



# MINDWARDENS

**AT START:** Starting spice: 5 · Start with 7 forces in the Polar Sink and 13 in reserve. Start with 5 spice

**REVIVAL:** 2 forces

## ADVANTAGES

You have anti-psionic abilities

**MENTAL PROTECTION\*:** Whenever an enemy faction attempts to use a card or ability that forces you to do a certain action (e.g. the Voice) or give information (e.g. Truthtrance), you may pay that faction 2 spice to prevent them from using that ability against you for the rest of the round

**PSIONIC WARD\*:** You have 5 Psionic Ward tokens. During the Mentat Pause Phase, if you occupy at least one stronghold that does not already contain a Psionic Ward, you may place a Psionic Ward in that stronghold. No more than 1 Ward can be placed by you per round.

Psionic Wards are removed if you lose a battle in that stronghold and are vulnerable to storms and explosions.

If there is a Psionic Ward in a stronghold, no faction may use any battle-related Advantages or Alliance abilities (e.g. the Voice or Fedaykin) for battles in that stronghold, nor can Traitors or Facedancers be revealed

**SPICE REJECTION\*:** Whenever you need to pay more than 3 spice, you may keep 3 spice to yourself. Conversely, whenever you would receive more than 3 spice, you gain 3 less spice, with the other player retaining that spice or it going to the Spice Bank if no other players are involved.

This advantage does not affect bribes in any way

**SPECIAL VICTORY CONDITION:** If during the Mentat Pause Phase, you have 5 Psionic Wards deployed in strongholds and you control 1 stronghold, then you (and your ally) have suppressed the psionic menace and win the game

**GROWING STRENGTH (ADVANCED):** If you have deployed 3 or more Psionic Wards, you may use any special treachery card as a Karama card

**HONOUR-BOUND WARRIORS (ADVANCED):** After setup, discard your Traitor card and draw a Treachery card

## ALLIANCE

During the Mentat Pause Phase, if your ally occupies a stronghold without a Psionic Ward, you may place a Ward in that stronghold.

If you have 3 or more Psionic Wards, your ally may use any special treachery card as a Karama card

## FATE

## KARAMA EFFECTS

**MENTAL PROTECTION:** You can not pay 2 spice to prevent an enemy faction from using the above cards or abilities for that round

**PSIONIC WARD:** All factions may use any battle-related Advantages or reveal Traitors and Facedancers in 1 stronghold

**SPICE REJECTION:** You must pay or receive the full spice cost of all transactions for the round

## TROOPS



**TROOP** ×20  
Troop

## LEADERS

