



CHOAM

AT START: Starting spice: 5 · Three groups of 5 forces in three unoccupied territories. 5 in reserves. 10 spice.

REVIVAL: 1 force.

ADVANTAGES

You are well-munitioned by CHOAM, but that company demands results.

SUPPLIES: At the beginning of the Combat Phase you may put a Supplies! card into your hand. This card does not replace the Supplies! card in the Treachery Deck. This card does still take a hand slot. Wherever the card is, it disappears at the end of the Combat Phase.

COMPANY GROWTH: Whenever you pay spice (except for bribes), the spice does not go to another faction or the Spice Bank, but to the CHOAM Company. (Money an ally pays for you also goes to the Company)

At the beginning of Ship + Move Phase remove all spice from the company.

If at least 5 spice was removed: Revive up to three extra forces for free. (BT receives spice for this revival).

If at least 10 spice was removed: You also may add a karama card to your hand. This card will disappear wherever it is in the Mentat Phase.

SPICE COLLECTION TECHNOLOGY: All Spice Blows appear with an additional 2 spice.

ALLIANCE

Investors: When your ally pays for anything (except bribes), their spice also is placed on the company instead of going to the Spice Bank or another faction.

FATE

Emergency Investors: Add 10 spice to the CHOAM Company.

KARAMA EFFECTS



LEADERS