



OCM

AT START: Starting spice: 10 · You start with 10 spice and 6 forces in the pilgrim sanctuary

REVIVAL: 2 free revives

ADVANTAGES

The Orange Catholic Missionaries wield faith as both shield and weapon. Through Sacred Oaths, Confession, and ideological authority, they shape the political balance of Arrakis without reliance on military dominance

SACRED OATHS: Whenever the Orange Catholic Missionaries occupy a territory adjacent to a territory containing another faction's forces or share a territory with another faction, place 1 Influence marker on that faction. A faction may gain at most 1 Influence marker per round this way.

Influence is tracked separately for each faction and cannot be placed on or spent against an ally.

During any Mentat Pause, the Orange Catholic Missionaries may spend:

2 Influence: Gain 3 spice from the bank or gain a

truthtrance question to be used

3 Influence: See how much spice the faction has and gain 1 spice

4 Influence: Randomly discard 1 Treachery Card from that faction's hand or gain a treachery card off the top of the deck

6 Influence: Examine all Treachery Cards in that faction's hand or have that factions ability for one phase of a turn

These are only per faction so 6 influence on faction X cannot be spent on Faction Y

ORANGE CATHOLIC BIBLE: The OCM begin with a worthless Treachery Card called the Orange Catholic Bible, the OCM are not affected by any of its negative effects.

Whenever a faction defeats the Bible holder in battle, they take the Bible and they must pay 2 spice to the OCM each turn. The Bible counts towards hand limit, cannot be discarded, traded and has no effect

PILGRIM SANCTUARY*: The OCM possess a mobile sanctuary token which counts as a stronghold, moves up to two territories during movement alongside usual movement, safe from storms, cannot collect spice, only OCM can ship into, other factions can move into however. For the gaining of influence the stronghold counts as the territory its in unlike how the ixians mobile stronghold functions.

SACRED LOYALTY*: The OCM only use 4 leaders. During setup a random leader of the 4 is available in the traitor deck, the rest are safe. This leader is unknown and then handed out as normal within the traitor deck. Due to only having 4 leaders they can choose not play a leader at all in their plans while still playing treachery cards as if they had a cheap hero

ADVANCED KARAMA: The church supports many charities and wants your help, everyone must give half their spice excluding OCM to the bank

ALLIANCE

The OCM's ally may never hold the Orange Catholic Bible regardless of hand size and gain a base movement of 2 territories

FATE

KARAMA EFFECTS

PILGRIM SANCTUARY: They may not move the Pilgrim Sanctuary this turn

SACRED LOYALTY: They are forced to use a leader

TROOPS



MISSIONARIES ×20

LEADERS

