



EMPEROR

AT START: Starting spice: 10 · 20 forces in reserves. Start with 10 spice and 1 Treachery Card.

REVIVAL: 1 force free; normal total limit 3. Advanced: at most 1 Sardaukar per turn.

ADVANTAGES

BIDDING INCOME*: Other factions pay their normal Treachery auction purchases to you. You may not discount their price. Pay the Spice Bank for your own purchases.

ADVANCED: SARDAUKAR*: Your 5 starred forces are Sardaukar. Each has strength 2 when supported with 1 spice, or strength 1 without support. Against Fremen each counts as an ordinary force, strength 1 with spice or 1/2 without it. Only 1 Sardaukar may be revived each turn, including Gholas and allied effects. In the Basic Game starred forces are ordinary.

ALLIANCE

You may give your ally spice directly at any time for any reason; it is immediately usable. During Revival you may pay for up to 3 extra of its forces, beyond its normal limit, at 2 spice each. Pay the Bank, or Tleilaxu if its revival-income advantage applies. Karama may prevent one affected spice gift or the extra revivals.

FACTION SPECIAL KARAMA

IMPERIAL REVIVAL Advanced Game, once per game during Revival: spend a Karama to revive up to 3 forces or 1 leader free. These are additional to normal revival, but do not bypass the one-Sardaukar-per-turn limit.

KARAMA EFFECTS

BIDDING INCOME: Redirect one purchase payment to the Bank.

ADVANCED: SARDAUKAR: Treat Sardaukar as ordinary forces for one battle; play before reveal.

TROOPS



NORMAL TROOP ×15

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



SARDAUKAR ×5

Basic: ordinary force. Advanced: strength 1 without spice, or 2 with 1 spice; ordinary against Fremen.

LEADERS

