



HIVERS

AT START: Starting spice: 8 · 5 forces spread across nonoccupied mountain territories, 15 forces in reserve, and 10 forces in the tanks.

REVIVAL: 0 Revivals.

ADVANTAGES

MOUNTAIN PREFERRICE: It costs you 2 Spice to ship to strongholds, and 1 Spice to ship to mountains.

HIVE QUEENS: For every Queen leader not in the tleilaxu tanks, you get 1 free force revival that you can place anywhere on Arrakis that you already have troops, except the polar sink.

NUPTIAL FIGHT: After a battle where a princess is involved and survives, you may have it swap places with a Queen in the tleilaxu tanks, if there is any.

SWARMING: After you have moved you may move any other stack of troops as long as they make identical movements in orientation to the polar sink and storm as the first move.
(Example if you move a stack clockwise you may move any other stacks clockwise.)
Swarming movement does not benefit from movement bonuses.

BIOLOGICAL TOOLS: During setup you shuffle a deck of 7 special trechery cards and place it face down in front of your screen. You may look at the top card. Whenever anyone wins a trechery card from a bid (including yourself), you can offer the top card from this deck. If they accept, the original card that was up for bid is immediately discarded without being seen. These cards are classed as Biological for Voice, Prescience, and Truthtrance.

ALLIANCE

Your ally may move and/or ship your forces instead of moving and/or shipping their own, and they can take control of one of your battles.
You may use your ally's ability without their permission.

FATE

FATEFate rules text.

KARAMA EFFECTS



LEADERS