



DISCORD LEGENDS

AT START: Starting spice: 1 · Choose a leader to put out first and use there starting rules for spice and placement and treachery cards

REVIVAL: revive following chosen leaders rules

ADVANTAGES

PLAYERZ*: after traitors are picked choose a leader to place in front of your shield you play as that faction using gf9 basic rules.
you may swap leaders in mentat leader must be alive to be swapped .

CONFLICT RESOLUTION: If your chosen factions advantage conflicts with a faction in the game split the spice with larger part going to the other faction.
for example if you choose emperor, during bidding spice paid to the emperor is split 50/50 with you with the emperor getting the larger split.

ALLIANCE

gain allaince advantage of chosen leaders faction

FATE

FATEswap chosen leader at any time before battles

KARAMA EFFECTS

PLAYERZ: stop swapping of faction leader in mentat only

TROOPS



TROOP ×20

Troop

LEADERS



JADED



CENTRAL



RIDWAN



COOKIE MASHER



KRELL



EICHMAL