



HOUSE RICHESE

AT START: Starting spice: 5 · 20 forces in reserves. 5 spice. Take 6 random Treachery Cards into your cache.

REVIVAL: 2 forces.

ADVANTAGES

You control No-Fields and manufacture advanced supplies for the Imperium.

SHIPPING NO-FIELDS*: Instead of shipping normally you may pay 1 spice (to the Guild) and do one of the following:

- Set any No-Field card face down with exactly 5 forces on it (or as many as possible).
- Add 5 forces to an already set No-Field (or many as possible).
- Return an existing No-Field back to your deck, returning all forces on it to your reserves.

Your No-Field deck contains 8 cards: One for each Stronghold, Spice Blow A, B, and Shield Wall.

When shipping to a No-Field place a spice from the bank on it to show it's been shipped to this turn. (See: rules for revealing on Spice Blows and under Storm)

REVEALING NO-FIELDS*: No-Fields may be revealed at any point during the Shipment and Movement phase except between a player's shipment and movement. When a No-Field is revealed place the forces on it in the corresponding territory and return the card back to your No-Field deck.

Any number of No-Fields may be revealed in a turn. No-Field reveals ignore faction occupation limits. No-Fields cannot be revealed in a location your ally has forces. No-Fields cannot be revealed in a sector under storm if that No-Field was set or added to this turn. When a Spice Blow No-Field from a previous turn is revealed return the forces on it to reserves.

MENTAT PREPARATIONS*: During Mentat Phase you may ship a single No-Field using normal rules.

EMPOWERED BY STEEL*: You spice dial a half price, if the Richese auction this turn was sold for 4+ spice. (flip up the Empowered Badge to track this)

BOOMERANG WEAPONS*: Whenever a weapon you play (except Lazgun) is blocked by a defense you may return the weapon to your hand for free.

REFLECTIVE DEFENSES*: Whenever a defense you play blocks a weapon, you are considered to have played a projectile/poison weapon respectively, plus any other weapon you played.

BIDDING SUPPLIER*: At the start of the Bidding Phase before the number of cards going up for bid is determined, you may auction an item from your cache face up (normal Treachery Cards can be auctioned face down). The auction is a normal bidding round beginning with the first player in Storm Order. You receive the spice paid for auction. If all factions pass on a Richese auction the item is returned and bidding begins for normal cards.

Karama cannot be played to buy from a Richese auction.

Ix looks at/splits piles after your card or token has been bought.

Harkonnen draw their extra Treachery Card only when they buy a Treachery Card from your auction.

ALLIANCE

Shared No-Fields: Your ally may ship using No Fields. You do this by giving your ally full control of the No-Field(s) you allow them to ship with. Your ally pays stronghold rates for each troop they send. You cannot coexist with your ally on a No-Field. If the alliance breaks, immediately reveal their troops using normal rules. If their forces would be placed in the same territory as forces of their new ally return the troops that were on the No-Field to reserves.

FATE

Emergency Auction: Play your fate at any time. (If during combat, step 1.1) Start an auction for an item from your cache.

KARAMA EFFECTS

SHIPPING NO-FIELDS: (Ship & Move Phase) Richese and their ally cannot set/add to No-Fields this phase.

REVEALING NO-FIELDS: no interaction

MENTAT PREPARATIONS: (Mentat Phase) Richese cannot ship a No-Field this phase.

EMPOWERED BY STEEL: (Bidding) The empowered badge stays face down this turn. OR (Combat Step 2.3) Richese must pay full price to spice dial this phase.

BOOMERANG WEAPONS: (Combat Step 2.3) Richese weapons, and any faction's that has bought the weapon upgrade, act normally this phase.

REFLECTIVE DEFENSES: (Combat Step 2.3) Richese defenses, and any faction's that has bought the defenses upgrade, act normally this phase.

BIDDING SUPPLIER: (Bidding Phase, before the Richese auction) Richese cannot preform a Richese auction this phase.

: The following is a list of the 12 items that begins the game in the cache. (Tokens don't take a hand slot)

: 6 random cards from the Treachery Deck

: Signet Ring Token: Can be discarded as a fate or played by BG as a worthless card.

: Richese Karama Token: Can't target Richese and can't be used in the combat phase.

: Truthtrance Token.

: Boomerang Weapons Upgrade Token: Richese share their boomerang weapons ability permanently with you.

: Reflective Defense Upgrade Token: Richese share their reflective defenses ability permanently with you.

: Once/game Richese may pick a Treachery Card from the discard to auction.

LEADERS

