



MORITANI (ECAZ/MORITANI)

AT START: Starting spice: 1 · 6 forces in an unoccupied territory after other factions setup. 9 forces in reserve. 0 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.

PREPARATIONS: Start the game with two treachery cards. No other faction may view these cards with their setup advantages.

SECRETARIAT FOR CHARITABLE ACTIONS OF THE MORITANI:

During the CHOAM Phase, the Moritani may claim up to 6 spice instead of 2

FEARED NOT RESPECTED: The Moritani cannot take part in the bidding phase. At the end of the phase reveal the bottom card of the treachery deck to the table then place it in the Moritani hand. If their hand is full the Moritani may discard to take it.

TERROR TOKENS*: At the beginning of the Ship & Move phase the Moritani may place down a Terror Token and the Dummy Cell Token into any territory where there isn't a Terror Token already. When a Faction ships or Moves into that territory the Moritani may flip the token for it's effect then remove that token from the game.

Sneak Attack: Immediately place 6 forces from reserves into this territory (without breaking occupancy limits)

Sabotage x 2: Name a type of non-special treachery card. The faction who activated the token must discard a card of that type. You may discard a special card to take it from the discard.

Atomics: Place 3 forces of your choice from each faction in that territory into the tanks and place the Aftermath Token. Shipping is no longer discounted by any means to this territory.

Manchurian Assassin: Before Battle the Moritani may name a leader. If that leader battles in this territory resolve combat normally then kill that leader and give it's spice to the moritani. If the leader does not appear then recover the terror token.

Dummy Cell: Reveal this token then recover it unless you receive 5 spice in bribes from the table.

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

BLITZReveal at the start of the turn. This turn you only need two strongholds to win if unallied

KARAMA EFFECTS

TERROR TOKENS: The Moritani may not reveal or place Terror Tokens

TROOPS



TROOP ×15
Troop

LEADERS

