EMPEROR

AT START: Starting spice: 10 · 20 forces in reserves (off-planet), 10 spice, and 1 random Treachery card.

REVIVAL: 1 force/round.

ADVANTAGES

You have access to great wealth and elite forces.

MAJORITY SHARE: Whenever any other faction pays spice for a Treachery card during Bidding, they pay it to you instead of the Spice Bank. You cannot discount the price of Treachery cards; the full price must be paid. Your own payments go to the Spice Bank normally.

SARDAUKAR: VULNERABLE TO KARAMA: Your five special forces, elite Sardaukar, are worth two standard forces in battle for dialing, and taking losses, though against the Fremen they are worth just one force each. Sardaukar are treated as a single force token for revival and shipping; however, only one Sardaukar force can be revived normally per round (additional Sardaukar may be revived by your one-time Karama power, see below, or the Tleilaxu Ghola Treachery card).

Vulnerable to Karama: Karama may be played while Battle Plans are being formed to force your Sardaukar to count as one force each for that battle.

EXAMPLES OF SARDAUKAR AFTER BATTLE: Sardaukar and two standard forces:

If you dial a 2, you can spend 2 spice for a +1 spice strength - if you win, you can either send two standard forces to the Tleilaxu Tanks or one Sardaukar.

If you instead dial a 4, you can spend 4 spice for a +2 spice strength - if you win, you can either send both Sardaukar to the Tleilaxu Tanks, or one Sardaukar and both standard forces.

Emperor Force

Sardaukar Force

ALLIANCE

You may give any amount of your spice to your ally at the end of any phase. Unlike spice exchanged for bribe and deals, this spice is placed directly behind your ally's Faction Screen. Additionally, when your ally spends spice in Battles for spice strength, the cost is half. For example, to gain +2, it costs your ally 2 spice instead of 4.

FACTION SPECIAL KARAMA

KARAMA POWER - WAR MACHINE The following one-time ability is triggered by playing a Karama card

During the Revival Phase revive up to four forces (including Sardaukar) and one leader for free. These revivals do not count against your normal revivals for the round.

Spirit World Variant: Cheap Hero.

KARAMA EFFECTS

TROOPS

NORMAL TROOP ×15
Standard forces.

SARDAUKAR ×5
Sardaukar forces are worth 2 forces in battle, except against Fremen.

LEADERS









