



SUK MEDICS

AT START: Starting spice: 10 · 1 Leader in a stronghold. 20 forces in reserves.

REVIVAL: 1 free revival.

ADVANTAGES

OATH TO HELP- SHIPMENT: The Suk leaders can be sent out in healing missions. During the shipment and movement phase, on the Suk's turn, instead of shipping units, they may ship a leader. The cost is equal to the leaders value. That leader can coexist with other factions. It does not affect unit movement, combat, and is not considered a unit for any measure besides a lasgun-shield explosion. If a Suk leader is placed on the board, it may not be used in combat.

During shipment and movement, the Suk player may spend spice equal to the value of the leader to ship the leader from the board into his reserves.

All spice spent shipping leaders is paid to the spacing guild.

OATH TO HELP - COMBAT: During a combat in a territory that contains a Suk leader. After the combat has been resolved the Suk can force the winner of the battle to keep lost forces equal to the value of the Suk leader in the territory.

The loser of the battle may pay the Suk player 2 spice per force (to a max of 3 forces) to return units to their reserves instead of sending them to the Tleilaxu tanks

HEAL FOR LOYALTY: During a combat which resolves in a territory with a Suk leader. After combat is resolved, If a leader dies, the Suk may choose, if the player with the dead hero agrees, to return that leader to the reserves of the player. No spice is collected for that leader. The Suk gain a "Suk traitor card" with that leader on it. This card may be played in a combat as if it was a traitor card. It can be traded secretly at the end of any phase. No player may hold more than 1 Suk traitor card at a time.

WANTED DISEASE: At the end of the spice collection phase, any factions, in storm order, may pay the Suk player 2 spice per force to send that force to the Tleilaxu tanks.

HELP UNWANTED: At the beginning of the storm phase, the Suk will randomly select a faction. That faction cannot use the "wanted disease" ability this round.

HEAL YOURSELF: During a combat in which the Suk are in, after combat is resolved, any lost forces may be healed by the Suk player. At the cost of 1 spice per unit, the Suk player may return an unlimited number of units to the territory and do another round of combat.

NONVIOLENCE: You may only ever have 8 units in a territory.

ANTI-WEAPON: You may only hold 3 treachery cards in your hand.

GIFT OF DOCTOR YUEH: The poison tooth combat card cannot be played by another player in a combat involving your forces.

ALLIANCE

After a combat is resolved in which you lost, The Suk player may allow you to return up to 4 force at 1 spice per force to your reserves.

FATE

SUK MEDIC SPECIAL VICTORY CONDITION: For every 2 players with units in a stronghold (besides the hidden mobile stronghold or Jacarutu Sietch), the Suk get 1 victory point. Your ally does not win the game if you win this way.

KARAMA EFFECTS

TROOPS



TROOP ×20
Troop

LEADERS

