

Questions asked of Peter Olotka by Jeff Hoover:

1. Under 6.a.5 on the Player Aid Pad, may a player play a Karama card to make another player's treachery card purchase be at no charge?

No

2. Under 6.a.5 on the Player Aid Pad, when playing a Karama card to bid for and buy a card without paying for it, is the player's bid bound by the number of spice s/he has, or can s/he bid more than s/he has?

more there is no limit - otherwise if you had no spice you couldn't use it

What if 2 players each have a Karama and each want to use it to buy the card?

Hmm - uncharted territory, lets create new law. In this event each player secretly holds 1 or 2 spice in hand - calls odds or evens and both open hands. Winner gets the card in question. (Spice may be borrowed from the box if one player is out.) Note: It will be apparant that both have Karama cards if the bidding gets beyond reality.

I have to say even/odd leaves a bad taste in my mouth. An alternative would be to require players to announce their intention to use the Karama and the first player to do so would win it. I'm not sure I like that much better, though. Many groups interpret the Karama bid/purchase rule in conjunction with the "no player may bid more spice than s/he has" rule and sacrifice this particular use of a Karama for a spiceless player.

House rules prevail - one could limit it to the spice you have.

3. Under 6.a.6 on the Player Aid Pad, may a player play a Karama card to cause another's shipment to be paid to the bank at Guild cost (half rate)?

No

4. In 6.a.1 on the Player Aid Pad, what does "prevents Atr. from seeing the future" include besides what Q/A XXV.A.4 says about blocking viewing of all cards up for bid? Looking at the top card of the spice deck? Looking at a component of the battle plan?

All are considers seeing the future - you can stop one of them.

Can a player not involved in the battle in question block Atr from looking at a battle plan anyhow?

Yes

5 In 6.a.1-4 on the Player Aid Pad, when a Karama card 'prevents' an action, must the card be played before the action occurs or can it be played after the action is announced? For instance: + Atreides says "Show me your leader" and I play Karama and say "I don't think so" but if Atreides says "Show me your weapon" I won't bother to play my card? Or do I have to play the card at the beginning of the battle and say: "In this battle I'm preventing Atr from seeing the future?"

After Atredies decides then you can say fuggetaboutit

6. This came up in a game I recently played: Can a TruthTrance be used to ask "If I move tokens into Arrakeen this turn, will you attack Tuek's Seitch on your shipping/movement?" or other questions about the future or intentions? If yes, can a player say "I can't say yes or no"? What happens to the card then? Is it wasted or does the player keep it? If a player answers a "Do you intend to..." question yes, is s/he bound to it? What about answering yes to a "Will you..." question?"

It has to be will - if its intent then the other guy can weasle out. Asked player must commit to the action and the card forces that player to choose YES or NO and stick to it. A player can not say I don't know - if the question is hypothetically answerable by Yes or No

7. Another one from a recent game: A player deliberately plays Lasgun and shield in a battle, intending to cause the explosion, but his leader is in his opponent's pay as a traitor. Is the explosion averted by the traitor being exposed?

it blows it UP traitor or not

8. Can the Hajr card be used to move another player's tokens or only the tokens of the player playing the card?

no

I assume you mean "no, only the tokens of the player playing the card"

That is correct. None of the cards were intended to be used on behalf of another player.

9. Can the Ghola card be used to revive a leader or tokens belonging to another player or only those of the player playing the card? If the answer is anyone, do the tokens/leader go into the card player's reserves or the reserves of the player whose color they are?

no - only the owner of the card

10. In rule 3.E.2, in a game with less than 6 players, are traitors drawn from all 30 leader disks or only from the leader disks of the players actually in that game?

only those actually in game

11. In a longer game but when the treachery deck runs out, should it be shuffled, or when cards are discarded are they gone forever? (Obviously weather control stays on the board when played, so it's not shuffled.)

reshuffle

12. In Rule IX.B, must all players revive tokens before the first player ships/moves, or can I wait to revive based on what players before me ship or move?

all must revive

13. Can weather control be played after the normal storm movement has been revealed, or must it be announced before the normal movement has been revealed?

before storm is dialed

14. Does a Guild/Fremen alliance allow Fremen to ship tokens off-planet? If yes, do those tokens have to be shipped back on-planet for spice, or can they come in within 2 territories of the Great Flat?

no

I forgot to ask these parts:

Does a Guild/Fremen alliance allow Fremen to ship tokens from one territory to another or from reserves to any territory?

It shares the Guild's abilities in shipment (added later)

Yes - and it appears that this would allow the Fremen to ship off planet to reserves - since as an ally of the guild you are entitled to ship from any one territory to reserves - just as the guild can do.

To further clarify: Fremen could ship to reserve and then walk the same tokens onto the board at no cost per their character shield?

Yes

15. Do the Fremen have to bring their tokens onto the board within 2 territories of the Great Flat and in a territory on the equator, given that they are supposed to be coming from the "back side" of Arrakis, or would, for example, the polar sink be a legal "shipment" for Fremen?

Polar sink is OK