SPACING GUILD

AT START: Starting spice: 8 · 20 forces in reserves (off-planet), 8 spice and 1 random Treachery card. After step 5 of Game Setup (Forces), you must make a single shipping action to the board (subject to Bene Gesserit Spiritual Advisor advantage).
REVIVAL: 1 force/round.

ADVANTAGES

You control all shipments to and from Dune.

FOLD SPACE: VULNERABLE TO KARAMA: You may take your turn in the Shipping and Movement phase out of turn (both actions in the normal sequence). This allows you to go first, last, or in between other players' turns. The rest of the factions must make their Shipping and Movement actions in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

Vulnerable to Karama: If canceled by Karama, you must take your turn in normal order. Karama cannot be played after your normal turn order has already passed.

MONOPOLY: When other factions ship forces onto Dune from their off-planet reserves, they pay the spice to you instead of the Spice Bank.

TROOP CARRIER: As your Force Shipment action you may make one of three types of Force Shipment actions each round, subject to storm and occupancy rules:

- Ship normally from off-planet reserves to Dune.

- Cross-ship any number of your forces from one territory to any other territory on the board.

- Ship any number of your forces from one territory back to your reserves.

GUILD RATES: You pay only half the normal fee (rounded up) when shipping to or from Dune. For cross-shipping, you pay normal shipping rates.

ALLIANCE

Allies may ship from their reserves onto Dune, from Dune back to reserves, or cross-ship from one territory to another with forces that are already on Dune per your Guild Rates advantage (even the Fremen). Your ally wins with you if you win with your Special Victory Condition.

FACTION SPECIAL KARAMA

KARAMA POWER - BLOCKADE The following one-time ability is triggered by playing a Karama card:

Stop one off-planet shipment of any one player.

Spirit World Variant: Weather Control.

SPECIAL VICTORY CONDITION

If no one has been able to win the game by the end of play, you win if you control as many or more strongholds as whichever faction controls the most strongholds (regardless if that faction is in an alliance). If allied, you and your ally together must be in as many or more strongholds as the faction or alliance controlling the most strongholds.

KARAMA EFFECTS

TROOPS



TROOP ×20
Standard forces.

LEADERS









