



# CHOAM

**AT START:** 10 forces in reserves. 10 forces in an unoccupied territory or the polar sink.

**REVIVAL:** 1 troop free. Start with 10 spice.

## ADVANTAGES

You can manipulate the economy.

**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.

**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

