



CORRINO

AT START: Starting spice: 10 · 5 forces in any territory that is already occupied or in the polar sink. 10 spice

REVIVAL: 2 forces

ADVANTAGES

PRICE OF DISLOYALTY: At the start of the game, draw 5 traitor cards, keep one, and put the other 4 in a pile in front of your shield face down. During Mentat Pause phase you may look at the traitor pile in front of you and sell one of them to anyone but yourself or you may choose to not sell one at all. Buyers may purchase it through spice and/or deals.

SUMMONS: During shipment and movement phase, before your shipment you may allow one other opposing faction to move their forces or ship their forces at guild rate. This does not count as one of their turn's shipment or movement.

IMPERIAL LEVY: Collect 1 spice during Mentat pause for each player that has taken a deal/bribe with spice during that turn.

IMPERIAL SOVEREIGNTY: At the start of the game, before troop placement, draw the top card of your faction cache at random. The faction that you drew gets to choose an unoccupied sand territory on the board and put their faction token and up to 2 of their troops there. During turn 1, this territory is safe from the storm. Put the faction card in a discarded stack in front of your shield.

During spice harvest phase, if you have any troops on the territory of the token, you may collect it.

At any phase during the game, you may return their faction token to them in order to use one of their advantages for the entire phase. During this phase, their advantage does not work for them.

During Mentat Pause phase, draw a new faction card from the draw pile. If there are none left to draw, shuffle the discarded faction cards and place them back face down to draw from. The drawn faction may place up to 2 of their forces with the faction token on an unoccupied sand territory. Put the faction card in a discarded stack in front of your shield.

ALLIANCE

You may give taken faction tokens to your ally for them to use. Collect 1 spice during Mentat pause for each player that has taken a deal/bribe with spice during that turn.

FATE

ADVANCED ADVANTAGES-WAR TAX: For each troop your opponent dialed during battle, you gain 1 spice from the spice bank.

KARAMA EFFECTS

TROOPS



TROOP ×20
Troop

LEADERS

