



COMBINE HONNETE OBER

AT START: Starting spice: 3 · 20 forces in reserves (off-planet). Start with 3 spice.

REVIVAL: 0 forces.

ADVANTAGES

You are a rogue company within the Combine Honnete Ober Advancer Mercantiles attempting to take control of the planet Arrakis. You can manipulate the economy.

CHARITY: Each turn, you collect 2 spice for each faction in the game during CHOAM Charity before any factions collect. If another faction collects CHOAM Charity, it is paid to them from your spice

OVERSEER OF TRADE AND MERCHANDISE: At the end of the CHOAM Charity phase, you may choose inflation or deflation.

If you choose inflation, an additional card is put up for auction, max revivals is increased by one, the first force each player ships each turn is free and the maximum amount of free spice dialling is increased by one.

If you choose deflation, one less card is put up for auction, max revivals is decreased by one, each player must pay one additional spice to ship from off planet and the maximum amount of free spice dialling is reduced by one.

ALLIANCE

Your ally always receives the affects of inflation no matter which you picked.

FATE

No fate.

KARAMA EFFECTS

TROOPS



CHOAM FORCE ×20
CHOAM Mercenary

LEADERS

