



# RICHESE



**AT START:** 20 forces in reserves (off-planet). Start with 5 spice. You have a separate cache of 15 Richese Treachery Cards, marked with your faction symbol; these cards are not part of your hand.

Put four "No-Field" tokens (numbered 0, 2, 3, 5) behind your shield then Place one in the Polar Sink.



**FREE REVIVAL:** 2 forces

## ADVANTAGES

**BAD MEMORY:** You may look at any face down No-Field token at anytime.

**NO-FIELD:** When taking a Shipment action, you may include a single No-Field token from your Supply as part of your Shipment of Forces or use it as your sole Shipment. The cost of a No-Field is the cost of one Force. When you do, Place a No-Field token face down in the Territory where your shipment lands. Return any No-Field tokens from in front of your Player Shield to your Supply.★

**MOVE AS ONE:** A No-Field token is treated as one Force for purposes of movement, spice collection, and occupancy limits.

**NOT AS IT SEEMS:** Once per turn you may reveal a No-Field token at any time other than during a Battle.

**NO-FIELD REVEALED:** After revealing a No-Field token for...

any reason Put it face up in front of your shield adding any current No-Field tokens there to your Supply, then Place the indicated number of Forces from your reserves (or all remaining reserve Forces if you have fewer Forces left in reserves) into the Territory and Sector it occupied.

**LOST FORCES:** A No-Field token is revealed using ability *NO-FIELD REVEALED* when the storm moves over or lands on it, is caught in an explosion, or when a worm appears in that territory, then normal effects apply.

**MANY NO-FIELDS:** When revealing multiple No-Fields at the same time you decide which one is Put in front your Player Shield first.

**SURPRISE ASSAULT:** When you are in a battle, you must reveal any No-Field tokens in that Territory when revealing your Battle Plan and use ability *NO-FIELD REVEALED*.

**BLIND PRESCIENCE:** When Atreides uses ability *PRESCIENCE* on you and a No-Field token is present, they may not force you to reveal the number dialed.

**AUCTION DECLARED:** During Bidding Phase Declaration, announce whether your Richese Card will be the first card for bid, or the last card for bid. If first complete ability *RICHESE BIDDING* immediately.★

**ALTERNATE INCOME:** Whenever any other faction pays spice for a Treachery Card you sold using ability *RICHESE BIDDING*, they pay it to you instead of the Spice Bank (or Emperor).

*Advantages continued on reverse*

When a rule describing an ability has an ★ before or after it this indicates a Karama card may be used to cancel this ability. The faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.

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## ADVANTAGES CONTINUED

**PROPER PROCEDURE:** When you buy your own card, the spice goes to the Spice Bank or the Emperor normally. Whenever a Richese Treachery Card is discarded it will go to the normal Treachery discard pile. Treachery Cards you sell using ability Bidding cannot be bid on or bought with a Karama.

**RICHESE BIDDING:** Use this ability only when declared in ability Auction Declared. You must reveal and auction one Richese Treachery Card that was Put near your shield during *AUCTION DECLARED* by activating either ability *ONCE AROUND* or ability *SILENT AUCTION*:

**ONCE AROUND AUCTION:** Choose a player to your left or right; starting with that player and continuing in that direction, each player has only one opportunity to place a Bid on the card up for auction. Each player may pass or bid higher; the highest bidder Buys the card. If everyone else passes, you must either add the card for free to your hand (if it is not full) or set aside this card faceup.

**SILENT AUCTION:** All factions able to bid put any amount of spice in one hand (including zero spice). Factions reveal simultaneously. The faction that had the most spice in hand Buys the card (ties break according to Storm Order). If all factions bid zero spice, must either add the card for free to your hand (if it is not full) or set aside this card. Allies may not help buy cards in this Auction.

**FREMEN SPECIAL VICTORY CONDITION:** Richese counts as one of the factions, in the 2nd criteria, that can not have Forces occupying Tuek's Sietch in order to fulfill the ability *FREMEN SPECIAL VICTORY CONDITION*.

## ALLIANCE

You may allow your ally to Ship a single No-Field in place of their Shipment action, revealing the Forces immediately upon shipping using ability *NO-FIELD REVEALED*.\*

## ADVANCED GAME ADVANTAGES

\***DISRUPTED SUPPLY CHAIN:** After *Bidding Phase-Declaration*, look at the bottom two cards of the Treachery Deck (one if only one is available). Set one Aside facedown and put the other card (if you have seen two) on the bottom of the deck. There is one fewer card up for bid this Turn. In the Bidding Phase, after the Dealer has dealt the row you put the set aside card on the row before or after any other face down Treachery Card selecting when it will be bid on, turn this card sideways to denote this is the card you have seen.

**KARAMA:** At any time, you may use a Karama Card to secretly add one of your Richese Treachery Cards from your cache to your hand.

When a rule describing an ability has an \* before or after it this indicates a Karama card may be used to cancel this ability. The faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.

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