



RICHESE (HERRING EDITION)

AT START: Starting spice: 7 · 20 forces in reserves (off-planet). Start with 7 spice. You have a separate cache of 10 Richese Treachery Cards, marked with your faction symbol. These cards are not part of your hand. You also have three “No-Field” tokens (numbered 0, 3, and 5).

REVIVAL: 2 forces.

ADVANTAGES

You control a black market and have underhanded ways to get ahead.

BLACK MARKET*: At the start of each bidding round, choose one of your Richese treachery cards to add to the black market. When you add card to the black market, place it face down in front of you, and choose a price. During the bidding phase, when it is a player's turn to bid. they may instead leave the bidding round to purchase any black market for their price in spice paying it to Richese. When Richese purchase black market cards they pay to the bank at half price (round up). Unpurchased cards remain in the black market.

NO FIELD: When making a shipment of forces, you may pay for one force to ship a No-Field token instead of or alongside a normal shipment. When you do, place a No-Field token face down in the territory where your shipment lands. Other factions do not know how many of your forces are located there, but it is treated as if one is there. You may reveal a No-Field token at any time before the Battle Phase, placing the indicated number of forces from your reserves (or up to that amount if you have fewer forces left in reserves). You may move No-Field tokens like they are forces. A No-Field token is revealed when caught in a storm or by a worm, and you lose the number of forces indicated by the token. You may not use the same No-Field token twice in a row. Keep the most recently revealed no-field token face up in front of your shield. When you are in a battle, you must reveal the No-Field token in that territory when revealing your Battle Plan, and place the number of forces indicated by the No-Field token from your reserves (or up to that amount if you have fewer forces left in reserves). When you are in a Battle with a No-Field token, Atreides may not see your number dialed.

ALLIANCE

Alliance rules text.

FATE

FATEFate rules text.

KARAMA EFFECTS

BLACK MARKET: Karama cards may be played at the beginning of the bidding phase preventing the sale of all black market cards. They may not be used to reduce the cost of black market cards.

TROOPS



RICHESE FORCE ×20
Force

LEADERS

