



CHOAM

AT START: Starting spice: 2 · 20 troops in reserves. Start with 2 spice. In Advanced play include the Auditor and its Traitor Card; the Auditor is unavailable in Basic play.

REVIVAL: 0 troops free. Unlimited paid troop revival at 1 spice each.

ADVANTAGES

CHARITY*: Before anyone collects Charity, take 2 spice per faction from the Bank. Pay other factions' normal Charity from your spice. Your faction income alone does not trigger Spice Production.

TREACHERY*: Hand limit 5. At any phase end, reveal exact duplicates and discard surplus for 3 spice each, or discard a Worthless Card for 2 spice. Different Snooper types are not duplicates.

WORTHLESS EFFECTS: Instead of spice, discard: Baliset to prevent one player's movement into your territory, not shipment; Jubba Cloak to protect your troops in one territory from storm; Kull Wahad when attempted to stop that player playing Karama for the phase; Kulon for one extra movement territory; La La La to prevent one free revival; Trip to Gamont in Mentat Pause to return one enemy troop to reserves. Use reactive effects when their event occurs.

INFLATION*: In Mentat Pause place Double or Cancel to affect next turn's Charity, including your own income and BG. Flip next pause; remove after the following turn. No bribes while Double is face up.

ADVANCED: AUDITOR*: After using the Auditor in battle, inspect 2 random unused opponent hand cards if it lives, 1 if killed. The opponent may pay 1 spice per card actually available to cancel the whole audit. Revive Auditor as your one leader for the turn regardless of other leaders. It returns to the Tanks face up and cannot be captured, a ghola or skilled.

ADVANCED: SUPPORT INCOME*: Receive half, rounded down, of each other faction's spice support payment in battle, including Arrakeen-card support. Your own support goes to the Bank. Receive none if a traitor is called.

ALLIANCE

Once per turn at any phase end, exchange one Treachery Card each with your ally. The trade must be two-way. You may also pay some or all of your ally's spice support in battle, to the Bank.

FACTION SPECIAL KARAMA

Advanced game, once per game. Spend a Karama Card at any time to discard any number of other Treachery Cards from your hand for 3 spice each, including Worthless Cards.

KARAMA EFFECTS

CHARITY: Prevent special income for that use.
Ordinary qualifying Charity is paid by the Bank.

TREACHERY: Prevent a discard for spice or the relevant
Worthless effect.

INFLATION: Prevent initial placement, not later
flipping.

ADVANCED: AUDITOR: Prevent the audit.

ADVANCED: SUPPORT INCOME: Prevent income for
that battle.

TROOPS



CHOAM TROOP ×20

Normal battle strength and spice support.

LEADERS

