



ORDOS

AT START: Starting spice: 10 · 5 forces in Polar Sink, 15 forces in reserves (off-planet).

REVIVAL: 2 Free Revivals.

ADVANTAGES

GHOLA INFILTRATION*: During setup you are dealt 5 Traitor Cards from the unchosen Traitors. Set one aside to be your Traitor, the remaining Traitor Cards are your “Ghola Infiltrators”. During Storm Phase you may reveal a “Ghola Infiltrator” Card that matches a leader in the Tleilaxu Tanks. Revive that leader (at no cost) and “infiltrate” that faction. The faction remains infiltrated as long as the leader remains alive. When the infiltration ends, shuffle the Ghola Infiltrator Card back into the Traitor Deck and draw a new Ghola Infiltrator Card. At any time, except during the Battle Phase, you may look at the infiltrated factions Spice totals and Treachery cards. If the infiltrated faction wins the game alone, you win the game together instead. If the infiltrated faction wins as part of an alliance, you win with them instead of their ally, unless their alliance controls more than 4 strongholds. While you are infiltrating another faction, you may not give/receive bribes except during the Mentat Pause, nor make any binding deals.

REVIVAL: During Revival you may reveal a Ghola Infiltrator Card that matches one of your leaders in the Tleilaxu Tanks. Revive that leader at no cost. Shuffle the revealed card back into the Traitor Deck and draw a new Ghola Infiltrator Card.

ILLICIT TECHNOLOGY*: During the battle phase before each of your battles, you may take the top card of the Treachery deck into your hand and then return one Treachery card from your hand face down to the bottom of the Treachery deck (the Atreides may see the card). If you are in more than one battle and choosing battles, you may take the Treachery card before choosing which battle to fight.

MERCENARY HUB*: When other players pay spice for their forces in battle, that spice goes to you. None of the spice goes to you if a Traitor is revealed. When you pay spice for forces, it goes to the Spice Bank. For each spice you pay to support forces in battle you may value up to two of your forces at full strength.

ALLIANCE

While the Ordos are your ally, Treachery Cards that they hold may be used in Battle by you if they so choose.

FATE

You may use a Karama Card to prevent your opponent from paying spice for their forces in battle. All of their forces are counted at half strength.

KARAMA EFFECTS

GHOLA INFILTRATION: Prevent the Ordos from Infiltrating you. Your leader is still revived for free. Ordos immediately shuffle the Ghola Infiltrator Card back into the Traitor Deck and draw a new Ghola Infiltrator Card.

ILLICIT TECHNOLOGY: Prevent Ordos from using Illicit Technology before a battle.

MERCENARY HUB: Play before battle to force Ordos to pay full price when supporting forces in battle.

TROOPS



TROOP ×20
Troop

LEADERS

