BENE GESSERIT

AT START: Starting spice: 5 · After Fremen placement (if in the game), start with one force token in any territory of your choice. If alone, place it as a fighter; if sharing a territory with another faction, place it as an advisor. 19 forces in reserves (off-planet), 5 spice, and 1 random Treachery card.
REVIVAL: 1 force/round.

ADVANTAGES

You are adept in the ways of mind control.

PREDICTION: After step 1 of Game Setup (Positions), you secretly predict when one other specific faction will win, placing a Round Number card and a Faction card from your Prediction cards face down behind your Faction Screen. Place the unused Prediction cards face down back in the box. If the faction you predicted wins (alone or as an ally, even your ally) in the round you predicted, reveal your Prediction and win alone. You also can win normally. You cannot predict a win achieved via an advantage titled "Special Victory Condition".

VOICE: VULNERABLE TO KARAMA: You may force your opponent to play or not play any Treachery card matching a general type you name of weapon or defense (kinetic, poison, or special) in a Weapon or Defense slot in their Battle Plan. Other cards that could be played in a Battle Plan are not affected by Voice (e.g., Cheap Hero, Worthless cards, or Reinforcements). A card that is labeled as both special and kinetic/poison is affected by either command (e.g., Shield-Snooper). If your opponent cannot comply with your command, they do not have to admit their inability to comply and instead may do as they wish.

Vulnerable to Karama: Karama can be played to cancel this effect immediately after you have declared how you intend to use Voice.

TRANSMUTATION: You may use a Worthless Treachery card as a Karama card, canceling another faction's vulnerable advantage.

Alternatively, you may use a Worthless card as a Solaris card to buy a Treachery card for free when it is your turn to bid, allow any faction to ship at Spacing Guild shipping rates when they make a Shipping action, paid to the Spice Bank, or pay the cost of your spice strength in a battle from the Spice Bank.

CHARITY: You always receive CHOAM Charity of 2 spice regardless of how much spice you already have. This amount increases or decreases if any effect modifies CHOAM Charity.

DUAL FORCES: Your forces have two sides, the striped advisor side and the fighter side without stripes. Fighters are considered standard forces. You can never have both types of tokens in the same territory, nor flip from one type to the other in order to ship or move to a territory containing tokens of the other type (i.e., flip fighters to advisors to join advisors already present, or vice versa) except by deploying an advisor using Spiritual Advisors - see below.

SPIRITUAL ADVISORS: Whenever any other faction ships forces onto Dune from off-planet, you may deploy 1 advisor for free from your reserves into that same territory or into Polar Sink as a fighter. If the faction is shipping to a territory where you have one or more fighters, you may flip those fighters to advisors in order to deploy an advisor there. Your forces can only go to Dune as advisors when accompanying another faction's shipment in this manner.

Any time before the Shipping and Movement phase begins, in any or all territories in which you have advisors, you may flip all of those advisors to fighters, announcing that you are doing so. Advisors may not otherwise flip to fighters. Advisors have no effect on the play of the other factions whatsoever (even with your ally), and cannot collect spice, be involved in combat, prevent another faction's control of a stronghold, block a stronghold, use ornithopters, or allow you to play Family Atomics. Advisors are still susceptible to storms, sandworms, Lasgun/Shield explosions, atomics, and can trigger Terror tokens when entering a stronghold containing one.

FIGHTERS: When shipping on your turn you may only ship fighters, either into a territory where you already have fighters, or where you have no tokens (subject to storm and occupancy rules). When you move fighters into a territory occupied by another faction where you had no forces, they may instead flip to advisors (and must do so if ending their movement in a territory with your ally).

When another faction deploys, ships, or moves into a territory on Dune where you have fighters, you may immediately flip them to advisors.

Karama Power - None.

KARAMA EFFECTS

TROOPS

FIGHTER ×20
Standard forces. The reverse face is an advisor.

to:

ADVISOR
Advisors have no effect on other factions and cannot battle or collect spice.

LEADERS









