



SPACING GUILD

AT START: Starting spice: 10 · 5 forces in Tuek's Sietch and 15 forces in reserves. Start with 5 spice.

REVIVAL: 1 force.

ADVANTAGES

You control all shipment on Dune.

SHIPPING PAYMENTS*: When other factions pay to ship, they pay the spice to you.

DISCOUNT SHIPPING*: You pay half the normal shipping rates.

THREE TYPES OF SHIPMENT*: When you ship forces choose one:

- Ship normally from reserves to one territory
- Ship from one territory to another (at rates of destination territory).
- Ship from one territory to reserves (at stronghold rates).

THREE TYPES OF INTERJECTION*: Once at any point during Ship & Move Phase you may affect turn order in one of the following ways:

- Take your turn first, last, or between any other factions.
- Swap your turn position with another faction (cannot be done after your normal spot in turn order).
- Force another player to go now, and you take their place in turn order (cannot be done after your normal spot in turn order).

RETREAT*: Once battle plans are revealed (step 4.3) you may decide to retreat. If you retreat your opponent wins the battle as if by traitor.

Your units may be shipped back to reserves at stronghold shipping rates. Your Treachery Cards can be saved by paying spice for each equal to your leader's strength. If your leader would've been killed in combat they die. Spice you use to spice dial and retreat is paid to the Spice Bank. You cannot retreat if the battle is resolved with a Traitor or Break Conditioning. Both your leader and your opponents leader are considered committed to the territory.

ALLIANCE

Shared Shipping Advantage: You ally may use your Discount Shipping. You may allow your ally to ship using Three Types of Shipment (including Fremen). You may also reveal spice from your hidden area to pay for an ally's shipment (You don't lose the spice).

FATE

Battle Training: Play your fate card at any time before Ship & Move phase to permanently gain the ability to play two leaders per battle. (Including cheap heroes) Either leader can be called traitor. If you retreat the lowest leader is used for saving Treachery Cards. Leaders survive/die as one.

KARAMA EFFECTS

SHIPPING PAYMENTS: (Ship & Move Phase) Spice paid for shipment is paid to the Spice Bank this phase.

DISCOUNT SHIPPING: (Ship & Move Phase) Guild must pay normal shipping rates to ship their forces. If played while Guild is shipping, they may change their shipment after Karama is played. Does not affect Guild's ally.

THREE TYPES OF SHIPMENT: (Ship & Move Phase) Guild and their ally can only ship from reserves to the planet this phase. Doesn't affect their shipping rate.

THREE TYPES OF INTERJECTION: (Ship & Move Phase before Guild's turn in Storm Order) Guild cannot effect storm order this phase.

RETREAT: (Combat Step 2.3) Guild cannot retreat this phase.

TROOPS



TROOP ×20

worth 0.5 strength, or 1 strength with 1 spice

LEADERS

