

IXIANS

AT START - 20 tokens in reserves (off-planet). Start with 20 spice.

FREE REVIVAL - 2 tokens.

ADVANTAGE - You control production and distribution of illegal machines.

1. Your tokens move 2 spaces per turn.

2. At the start of each spice collection round, you automatically receive 10 spice per turn in addition to any spice you would normally receive, Choam Charity included.

DISADVANTAGE - You must always move first.

ALLIANCE - Allies can take advantage of Ixian movement and spice bonuses.

KARAMA POWERS - You may use a Karama card to make all Ixian tokens fight at full strength whether or not they are supplied by spice. If also supplied by spice each token counts as 1 Ω for combat (4 tokens counts 6).

THE LANSRAAD

AT START - 20 tokens in reserves (off-planet). Start with 30 spice.

FREE REVIVAL - 3 tokens.

ADVANTAGE - You have Influence over almost all major powers (except the Fremmen and Bene Tleilaxu) on DUNE.

1. During a turn, you may use your power of Influence during the revival/movement or the battle round. You may not use the power of influence against the same player two turns in a row.

a. In the revival/movement round, you may order any player to 'hold in place'. That player will not be able to reclaim tokens from the tanks, ship tokens onto or off DUNE, or move his tokens on the mapboard during the round.

b. During a battle round, you may order any player to 'hold in place'. That player will not be able to attack anyone during that round, but may defend if attacked by another party.

ALLIANCE - You may not ally with the Fremmen. Allies may make use of the Lansraad 'Optional Advantage' of restricting territories; the same conditions as to who may be affected is imposed.

ADDITIONAL CHARACTER ADVANTAGES - At the start of any turn, before the Storm marker position is determined, you may declare any non-sietch territory on the map board (except for the Polar Sink) 'restricted'. AU tokens that do not belong to the Lansraad player, a Lansraad-allied player, the Fremmen player, or are co-existing Bene Gesserit tokens must be moved out of this territory during the upcoming revival/ movement turns. Failure to do so results in the tokens being sent to the tanks. With the exception of the above-mentioned token types, tokens may not be moved into the territory during the entire turn. The Lansraad player may not declare the same territory 'restricted' for two consecutive turns.

KARAMA POWERS - You may use a Karma card once during the game to use your power of Influence during both the revival/movement and combat rounds of the same game turn. The card would be played at the start of the battle round.

STRATEGY - Plentiful spice, a high revival rate, decent leaders, and a very effective special power are the Lansraad's good points; its starting with all its tokens off planet and commencing play with a natural enemy (the Fremmen) are its bad ones. If you decide to start a seven-player game with a sietch invasion, I advise against invading any Fremmen sietch. Any victory you gain against the desert dwellers will be short-lived. As time passes, the wise Lansraad player will join in an alliance, preferably of an anti-Fremmen nature. His power of 'restriction' can allow his allies to cordon off spice territories for their own use. But, you must be careful who you pick as your friends and what they get out of the deal, for someday they may be your enemies.

BENE TLEILAXU

AT START - Start with 5 spice and 4 Treachery cards. They have no tokens, player dot, or traitors.

ADVANTAGE - The Bene Tleilaxu control the revived dead.

1. Whenever a player revives tokens or leaders, he pays spice to the BT player instead of to the spice bank.
2. After all other combat has been completed each turn, you may attack one leader of any player. The leader must have just led tokens in battle and must be attacked in the territory of the battle.
3. You may make a traitor of any one revived leader per turn. When your traitor is used in combat to gain a territory, you may announce your traitor and gain control of the territory. You do not receive your traitor's value in spice, but if the territory has spice, you may collect it. You do not have to announce stronghold betrayals immediately (see Reviving the Gholas explanation).
4. You may win by spice count. At the end of any collection round you may place 35 spice in open view of all players. If at the end of the next collection round you still have over 35 spice and no one else has won, you win.

ALLIANCE - You may grant free revival of up to 6 tokens and 2 leaders (one may be made a traitor) per turn to each of your allies.

ADDITIONAL CHARACTER ADVANTAGES:

1. The BT can lay traps in strongholds which he controls or in unoccupied strongholds at the start of the game. These traps are Treachery cards laid face down outside the board sector containing the stronghold. The first tokens moved or shipped onto the stronghold trigger the trap. These tokens are frozen and may not move any farther that turn. At the beginning of the combat round, before all other combat, a leader of the triggering once is drawn at random. That leader is attacked by the trap. He may play a defense card. (NOTE: As the trap card has already been played, the Bene Gesserit CANNOT voice it. The Atreides player can, however, look at the card.) Combat is resolved normally, with the trap card being discarded afterwards. If the leader is killed, the BT gains his value in spice. Tokens in the stronghold are not harmed unless a lasgun/shield combination occurs.
2. In the Bidding round, AFTER Treachery cards are dealt face down but BEFORE bidding begins, the BT player can give Treachery cards in his hand to any other player. The BT cannot give a player more cards than he can hold. Opponents may not refuse to accept given cards.
3. Instead of playing a weapon card in a trap or leader attack, the BT may play a worthless card (Kulon, Trip to Gamont, etc.). The card either: (a) prevents the defender from shipping down any tokens during the next turn; or (b) prevents the defender from moving any on board tokens during the next turn. The BT can choose which power the card has when it is revealed.

KARAMA POWERS - You may use a Karama card as a lasgun in an attack on a leader, or (optional rule) as both a lasgun and a shield when played as a trap.

STRATEGY - The strength of the BT lies in two areas. The first is obvious they are unreachable. There are no BT tokens to blast to the tanks, no Tleilaxu leaders to turn traitor. The only ways the BT can be restrained are through Karama cards and the voice of the BG (Bene Gesserit). This strength is also a weakness. The BT has an incredibly hard time making their plans concrete. Their very intangibility makes the other players nervous and reluctant to freely go along with the BT whims. Association and alliance becomes a matter of cost, and even then the aloof mystique that surrounds the BT never diminishes.

The other unalienable strength is the tanks. As long as there is combat, spice will flow into the hands of the BT. The basic problem here is one of attrition only so much battling can be expected before players lose their combat potential. Luckily time has a way of solving these ills.

The most prominent problem with the BT is the multi-sided Tleilaxu paradox. This is first encountered through the BT's ability to ambush an opponent's leaders. This gives the BT the chance to fuel the tanks and doubly collect spice (once for killing the leader and again when the leader is revived). On the negative side, attacking leaders further alienates the player whose leader was liquidated. Such alienation cannot be avoided in the latter turns of the game, but as the game begins it can be damaging.

The strongest forte of the leader attack is the threat of a leader attack. The BT is not limited to movement and battle they can attack and withdraw unharmed no matter where or how strong the leader or his accompanying token force is. The defenders (all who participated in combat that turn) must be prepared. In this way the leader attack also becomes a diplomatic tool. The BT can become the professional hit man, the ultimate assassin. It is a staggering threat.

In many ways the backbone of the BT is its traitors. Although they can be used to gain any territory, their main targets should be spice and strongholds (the only other logical area of attack would be the shield wall). In this way they grant the BT the chance for a normal win via three strongholds. Therefore the BT should try to build up a large number of traitors. The natural process of leader deaths to their revival and recirculation is long and tense. The manipulation powers of the BT must be used to spur early pitched battles that will quickly devastate at least one player's stable of leaders. A good byproduct of this is the filling of the tanks with tokens.

Revealing traitors can make or break the Tleilaxu cause. Ideally the BT could reveal three in stronghold victories all in one turn, but that is rare. The BT must face the unhappy prospect of defending his strongholds without tokens. He has three options: (1) laying a Karama trap to blast all who try to take the stronghold; (2) attacking the leader of one of the invaders and hoping for a lasegun/ shield combination; or (3) manipulating the invaders so that they will wipe each other out or again use a BT traitor in victory. All three options should be utilized, if possible. A trap, whether a Karama or not, should be played. It is a threat that probably will not deter determined players from the stronghold, but it may prompt a player to use another Karama to destroy it (and provide a good laugh when the player discovers it was a 'shield' trap).

The second point, that of attacking a leader in hopes of a lasegun/shield combo, can be seen as a desperate act of guesswork. That does not have to be true. One of the coldest, yet most successful agreements is that of a player who lost in the stronghold battle sacrificing his leader to a BT attack. The sacrificed leader plays a shield defense to the BT lasegun attack, thereby wiping out the tokens in the stronghold. This act of revenge does not return the stronghold to the control of the BT, but it further strengthens the tanks and thus future revenue through revival. This illustrates another facet of the Tleilaxu paradox, that of the failure of winning by strongholds strengthening the chance of winning by spice. The inverse of this is also true.

If the backbone of the BT is in traitors, the flesh is the BT's manipulative force. This has already been brought out through the threats of traps and leader attacks. The main strength of the BT arsenal of diplomatic ploys is in Treachery cards; indeed the cards are the physical extent of their power. It is also here that the Tleilaxu paradox strikes hardest. To attack leaders or to lay traps the BT must buy Treachery cards, thus draining their spice. Their main diplomatic tool also demands that they buy cards to give them away. The BT therefore continually needs to purchase cards. The costs of this, however, are not as damaging as it may seem.

First, it must be understood that the BT must give cards away. Out of the 33 cards in the deck, there are 14 the BT can use only as fake traps and discards. All are of value to the other players, and therefore bargaining power when the BT inadvertently buys one. Another result of the ability to give cards 'AFTER Treachery cards are dealt face down but BEFORE bidding begins' is that it becomes easier to fill an opponents four card hand, leaving a Treachery card on the block that he can no longer buy. The card can then be picked up at a cheaper cost.

Still another result of the giving of cards is a knowledge of the other players' hands. Careful watch by the BT of how other players use their cards can lead to situations where the BT can guide players against each other and predict the results. The BT can also watch for defenses players have for their leaders in preparation for the BT leader attack.

The last factor to be observed in giving cards away is that it makes room for the purchasing of more cards, a good way to fill the BT hand with valuable cards. To this goal, it is also suggested that traps be laid during the bidding round if possible. The cost of this is spice. To survive as a player the BT must buy Treachery cards, which then lowers his chance for a spice win. The giving of cards counters this by coaxing players to battle.

The last power of the BT, the use of worthless cards as movement impairers, is a futuristic one. Timed correctly, this can isolate a token force for accumulated assault not unlike Custer's Last Stand. Occasionally this can be used to keep players from moving onto a BT stronghold. The main pull of this power, however, is as a diplomatic tool. It should not be underestimated.