



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

