



GINAZ SWORDMASTERS

AT START: Starting spice: 5 · 5 forces in any unoccupied space. 15 forces in reserves.

REVIVAL: 2 free revivals.

ADVANTAGES

START: If the Ginaz get dealt a starting treachery card that is not an offensive or defensive card, they may discard that card and draw the top card of the treachery deck. This ability may only be used once.

MASTERS OF DEFENSE: When playing a worthless card in combat, it may be treated as if it were a Shield-Snooper card. Teh card counts as a Shield for the purposes of a Lasgun explosion. It does not count as a shield or snooper for the purposes of Leader skills. After the battle has been resolved, the Ginaz player must show a hand without a shield or a snooper (not another worthless card) or discard the worthless card used in combat.

SWORDMASTER SCHOOL: Once per turn, during the Mentat Pause phase, the Ginaz may select one of their own leaders and another faction's leader to "train". They may place these leaders (theirs and/or another faction's) facedown in front of their faction's sheet. During the next round's Mentat Pause phase, they must return that leader to the correlating faction with a +1 leader token. From now on, that leader is worth one extra strength in combat. No faction other than the Ginaz may have a leader with more than one strength token. Gholas, captured leaders, and leaders with leader skills (other than Ginaz) cannot be trained.

LEADER SUPPLY: When the Ginaz play a Cheap Hero in battle, they may choose to keep the card, even if the battle is lost.

NO INEPT LEADERS: When the Ginaz play a Cheap Hero in battle, the value of the Cheap Hero is equal to the cumulative amount of +1 leader tokens on all Ginaz leaders. If the Cheap Hero is killed, no spice is collected.

UNTRAITOROUS: Only 1 Ginaz leader may be "traitored" per game. Once a Ginaz leader has been traitored, any remaining Ginaz traitor cards have no effect (including Suk traitor cards). This does not apply to Face Dancers. The Harkonnen player does not count towards this effect.

DISCARDED WEAPONS: When a basic combat card or Worthless card is placed in the Discard pile by a player other than the Ginaz, the Ginaz may pay four spice to retrieve the card.

TACTICAL MASTERY: The Ginaz player is not dealt Leader Skill cards. After each other player has chosen a Leader Skill and returns cards to the supply, the Ginaz player draws 5 Leader Skill cards, and keeps three to be assigned to 3 different Ginaz leaders.

KARAMA: Select a third leader to train this round.

ALLIANCE

Your ally may use worthless cards as if they were Shield-Snoopers, but they must be discarded after one use.

FATE

FATEFate rules text.

KARAMA EFFECTS

TROOPS



TROOP ×20
Troop

LEADERS

