



SPICE SMUGGLERS

AT START: Starting spice: 10 · After the storm has been moved, place 6 units in any 2 sand territories divided evenly.

REVIVAL: 1 free revival.

ADVANTAGES

SAND MONOPOLY: When shipping into a sand or rock territory, you pay half price.

ORNITHOPTERS: Once per movement phase, the player with the ornithopter token may move a group of units as if they had access to ornithopters. The ornithopter token is sellable, but functions as a bribe, and the spice paid for it cannot be collected until the Mentat Pause phase. The Ornithopter token is returned to the Smugglers at the end of the Mentat Pause phase.

SPICE COLLECTION: When another player collects spice from the board, you may take half of the spice collected, rounded down, from the bank.

SPICE SNIFFER: If you end your movement in a sand territory that has the potential to spawn spice, you may collect 1 spice per 2 units in the territory, even if the space has no spice in it.

ILLEGAL CARTEL: You cannot collect CHOAM Charity.

SPICE COLLECTION TECHNOLOGY: Your units collect 3 spice per unit during the spice collection phase.

SPICE FIGHTING: When fighting in a territory with spice, you do not have to pay in order for your troops to be counted at full strength.

TOKENS: If a player reveals a discovery token, gain 3 spice.

ALLIANCE

Your ally may ship to sand and rock territories at half price. Your ally gains a non-tradable ornithopter token.

FATE

FATEFate rules text.

KARAMA EFFECTS

TROOPS



TROOP ×20
Troop

LEADERS

