

DUNE



**IXIANS &
TLEILAXU**



HOUSE EXPANSION

ADD THE EXPANSION

Add Ixians and Tleilaxu to the factions available before setup. Choose the participating factions first, then build the Traitor Deck. Use the common rules in either game. Only the abilities marked **Advanced** require the Advanced Game.

Tech Tokens are optional. Agree whether to use them before setup. The core turn sequence and victory checks stay in use unless a rule here gives an exception.

Each new faction has a shield, player sheet, player marker, five leader discs and **20 forces**. Ixians have 7 Cyborgs, 13 Suboids and a Hidden Mobile Stronghold. Tleilaxu have 20 normal forces.

Shuffle the 14 expansion Treachery Cards into the Treachery Deck and Sandtrout into the Spice Deck. Add 11 Traitor Cards, five for each new faction and the Cheap Hero traitor. Remove absent factions as usual.

Learn each faction before playing it. The later pages explain the cards and optional token income.

See [Ixians, page 3](#); [Tleilaxu, page 10](#); [Sandtrout changes alliances, page 20](#); [Optional Tech Tokens, page 17](#)

IXIANS



IXIANS

Prince Rhombur Vernius leads the Ixians. Their technology shapes the Treachery auction, and their mobile stronghold can harvest spice while changing position.

LEADERS



Start with **10 spice**. Put 3 Cyborgs and 3 Suboids inside the Hidden Mobile Stronghold. Keep the other 4 Cyborgs and 10 Suboids in reserves. After the first storm movement, point the stronghold at a sector of any non-stronghold territory, including the Polar Sink.

Before starting Treachery Cards are dealt, draw **one card per faction**. Keep one, shuffle the rest and deal one to each other faction. Harkonnen then draws its extra starting card from the deck.

Your free revival is **1 force**, either a Cyborg or a Suboid. Paid Cyborg revival costs 3 spice each; Suboids use the normal force price. Both types ship at normal rates.

KNOW THE AUCTION

Before the Bidding round, draw **one more** Treachery Card than the number of normal cards to auction. Inspect them all. Put one of your choice face down on the top or bottom of the deck. Shuffle the other drawn cards and place them face down for bidding.

You know the cards in the auction supply, but not their shuffled order. Atreides still inspects each card through its own Bidding advantage.

After your ally buys a card in normal bidding, they may **inspect it**, immediately discard it and draw the top card of the Treachery Deck. They decide separately after each purchase.

With Richese, announce whether the cache card comes first or last before the Ixian draw. A cache card or successfully sold Black Market card replaces a normal auction card. Draw one fewer normal card for each replacement. Your extra draw still supplies the card you return to the deck.

Your ally may replace a Black Market purchase, even a Richese technology card. It may not replace a purchase from the separate Richese cache.

TWO KINDS OF FORCE



Cyborgs

You have **7 Cyborgs**. Each counts as 2 normal forces in a Basic battle, moves up to 2 territories and collects up to 3 spice. Each costs 3 spice to revive. Shipment costs are normal.



Suboids

You have **13 Suboids**. Each counts as 1/2 in battle. Use the battle wheel's half marks. Suboids move up to 2 territories when accompanied by at least one Cyborg, otherwise 1. Normal ornithopters may still grant the longer movement.

Suboids occupy territories, control strongholds, collect and carry spice normally. Half battle strength does not halve any of those jobs.

Spice support and Karama can change Cyborg strength. Suboids always stay at half strength.

See [Advanced Ixians, page 9](#); [Karama against Ixians, page 29](#)

PAYING BATTLE LOSSES

Remove forces whose battle strength pays the number you dialed. After calculating losses, you may exchange surviving Suboids in that battle territory, **one for one**, for Cyborgs lost in that battle. Send those Suboids to the Tanks and retain the Cyborgs.



Keep the Cyborgs

The exchange changes which force tokens survive, after the dialed losses have been paid.

A dial of six

Start a Basic battle with 2 Cyborgs and 6 Suboids. Dial 6 and win with surviving forces. Lose both Cyborgs for 4 strength and four Suboids for 2 more. Exchange the two surviving Suboids for the two lost Cyborgs. You finish with **2 Cyborgs** in the territory.

The exchange needs surviving Suboids. It does not restore forces after losing a battle or after an effect destroys every force in the territory.

A SEPARATE STRONGHOLD



Hidden Mobile Stronghold

Point it at one sector of a non-stronghold territory. It is a **separate stronghold**, and occupying it counts toward victory. Forces inside are protected from storms and sandworms. Its location and occupants are public.

Ixians may ship directly inside at the stronghold rate. Other factions must first ship or move into the territory it points at, then spend one territory of movement to enter. An enemy that captures it cannot move it.

Bene Gesserit may send a Spiritual Advisor with an Ixian shipment directly inside. Fremen worm riding may end inside, subject to the normal storm and occupancy restrictions.

It may point at the Polar Sink, but remains separate from that neutral territory. Battles can occur inside it. Moritani cannot place a Terror token inside.

MOVE BEFORE THE STORM

On later turns, **before the storm is dialed or revealed**, you may move the Hidden Mobile Stronghold up to 3 territories while Ixian forces occupy it. Finish pointing at a sector of a non-stronghold territory.

It cannot move **into, out of or through the storm**. Its protection keeps occupants safe while stationary; it does not permit travel through the storm. Forces outside do not board it merely because it passes them.



Collect along the route

When the stronghold moves into, out of or through a spice-bearing sector, immediately collect up to **2 spice per force inside**. Take it from that territory. The pointer must cross the sector that actually holds the spice.

Use 2 per force for this movement collection, including Cyborgs. A Cyborg's capacity of 3 applies to ordinary Spice Collection.

Advanced Ixians have another way to move the stronghold during their own Shipment and Movement turn.

See [Advanced Ixians, page 9](#)

ADVANCED IXIANS

Advanced only. A Cyborg counts as 1 without spice support, or 2 with 1 spice support. Suboids always count as 1/2, with no support cost. Spending spice never raises a Suboid's strength.

Technology. Once per Bidding round, before bidding starts on a normal card and before Atreides inspects it, exchange that card for one from your hand. A full hand does not prevent a swap. This is separate from preparing the auction supply.



Special Karama Power

Once per game, spend a Karama Card on your own Shipment and Movement turn to move the Hidden Mobile Stronghold up to **2 territories**, in addition to your normal movement. Apply its normal movement and collection rules.

A normal Karama cannot cancel this Special Karama Power. Keep its once-per-game use separate from ordinary Karama uses.

TLEILAXU



The Masters Council controls genetic engineering and the Axlotl Tanks. Other factions' revival payments fund your game, while Face Dancers can replace the victors of battles.

LEADERS



Start with **5 spice** and all **20 forces in reserves**. Your free revival is 2 forces. You begin with no forces on Arrakis.

You receive **no ordinary traitors**. After other factions select traitors and return unused cards, shuffle the remaining Traitor Deck and draw 3 cards. These are your Face Dancers.

Revival supplies income and forces. Face Dancers let you seize the surviving forces' position after another faction wins.

See [Revival is your income, page 13](#); [Reveal after the victory, page 11](#)

REVEAL AFTER THE VICTORY

First resolve any traitor call and determine the winner. When **another faction wins a battle**, you may reveal a Face Dancer matching its leader. You may do this in a battle you did not fight.

The original winner keeps the win. Resolve its card retention or discard, killed leaders and force losses, spice for leaders killed, and its Tech Token claim normally.

Send the Face Dancer leader to the Tanks if it is not there already. **No spice** is collected for killing it through the reveal.

Return the winner's remaining forces in the battle territory to its reserves. Replace **up to that number** with Tleilaxu forces from your reserves, anywhere on the planet, or both.

The Kwisatz Haderach does not protect an accompanied Atrides leader from being a Face Dancer. The replacement is placement, not shipment or movement, so it does not trigger Moritani Terror.

KEEP THREE FACE DANCERS

Leave revealed Face Dancers face up. Do not reuse them or replace them individually. After all 3 are revealed, return all 3 to the Traitor Deck, shuffle it and draw 3 new Face Dancers.

During each **Mentat Pause**, you may exchange one unrevealed Face Dancer. Return it to the Traitor Deck, shuffle and draw a replacement.



Cheap Hero traitor

This Traitor Card matches an opposing Cheap Hero, including Cheap Heroine. In an ordinary traitor hand it can win later battles against different players' Cheap Heroes. Revealing it does not discard it. If drawn as a Face Dancer, use the Face

Dancer procedure instead.

Karama can stop the Mentat Pause exchange, but cannot stop a Face Dancer reveal or its replacement effect.

See [Karama against Tleilaxu, page 31](#)

REVIVAL IS YOUR INCOME

You have **no revival limit** for your own forces or leaders. You may revive your own leaders before all five are dead, and may revive several in one Revival Phase. Pay the Spice Bank half the normal total price, **rounded up**.

Other factions pay their revival costs to you. This includes the Emperor's payment for an ally's extra revivals.

You may raise another faction's normal 3-force revival limit to **5**. Fremen may then buy extra forces up to that limit. Elite revival limits still apply. The Emperor may also pay for 3 extra allied forces beyond the raised limit, allowing 8 in total.

For each faction taking free revival or using a Gholia Card, take **1 spice from the Spice Bank**. Your own free revival also earns this payment.

REVIVE A LEADER EARLY

A faction may ask you to revive a particular leader in the Tanks, face up or face down, before normal leader revival is available. Set a price. If the faction meets it, revive that leader.

This permits **earlier** revival, not an extra leader revival. Revive at most one such leader per faction per Revival Phase. When all five of its leaders are in the Tanks, normal revival applies. If its other leader is captured and the remaining four are dead, all are unavailable, so normal revival also applies.

You may give your ally half-price force and leader revival, rounding up the **total**. The ally pays you. This benefit does not let you pay the ally's bill.

When fewer than all five of an ally's leaders are in the Tanks, you may set an early-revival price of zero. When normal revival applies, the ally pays the half-price rate.

You may offer to revive the dead Kwisatz Haderach through your leader-revival arrangement.

ZOAL COPIES A LEADER



Zoal

Zoal matches the opposing leader disc's value in battle and for spice collected when Zoal is killed. Against a Cheap Hero, Zoal is **0**.

Do not copy the Kwisatz Haderach bonus or a Leader Skill bonus. Zoal copies the leader's value, not those additions.

Reviving Zoal costs **3 spice**. This is the final revival price. Do not halve it again.

ADVANCED TLEILAXU

Advanced only. Gholas. While you have fewer than 5 active leaders, you may revive dead leaders of other factions at your discounted price and add them to your pool. Stop at **5 active leaders in total**.

Face-down leaders are eligible. You may acquire several gholas in one Revival Phase if your pool has room. A ghola that dies again goes face down to the Tanks and may be acquired again when you have room.

A ghola may turn traitor for whoever holds its Traitor Card. It does not automatically betray its original faction. Acquiring a ghola gives no Leader Skill draw. The Auditor and Duke Vidal cannot be acquired as gholas.

You cannot sell a **living ghola** back. After it dies and returns to the Tanks, its original faction may request revival through the usual arrangement.



Special Karama Power

Once per game, spend a Karama Card during Revival to prevent one player from reviving forces, a leader, or both. Another normal Karama cannot cancel this power.

OPTIONAL TECH TOKENS

Use this module only if agreed before setup. Keep controlled tokens **publicly visible** in front of your shield.



Axlotl Tanks

Initially belongs to Tleilaxu.

If at least one faction takes free revival, including you, gain **1 spice per Tech Token you control**. If only Tleilaxu takes free revival, gain nothing.



Heighliners

Initially belongs to Ixians.

If at least one faction ships forces from off-planet, including you, gain **1 spice per Tech Token you control**. If only the Spacing Guild does so, gain nothing. Off-planet shipment to a Homeworld also qualifies.



Spice Production

Initially belongs to Fremmen.

If at least one faction takes CHOAM Charity, including you, gain **1 spice per Tech Token you control**. If only Bene Gesserit and/or CHOAM collect through their faction Charity advantages, gain nothing.

After the first storm movement, assign tokens whose factions are absent at random to the next factions in turn order that have no token. No faction receives a second starting token this way.

Each token triggers **only once in its phase**, however many factions qualify. Place its income on that token and collect it at phase end. The spice comes from the Spice Bank. CHOAM Inflation does not change Tech Token income.

WIN AND LOSE INDUSTRIES

When you defeat a faction that controls a Tech Token, take **one token** from it. If it has several, choose which one. The battle winner claims it before a Face Dancer reveal; the reveal does not transfer the token again.

One faction controlling **all three** tokens counts them as one stronghold for victory. Allies cannot pool tokens to make this stronghold. This also applies within an Ecax alliance.

Three tokens, one stronghold

A faction occupies Arrakeen and Carthag and controls all three Tech Tokens. At the normal victory check it counts three strongholds. Splitting the tokens between allies would not supply the extra stronghold.

Check victory at the normal Mentat Pause. If several players or alliances meet their requirements together, they **share the win**. The group may instead agree to play another whole turn, optionally increasing the requirement. Holding more strongholds does not automatically beat another qualifying faction.

TWO INCOME OPPORTUNITIES

During Revival

You control Axlotl Tanks and Heighliners. Atreides takes free revival, so put **2 spice** on Axlotl Tanks. Harkonnen also takes free revival; this adds nothing. At the end of Revival, collect the 2 spice.

During Shipment and Movement

Later, Harkonnen ships forces from reserves to Arrakis. Put **2 spice** on Heighliners. Other qualifying shipments add nothing. Collect it at the end of Shipment and Movement. These two tokens earned **4 spice** this turn.

If the Spacing Guild alone had shipped, Heighliners would not pay. If both Guild and another faction ship from off-planet, the exception no longer applies.

SANDTROUT CHANGES ALLIANCES



Sandtrout

When drawn, **end existing alliances**. The next Shai-Hulud produces no Nexus. Draw that Shai-Hulud card's replacement. A second Shai-Hulud produces a normal Nexus; a Spice Blow is doubled.

A Spice Blow drawn immediately after Sandtrout is **not** doubled merely because it follows Sandtrout. The effect waits for the next Shai-Hulud. If Sandtrout is drawn as a Shai-Hulud card's replacement, it does not cancel that Shai-Hulud card's current Nexus.

Thumper causes a Shai-Hulud as though drawn. Resolve it through the same Shai-Hulud and Sandtrout timing.

See [Change the Spice Blow, page 26](#)

THE NEW TREACHERY CARDS

The expansion adds **14 cards**. Twelve have new names, shown on the following pages. It also adds **one standard Shield** and **one standard Snooper**. Each of the twelve named designs has one copy.



One additional Shield

Use as your defense against a projectile weapon. It also causes a Lasgun explosion if a Lasgun is played in the battle. A winner may retain it.



One additional Snooper

Use as your defense against a poison weapon. It does not stop Poison Tooth. A winner may retain it.

Use the corrected Poison Tooth and Artillery Strike when the CHOAM & Richese replacements are available. **Replace** the earlier copies; do not add duplicates. The main Treachery Deck still has two Karama Cards, with Richese's cache Karama kept separately.

MORE THAN ONE THREAT



Poison Blade

Play as your weapon. It counts as **both projectile and poison**. A Shield alone does not stop it; Shield Snooper supplies both defenses. You may keep it after winning.



Shield Snooper

Play as your defense. It counts as **both Shield and Snooper**. It protects from Poison Blade and Artillery Strike, and can trigger a Lasgun explosion. You may keep it after winning.

PROJECTILE AND POISON



Hunter-Seeker

Play as your projectile weapon. It kills the opposing leader before resolving battle unless protected by a projectile defense. You may keep it after winning.



Basilia Weapon

Play as your poison weapon. It kills the opposing leader before resolving battle unless protected by a poison defense. You may keep it after winning.

Weapons kill leaders, not the opponent's dialed forces. A surviving leader adds its strength normally. The loser still loses all forces in the battle territory.

CHOOSE THE CARD'S ROLE



Weirding Way

Normally a projectile weapon. When played as a defense **with another weapon**, it works as a projectile defense. It is not a Shield, does not stop Artillery Strike or Lasgun, and does not trigger a Lasgun explosion. A winner may keep it.



Chemistry

Normally a poison defense. When played as a weapon **with another defense**, it works as a poison weapon. As a defense it stops Poison Tooth. A winner may keep it.

For Prescience and Leader Skills, each card counts as the role it is actually played in. Weirding Way used as a defense is not also your weapon; Chemistry used as a weapon is not also your defense.

BOTH LEADERS ARE AT RISK



Poison Tooth

Play as your poison weapon. It kills **both leaders** and is not stopped by a Snooper. Chemistry played as a poison defense does stop it. After seeing battle results, you may choose not to use it. Keep it only if you win and did not use it; otherwise discard it.



Artillery Strike

Play as your weapon. It kills both leaders unless protected by Shields. Shielded survivors contribute **zero strength**; the higher dial wins, with the aggressor winning a tie. No spice is collected for any leader killed in this battle. **Discard after**

use.

CHANGE THE SPICE BLOW



Harvester

Play just after a Spice Blow comes up. Double the blow and place twice its spice in the territory. Then discard this card.



Thumper

Play at the **beginning of the Spice Blow Phase**, instead of revealing its Spice Card. Cause Shai-Hulud and proceed as though drawn. This can cause a Nexus. Discard after use.

Use normal Shai-Hulud placement and the first-turn Shai-Hulud restrictions. Advanced Fremen may place later Shai-Hulud in eligible sand territories. Thumper does not itself let its player choose a different destination.

SPICE AND A WORTHLESS CARD



Amal

At the **beginning of any phase**, make every player discard half the spice behind their shield, **rounded up**, to the Spice Bank. Discard Amal after use.



Kull Wahad

A Worthless Card. Play it in your Battle Plan instead of a weapon, defense, or both. It adds no battle effect. Normally this is how you discard it. Advanced Bene Gesserit may use a Worthless Card as Karama; CHOAM has its own special use

with the later expansion.

Round the loss up

A player with 5 spice behind the shield discards 3 and keeps 2. A player with 4 discards 2. The instruction concerns behind-shield spice, not deferred payments still in front of shields.

VOICE AND SPECIAL CARDS

Voice may compel or prohibit a projectile weapon, poison weapon, Shield, Snooper, Cheap Hero, or a named special card. It cannot simply prohibit **all special cards**. Name Artillery Strike or Lasgun specifically.

Poison Blade, Poison Tooth, Shield Snooper, Weirding Way and Chemistry can be prohibited through a generic type stated on the card. Their played role decides which prohibition applies.

Voice can compel Weirding Way's default **projectile weapon** role, but cannot force its conversion to a defense. Chemistry defaults to **poison defense** and cannot be compelled into its alternate weapon role. Voice may prohibit an alternate role when applicable.

These role changes also govern what Atreides sees through Prescience.

See [Choose the card's role, page 24](#)

KARAMA AGAINST IXIANS

Play Karama when the advantage is attempted, after setup. It stops **one use**, not the faction's advantage permanently. Alliance advantages can also be stopped. Special Karama Powers cannot be canceled by an ordinary Karama.

Prevent the Ixian auction inspection and extra draw. Prevent one ally's immediate replacement of a purchased card. In Advanced, prevent the Technology swap.

Restrict Cyborgs and accompanying Suboids to one territory, with normal ornithopters still available. Prevent one Hidden Mobile Stronghold movement or its movement collection.

Prevent Cyborg double strength for one battle. Cyborgs then use ordinary force values: **1 in Basic**, or **1/2 unsupported and 1 supported in Advanced**. Suboids remain 1/2. Preventing Suboid exchange stops replacing lost Cyborgs after that battle.

RECHECK THE LEGAL DIAL

The maximum falls

In Basic, 2 Cyborgs and 4 Suboids can support a dial of $5\frac{1}{2}$. Karama cancels Cyborg double strength. They now support only **4**: 2 from the Cyborgs and 2 from the Suboids. Reduce the dial to 4.

A lower dial stays

With the same forces and a dial of 2, the dial stays 2 after Karama. Pay losses using the changed values: both Cyborgs, all four Suboids, or one Cyborg and two Suboids. Without cancellation, one Cyborg could pay strength 2.

Canceling Cyborg strength does not also cancel Suboid exchange. They are separate uses of separate advantages.

KARAMA AGAINST TLEILAXU

Stop the exchange of **one unrevealed Face Dancer during Mentat Pause**. You cannot stop a Face Dancer reveal, its consequences, or the redraw after all three are revealed.

Stop the relevant revival advantage when attempted. Limit force revival to 3; make Tleilaxu pay full price; redirect payment for one revival to the Spice Bank; prevent early leader revival; or stop a free-revival income payment. These are separate uses, not one card canceling every revival advantage.

In Advanced, prevent Tleilaxu from acquiring one particular dead leader of another faction as a ghola **for the rest of this turn**. Other eligible leaders may still be acquired.

The Tleilaxu's own Special Karama Power instead prevents a player's revival. It is an Advanced once-per-game use.

See [Advanced Tleilaxu, page 16](#); [Revival is your income, page 13](#)