

DUNE



**CHOAM &
RICHESE**



HOUSE EXPANSION

ADD THE EXPANSION

Add CHOAM and Richese to the available factions before setup. Both use their common rules in Basic and Advanced play. Only powers marked **Advanced** require the Advanced Game.

Leader Skills and Advanced Stronghold Cards are **independent optional modules**. Choose either, both or neither, regardless of which factions play. Stronghold Cards require Advanced play.

Each faction has a shield, player sheet, player marker, five standard leader discs, 20 forces and two Alliance Cards. Richese also has No-Field tokens 0, 3 and 5. CHOAM has Inflation and the Advanced-only Auditor.

Add 11 Traitor Cards. Include the Auditor and its Traitor Card only in Advanced play; remove absent factions as usual. The optional decks contain **14 Leader Skills** and **6 Stronghold Cards**.

Learn your faction first. The later pages explain cache cards, replacement cards and the two optional modules.

See [Richese, page 3](#); [CHOAM, page 13](#); [Cards from the cache, page 22](#); [Optional Leader Skills, page 28](#); [Optional Stronghold Cards, page 35](#)

RICHESE



Count Ilban Richese leads a house rebuilding its fortunes through technology. Your separate card cache earns spice, while No-Fields conceal the size of shipments.

LEADERS



Start with **5 spice** and all **20 forces in reserves**. Your free revival is 2 forces.

Keep the **10 Richese Treachery Cards** in a separate cache, outside both the main deck and your hand. Keep the three No-Field tokens, numbered 0, 3 and 5.

Use the cache only when Richese plays. Do not shuffle all ten cards into the starting Treachery Deck. Cards enter hands through the cache auction or another explicit Richese power.

SELL ONE CACHE CARD

Each Bidding round, auction one card chosen from your cache **instead of one normal auction card**. Announce whether yours comes **first or last**, before Ixians use Bidding. Reveal the card for its cache auction.

Use Once Around or Silent Auction for the cache card, ignoring normal bidding order. The auction methods are explained next.

Other factions pay you. If you buy your own card, pay the Emperor, or the Spice Bank if the Emperor is absent. A normal Karama cannot buy or acquire a cache-auction card.

Discarded Richese cards go to the **ordinary Treachery discard pile**, not back to the cache. They may later enter the main deck through reshuffling. The discard pile is private. Search it only through a card or ability that permits it.

Choose a method before taking bids.

See [Once Around, page 5](#); [Silent Auction, page 6](#)

ONCE AROUND

Choose clockwise or counterclockwise. Start with the adjacent faction on that side. Each eligible faction gets **one opportunity** to pass or place a higher bid.

When the opportunity reaches you, either outbid the current high bidder and buy the card, or let that bidder buy it. If everyone else passes, you may take the card free or remove it from the game.



Juice of Sapho

This card can change who goes last in a Once Around auction. Play it during that auction when you wish to intervene.

A faction with a full hand cannot enter the auction. Harkonnen still gains its usual extra card after a purchase, if its hand has room.

SILENT AUCTION

Every faction able to bid secretly holds any amount of spice, including zero, in one hand. Reveal all bids simultaneously. **The largest bid wins.** Break ties in storm order.

If all bids are zero, you may take the card free or remove it from the game.

You may contribute to an ally's bid, including a Silent bid. The ally's own spice goes to you; your contribution goes to the Emperor or, if absent, the Bank. You must already have the contribution. Incoming spice cannot fund it.

Separate the payments

Your ally bids 7 but has only 2 spice. You may supply the other 5 from your existing holdings. Your ally pays you 2; you pay the Emperor or Bank 5. The 2 you receive cannot be counted toward the 5 you supply.

WITH IXIANS AND HARKONNEN

If your cache card goes first, auction it **before the Ixian Bidding advantage**. If last, reveal and auction it after normal bidding.

Ixians draw one fewer normal card for each cache card and successfully sold Black Market card replacing a normal card this round. They still draw **one extra**, inspect all, return one to the deck and shuffle the rest.

Harkonnen receives its normal free extra card after buying either a cache card or a Black Market card, subject to its hand limit.

An Ixian ally may replace a **Black Market purchase**, even when the purchased card is Richese technology. It cannot replace a purchase from the separate cache auction.

Black Market sells a card already in your hand. The cache auction sells a card outside your hand.

See [Advanced Black Market, page 12](#)

SHIP A HIDDEN FORCE



No-Field tokens

Instead of a normal shipment, pay to ship **one force** and place an available No-Field face down in the destination. Pay 1 spice to a stronghold or 2 elsewhere, to Guild or the Bank.

Until revealed, the token counts as **one force for all effects**, including the 0 token. It moves as a force and collects spice as one force: normally 2, or 3 with ornithopters.

Only **one No-Field** may be on the planet at once. Never use the same numbered token twice consecutively, for yourself or an ally. Keep the last-used token face up in front of your shield until another is placed.

REVEAL FROM RESERVES

You may voluntarily reveal the token **before the Battle Phase**. Place its indicated number of forces from reserves, or all remaining reserves if fewer are available.

In a battle involving the token, reveal it with your Battle Plan and place the available reserve forces. You cannot dial more forces than you can actually reveal. Atreides may not ask to see your number dialed in that battle.



A zero is still a battle

A 0 token still lets you choose a normal leader and Treachery Cards, including a Cheap Hero as leader. Its hidden status counted as one force before the reveal.

A storm or worm reveals the token and destroys the indicated forces, limited by those available in reserves. Revealing it does not create extra reserves.

A TOKEN COUNTS AS A FORCE

A No-Field entering a territory with Moritani Terror can trigger it, even if the hidden number is 0. Revealing an already-present token is not another shipment or movement and does not trigger Terror again.

When CHOAM uses Trip to Gamont against your No-Field, reveal it. Return one revealed force to reserves if present. Trip to Gamont is used even if the token reveals no forces.

No-Field shipment triggers Heighliners. An allied shipment of Spacing Guild through your No-Field does not trigger it by itself, because Guild is the token's exception.

With Smuggler, you may bring its additional free force when shipping a No-Field into an empty territory.

Your alliance may use a No-Field shipment, with immediate revelation instead of a hidden token.

See [Richese alliance, page 11](#)

RICHESE ALLIANCE

You may offer a No-Field shipment for an ally's forces from off-planet. Reveal any token already on the planet first. Use an available token, pay to ship one force, then **immediately reveal** the new token and place up to its number of the ally's available reserve forces.

Either you or your ally may pay. The cost is 1 spice to a stronghold or 2 elsewhere, paid to Guild or the Bank. Keep the used token face up to prevent consecutive reuse.

You may give your ally a **Richese Treachery Card from your hand** at any time, if their hand has room. This gives a card already in your hand, not one directly from the cache.

Richese occupation of Tuek's Sietch prevents the Fremen special victory, alongside Atreides, Harkonnen and Emperor. This restriction applies in both Basic and Advanced play.

ADVANCED BLACK MARKET

Advanced only. At the start of Bidding, **before Declaration**, you may offer one Treachery Card from your hand. You may describe it truthfully or lie. Keep it hidden; Atreides may still inspect it.

Use normal bidding, Once Around or Silent Auction. Karama cannot acquire the card. If no one bids spice, keep it and end the intervention. If it sells, receive payment and reduce the normal auction supply by one.

With normal bidding, proceed in storm order and then resume where normal bidding left off. After Once Around or Silent Auction, resume in storm order. A card bought before Declaration counts in the buyer's declared hand.



Special Karama Power

Advanced, once per game. Spend a Karama Card and pay 3 spice at any time to secretly choose and buy one card still in your cache. It enters your hand.

CHOAM



Ur-Director Malina Aru leads CHOAM. Regular income can fund cards, revival and shipments. Your forces still need to take and hold strongholds for the normal victory check.

LEADERS



Start with **2 spice** and all **20 forces in reserves**. You have **no free revival**, but may pay to revive any number of your forces for **1 spice each**.

During CHOAM Charity, **before anyone else collects**, take **2 spice per faction in the game** from the Spice Bank. Pay the other factions' ordinary Charity from your own spice.

Your special Charity income alone does not trigger Spice Production. That Tech Token is paid by the Bank, and Inflation does not change its income.

You can plan a two-turn change to Charity and turn spare cards into spice or named effects.

See [Plan two turns of Charity, page 14](#); [Turn spare cards into spice, page 16](#)

PLAN TWO TURNS OF CHARITY



Inflation

During Mentat Pause, place Inflation on the Charity phase with either **Double** or **Cancel** face up. It affects the **next turn**, including your own Charity income and Advanced Bene Gesserit Charity.

In the following Mentat Pause, flip it to the other side. That side affects the next turn. At the next Mentat Pause, remove the token from the game. It is not a new choice each turn.

No spice bribes may be made while **Double is face up in play**, including the interval after you place it. Ordinary permitted allied payments follow their own rules.

Tech Token income is unchanged. Extra Homeworld Charity comes from the Bank only when its faction actually qualifies for Charity; it does not raise the eligibility threshold.

CHARITY WITH FOUR FACTIONS

Normal Charity

Four factions are playing. Before anyone else collects, CHOAM takes **8 spice**. Atreides has 0 and takes 2; Harkonnen has 1 and takes 1. CHOAM pays those 3 spice and keeps 5 of this phase's income.

Follow the token

If Double applies, CHOAM's own income is **16 spice**. Apply the doubled Charity rule to the other qualifying factions. In the next affected turn, Cancel pays no Charity, including CHOAM's special income and Advanced Bene Gesserit Charity.

TURN SPARE CARDS INTO SPICE

Your hand limit is **5 Treachery Cards**. At the end of any phase, reveal exact duplicates in your hand and discard the surplus copies for **3 spice each**.

A Snooper, Shield Snooper and Portable Snooper are **different cards**, not duplicates. With two ordinary Snoopers, you may discard one surplus copy for 3 spice.

At phase end you may also discard any Worthless Card for **2 spice**. It does not need a duplicate.

Instead of taking spice, discard a Worthless Card for its named effect when that effect applies. Reactive effects act when the movement, storm, revival or Karama is attempted. They cannot wait until phase end.

Each Worthless Card has a different CHOAM effect.

See [Worthless movement effects, page 17](#); [Revival and Mentat Pause, page 18](#)

WORTHLESS MOVEMENT EFFECTS



Baliset

Prevent one player from moving forces into a territory you occupy during Shipment and Movement. They may still **ship** there normally.



Kulon

On your own Shipment and Movement turn, move your forces **one extra territory**. This extends movement; it does not grant another shipment.



Jubba Cloak

Prevent your force losses in **one territory** from one storm movement. Play when that storm movement would cause the loss.



Kull Wahad

When one player attempts Karama, prevent that player playing Karama for the **rest of this phase**. The prevented card stays in their hand.



La La La

Prevent one player taking free revival during Revival. This prevents the free revival, not every paid revival.



Trip to Gamont

During Mentat Pause, return **one force belonging to another player** to that player's reserves. Use it before the victory check. Against a No-Field, reveal it first and return a force if one is present.



Special Karama Power

Advanced, once per game. Spend a Karama at any time, then discard any number of other Treachery Cards from your hand for **3 spice each**, including Worthless Cards. This is one use.

CHOAM ALLIANCE

Once per turn, **at the end of any phase**, you and your ally may exchange one Treachery Card each. The trade must be **two-way**: each gives and receives a card.

In Advanced play, you may pay some or all of your ally's spice support in battle. That payment goes to the Spice Bank.

With Tleilaxu as ally, it may offer half-price revival for your **total** force-revival bill. Round up that total after halving. You pay the Tleilaxu; it cannot pay the bill for you.

Discount the total

Reviving 5 CHOAM forces normally costs 5 spice. With the Tleilaxu alliance discount offered, halve 5 and round up: **3 spice**. Do not round each individual force's half-spice price separately.

ADVANCED AUDITOR



Auditor

In Advanced play add the strength-2 Auditor as a sixth leader and shuffle its Traitor Card into the deck.

Advanced only. Battle strength **2**. Use it as your battle leader to gain an audit after the battle.

If the Auditor survived, inspect **2 random cards** from the opponent's hand, excluding cards it used in the battle. If the Auditor died, inspect **1**. Inspect only as many as are actually available.

The opponent may pay you **1 spice per card you could actually inspect** to cancel the whole audit. With only one inspectable card, 1 spice cancels it. Partial payment cannot merely reduce the number seen.

Revive the Auditor as your **one leader revival for the turn**, even when other leaders are alive. It cannot be captured, acquired as a Tleilaxu ghola, or assigned a Leader Skill. It always returns face up to the Tanks when killed.

ADVANCED BATTLE INCOME

Advanced only. When another faction pays spice for its forces in battle, take **half that payment, rounded down**. The rest goes to the Spice Bank. Your own support payments go to the Bank.

If any traitor is revealed in the battle, **none** of that support spice goes to you.



Count the Bank's contribution

The Arrakeen Stronghold Card's 2 spice counts toward the supported player's payment when calculating your share.

Half, rounded down

Another faction pays 3 spice and Arrakeen supplies 2 toward its battle support. The total is 5, so CHOAM receives **2 spice** and the Bank receives the remainder. No CHOAM support income is collected if a traitor is revealed.

CARDS FROM THE CACHE

The cache has **one copy of each of ten designs**. They begin outside the main deck and hand. Once discarded, they join ordinary Treachery discards. The cache Karama is a separate member from the two main-deck Karama copies.



Distrans

At any time **except during a bid**, give another player a Treachery Card from your hand if their hand has room. Discard Distrans after use.



Juice of Sapho

Choose to become aggressor in a battle, including after Battle Plans are revealed; or choose to go first or last in a phase or action using turn order. Play during the applicable phase when you wish to intervene. Going last can supersede Guild.

Discard after use.



Mirror Weapon

Play as your weapon in your Battle Plan. Copy the opponent's weapon if one is revealed and its Treachery Card counts as a weapon. **Use your weapon first if order matters.** Discard after use.



Portable Snoopers

A poison defense. You may play it **after revealing your Battle Plan** if you played no defense and Voice permits. You may not play it if your plan contained a **weapon** and a **Worthless Card**. Discard after use.



Ornithopter

As part of movement, move one group up to **3 territories**, or move two groups up to your normal movement distance. Discard after use.



Nullentropy Box

At any time, pay **2 spice** to secretly search the Treachery discard pile and take one card. Shuffle and return the pile face up, then discard Nullentropy Box on top. It cannot retrieve itself.



Semuta Drug

Immediately after another player discards a Treachery Card, add it to your hand. If several are discarded together, choose one. Respect your hand limit. Discard Semuta Drug after use.



Residual Poison

Against your battle opponent, play **before making Battle Plans**. Kill one available opposing leader at random. Collect no spice for that death. Discard after use.



Stone Burner

Play as your weapon. After Battle Plans are revealed, choose either to kill both leaders or reduce both leader strengths to zero. The side with the most **undialed force tokens** wins. Lose dialed forces normally. Discard after use.



Richese cache Karama

Uses the current Karama rules. This is the **one cache copy**, separate from the two updated cards replacing the original main-deck copies. Once acquired it is in a hand and may be used normally.

USE THE CORRECTED CARDS



Poison Tooth

Play as your poison weapon. It kills both leaders and is not stopped by a Snooper. Chemistry as a poison defense stops it. After seeing battle results, you may choose not to use it. Keep it only if you win and did not use it; otherwise discard it.



Artillery Strike

Play as your weapon. Both leaders die unless protected by Shields. Shielded survivors add no strength; higher dial wins, with aggressor winning a tie. No spice is collected for any leader killed in this battle. Discard after use.

Replace the earlier Ixians & Tleilaxu copies. If that expansion is absent, add these two cards. Replace both core Karama copies with the updated versions.

CURRENT KARAMA RULES



Karama

After setup, stop **one use** of a faction or alliance advantage. For a battle advantage, play before Battle Plans are revealed. It does not permanently remove an advantage, cancel a special victory, or cancel a Special Karama Power. Discard

after use.

Alternatively, pay for your own or another player's normal shipment from off-planet onto Arrakis at Guild rates. Pay the Spice Bank. This changes the payment; it does not grant another shipment.

Holding Karama lets you bid more spice than you have without revealing it. If outbid, keep it. Play it to take an eligible normal auction card free, with room in your hand. You may also play it on your bidding turn to take the card without further bids. This **excludes cache and Black Market auctions**.

In Advanced play, you may instead spend Karama for your faction's **once-per-game Special Karama Power**. Keep that use separate from ordinary Karama effects.

KEEP THE DECKS DISTINCT

The base Treachery Deck has **33 cards**. Ixians & Tleilaxu adds 14, making **47**. CHOAM & Richese replaces existing Poison Tooth, Artillery Strike and two Karama copies when they are present. It does not add duplicates.

Without the first expansion's Treachery additions, add Poison Tooth and Artillery Strike to the base deck, making **35**. With all three expansions' Treachery additions, the 3 Ecaz & Moritani cards bring 47 to **50**.

Keep the ten-card Richese cache, fourteen-card Leader Skill Deck and six-card Stronghold Deck separate. The cache's Karama is **one additional cache member**, not a third starting main-deck copy.

OPTIONAL LEADER SKILLS

If using Leader Skills, after faction positions and the Bene Gesserit prediction, deal starting Treachery Cards, including Ixian starting selection and the Harkonnen extra card. Then deal **2 Skill Cards per faction**. Keep one and shuffle the other back.

Put the chosen card face up in front of your shield and assign one eligible leader disc beside it. Complete Traitor selection and the remaining setup afterward. The Auditor cannot receive a skill.

The assignment lasts for the leader's life. Its general effect works while the skilled leader and card are face up. Use a skill **before** the corresponding faction ability, such as Mentat before Atreides Prescience.

The next pages explain using the skill in battle and show all fourteen cards.

See [Bring the skill to battle, page 29](#); [Knowledge and influence, page 31](#)

BRING THE SKILL TO BATTLE

When selecting a battle leader, leave the skilled leader and card face up, or take both behind your shield. If you hide them but fight with a different leader, **neither part** of that skill is available.

When using the skilled leader, include its Skill Card in the Battle Plan. The general effect remains where applicable, and its battle effect applies unless the leader is killed. After battle, return a surviving skilled leader and card in front of the shield.

A skill naming a card type requires the card actually to be **played as that type**. Chemistry must be used as a poison weapon for a poison-weapon bonus. Zoal copies no Skill or Kwisatz Haderach bonus.

Mentat acts before Battle Plans. You may use its question and then take the skilled leader behind your shield to fight.

DEATH, REVIVAL AND CAPTURE

When the skilled leader dies, shuffle its card back into the Skill Deck. When you revive one of **your own leaders** while you have no Skill Card, you may draw 2, choose one for the revived leader and return the other.

Tleilaxu acquiring another faction's gholas does not receive this skill draw. Only reviving your own leader qualifies.

A captured leader takes its skill with it. Harkonnen may use only the leader's **battle skill while it fights**, including Mentat. They do not receive passive general effects such as Spice Banker's Bank-payment income.

For Tleilaxu, a card acquired through Rihani Decipherer is a Face Dancer and may replace only an unrevealed Face Dancer.

Smuggler can add a free force to a No-Field shipment into an empty territory. Spice Banker may trigger on a qualifying revival payment to the Bank.

KNOWLEDGE AND INFLUENCE



Mentat

General. Before making Battle Plans, you may ask your opponent if they have a specific weapon (e.g., Crysknife or Poison Tooth) in hand. They must show you that card if they have it, or another Treachery Card if they don't. They are not required to

use the weapon.

This leader in battle. Add +2 to this leader disc.



Rihani Decipherer

General. If you win a battle, secretly peek at 2 random cards in the Traitor Deck, then reshuffle it.

This leader in battle. If you win the battle, you may draw 2 Traitor Cards from the deck by revealing an unused Traitor Card you have in your hand and the other card you drew back into the deck.



Bureaucrat

General. Once per phase, if another player makes a payment to any player other than you of at least 5 spice, you may force two of the spice to go to the Spice Bank.

This leader in battle. Your opponent subtracts 1 from their Battle total for each Stronghold they occupy (not counting those occupied by advisors).



Spice Banker

General. Once per phase, if another player makes a payment to the Spice Bank of at least 4 spice, you gain 1 spice, placing it in front of your shield and collecting it in the Mentat Pause.

This leader in battle. You may spend 1 to 3 of your spice as part of your Battle Plan and add that amount to your leader disc. This is separate from any spice paid to support your troops.



Planetologist

General. Add 1 to your movement (to a maximum of 3), OR you may move troops from two different territories in a single movement if they have the same destination.

This leader in battle. Reveal one green Special card (other than a Cheap Hero), e.g. Hajr or Thumper, as part of your Battle Plan in place of a weapon, and add +2 to this leader disc. Discard it after the battle.



Smuggler

General. Whenever you ship troops from off-planet to an empty territory, you may bring one additional troop for free.

This leader in battle. Collect 1 spice for each point of strength of this leader from the territory this battle is in (if spice is present) when Battle Plans are revealed.



Diplomat

General. You may count one Worthless card in your Battle Plan as the defense your opponent used in that battle, provided you played no defense. Discard it afterward.

This leader in battle. A number of your undialed troops up to the strength of this leader may retreat to an empty adjacent non-stronghold territory if you lose the battle.



Suk Graduate

General. When you win a battle and lose troops, return 1 to your reserves instead of going to the Tleilaxu Tanks.

This leader in battle. When you win a battle and lose troops, you may save up to 3 of them from going to the Tleilaxu Tanks, leaving 1 of them in the territory and returning the rest to your reserves.



Swordmaster of Ginaz

General. Add a +1 to your other leader discs when using a Projectile Weapon.

This leader in battle. Add +3 to this leader disc when using a Projectile Weapon.



Prana Bindu Adept

General. Add a +1 to your other leader discs when using a Projectile Defense.

This leader in battle. Add a +3 to this leader disc when using a Projectile Defense.



Master of Assassins

General. Add a +1 to your other leader discs when using a Poison Weapon.

This leader in battle. Add a +3 to this leader disc when using a Poison Weapon.



Killer Medic

General. Add a +1 to your other leader discs when using a Poison Defense.

This leader in battle. Add a +3 to your leader disc when using a Poison Defense.



Sandmaster

General. If you move any number of your troops into or through a territory containing spice, you may immediately collect 1 spice from that territory (once per territory).

This leader in battle. Add 3 more spice to a territory you are in that has spice, after winning a battle there.



Warmaster

General. Add +1 to your other leader discs when you play at least one Worthless card as part of your battle plan.

This leader in battle. Add +3 to this leader disc if you play at least one

Worthless card as part of your battle plan.

OPTIONAL STRONGHOLD CARDS

Use these **6 cards only in Advanced play**, if agreed before setup. No faction starts with a Stronghold Card, even when its starting forces occupy the location.

In the first Mentat Pause, and each later Mentat Pause, give each card to the **sole occupant** of its stronghold. Ignore Bene Gesserit advisors. If no faction controls it, set the card aside.

Keep a claimed card until the next Mentat Pause. Moving out, losing the stronghold or flipping to advisors does not transfer it immediately. The ownership check happens at Mentat Pause.

Each card applies to battles in its own stronghold. The Hidden Mobile Stronghold card can copy another controlled stronghold's advantage.

See [City advantages, page 36](#); [Spice and tied battles, page 37](#)

CITY ADVANTAGES



Arrakeen

The Spice Bank pays 2 spice toward your troop support in each battle here.



Carthag

If you play no poison weapon in a battle here, any non-poison defense you play also works as a Snooper.



Habbanya Sietch

You win tied battles here, regardless of storm order or Juice of Sappho.



Sietch Tabr

After winning a battle here, take spice from the Spice Bank equal to your opponent's dial, rounded down.



Tuek's Sietch

Take 2 spice from the Spice Bank for each Worthless Card you play in a battle here.



Hidden Mobile Stronghold

Copy the advantage of any **other stronghold you control**. Declare which one you are using **before Battle Plans are made**.

KARAMA AGAINST CHOAM

Prevent CHOAM's special Charity collection. It may still take ordinary Charity if it qualifies. Other factions' Charity is paid by the Bank for this use.

Prevent a discard for spice, or the relevant named Worthless Card effect in that phase. Karama stops the attempted use, not CHOAM's hand limit.

Prevent the revival advantage. CHOAM then revives at most **3 forces at 2 spice each**, or up to 5 if Tleilaxu permits the raised limit.

Prevent placing Inflation during Mentat Pause. It does **not** stop the required flip on the following turn.

In Advanced, prevent support-spice income for one battle, or prevent one audit. Those are separate uses.

KARAMA AGAINST RICHESE

At the start of Bidding, prevent the cache auction. This does not let a Karama acquire that cache card.

Prevent the use of a No-Field token for shipment, including the allied No-Field shipment.

In Advanced, prevent the Black Market sale of a card from hand.

Alliance advantages can also be stopped for one use, such as the CHOAM two-way card trade or a Richese allied benefit. A normal Karama cannot cancel a Special Karama Power.

Keep ordinary cancellation separate from the factions' once-per-game powers.

See [Current Karama rules, page 26](#); [Advanced Black Market, page 12](#); [Revival and Mentat Pause, page 18](#)