



# CHOAM

**AT START:** 15 forces in reserves. 5 forces in any unoccupied territory or the polar sink.

**REVIVAL:** 1 troop free. Start with 15 spice.

## ADVANTAGES

You can manipulate the economy.

Each contract is once per turn. To use a contract, pay 2 spice to the spice bank.

**CHOAM CONTRACT\*:** At the start of any phase, except the Combat Phase, you and another faction may trade or transfer a treachery card.

**EMPEROR CONTRACT\*:** At the start of any phase, discard a worthless or duplicate treachery card to gain 5 spice.

**IXIAN CONTRACT\*:** When you buy a treachery card, you may swap it with the next card up for bid this turn. Atreides looks. You may use this after Ixians tech (Ixians decide before you).

**TLEILAXU CONTRACT\*:** In the Revival Phase, revive 2 additional forces, both for free.

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

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

**ATREIDES CONTRACT\*:** Buy at the start of the Collection Phase. Each time 5 or more spice is collected from a spice blow or mine this turn, you gain 2 spice from the spice bank.

**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 to unlock a new contract called Landsraad Contract that can copy any other contract's ability once each turn.

## KARAMA EFFECTS

: Any contract can be karama'ed when CHOAM or their ally attempts to use it. Return the 2 spice paid. Undo what the contract has done. The contract that is karama'ed cannot be used for the rest of the turn (unless fate is used to copy it).

**CHOAM CONTRACT:** You cannot trade and transfer.

**EMPEROR CONTRACT:** You cannot discard.

**IXIAN CONTRACT:** You cannot swap with the card up for bid. Must be karama'ed before CHOAM looks at the card they swap with.

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

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

**BENE GESSERIT CONTRACT:** You cannot ask a question. Question does not need to be answered.

**ATREIDES CONTRACT:** You cannot get more spice for each 5+ being collected.

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

**ALLIANCE:** If a Contract is Karama'ed for CHOAM it is also Karama'ed for their ally in the same way.

## TROOPS



### NORMAL TROOP

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

## LEADERS

