



LANDSRAAD COUNCIL

AT START: Starting spice: 10 · 20 forces in reserves.

REVIVAL: 2 free revivals.

ADVANTAGES

UNDERSTANDING OF THE GALAXY: At the beginning of the game, you are dealt a nexus card. During the Mentat Pause phase, if you do not have a Nexus Card, you may draw one. If the Nexus Card pile runs out, shuffle and restock the deck.

WEB OF ALLIANCES: After a Nexus Phase has concluded, you may take an alliance card of a faction in play that did not make an alliance, and use the ability as if they were your ally. The card may only be used once and is then returned to the supply.

PLANS WITHIN PLANS: When you play a "green" treachery card, take two spice from the spice bank.

CHOAM SHARES: When a player collects spice from another player (either through a faction ability or bribe, but NOT CHOAM Charity from the CHOAM faction), you may take one spice from the bank.

BATTLE: You may play Nexus cards in battle in lieu of an offense card, counted as a mirror weapon.

KARAMA AVOIDANCE: You may not have a faction ability taken away by a Karama card. Alliance abilities (ie those gained from "Web of Alliances"), can still be taken by use of a Karama card.

Faction specific Karama abilities may not be used on or against the Landsraad.

You may use a Karama card to gain the "occupied" advantage of a faction's homeworld where you do not have units.

HOMEWORLD PEACE: You cannot attack other players' homeworlds. Instead, when you ship units to another player's homeworld, you gain the "occupied" ability of the homeworld.

Players cannot fight you on homeworlds. Instead, they may pay one spice per unit to the Landsraad player to move each unit back to the Landsraad reserves.

POOR ALLY: You do not gain the alliance ability of your ally.

ALLIANCE

You ally gained any "occupied" advantages you have.

FATE

FATEFate rules text.

KARAMA EFFECTS

TROOPS



TROOP ×20
Troop

LEADERS

