



IXIANS

AT START: Starting spice: 10 · 3 Cyborgs & 3 Suboids in the HMS. 6 Cyborgs and 8 Suboids in Reserves. 10 spice.

REVIVAL: 1 force, either Suboid or Cyborg.

ADVANTAGES

You are skilled in technology and production.

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

GENERAL 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. The number of cards in each pile must be as even as possible.

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 did not split the Treachery Cards up for bid into piles this turn Atreides will not be able to look at the card you obtain.

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

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 (if you win the fight). When this happens the dialed cyborgs also flip to their patched side. Patched cyborgs can be dialed once more without dying in a future fight, after which they flip back to normal. (You effectively get to dial your cyborgs two times before they die.)

HIDDEN MOBILE SURVEYOR*: During setup place the HMS in any non-stronghold territory; it is considered a territory within a territory. You may ship to it like a stronghold (although the HMS is not a stronghold), and move into/out of it like a normal territory. No other factions can enter the HMS (including BG advisors). 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, picking up/dropping off Ix troops along the way (this can be used to save your troops from any upcoming Storm/Worms) (The HMS cannot pick up spice).

Shared Treachery Cards Alliance Ability

ALLIANCE

Shared Treachery Cards: 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 at any time to prevent a special card from being used this entire turn. Can be played preemptively, or as another faction tries to play the special card; in which case the card is returned to the original faction. To stop mercenaries or a special weapon/defense it must be played before battle plans are made. (Cannot be played during combat step 3)

KARAMA EFFECTS

INITIAL TREACHERY KNOWLEDGE: no interaction

GENERAL BIDDING KNOWLEDGE: (Bidding Phase) Ix may not view or split into piles the batch of Treachery Cards this phase.

TECHNOLOGY: (Bidding Phase) Ix may not swap a card from their hand with the card up for bid this phase.

AUGMENTED TROOPS: (Combat step 2.3) Suboids may not die in the place of Cyborgs this phase.

HIDDEN MOBILE SURVEYOR: (Mentat Phase) Ix may not move the HMS this phase.

: Shared Treachery Cards Alliance Ability: (any phase) Ix and their ally may not swap or transfer Treachery Cards this turn. May be played in response to Ix and their ally swapping cards. The cards are returned.

TROOPS



SUBOID ×13
0.5 strength



CYBORG ×7
1 strength when undialed, 2 strength when dialed



.0:



PATCHED CYBORG
2 strength

LEADERS

