



SMUGGLERS

AT START: Starting spice: 5 · 5 Troops in any Cave (chosen after Fremmen but before Bene Gesserit), 15 in reserve. Start with 5 Dirty Spice

REVIVAL: 1 Free Revival.

ADVANTAGES

SMUGGLED SPICE: Spice in front of Player Shields is called Dirty Spice, while Spice behind Shields is considered Clean Spice. All players may Bribe using Dirty Spice.

When another Player Bribes another Player (neither can be you or your ally), you gain one Dirty Spice.

OFF-MARKET: You may make payments using Smuggled Spice by paying 2 additional Spice. You may sponsor other Player's bids, revivals, and shipments.

SCAMMING: During CHOAM Charity, other players may take 2 of your Dirty Spice one time (in storm order). You gain 1 Dirty Spice for every player that does so.

SECONDARY MARKET*: At the end of the Bidding Phase you may pay Spice equal to the number of players to have a player draw a Treachery Card. Atrides may look at the card using Prescience, Harkonnen do not get to draw an additional card.

STOWAWAYS: When another player Ships at least one force from off-planet, you may ship one Troop (for free) to a cave where you already have troops or that has a Smuggler Discovery Token.

TRAVEL LIGHT*: You may skip your Shipping to Move an additional time. Your Troops move 2 Territories.

UNLICENSED HARVESTERS*: During Collection, you collect 1 Dirty Spice for every sand territory without spice containing your troops.

ILLICIT: You do not clean your Spice at the start of the Mentat Pause Phase. Instead, all of your Spice becomes Dirty.

During the Mentat Pause Phase, other players may give you Clean Spice to get at least that much Dirty Spice in return from you. Both of you must agree.

At the end of the Mentat Pause Phase, clean half of your Dirty Spice.

ALLIANCE

Smugglers may let you Stowaway, placing your Troops shipped this way in any cave without Smugglers.

FATE

You may look at smuggler Discovery Tokens at any time. If Fremmen and Spacing Guild are not in the game, you inherit the Spacing Guild Win Condition.

KARAMA EFFECTS

SECONDARY MARKET: No Sale takes place.

UNLICENSED HARVESTERS: Stop harvest for one Phase.

TRAVEL LIGHT: Reduce movement to 1 Territory.

TROOPS



TROOP ×20
Troop

LEADERS

