



EMPEROR

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

REVIVAL: 1 force.

ADVANTAGES

You have access to great wealth.

BIDDING PAYMENTS*: When another faction buys a Treachery Card in the Bidding Phase they pay the spice to you.

SHADDAM'S FAVOR (AKA SUBSIDY)*: When another faction buys a Treachery Card you may place any amount of spice in front of your Player Shield to discount the bidding payment by that amount. You collect all spice placed in front of your Player Shield this way at the end of the Bidding phase. Factions may bid more than their spice reserves if you agree you are using this ability to cover the amount the faction is lacking.

SARDAUKAR*: Your five starred forces are double combat strength. Only one Sardaukar can be revived per turn. Sardaukar are considered normal strength forces against Fremmen.

ALLIANCE

Golden Lion Throne: You may instantly give spice to your ally at any time. (You can effectively pay for revivals and spice dialing, which normal allies can't.)

FATE

Prison Planet: Play your fate card at any time to revive up to 5 of any troops and any leader for their normal cost (including for other players). There are no limits for starred troops or leaders. (Cannot be played during combat step 3) (BT does not collect spice for this revival)

KARAMA EFFECTS

BIDDING PAYMENTS: (Bidding Phase) Any spice paid or used for subsidy on future cards is sent to the bank. Must be played before the first bid is placed on a card for it to affect that card.

SHADDAM'S FAVOR (AKA SUBSIDY): (Bidding Phase)
Discard all spice paid for subsidy this phase. May be played after the last card has been sold, before the phase ends.

SARDAUKAR: (Combat step 2.3) Sardaukar are considered normal forces this phase. If Battle Prescience has asked dial Emperor may re-answer the prescience.

TROOPS



NORMAL TROOP ×15

0.5 strength when undialed, 1 strength dialed



SAUDARKAR ×5

1 strength when undialed, 2 strength when dialed

LEADERS

