



HONORED MATRES

AT START: Starting spice: 7 · 15 forces and 5 Futar forces in reserve (off planet).

REVIVAL: 2 forces.

ADVANTAGES

SEDUCTION*: During the shipment and movement phase, you may ship OR move up to three of another faction's forces. This will replace either your shipment or movement for the round. You will pay for the shipment or movement (if applicable) as if they were your own troops. After the shipment and movement phase, the other faction controls these units.

THE WEAPON*: After step 1 (Positions) in the Setup Phase, you secretly identify one faction as the target of "The Weapon" by placing a "Target Faction" card face down behind your player shield. The Weapon may only be used once during the game, and can only be used on the previously identified faction. When used, the weapon must be revealed as battle plans are being made in the desired battle. The Weapon will automatically destroy a number of forces corresponding to the round of gameplay, capped at 6 in the 6th round and beyond. Forces killed by The Weapon will be removed from the game board immediately, and the players will continue to form battle plans.

FUTARS*: Your five starred forces, Futar, have a special fighting capability. They are worth two normal forces in a battle and in taking losses. They are each treated as one force in revival. Only one Futar may be revived per turn. Futars may not be shipped during the shipment and movement phase (see Futar Pursuit).

FUTAR PURSUIT*: When another player ships or moves to a territory containing your forces, you may move one Futar force to that territory.

SPICE BURN*: If you successfully collect a spice unit in a territory, you may choose to burn that territory. Place a Burn token over the spice symbol in that territory. Burned territories can no longer contain spice. During the Spice Blow phase, if a burned territory is revealed, discard it and reveal territories until a non-burned territory is revealed.

ALLIANCE

You may share shipment and movement actions with your ally. You may use up to two shipment and two movement actions, shared in any combination between you and your ally.

FATE

SPECIAL VICTORY CONDITION: Once 6 territories are burned, the Honored Matres win the game (see Spice Burn ability).

KARAMA EFFECTS

SEDUCTION: (Ship & Move Phase) Honored Matres may not Seduce this phase.

THE WEAPON: (Combat) The Weapon may not be used in a combat this phase.

A Karama card may be used by the Honored Matres to reassign the target of The Weapon.

FUTARS: No Interaction

FUTAR PURSUIT: (Ship & Move Phase) Futars may not be placed during this round.

SPICE BURN: No interaction.

TROOPS



TROOP ×15

Normal forces, of strength 0.5, which can be spiced to a strength of 1



FUTAR ×5

Your five starred forces, Futar, have a special fighting capability. They are worth two normal forces in a battle and in taking losses. They are each treated as one force in revival. Only one Futar may be revived per turn. Futars may not be shipped during the shipment and movement phase (see Futar Pursuit).

LEADERS

