single player must control 3 Tech Tokens.

The fourth tech token: the Spice Mine tech token is described on house Atreides's faction sheet and is not distributed with the others. Each Tech Token that you control has a potential income from the Spice Bank. Any Spice gained from Tech Tokens is placed on the Tech Token and then collected at the end of the current phase.

AXOLOTL TANKS If at least one player, including you, takes free revival, you collect 1 Spice for every Tech Token you control. However, if only the Tleilaxu player takes free revival, you do not collect Spice.

HIGHLINERS If at least one player, including you, ships Troop tokens from off-planet, you collect 1 Spice for every Tech Token you control. However, if only the Spacing Guild ships Troop tokens from off-planet, you do not collect Spice.

SPICE PRODUCTION If at least one player, including you, takes CHOAM Charity, you collect 1 Spice for every Tech Token you control. However, if only the Bene Gesserit take CHOAM Charity, you do not collect Spice.

SPICE MINING If at least one Troop belonging to any player, including you, returns to their reserves after getting evacuated from a Spice mine, you collect 1 Spice for every Tech Token you control.



