



BENE GESSERIT

AT START: Starting spice: 5 · Basic: 1 force in Polar Sink, 19 in reserves. Advanced: 1 advisor anywhere after Fremen placement, 19 in reserves. Start with 5 spice and 1 card.

REVIVAL: 1 force free; normal total limit 3.

ADVANTAGES

PREDICTION*: After positions are chosen, secretly write down one other faction and turn. Keep the record hidden. If it wins normally on that turn, alone or in an alliance, reveal your prediction and win alone instead. You may also win normally. You cannot predict Fremen or Guild special victories.

SPIRITUAL ADVISORS*: When another faction ships from off-planet to Arrakis, you may ship 1 reserve force free to Polar Sink. Advanced: instead accompany that shipment to its destination as an advisor. Fremen reserve placement and Guild cross-shipment do not trigger this.

VOICE*: Before Prescience, require your opponent to play or not play one weapon, defense, Worthless Card or Cheap Hero in its plan. You may name a legal category or a specific special card. If compliance is impossible it may make any otherwise legal plan.

ADVANCED: CHARITY AND KARAMA*: Receive 2 spice in every Charity Phase regardless of holdings, including turn 1. You may use any Worthless Card as a Karama.

ADVANCED: ADVISORS*: Advisors cannot fight, collect spice, count for control or stronghold limits, give ornithopters, or enable Family Atomics. They remain vulnerable to worm, storm, lasgun-shield explosion and atomics. All your forces in a territory must be the same type. Advisors alone automatically become fighters.

ADVANCED: FLIPPING: After Spice Blow and Nexus but before any shipment, announce and flip advisors to fighters where you wish to battle, except under storm or with an ally. When another faction enters your fighters' territory, you may flip them to advisors immediately. Advisors moving into another occupied territory may stay advisors or flip. Forces joining your existing forces take their type.

ADVANCED: ACCOMPANYING: An advisor accompanying another shipment cannot flip to fighter that turn unless alone. When alone at setup it flips immediately. Normal alliance separation applies to advisors; Homeworlds cannot receive them.

ALLIANCE

You may Voice your ally's opponent before any Atreides battle question.

FACTION SPECIAL KARAMA

NO SPECIAL POWER You have no once-per-game Special Karama Power. In the Advanced Game, your ordinary faction advantage lets you use Worthless Cards as Karama Cards.

KARAMA EFFECTS

PREDICTION: Cannot stop prediction.

SPIRITUAL ADVISORS: Prevent one accompanying shipment.

VOICE: Prevent one Voice.

ADVANCED: CHARITY AND KARAMA: Prevent charity beyond normal eligibility, or prevent one Worthless Card being used as Karama; that card is discarded.

ADVANCED: ADVISORS: Prevent one relevant flip.

TROOPS



FIGHTER ×20

Basic: strength 1. Advanced: strength 1/2 without spice, or 1 with 1 spice support.



to:



ADVISOR

Advanced advisor: cannot fight, collect spice, provide ornithopters or count toward control.

LEADERS

