



ECAZ (ECAZ/MORITANI)

AT START: Starting spice: 12 · 4 forces in Imperial Basin, 11 forces off planet. Start with 12 spice

REVIVAL: 1 force

ADVANTAGES

INNER TURMOIL: The schism in the house has reduced the leader pools for both. Before adding their own traitors to the pool, the Ecaz/Moritani draw from the pool of other Factions leaders to choose traitors for each.

VENDETTA: The Ecaz and Moritani may not exchange bribes or make any form of binding deal between them. If their forces are ever co-located they annihilate one for one without battle. (occupancy limits must be respected before attempting to co-locate)

COUNT VIDAL: Can be used by either the Ecaz or Moritani and does not have a traitor card. If ever captured alive he is automatically killed. Follows normal revival rules.

EARS IN THE COURT*: After the number of cards up for bidding has been determined, the Ecaz may state a number. They may see the that numbered card once it has been purchased

AMBASSADORS*: You have an Ambassador for every house. You may send your Ambassadors to the board alongside your regular forces when making a shipment. Ambassadors ignore occupancy limits, but are treated as regular forces for on-board hazards.

At the start of combat in a territory where an Ambassador is present you may flip a token to reveal the ambassador matches one of the factions present and then cancel one of their abilities as if by karama. After reveal remove that ambassador from the board.

OVERLY FAMILIAR ODOUR*: Before a battle the ecaz may name a specific poison weapon. If their opponent reveals that weapon it has no effect. The names are Gom Jabbar, Chaumurky, Chaumas, Ellaca Drug, Chemistry (weapon), and Ernoc Seed (supplies!)

ALLIANCE

No house would accept an ally with such a pro-active nemesis. The Ecaz and Moritani can only ally anyone if they are unified together with a strong house. Both Ecaz & Moritani are your ally.

FATE

DIPLOMATIC EMNITYFor this turn your ambassadors also count as regular forces. You may still flip and remove them for their regular effect and any co-located with Moritani are automatically removed.

KARAMA EFFECTS

EARS IN THE COURT: the ecaz are not allowed to see the card

OVERLY FAMILIAR ODOUR: the ecaz may not name a poison weapon

AMBASSADORS: ecaz may not reveal ambassadors

TROOPS



TROOP ×15
Troop

LEADERS

