



# IXIAN

**AT START:** 18 troops (*off-planet*) reserves, 1 in polar sink, 1 in any unoccupied territory.

**REVIVAL:** 3 troop free revival. Start with 5 spice.

## ADVANTAGES

You are skilled in technology and production.

**TREACHERY KNOWLEDGE:** You look at the initial Treachery Cards in setup before they are dealt.

**BIDDING KNOWLEDGE\*:** At the beginning of the Bidding phase you may look at the batch of Treachery Cards going up for bid. Then, you may split them into 2 piles, choosing which pile goes up for bid first.

**TECHNOLOGY\*:** Before the first bid is placed on a card you may replace it with a card from your hand once per phase. If you split the bidding cards into piles the Atreides may see the card you get.

**AUGMENTED TROOPS:** Your 9 Cyborgs are double combat strength, can move 2 territories, collect 3 spice each, and cost 3 spice to revive.

Your 11 Suboids can move 2 territories if accompanied by a Cyborg, cost 1 spice to revive, and are always considered half strength because they cannot be spice dialed.

If you dial Cyborgs in a battle undialed Suboids can die in their place when calculating battle losses (step 4.4). You get 2 uses out of every suboid because if this happens the dialed Cyborgs flip to Patched Cyborgs.

Patched Cyborgs can be dialed once for free, then they flip back.

**HIDDEN MOBILE SURVEYOR\*:** During setup place the HMS in any non-stronghold territory.

It is considered a territory within that territory.

No other factions can enter the HMS. You may ship to it like a stronghold, and move into/out of it like a normal territory.

Troops in the HMS are safe from the Storm and Shai-Hulud.

During Mentat phase you may move the HMS up to 3 non-stronghold territories. Troops can be picked up/dropped off along the way.

## ALLIANCE

Once per turn you and your Ally may swap or transfer a Treachery Card. (*If during combat: step 1.1*)

## FATE

**DEFECT:** Play your fate card to nullify the effects of a special Treachery Card once it is played. The card is returned to the original faction and may not be used for the rest of the turn. (*Cannot be played during combat step 3*)

## KARAMA EFFECTS

**BIDDING KNOWLEDGE:** You may not split the cards up for bid into pile. You may not look at the cards up for bid. This lasts until the end of the turn.

**TECHNOLOGY:** You may not replace a card. This lasts until the end of the turn.

**HIDDEN MOBILE SURVEYOR:** You may not move the HMS. Your HMS can not pick up or drop off troops. This lasts until the end of the turn.

**ALLIANCE:** When you attempt to use this ability, the ability is disabled until the end of the turn. You may not transfer or swap a Treachery Card.

## TROOPS



**SUBOID**  
0.5 strength.



**CYBORG**  
1 strength normally  
2 strength in when 1 spice is added.



to:



**PATCHED CYBORG**  
Always at 2 strength.

## LEADERS

