



BENE GESSERIT

AT START: Starting spice: 5 · 1 in an unoccupied territory, 1 in the polar sink, 18 forces in reserves. 5 spice.

REVIVAL: 1 force.

ADVANTAGES

You are adept at the ways of mind control.

CHARITY*: You always receive CHOAM charity.

WORTHLESS KARAMA*: You may use worthless cards as Karamas. (Play to either stop the use of a faction advantage, ship forces at half price with the spice going to the Spice Bank, or purchase a Treachery Card without paying for it)

PREDICTION*: During setup secretly choose a turn number and a faction. If that faction wins the game on that turn, you win instead. (Fremen Special Victory condition does not count)

THE VOICE*: During battle (step 2.1) you may force your opponent to play/not play a Treachery Card in their Battle Plan. (Projectile Weapon, Poison Defense, Worthless Card, Mercenaries, etc) Cheap Heroes may not be voiced. Special combat cards like Lazgun and Weirding Way must be voiced by name. If you force the use of a card the opponent does not have, they may silently ignore The Voice.

SPIRITUAL ADVISORS*: Your forces have two sides: fighters and advisors. Fighters act like normal forces. Advisors may be moved but otherwise have no effect on the game, coexisting with enemy forces and the forces of your ally.

Your forces may flip from fighters to advisors when another faction moves into a territory with them. (Fighters can't become advisors when a faction reinforces a territory.)

At the beginning of Ship & Move Phase you may flip any number of groups of advisors to fighters, the groups will automatically become fighters if no other faction is present. This is the only time a territory with advisors can switch to fighters.

The state of your troops is tracked on a per territory basis. (Ex. If advisors move to a territory with fighters they become fighters.) You may ship forces as fighters or advisors.

When a faction ships from off planet you may put an advisor at their destination (if you have no fighters there) or a fighter in the polar sink.

ALLIANCE

Shared Voice: You may use The Voice in your ally's battles.

FATE

Political Marriages: Play your fate during battle (step 2.1) to use The Voice on one side in any/all battles where you have advisors this turn. This Voice cannot be stopped with a karama.

KARAMA EFFECTS

CHARITY: (Charity Phase) BG may not claim CHOAM Charity this phase unless they normally qualify (they have less than 3 spice).

WORTHLESS KARAMA: (Any Phase) BG may not use worthless cards as karamas this phase. This may be played in response to BG playing a worthless card as a karama. BG must discard the worthless card and it has no effect.

PREDICTION: no interaction

THE VOICE: (Combat step 2.1) BG may not use Voice in their or their ally's battles this phase.

SPIRITUAL ADVISORS: (Ship & Move or before) Bene Gesserit forces may not flip at all for the rest of the turn.

TROOPS



FIGHTER ×20

Normal troops, 0.5 strength if undialed, 1 strength when dialed.



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ADVISOR

Cannot participate in combat, do not count for occupancy limits, do not exert control for ornithopters or victory purposes

LEADERS

