



# BENE GESSERIT

**AT START:** 18 troops (*off-planet*) reserves, 1 in polar sink, 1 in any unoccupied territory.

**REVIVAL:** 3 troop free revival. Start with 5 spice.

## ADVANTAGES

You are adept at the ways of mind control.

**CHARITY\*:** You always receive CHOAM charity.

**WORTHLESS KARAMA\*:** You may use worthless cards as Karamas.

**PREDICTION:** During setup secretly choose a turn number and a faction.

If that faction wins the game on that turn you win instead. (*Fremen Special Victory condition does not count*)

**THE VOICE\*:** During Battle (step 2.1) you may force your opponent to play/not play a Treachery card in their battle plan. (Projectile Weapon, Poison Defense, Mercenaries, etc)

Special battle cards like the Lasgun and Weirding Way must be voiced by name.

If you force the use of a card the opponent does not have they may silently ignore the voice.

**SPIRITUAL ADVISORS\*:** Your troops have two sides: fighters and advisors. Fighters act like normal troops. Advisors may be moved but otherwise have no effect on the game.

The state of your troops is tracked on a per territory basis. (*Ex. If advisors move to a territory with fighters they become fighters. If troops move to a territory with no other Bene Gesserit troops you choose what they become.*)

You may ship troops as fighters or advisors.

At the beginning of Ship & Move phase you may flip any advisors to fighter, they automatically become fighters if no other factions are present.

If a faction moves into a territory where you have fighters you may flip those fighters to advisors if that faction wasn't already in that territory. (*Fighters can't become advisors when a faction reinforces a territory.*)

When a faction ships from off planet you may put an advisors at their destination of a fighter in the polar sink.

## ALLIANCE

You may use **THE VOICE** ability in your ally's battles.

## FATE

**POLITICAL MARRIAGES:** Play your fate during Battle (*step 2.1*) to use **THE VOICE** on one side in any battles where you have advisors this turn. This Voice cannot be karama'd.

## KARAMA EFFECTS

**CHARITY:** You can only receive CHOAM charity if are below 2 spice.

**WORTHLESS KARAMA:** As you attempt to use a worthless card as a Karama, it is revealed and discarded. You can no longer use worthless cards as Karamas until the end of the Phase.

**THE VOICE:** When the voice is karama'd, the opponent may ignore the voice. This lasts until the end of the turn.

**SPIRITUAL ADVISORS:** Any advisors you have must remain advisors until the end of the turn.

- Any fighters you have must remain fighters until the end of the turn.
- You may not ship troops as advisors.
- You may not put advisors at the destination (*nor in the polar sink*) of a faction shipping from off planet.

**ALLIANCE:** When your **THE VOICE** ability is karama'd, this alliance ability is disabled until the end of the turn.

## TROOPS



### FIGHTER

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



to:



### ADVISOR

Cannot participate in battle,  
collect spice, control strongholds.

## LEADERS

