



IXIANS (IN PROGRESS)

AT START: Starting spice: 10 · Look at the top 2 cards of the treachery deck, then place them in the discard pile in any order. Place 8 Forces in the imperial basin, 12 in reserve (off-world).

REVIVAL: 2 free revives

ADVANTAGES

TECHNOLOGY*: At the start of each turn, you may take one Treachery Card from the discard pile and place it face-down next to a stronghold of your choice. Place 2-12 spice from the Spice Bank on top of the card to denote it's price. Each Stronghold can only hold one Treachery Card in this way.

At the end of each turn, other players who occupy a Stronghold with technology may look at the facedown card, then may purchase it by paying the Ixian player its price in Spice. The Treachery Card is sent to their hand, the Spice denoting it's price is returned to the Spice Bank.

PURCHASING TECHNOLOGY*: During the end of turn, if you control a Stronghold with technology, you may purchase the technology by paying half it's denoted price to the Spice Bank.

THINKING MACHINES: You control all Strongholds which have technology, but are not occupied by any player's Forces.

ALTERNATE LOSS CONDITION: Thinking Machines are very dangerous. During the Mentat Pause phase, if 3 Strongholds are controlled through your Thinking Machines ability, then the game ends and all players lose.

ALLIANCE

Your ally may buy technology at half-price. They must still occupy the stronghold where technology is present, payments for technology are still made to you.

FATE

FATEFate rules text.

KARAMA EFFECTS

TECHNOLOGY: A Karama may be used to purchase a Technology for free. The player using the Karama to purchase technology must still occupy the Stronghold the Technology is on.

PURCHASING TECHNOLOGY: A player may use a Karama to prevent you from buying a technology at half price. You may choose to still buy it at full price, payment is still made to the Spice Bank.

TROOPS



TROOP ×20
Troop

LEADERS

