



THINKING MACHINES

AT START: Starting spice: 10 · 20 forces in reserves (off-planet).

REVIVAL: 2 free revivals.

ADVANTAGES

PAYMENT: Whenever you would have to pay another player you may pay that spice to the Spice Bank instead. You may never claim CHOAM Charity.

REVIVAL: At the beginning of Revival, revive all leaders you currently have in the Tleilaxu Tanks for free. Additionally, whenever you revive forces during Revival, you may send up to one of these forces for free either to the Polar Sink or any one territory on the board where you already have forces, subject to storm and occupancy rules.

LEARNING ALGORITHM: After each battle, add 1 Experience token behind your Shield if you won that battle or 2 if you lost. You may spend Experience tokens in your battles by including them in your Battle Plan, adding +1 to your battle total for each Experience token expended. You may not spend more Experience tokens than you have forces in battle.

SHIPMENT/MOVEMENT: You are always considered first in Storm Order during Shipment/Movement. Additionally, you may either forego your shipment to make an extra on-planet movement subject to normal movement rules or forego your movement to make an extra on-planet shipment subject to normal shipment rules.

TRUTHTRANCE: You may use any worthless card as if it is a Truthtrance Card. Players may answer “I don’t know” truthfully.

ALLIANCE

While you are allied, you may offer your ally to use your Experience tokens in their battles.

FATE

For one battle, all your forces do not require spice to count at their full strength. If also supplied by spice up to 5 forces count as 2 in combat.

KARAMA EFFECTS

TROOPS



CYMECS ×20
Troop



.0:



CYMECS
Troop

LEADERS

