IXIANS

AT START: Starting spice: 10 · 3 Suboids and 3 Cyborgs in the Hidden Mobile Stronghold, 10 Suboids and 4 Cyborgs in Reserve.

REVIVAL: 1 Free Revival. Cyborgs cost 3 to Revive.

ADVANTAGES

MANUFACTURING: During setup, before dealing Treachery Cards to each player, set the cards aside as a pile (including the extra card that Harkonnen would draw). Look at the cards, one at a time. At any point, you may stop looking and take the last seen card as your starting card (you must take the last card if you reach it). Shuffle all the set aside cards and deal them to the other players.

HIDDEN MOBILE STRONGHOLD: After the first Storm Movement, place the Hidden Mobile Stronghold in any non-Stronghold Territory. The Hidden Mobile Stronghold is a Territory inside the Territory it is pointed at, only the Ixians may Ship there.
Before Storm movement is determined, you may move the Hidden Mobile Stronghold three times, it collects Spice using the Troops inside it in any Territory it enters.

PRODUCTION LINE: Before the first Bidding (but after any Black Market), look at all the cards up for bid this Phase, plus one from the top of the Treachery Deck. Shuffle one of them into the deck, the shuffle the rest and lay them out to start the first bid.

Once per Bidding Phase (before the Atreides looks at the card up for bid) you may swap the card up for bid with a card from your hand.

CYBORGS AND SUBOIDS.: Cyborgs let your Troops in their Territory move 2. Cyborgs harvest 3 Spice each. Cyborgs cost 3 Spice to Revive. When a Cyborgs is sent to the Tleilaxu Tanks from a Territory, it may swap with a Suboid from the same Territory.

Two Suboids are needed for a single Strength in Battle.

ALLIANCE

Alliance rules text.

FACTION SPECIAL KARAMA

TREMORSDuring your Movement Step, move the Hidden Mobile Stronghold twice.

KARAMA EFFECTS

TROOPS

SUBOID ×13
Cannot be supported by Spice

CYBORG ×7
Collects 3 Spice, allows Ixian Troops to move 2 Territories.

LEADERS

