

KARAMA CARD



KARAMA

There are 2 karama cards in the Treachery deck.

You can play this card in 1 of 3 ways:

1. During any phase of the game, you can play this card to cancel/block any **other** faction's ability listed on their faction sheet.
2. During bidding phase, make an infinite bid for a card, take the card without paying.
3. During **your** shipment and movement turn, your shipment cost is reduced to half of normal. Your payment for this shipment goes to the Spice Bank.

FULL TURN

Playing a karama to block another faction's advantage will cancel this advantage for the rest of the current turn.

When you play a karama to stop the Atrides bidding prescience advantage, the Atrides can't look at **any** cards that bidding phase.

KARAMA EFFECTS

On each player's faction sheet each advantage that can be karama'd is denoted by a "*" -token.

On the second page of their faction sheet is described in detail what happens when this ability is blocked/cancelled.

Certain advantages have a narrow time-window when you can play the karama to block them. This is also described on the second page.

EXAMPLES:

When playing a karama to stop the Spacing Guild from using their storm order advantage during ship and move, you must do so before the Spacing Guild was supposed to take their turn.

When playing a karama to stop the Bene Gesserit from using their voice advantage against you, you can listen to what their voice is, but must play the karama before proceeding with further actions/revealing.

