



MORITANI (HERRING EDITION)

AT START: Starting spice: 10 · Start with 6 forces in any unoccupied territory after all other factions set up. Place 2 Inside Agents in front of your shield. 12 forces in reserves (off-planet).

REVIVAL: 2 forces

ADVANTAGES

You use underhanded means to gather resources and win battles.

INSIDE AGENTS*: You have inside agents that may infiltrate other factions and swing the tide of battles. Your forces can be placed in front of faction shields, these forces are Inside Agents. At the end of the Shipping and Movement phase, place an inside agent in front of every faction's shield whose forces share a territory with yours (ignoring the polar sink), then place an Inside Agent in front of your shield for every stronghold you are in. In battle you may use the inside agents in front of your current opponent's and your own shield for the following abilities that you may include in your battleplan:

Bolster: Dial up to 4 of your inside agents for free as if they were in the combat. Dialed Inside Agents are sent back to your reserves.

Red Herring: Send 2 Inside Agents to the Tleilaxu Tanks. Don't play a leader in this combat, you do not need to announce it but you may still play cards.

Harass: Send 2 Inside agents back to your reserves. If your opponent played only one combat card in this battle, it's effect is ignored.

THREATEN AND BETRAY*: Anytime on your turn in the Shipping and Movement phase, you may offer to enter an alliance with a faction your forces currently share a territory with (excluding the polar sink). If that faction accepts, you both are now allied (breaking existing alliances either or both of you were in). Should any forces share a territory at the end of your turn (except in the polar sink), your ally chooses for either all of your forces or all of their forces to be destroyed. If they refuse to become your ally, your forces must remain in that territory and attempt to battle that opponent (though your opponent may of course still leave). Whenever you form an alliance (not just when using this ability), you may move any inside agents in front of your ally's faction shield to in front of your faction shield. At the beginning of the Mentat Pause phase, you may break your alliance.

DUKE VIDAL: You gain Duke Vidal at the end of Shipping and Movement if you are in at least two battles in strongholds (not counting battles involving Ecaz) if he is not in the Tanks, taking him from any faction currently controlling him. Set him aside at the end of the turn if he's not in the Tanks or captured.

UNDERHANDED SUBSIDIES: When paying spice, you may move any number of Inside agents from in front of any faction's shield back to your reserves. For each agent moved, you may pay 1 spice from the Spice Bank instead of your supply.

ALLIANCE

When your ally loses a battle that had a winner, they may keep one Treachery Card they played in the battle that they would have been able to keep had they won.

FATE

SPECIAL KARAMA - ATOMICS To use this Special Karama, play this card in battle in place of a weapon or defense. All leaders (including Kwisatz Haderach) in the battle are killed and there is no winner. All forces, advisors, ambassadors and spice in the territory are destroyed.

KARAMA EFFECTS

INSIDE AGENTS: Before a battle you may Karama Inside Agents to prevent their use during that battle.

THREATEN AND BETRAY: You Karama this ability in the Shipping and Movement or Mentat Pause phase to prevent the breaking of an alliance.

TROOPS



TROOP ×20
Troop

LEADERS

