



MORITANI

AT START: Starting spice: 12 · After all other factions set up, place 6 troops in any unoccupied territory, with 14 in reserves. Start with 12 spice. Keep 6 Terror tokens hidden.

REVIVAL: 2 troops free.

ADVANTAGES

TERRORIZE*: In Mentat Pause place one hidden Terror in a stronghold without one, or move one there, even under storm. Never use HMS or Homeworlds. Reveal when another non-ally moves or ships in, including advisors and No-Field 0. Terror survives storm/explosion. A Face Dancer or No-Field reveal does not trigger it.

TERROR EFFECTS: Assassination: kill a random enemy leader for its value, 3 for Zoal. Atomics: kill all troops, prohibit future shipments and reduce your and your ally's hand limits by 1. Extortion: gain 5 delayed spice and recover token in Mentat Pause unless one player pays 3. Robbery: steal half their spice rounded up or draw a card then discard if over limit. Sabotage: discard a random enemy card, then optionally give one of yours. Sneak Attack: place up to 5 reserves here free, even in Aftermath, obeying storm and occupancy. Revealed tokens otherwise leave the game.

ENEMY OF MY ENEMY*: Before revealing Terror triggered by a non-Ecaz faction, offer it an alliance. Acceptance breaks existing alliances and returns the token to you. Refusal requires the reveal.

DUKE VIDAL*: At end of Shipment and Movement, gain Vidal if you face battles in at least 2 strongholds, excluding Ecaz battles, and he is available. Use him once, then set aside by turn end if not in Tanks or captured.

ADVANCED: ASSASSINATE LEADERS: After losing with no traitor called and the enemy leader surviving, reveal a Traitor Card for another leader of that enemy faction. If alive, kill it for its value, 3 for Zoal. In Mentat Pause set the card face up as a marker and draw another. Once per enemy faction. Revealing a traitor normally forfeits this advantage permanently. Karama cannot stop it.

ALLIANCE

When your ally loses a battle that had a winner, it may keep one played card it could have kept had it won.

FACTION SPECIAL KARAMA

Advanced game, once per game. After you lose a battle, spend a Karama Card to choose which of your opponent's played Treachery Cards they keep or discard.

KARAMA EFFECTS

TERRORIZE: Prevent placing or moving a token.

DUKE VIDAL: Prevent gaining him; does not remove him if already held.

ENEMY OF MY ENEMY: Prevent forming the alliance; you may still reveal Terror.

TROOPS



MORITANI TROOP ×20

Normal battle strength and spice support.

LEADERS

