



ECAZ

AT START: Starting spice: 12 · 6 troops in Imperial Basin, 14 in reserves. Start with 12 spice. Take your Ecaz Ambassador and 5 random Ambassadors from the remaining 10. Set Duke Vidal aside.

REVIVAL: 2 troops free. Only you may revive Duke Vidal, for 5 spice, returning him to the set-aside supply.

ADVANTAGES

AMBASSADORS*: At end of Revival buy placements in strongholds not in storm and without another Ambassador: costs 1, then 2, then 3 spice that turn. An entering faction may trigger the effect, except your ally, advisors or the matching faction. Resolve immediately and set aside. After all 5 random tokens trigger, redraw 5 from the unused pool. Ecaz returns after use; BG leaves the game. Storm/explosion returns tokens to your supply.

OCCUPY*: You and your ally may co-occupy territories as one faction. Split desert spice by agreement, or evenly with the odd spice to your ally. Both get ornithopters when applicable. Co-occupied strongholds count once and you control them. Win with 3 if both of you occupy all 3.

CO-OCCUPIED BATTLES: Choose the battling faction's leader, cards and abilities after battle order is fixed. Dial the ally's troops normally and add half your Ecaz troops rounded up, without spice for your contribution. On a win, half your Ecaz troops rounded down remain; send the rest to the Tanks. Use the printed rule over its contradictory example.

DUKE VIDAL REVIVAL: Only you may revive Duke Vidal, including with a Gholia Card. You may pay 5 spice to revive him regardless of how many other leaders are in the Tanks. Revival returns him to the set-aside supply. You may revive your other leaders normally when at least 5 of your leaders, counting Vidal, are in the Tanks, even if another remains alive.

ADVANCED: LOYALTY: Before Traitor selection, set aside one random Ecaz Traitor Card face up. Never add it to the deck.

ADVANCED: COLLECTION*: Both you and your ally collect full stronghold income from co-occupied Arrakeen, Carthag or Tuek's Sietch.

ALLIANCE

You may choose to give your ally a triggered Ambassador's benefit.

FACTION SPECIAL KARAMA

Advanced game, once per game. If you played neither a weapon nor defense, spend a Karama Card before revealing plans to add the absolute difference between the two printed leader values to your dial.

KARAMA EFFECTS

AMBASSADORS: Prevent Ambassador placement for that turn.

ADVANCED: COLLECTION: Prevent Ecaz's income; the ally still collects.

OCCUPY: Before Battle Plans, prevent battle cooperation: the battling faction dials its own troops and the other contributes zero. Does not change the 3-stronghold win.

TROOPS



ECAZ TROOP ×20

Normal battle strength and spice support.

LEADERS

