

THE SPICE MUST FLOW

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL



IXIANS &
TLEILAXU



HOUSE EXPANSION

INTRODUCTION

This expansion is dedicated to everyone who has created or thought about creating new factions or other innovations for the DUNE board game.

When we created DUNE, we followed some unspoken guidelines.

1. The beginning of the book (or book series) and the beginning of the game are the same point in time. All of the main characters are alive and factions start in logical circumstances.
2. We want players of a faction to feel like they are that faction and to find new ways to think and plan.
3. When players play DUNE, they create a possible DUNE storyline.
4. Every game will be different.

Add the Ixian and Tleilaxu factions to your DUNE board games and experience new possibilities.

~ Future Pastimes Design Team

FACTIONS

Both the Ixians and the Tleilaxu are integral to the economy of CHOAM and the Imperium. The royal family of Ix was one of the wealthiest families in the Imperium. Because of a successful invasion of Ix by the Tleilaxu and the Emperor's Sardaukar, and then, after many years, the liberation of Ix by Ixian and Atreides forces, the Ixians and the Tleilaxu are mortal enemies.

The Ixians dominate manufacturing of devices of all sizes including the Guild's massive heighliners that make interstellar commerce possible. The Tleilaxu produce miracles that restore eyesight and bring back clones of lost loved ones. Both of these factions are insular and guard their secrets carefully, and the cultures of both depend on subjugation. The Ixians depend on a worker class of Suboids and the Tleilaxu depend on closely guarded secrets about the biological sources which sustain their mastery of genetic technology.

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The Ixians are led by the human cyborg Prince Rhombur Vernius possessing courage, a sharp mind, and technological secrets.

The Ixians are technocrats who specialize in production and supply chains. The Ixians have a moveable stronghold on Arrakis, which is hidden from space. Their advanced technologies allow them to move this stronghold from one territory to another quickly and efficiently.

LEADERS



The Tleilaxu are led by their Masters Council who control the Axlot tanks used to regenerate lost individuals and leaders as gholas for other factions and to secretly create and infiltrate other factions with deadly Face Dancers.

Although generally loathed by other factions in the Imperium because of their trade in dead and regenerated flesh, these small humans with their sharpened teeth are tolerated because of the genetic and regeneration miracles they are able to produce.

LEADERS



COMPONENTS & SET-UP FOR PLAY

This section describes the Ixians & Tleilaxu expansion components and how to incorporate them into the Dune game.

Prior to game setup, follow these steps:

2 Faction Sets: Add these to your existing Faction Sets.

Each Set contains:

1x Player Shield

1x Player Sheet

1x Player Marker

5x Leader Discs

20x Forces.

The Ixians also have a Hidden Mobile Stronghold Token.

14 Treachery Cards: Shuffle the new Treachery Cards into the Treachery Deck.

1 Spice Card: Shuffle the Sandtrout Card into the Spice Deck.

11 Traitor Cards: Add these to the Traitor deck. As usual, remove the cards for all factions that are not in play from the Traitor Deck

Prediction Cards: Add these to the Bene Gesserit Prediction Deck.

Tech Tokens: Use the Tech Token variant described below, or return these tokens to the game box.

NOTE—all cards from this expansion are marked with the Ixians & Tleilaxu symbol to distinguish them from those in the base game



TECH TOKENS



AXLOTL TANKS



HEIGHLINERS



SPICE PRODUCTION

CONTROLLING TECH TOKENS:

Tech Tokens indicate that a faction has power over a specific industry. They are kept in front of shields for public view. If you defeat a faction in battle, and that faction has a Tech Token, you take the Token from them.

Controlling all three Tech Tokens counts as a Stronghold for winning the game (e.g., if you have forces in *Arrakeen* and *Carthage*, and all three Tech Tokens, you win the game). If you defeat someone with more than 1 Tech Token, you take one of your choice from them. Allies can not share control of Tech Tokens. To qualify as a stronghold, one player must control all three Tech Tokens.

ASSIGNING TECH TOKENS:

By default, the Tleilaxu take the Axlotl Tanks, the Ixians take Heighliners, and the Fremen take Spice Production at the start of the game.

If any of these factions are not present, after the Storm token is moved at the start of the game, control is assigned randomly to factions without a Tech Token, according to turn order.

EXAMPLE OF ASSIGNING TECH TOKENS

In a game with the Ixians, Atreides, the Spacing Guild, and the Fremen, the Ixians start with Heighliners, Fremen with Spice Production, and after placing the Storm for the start of the game, Atreides is determined to be the next faction without a Tech Token and so they take control of Axlotl Tanks.

In a game without Ixians, Tleilaxu, or Fremen, place the Tech Tokens face down on the Storm marker and after the storm is moved, the first player the Storm next approaches takes one random Tech Token, and then the next player to the right, etc.

TECH TOKENS INCOME:

Each Tech Token that you control has a potential income from the Spice Bank. Any spice gained from Tech Tokens is placed on the Tech Token and then collected at the end of the current phase.

AXLOTL TANKS: If at least one player, including you, takes free revival, you collect 1 spice for every Tech Token you control. However, if only the Tleilaxu player takes free revival, you do not collect spice.

HEIGHLINERS: If at least one player, including you, ships forces from off-planet, you collect 1 spice for every Tech Token you control. However, if only the Spacing Guild ships forces from off-planet, you do not collect spice.

SPICE PRODUCTION: If at least one player, including you, takes CHOAM Charity, you collect 1 spice for every Tech Token you control. However, if only the Bene Gesserit take CHOAM Charity, you do not collect spice.

Text on the token indicates which phase the Tech Token works in, and the faction that does not trigger Tech Token income on their own.

EXAMPLES OF TECH TOKENS INCOME

If you control only the Spice Production Tech Token, even if Atreides and Harkonnen both take CHOAM Charity, you gain only 1 spice during the turn, placing it on the Tech Token, and collecting it at the end of CHOAM Charity. Likewise if you control only Heighliners and more than one faction ships forces down to the planet, you collect only 1 spice at the end of the Shipping and Movement phase.

If you control both Axlotl Tanks and Heighliner Tech Tokens, you would gain 2 spice from the Spice Bank if Atreides took free Revival, placing the spice on the Axlotl Tanks Tech Token when the Atreides takes their free revival, and then collecting it at the end of Revival. You would also gain 2 spice from the Spice Bank if Harkonnen shipped forces from off-planet. Place it on the Heighliners Tech Token when Harkonnens ship, and collect it at the end of Shipping/Movement. With these two Tech Tokens you would gain a total of 4 spice during this turn.

NEW ADVANCED RULES

SPECIAL KARAMA POWER:

Tleilaxu - You may prevent a player from performing a revival (forces and/or leader).

Ixians - You may move the Hidden Mobile Stronghold 2 territories on your turn during Shipment and Movement, as well as make your normal movement.

FACTION RULES

TLEILAXU

Led by a small council of Tleilaxu Masters – the fanatic, xenophobic Tleilaxu were tolerated because of their useful genetic engineering superiority. Although underestimated and loathed by others, they hoped to someday dominate all.

STRATEGY: You are handicapped by having no presence on Arrakis to start and only a small amount of spice until you begin receiving spice for revivals. You will have to bide your time as other factions battle, waiting until you start gaining spice and giving your Face Dancers a chance to suddenly strike, or get into minor battles early to drive forces to the tanks, and possibly get a Face Dancer reveal. Use your ability to cycle through Face Dancers during the Mentat Pause to position yourself with a potentially more useful Face Dancer.

FACTION RULES

AT START: 20 forces in reserves (off-planet).

Start with 5 spice.

FREE REVIVAL: 2 forces.

ADVANTAGES

You have superior genetic engineering technology.

FACE DANCERS: At the start of the game you are not dealt Traitor Cards. After traitors have been selected and unused Traitor Cards returned to the deck, you shuffle the deck and take the top 3 cards. These are your Face Dancers.

When another faction wins a battle you may reveal their leader to be a Face Dancer, and the following occurs:

1. The battle still counts as a win for that player (they keep or discard treachery cards, place tokens and killed leaders in the Tleilaxu Tanks, collect spice for any leaders killed, and claim a Tech Token if appropriate).
2. The Face Dancer leader is sent to the tanks if it was not already killed, but no spice is collected for it.
3. The remaining forces in the territory go back to their reserves and are replaced up to the total of those forces with your Tleilaxu forces from your reserves and/or from anywhere on the planet.

Once revealed you do not replace a Face Dancer (Traitor Card) until you have revealed all 3. When that happens, place all 3 cards in the Traitor deck, shuffle, and draw 3 new Face Dancers.

During the Mentat pause, if there is one unrevealed Face Dancer you wish to replace, you may discard that Face Dancer (Traitor Card). Shuffle it into the Traitor Deck and draw a new Face Dancer.

REVIVAL:

Tleilaxu Revival - You have no revival limits, and make payments to the Spice Bank at half price (rounded up). Other factions make revival payments to you.

Force Revival - You may increase the 3 force revival limit for any other faction to 5. Also, for each faction using free revival or a gholah card, you take 1 spice from the Spice Bank.

Leader Revival - Upon request by a faction for a particular one of its leaders in the tanks, you can set a price and, if met, revive that leader (whether it is face up or face down). You may do this, however, only when fewer than five of that faction's leaders are in the tanks. When all five are there, normal revival rules apply.

ZOAL: Your leader Zoal's value in battle matches the value of the opponent's leader (zero against a Cheap Hero), and for collecting spice for his death.

ALLIANCE

You may revive your allies' forces and leaders at half price (rounded up).

ADVANCED GAME ADVANTAGES

GHOLES: When you have fewer than five leaders alive, you may revive dead leaders of other factions at your discounted rate, and add them to your leader pool up to a limit of 5 total active leaders for your faction.

Synopsis

From DUNE: HOUSE ATREIDES, DUNE: HOUSE HARKONNEN, and DUNE: HOUSE CORRINO, by Brian Herbert and Kevin J. Anderson.

At one time, the Ixians were one of the wealthiest factions in the imperium. However, they were almost destroyed by the fanatical Tleilaxu who were convinced that the Ixians were making intelligent machines and violating the most important law of the Imperium, "Thou shalt not make a machine in the likeness of a human mind." The Tleilaxu also coveted the excellent manufacturing facilities on Ix and felt it was their destiny to use such facilities for a higher purpose.

The Tleilaxu knew that they could not conquer Ix on their own. But other forces were at work and an unexpected nexus was about provide secret help from House Corrino. First, the renowned assassin, Count Hasimir Fenring, the childhood friend of the Crown Prince Shaddam Corrino V, presented the Tleilaxu with a path forward. If the Tleilaxu would agree to use their knowledge of chemistry and genetics to create synthetic spice, perhaps Imperial funding could be arranged for the project.

In a carefully orchestrated audience Fenring brought the Tleilaxu scientist Master Hidar Fen Ajidica before the Emperor to propose their ambitious plan. Emperor Elrood Corrino IX was appalled at the presence

of such a being so close to him, but Crown Prince Shaddam and Fenring convinced him to listen.

When Elrood learned that the Tleilaxu had determined that synthetic spice was a possibility and they were bringing their secret to him, he was immediately interested.

When the Tleilaxu Master broached the topic of financing, Emperor Elrood pondered the question and then remembered his hatred of Earl Dominic Vernius of Ix and his anger at losing tax revenue because of more efficient Ixian heighliners. And so it was. The Emperor secretly joined a Tleilaxu invasion of Ix by sending the feared Sardaukar disguised as Tleilaxu into the battle.

Of course, the Emperor was slowly being poisoned by Fenring so it would be the new Emperor Shaddam and Fenring who would reap the rewards. If their plan succeeded, they would destroy the planet known as DUNE and control the only source of spice in the Imperium.

Alas, the plan to create the synthetic spice failed miserably causing two spectacular Guild Ship disasters. And the Cyborg Rhombur Vernius, rebel Ixian forces, and his friend Duke Leto and his Atreides forces attacked and regained Ix for house Vernius.

Emperor Shaddam IV, of course, disavowed all knowledge of the scheme.

IXIAN

The cyborg, Prince Rhombur of House Vernius, leads the Ixians, masters of manufacturing and technologies only they know how to deploy.

STRATEGY: You are handicapped by having weaker forces in the half-strength suboids, which make up the bulk of your forces. You have no regular source of spice income. However, tactical placement of your hidden mobile stronghold can position you to acquire spice left behind on the planet. You also have an advantage over other factions because you know what Treachery cards are in play and you can mix in or suppress certain cards during the bidding phase.

FACTION RULES

AT START: 6 forces (3 Cyborgs and 3 Suboids) in the Hidden Mobile Stronghold; remaining forces in reserves (off planet). Start with 10 spice.

FREE REVIVAL: 1 force, either a Suboid or a Cyborg.

ADVANTAGES

You are skilled in technology and production.

START OF GAME: Before Treachery Cards are dealt, draw one card for each faction in the game. Choose one to keep, shuffle the remaining cards, and deal one to each of the other players.

BIDDING: Before the bidding phase begins, draw one more Treachery Card than the number up for bid, and look at all of them. Put one card of your choice face down either on the top or bottom of the deck. Then shuffle the remaining cards and place them face down for the bidding round.

CYBORGS AND SUBOIDS:

CYBORGS: Your 7 Cyborg forces are each worth 2 normal forces in battle, are able to move 2 territories instead of 1 during movement, and can carry 3 spice. Your Cyborg forces ship normally, but each costs 3 spice to revive.

SUBOIDS: Your 13 Suboid forces ship normally but are worth $\frac{1}{2}$ in battle. When dialing $\frac{1}{2}$ for a Suboid use the hash marks between battle wheel numbers as needed. Suboids can also be used to absorb losses after a battle. After battle losses are calculated, any of your surviving Suboid forces in that territory can be exchanged for Cyborgs you lost in that battle. See Q & A on page 10 for an example.



Suboids can also be used to maintain a presence in a territory, for controlling a stronghold and for collecting and carrying spice normally. Suboids move 2 if accompanied by at least one Cyborg, or 1 if they are not.



CYBORG



SUBOID



HIDDEN MOBILE STRONGHOLD

HIDDEN MOBILE STRONGHOLD: After the first storm movement at the start of the game, place your Hidden Mobile Stronghold by pointing it at a sector in any non-stronghold territory. This stronghold counts towards the game win and is protected from worms and storms.

Subsequently, before the storm is dialed, or revealed, as long as your forces occupy it, you may move your Hidden Mobile Stronghold up to 3 territories pointing at a sector in any non-stronghold territory. When you move into, from, or through a sector containing spice, you may immediately collect 2 spice per force in your stronghold.

No other faction may ship forces directly into your Hidden Mobile Stronghold, or move it if they take control. Other factions must move or ship forces into the territory it is pointing at (including the Polar Sink), and then use one movement to enter.

ALLIANCE

After an ally purchases a Treachery Card during bidding, they may immediately discard it and draw the top card from the deck.

ADVANCED GAME ADVANTAGES

TECHNOLOGY: Once, during the bidding round, before bidding begins on a card and before Atreides gets to look at the card, you may take the Treachery Card about to be bid on, replacing it with one from your hand.

SUBOID STRENGTH: Suboids are always considered half strength for dialing. You can't increase the effectiveness of Suboids in battle by spending Spice.

QUESTIONS & ANSWERS:

IXIANS

If the Ixians had 2 Cyborgs and 6 Suboids in a battle and dialed 6, how are losses handled?

Answer: The Ixians would need to lose a strength of 6, which could be 2 Cyborgs (for 4), and 4 Suboids (for another 2). Then, since they had 2 surviving Suboids, they can send those to the tanks and retain the 2 Cyborgs.

Can the Bene Gesserit ship a spiritual advisor when Ixians ship directly to the Hidden Mobile Stronghold?

Answer: Yes.

How do you adjust forces dialed if someone uses a Karama card to make Ixian Cyborgs half strength?

Answer: If you have a Karama played against you in a battle where you have special forces (like Cyborgs, or, in the Advanced game, Fedaykin and Sardaukar), and you have dialed higher than you are now able to support, the value of the number you dialed must be reduced to the maximum strength of your forces. For example, if you had 4 Suboids and 2 Cyborgs and dialed a 5 ½, and a Karama was played on you, your Cyborgs are now only worth 1 each, so your maximum possible strength would be 4 (2 for both Cyborgs, and another 2 for 4 half-strength Suboids). The value you dialed must be reduced to 4.

If you didn't dial higher than the strength of your forces present after having a Karama played on you, the value you dialed remains unchanged, but how you calculate losses will be adjusted. For example, if you had 4 Suboids and 2 Cyborgs and dialed 2, your maximum strength after the Karama is 4, so you still only lose 2 total strength (either both Cyborgs, all 4 Suboids, or 1 Cyborg and 2 Suboids, since Cyborgs are only worth 1 each). If a Karama had not been played, you could use 1 Cyborg to absorb the loss of the 2 dialed (and then replace that Cyborg with a Suboid, per the Ixian Suboid ability).

TLEILAXU

Concerning battles with traitors and Face Dancers- what should the order of revealing be?

Answer: First the traitor is declared; then the winner of the battle is declared; and finally the Face Dancer is declared.

In the advanced game, can a player buy a gholia leader back from you?

Answer: A player may always ask to buy that leader back from you normally. You may refuse. If you return that leader, you will be able to revive a different leader from the tanks, belonging to any faction (to get back up to 5 live leaders).

IXIANS & TLEILAXU

Can an Atreides leader accompanied by the Kwisatz Haderach be a Face Dancer?

Answer: Yes.

Do the Tleilaxu not get any traitors?

Answer: That is correct. Face Dancers are just as effective for the Tleilaxu as a traitor.

SPICE CARDS

How does the Sandtrout work?

Answer: The Sandtrout is an anti-Nexus. If any alliances existed when you draw the Sandtrout, they are canceled. Furthermore, the next time you draw a Shai-Hulud, a new Nexus does not occur. When you immediately draw that Shai-Hulud's replacement card, if it is another Shai-Hulud, you then have a normal Nexus. But if the replacement card is a Spice Blow, it is doubled.

TREACHERY CARDS

Does the Bene Gesserit need to specify special weapons by name when using the Voice?

Answer: Yes. For example, "You may not use Artillery Strike".

Do Harkonnens still draw an extra card from the top of the deck after setup with Ixians in the game?

Answer: Yes.

Does a Shield protect you from the Poison Blade?

Answer: No. However, the Shield Snooper does.

TRAITOR CARDS

How does the Cheap Hero traitor work?

Answer: If any player opposing you uses a Cheap Hero in a battle, you may reveal the Cheap Hero Traitor Card to win that battle, just like revealing any Traitor Card. The difference is, it can be used against multiple players using Cheap Heroes (of course, all players will know you have the Traitor Card after the first time you reveal it).

MOBILE STRONGHOLD

Can the Mobile Stronghold move into, out of or through a storm.

Answer: No

Below is a useful reference for how to use Karama Cards.

BASIC GAME— HOW DOES KARAMA STOP:

ATREIDES	Bidding	May not look at next card up for bid
	Movement	May not look at Spice card
	Battle	May not see part of opponent's Battle Plan
BENE GESSERIT	Prediction	No effect
	Spiritual Advisors	May not ship 1 force for free
	Voice	May not use Voice
EMPEROR	Bidding	Payment goes to Spice Bank
FREMEN	Shipment	No effect
	Movement	May only move one territory
	Shai-Hulud	Forces are devoured
	Fremen Special Victory Condition	No effect
HARKONNEN	Traitors	No effect
	Treachery	May not gain second card when winning a bid
IXIAN	Bidding	May not look at Treachery cards and remove one
	Cyborg & Suboid Movement	May not move more than one territory
	Cyborgs in Battle	Only count as one normal force
	Suboid in Battle	Can not replace Cyborgs lost in battle
	Hidden Mobile Stronghold	May not move or collect spice
SPACING GUILD	Payment	Payment goes to Spice Bank
	Three Types of Shipment	May not ship forces across the planet or to reserves
	Half-Price	Must pay full price
	Special Victory Condition	No effect
TLEILAXU	Face Dancers	May not replace Face Dancer during Mentat Pause; other Face Dancer effects cannot be stopped
	Revival	Limited to 3 force revival, full price for all revivals, no payment for free revival, revival payments go to Spice Bank, and may not revive leaders early
	Face Dancers	No effect

ADVANCED GAME— HOW DOES KARAMA STOP:

ATREIDES	Kwisatz Haderach	Does not add +2 or protect from being a traitor
BENE GESSERIT	Charity	Does not collect CHOAM Charity
	Karama	May not use Worthless card as Karama
	Advisors	May not ship 1 force for free
	Fighters	Must remain as advisors
	Intrusion Battle	May not flip to advisors Must remain as advisors
EMPEROR	Sardaukar	Only count as one normal force
FREMEN	Storm Rule	May not look at the storm card
	Worms	May not place additional worms this round
	Storm Losses	All forces are lost to storm
	Fedaykin Battles	Forces do not count as two each Must pay spice to count full strength (play before dialing)
HARKONNEN	Captured Leaders	May not capture a leader
IXIAN	Technology	May not replace a Treachery card
	Suboid Strength	No effect
SPACING GUILD	Ship & Move	Must go in turn order (play when Spacing Guild attempts to change order of turn)
TLEILAXU	Gholas	May not revive another player's leader this turn