



RICHESE

AT START: Starting spice: 5 · 20 troops in reserves. Start with 5 spice. Keep a separate 10-card Richese cache, outside your hand, and No-Field tokens 0, 3 and 5.

REVIVAL: 2 troops free.

ADVANTAGES

CACHE AUCTION*: Each Bidding round replace one normal card with a revealed cache card. Before Ixians act, declare it first or last. Use Once Around or Silent Auction. Other buyers pay you; your own purchase pays Emperor or Bank. No Karama acquisition. If nobody pays, take it free or remove it. Used cache cards enter normal discards.

ONCE AROUND: Choose a direction. Starting with your neighbor on that side, each eligible player may pass or bid higher once. You bid last or let the high bidder buy.

SILENT AUCTION: Eligible factions secretly hold spice and reveal together. Highest wins; ties use storm order. If all offer zero, take the card free or remove it.

NO-FIELD*: Pay for one shipped troop and place a token face down instead. It counts as one troop until revealed, even 0. Move it normally. Reveal before Battle if desired, or with Battle Plans, placing that many reserve troops, limited by availability. Storm/worm reveals and kills them. You cannot dial more than available reserves, and Atreides cannot ask your dial. Only one token on Arrakis; never use the same number consecutively for yourself or your ally.

ADVANCED: BLACK MARKET*: Before Bidding Declaration offer one hand card without revealing it; you may lie, Atreides may inspect. Use normal, Once Around or Silent bidding. If sold, collect payment and replace one normal auction card. If no bid, keep it. No Karama acquisition.

FREMEN VICTORY: Your occupation of Tuek's Sietch prevents the Fremmen special victory in Basic and Advanced play, alongside Atreides, Harkonnen and Emperor occupation.

ALLIANCE

Ship an ally with an available No-Field, paying for one troop and immediately revealing up to its number from the ally's reserves. Reveal any token already on Arrakis first. Either ally may pay. You may give your ally a Richese card from your hand if it has room.

FACTION SPECIAL KARAMA

Advanced game, once per game. Spend a Karama Card and 3 spice at any time to secretly buy one card remaining in your cache.

KARAMA EFFECTS

CACHE AUCTION: Prevent the cache auction at the start of the round.

ADVANCED: BLACK MARKET: Prevent the Black Market sale.

NO-FIELD: Prevent one No-Field shipment.

TROOPS



RICHESE TROOP ×20

Normal battle strength and spice support.

LEADERS

