



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

