



TEST FACTION

AT START: Starting spice: 10 · You can join the game at any point.

REVIVAL: 2 free revival

ADVANTAGES

A TEST OF PEACE*: At the revival phase, count how many turns there have been without any leader deaths. You take that many spice from the spice bank.

A TEST OF CHARM: When anyone makes a binding deal that does not involve you, you may take 1 spice from the spice bank.

A TEST OF RESOLVE*: Before you resolve your battle, you may ask to see 1 treachery card of your opponent they will not play in their battle plan.

Your opponent may show you a card and still play it, but if they do, you can take that card, even if you lose the battle.

A TEST OF FINANCE: Each player may (not your ally) exactly once per game, challenge you to a "test of finance".

When this happens and you have 20 spice or more, you must give them 5 spice.

If you have fewer, you may bring your spice total up to 20 from the spice bank.

A TEST OF LOYALTY: If you are allied to the same faction for more then 2 turns, you and your ally may swap seats.

ALLIANCE

Your ally can choose the next spice card on any 1 spice blow, including from any discard.

FATE

TESTING THE LIMITSTake all items belonging to the "test faction" and remove them from play.

Pick any other faction currently not in play and you start playing as that faction. Perform their "at start" immediately.

KARAMA EFFECTS

A TEST OF PEACE: You take 0 spice from the spice bank this turn, and your tracker is reduced by 2.

A TEST OF RESOLVE: (before battle resolve) Your opponent does not have to show you any card, you cannot take any card.

TROOPS



UNTESTED ×4

Can be returned to reserves at any time



to:



TESTED

after surviving 1 combat, can move to any territory at start of shipment & movement phase.



TROOP ×15

0.5 strength normally, 1 strength when spice dialed.



THE TEST SUBJECT ×1

No leaders can be played

LEADERS

