

Bene Tleilax Variants

Bene Tleilax Variant 1 – (Kirby Lee Davis in *The General* Vol. 18, No. 5.)

Reviving the Gholas - <http://www.sorvan.com/games/dune/>

The components of the BT are limited to a player shield. They have no tokens or leaders, for they are unseen. The BT is a manipulator in the true sense of the word. Their power stretches through the work of others. That spells out the difference in play. The BT player has no player dot, so he cannot take part in the storm round. Nor can the BT be used in a two player game. In all other situations and rounds the BT plays an active role, not only with his own powers but with those of the other characters.

AT START: Start with 5 spice and 4 Treachery cards.

ADVANTAGES: You control the revived dead.

1. Whenever a player pays spice to revive tokens or leaders, he pays it to you 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. The defending player can use his character advantage (e.g. Atreides prescience, BG Voice, etc.) Tokens in the territory are only affected if a lasgun/shield combination occurs.
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 control the territory until another player moves tokens onto it. 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. To make a traitor, circle the leader's name on the Player Aid sheet the moment the leader is revived. You can wait only until the turn ends or until another leader is revived to make a traitor, but you cannot wait to see who the next revived leader will be. Traitors to the BT may be revealed at any time by saying the name of the traitor. If the traitor was used in combat to gain a territory, the announcement sends the traitor and betrayed tokens to the tanks (the traitor must have been the last leader used with the tokens to betray them). The BT can delay announcing the betrayal of stronghold tokens as long as no other tokens ship or move onto the stronghold and the betrayed tokens do not move. The BT may not announce the betrayal during the movement round of a player that makes such moves. Unlike other traitors, a BT traitor stops being a traitor for the BT once he dies. Upon being revived, however, the BT can again make him a traitor.
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. If you no longer has 35 spice after a turn, you can reclaim the spice pile. Spice from the open pile may not be spent until you have exhausted all other sources. This spice win can be predicted by the Bene Gesserit.

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

OPTIONAL 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 force 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 lasegun/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.

ADDITIONAL KARAMA RULES:

6. a. 7. prevents the Bene Tleilaxu from announcing a leader as a traitor. The leader reverts to his/her original allegiance. Or it taxes the BT ten spice which must be paid immediately to the spice bank. If the BT has less than ten spice he must pay what he has. Or (optional rule) it can destroy an un-triggered trap.
6. b. 7. *Bene Tleilaxu* You may use a karama card as a lasegun in an attack on a leader, or (optional rule) as both a lasegun 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.

Bene Tleilax Variant 2 – (Rick Heli)

<http://www.spotlightongames.com/variant/dune/>

CHARACTER IDENTITY: Duke of Tleilaxu.

LEADERS: Scytale – 5
Twisted Mentat – 4
Ambassador – 3
Bijaz – 2
Face Dancer - 1

INITIAL SPICE ALLOTMENT : 10.

INITIAL TROOP DEPLOYMENT: 1 token in Polar Sink
19 tokens in off-planet Reserve.

REVIVAL RATE: 3 free per turn.

SPECIAL CHARACTER ABILITIES:

1. You need wait only 1 full turn to revive one of your dead leaders. Your other leaders need not be dead for you to do this.
2. When other players pay spice to revive dead tokens and leaders, this spice goes to you, *not* to the spice bank.
3. When you choose leaders for traitors initially, you choose 5 leaders and pick 2 of them for your traitors.

ADDITIONAL CHARACTER ADVANTAGES:

1. You are never required to answer truthfully regarding the leader you are using in battle. This applies both to Truth Trance and Atrides prescience.
2. In a battle in which your opponent has fewer tokens than you and you are victorious, you and your opponent must secretly dial a whole number on the Battle Wheels. These numbers are simultaneously revealed. If the difference between them is less than or equal to 2, your opponent may either remove from the tanks at no charge his leader killed in the battle OR move up to two of the tokens killed in the battle to the Polar Sink.
3. Your 3 starred tokens may coexist under the Bene Gesserit rules. They may ship in with other players in a manner similar to spiritual advisors, although they are actually Face Dancers who have disguised themselves to look like the local population.

REGULAR KARAMA POWERS: Prevents Bene Tleilaxu from reviving any leader once *or* forces Bene Tleilaxu to answer truthfully about his combat leader once.

SPECIAL KARAMA POWERS: You may revive for your own use any other player's leader currently in the axolotl tanks and thereafter use him as your own leader. This may be done irrespective of how many of the original owner's leaders have been lost (may only be used once per game).

ALLIANCE: Your allies can revive leaders as you do.

STRATEGY: The Bene Tleilaxu are the perfect spies. The Face Dancers (starred tokens) have the ability to assume the appearance and manners of anyone. Their deceptiveness and ability to control the game without direct use of force is near that of the Bene Gesserit. As the proprietors of the axolotl tanks, the Bene Tleilaxu are similar to the Guild. Their primary source of income stems largely

from death in battle. For both players, the Emperor is the best customer while the Fremmen rarely pay anything.

However, unlike the Guild who can frequently bide his time in the early stages of the game, the Bene Tleilaxu must take direct action to be a viable player. For while the Guild will receive spice to transport initial forces to the planet, the Bene Tleilaxu must wait until significant forces reach the tanks for like funds to pour in.

The Tleilaxu's greatest weakness is lack of income. In the early game his income is virtually nil. The 10 starting spice will not last long. Later, after there have been battles and token losses, especially among the Guild and Emperor who are more likely to buy tokens, spice problems lessen.

To alleviate this difficulty, the Bene Tleilaxu can do several things. First, of course, picking up a spice blow can be helpful. Second, use of the starred tokens as advisors will get forces down to the planet free of charge. Since revival requires token loss, the Tleilaxu player should attempt to foment conflicts, possibly (but not exclusively) by initiating them himself. Because of his substantial revival abilities, the Bene Tleilaxu player is able to withstand possible combat losses better than other players while a victory will have the advantage of sending enemy tokens (and leaders) to the tanks.

Two other advantages can help see the Bene Tleilaxu through the red. First, there are the starred tokens that ship down without cost. Second, and especially in the middle and late game, he is often sought as an ally, most frequently by those seeking to replace lost leaders.

The Bene Tleilaxu karama power which allows him to revive anyone's leader for his own use can be quite useful in improving the Tleilaxan battle outcomes. This is particularly true if it can be determined, either from the initial draw or from comparing notes with an ally, that the leader in question is not a traitor.

Losing battles has little effect on the Tleilaxu player. His revival rate of 3 free per turn will quickly replace token losses. Leaders lost in battle can be replaced next turn provided he has the money. These abilities make the Tleilaxu player an excellent assassin. He can afford to use 1 token (usually starred), along with his 1 leader and a weapon card to try to assassinate an enemy leader. The cost to the Tleilaxu player is low: nothing to replace and ship a starred token and a large cost to the losing leader. The major cost would be the loss of the treachery card for losing the battle.

Other players must be careful because the Tleilaxu player can just as easily play a 5 leader and try to win the battle. Even the Atreides never knows which will be tried because the Tleilaxu player is never required to answer truthfully about his leader (unless a karama card is used).

Since the Bene Tleilaxu are primarily a late-game side, they should be effective planners in the early stages. Remember that your chief customers will be those with low revival rates and significant treasuries: the Guild and the Emperor. Thus, your choice of traitors may well belong to those players (if possible) since you will attempt to cause the death of their tokens. Similarly, since you have only 3 starred tokens, you should carefully weigh when and where to ship them in. Because of the limited quantity, they should not be used as a matter of course in every situation as is often the case with the Bene Gesserit.

In the early game, the Bene Tleilaxu should use their initial funds to obtain at least one more treachery card. Remaining funds should be used for transport to collect spice or attack or both. The objective is to gain spice either directly or by causing the death of tokens who must subsequently be revived. Of course, treachery cards like Family Atomics and Weather Control can be used for a similar effect.

The Bene Tleilaxu can be valuable in alliance for any of the players because of your ability to revive dead leaders before all 5 leaders have been lost. From the Tleilaxan point of view, valuable allies are likely to be the enemies of the Emperor or the Guild. Frequently this will mean the Fremens. Alternatively, the Harkonnens or Atrides or Bene Gesserit also make good partners, the former because he makes possibilities for traitors tremendous and the latter two because of their combat talents. Of course, there are no hard-and-fast rules; paired with one of the "moneyed" powers, you need not worry about your spice supply while your ally can depend on always having his best leader.

Overall, this is a good character to choose for those who would like a cross between the treachery of the Harkonnen and the manipulative abilities of the Bene Gesserit.

Bene Tleilax Variant 3 – (boycat)

<http://webspaces.webring.com/people/fa/ahdune/BTvariant.html>

As Scytale, leader of the mysterious Tleilaxu, you control the Axolotl Tanks. Current political upheaval on Dune may allow Tleilaxu plans for ascendancy in the universe to come to fruition earlier than planned...At the very least, new cells will find their way into your Tanks, providing you with profit as well as gholas to do your treacherous bidding.

MAIN LEADER: Scytale (10)

LEADERS: Five Face Dancer leaders, each with value of zero.

HOME PLANET: Tleilax

AT START: 20 tokens in reserve (off planet) & 5 spice

FREE REVIVAL: 3

ADVANTAGES: You control the Axlotl Tanks.

1. Your Face Dancer leaders are not included in the initial traitor draw, and cannot turn traitor.
2. All spice paid for token and leader revival by other players is paid to you.
3. At the end of leader revival you may revive one dead leader per turn to act as your ghola-leader by paying the leader's value in spice to the spice bank. You may not have more than 5 leaders. If you have 5 leaders, you may return any one (a ghola-leader of a face dancer) to the tanks (you collect no spice for this) before reviving another. Normal rules governing leaders apply to ghola-leaders.

ADDITIONAL ADVANTAGES: Starting with the second turn, you may produce spice from the tanks. For each token not revived during revival, you collect 2 spice. ie If you revive no tokens, you collect 6 spice, if you revive 2 tokens you collect 2 spice etc.

ALLIANCE: You may loan out your gholas to your allies in the battle round.

KARAMA: You may play a karama in your battle plan as a Lasegun-Shield combination. You must play a face dancer, cheap hero(ine) or ghola-leader in order to do so. Played against any time except during battle round, causes one Tleilaxu ghola-leader to regain original memory, reverting to his/her original faction or (optional rule) prevents Tleilaxu from reviving tokens and/or producing spice from the tanks, once.

STRATEGY: The Tleilaxu universe is full of paradoxes. For every strength there is a weakness, for every weakness, a strength. How should you spend your initial spice allotment? Treachery cards? Shipping down onto Dune? Save it for creating ghola-leaders? Early turns will bring some leader death, but little spice through token revival. Fortunately death through violence has a way of escalating in a multi-player game of Dune, whether brought about with your own attacks or through political encouragement of bloody battles between other players.

Your ghola-leaders may be weak or strong. They may stay loyal, betray you, or, the ultimate insult, they may regain original memory and revert to their original loyalty. And once a good ghola-leader is dead it may be a long time before his flesh is ready to leave the tanks again...

Face Dancers can lead suicide missions to attack other factions. How satisfying to slay a leader one turn and revive its flesh the next for your own purposes...

Plans within plans, wheels within wheels, paradox inside paradox...the Bene Tleilaxu can be many different things, but not all at the same time...I felt this version permitted the Tleilaxu player to participate more in the game, but still felt a little vanilla when it came to leaders and abilities.

Bene Tleilax Variant 4 – (Elucidus)

<http://boardgamegeek.com/article/2182989#2182989>

LEADERS: Shurfah "Scytale" rai Shedler, Master Face Dancer – 6

Haroun Fadil, Twisted Mentat – 5

Ambassador Zahid, Tleilaxu Emissary – 4

Bijaz, Engineered Dwarf – 2

Rafi Lazhar, Face Dancer – 0

Vilkat Faradi, Face Dancer – 0

If you lose control of Scytale you may not revive leaders for free and must follow the normal Leader Depletion rules (however you may revive Scytale regardless of depletion). All leader revival costs are paid to the Spice Bank (even other players). You may not give cards to other players, you may not set Tleilaxu Traps, nor are you immune to Voice or Truthtrace. You may only declare Traitors against leaders used against you in battle and only your primary traitor may be declared.

UNITS: Four of your units are marked with a star. These are Face Dancer units. At the end of each of your Shipment and Movement Rounds you must declare which (if any) of these units are "face dancing" by turning the token star-side up. A face dancing unit is not considered to be present for purposes of occupancy, battle, control, or collection, but do count for worms, lasegun-shield explosions, and the storm. You may have any combination of regular units, non-face-dancing units, and face-dancing units in a territory. You may not change the face-dancing nature of these units until they are moved or until the end of the next Shipment and Movement Round.

AT START: 8 Tleilaxu in off-planet reserves (on Tleilax)

4 Face Dancer units marked with stars in off-planet reserves (on Tleilax)

10 Spice, 4 Treachery Cards in hand and 2 Traitors.

HOME PLANET: Tleilax

FREE REVIVAL: 3

ADVANTAGES:

1. At the beginning of the game you select two traitors but must select which one is your primary traitor.
2. At the beginning of the game before other players set-up, you may place 1 card face down next to any or all strongholds (1 card per stronghold) as a Tleilaxu Trap. This card must either be a Weapon or a Worthless card. You may also place such a card at the end of any turn in which you control an un-trapped stronghold. The next opponent to ship or move units into a trapped stronghold must select a leader he or she controls and reveals the trap card. If the card is a Weapon, the leader is killed and you gain the usual Spice bounty for the leader. If the card is a Worthless card nothing happens. Regardless, the trap card is discarded. A karama card can cancel and discard a trap with no effect (before it is revealed).

3. At the start of each Treachery round, before bidding eligibility is determined, you may give any or all cards to one or more players, subject to their maximum hand sizes. These players cannot refuse these gifts.
4. You do not need to follow the normal Leader Depletion rules for leader revival and you may do so at no cost. You may revive any Tleilaxu leader in the tanks that was killed during previous turns regardless of which leaders you currently control. You may revive Scytale regardless of depletion during any turn subsequent to being killed.
5. All Spice payments made to revive units or leaders is paid to you.
6. You are immune to the effects of Bene Gesserit use of Voice and to Truthtrance Treachery cards.
7. You may declare Traitors during battles in which you are not participating.
8. During the Shipment and Movement Round you always ship and move last (the Spacing Guild cannot move after you).
9. Instead of reviving a Tleilaxu leader, you may revive a leader belonging to another player as a Ghola at the normal cost (payable to the Spice Bank). This leader is captured and may be used once in battle and may be declared Traitor by the original owner if used against him or her. Once used, the leader is returned to its original owner, provided the leader survived. You may not possess more than 6 leaders between your Tleilaxu leaders and your captured Ghola leaders. You may return to the tanks any Ghola leader at any time (except during battle), but you do not gain the Spice bounty for doing so. A karama card may be used to cancel reviving a Ghola leader and you must either revive a Tleilaxu leader or wait until the next turn.
10. If you choose to ship a single unit from reserves onto Dune, you may do so at no cost and Bene Gesserit may not send a "spiritual advisor" along. A karama card can cancel a shipment in this manner and you must either pay for the shipment (and permit an advisor) or choose to ship elsewhere.
11. You may win by accumulating Spice. If at the end of a turn after collection is complete you have an amount of Spice equal or more than 10 plus 5 Spice for each player (including yourself) then you may lay this amount of Spice in front of your shield and announce that you are on the verge of victory. If you have at least this amount of Spice at the end of the next turn, you have won the game. If not, return the Spice to your shield and continue play. You may spend the displayed Spice normally, but you may not add to it. You do not have to reveal your Spice when you have met the minimum amount, and you may display more than the minimum amount.

ALLIANCE: Your allies need only pay half (round down) to revive units and leaders (still payable to you).

KARAMA: Once per game you may use your Karama Power to kill a leader of your choice other than a Principal Faction Leader (and gain the Spice bounty).

Bene Tleilax Variant 5 – <http://boardgamegeek.com/article/6022928#6022928>

LEADERS: Face Dancer (4)

Face Dancer (3)

Face Dancer (2)

Face Dancer (1)

Face Dancer (0)

HOME PLANET: Tleilax

AT START: 17 regular and 3 starred pink tokens in reserve (off planet)

5 spice

FREE REVIVAL: 3

ADVANTAGES: You control the Tleilaxu Tanks.

1. Your face dancers are not included in the initial traitor draw. When you play a face dancer in battle that you win and kill the opposing leader, you may take the slain leader as your own rather than send it to the ‘tanks’; if your face dancer was not killed you must send it to the ‘tanks’ to do so, (collect its spice).
2. You do not pick a traitor. Rather, whenever one of the four leaders that you drew at the start of the game enters the ‘tanks’, reveal its identity immediately to bring it into your reserves. You may not take it from the ‘tanks’ again when it is killed. You may hold more than 5 leaders and face dancers at once.
3. If all four of the leaders that you pulled in the traitor draw have entered your reserves at least once, then you have achieved the means to proceed with your plan to replace the leadership of all the Houses of the galaxy with your copies; you alone have won the game.
4. All spice paid for token and leader revival by other players is paid to you.
5. You may substitute one of your starred tokens in your reserves for a token being revived from the ‘tanks’ by spice payment (the token they paid spice to you to revive remains in the ‘tanks’ instead). Your starred token enters that player’s reserves. When that player makes shipments you may choose to substitute starred tokens you have in their reserves one-for-one with the token(s) they were attempting to ship to Dune. During their subsequent token movements these may freely accompany their host stack wherever they go, and/or break away from the hosts as your token group movement. During the formulation of battle plans you declare which side your tokens shall fight for; if your ally’s then your tokens must go to the ‘tanks’ regardless of the outcome.

ALLIANCE: Your allies revive for free.

KARAMA: You may use a karama card to draw a leader in the ‘tanks’ to your reserves by sending a face dancer to the ‘tanks’. A karama card can also be used to send all your starred tokens hosting in another player’s reserves and token groups to the ‘tanks’, or to recover one of their leaders from your reserves.

Ix Variants

Ix Variant 1 – (from *HEROES* Vol.1, No.1)

The Ixian Jihad – <http://www.sorvan.com/games/dune/>

AT START: 20 spice, 20 tokens off-board

LEADERS: 2nd Lieutenant-1

1st Lieutenant-1

Captain-2

Major-2

Colonel-3

FREE REVIVAL: 2 tokens

ADVANTAGES: You control production & 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.

OPTIONAL ADVANTAGE: In the revival round, all Ixian leaders sent to the tanks are revived for free (Perhaps this needs to be modified if using the Bene Tleilaxu variant from *The General* Vol. 18, No. 5)

KARAMA POWERS: When played by Ixian player, all Ixian tokens fight at full strength whether or not they are supplied by spice. If also supplied by spice each token counts as 1½ for combat (4 tokens counts 6). When played against Ixian player, it destroys all spice he owns.

ALLIANCES: Allies can take advantage of Ixian movement and spice bonuses.

Ix Variant 2 – (Rick Heli) <http://www.spotlightongames.com/variant/dune/>

CHARACTER IDENTITY: Earl of Ix.

LEADERS: Ambassador – 5

Bronso - 3

Georad – 2

Tagir Mohandis – 2

Implementor - 2

AT START: 1 token in Polar Sink, 19 tokens in off-planet Reserve & 7 spice

FREE REVIVAL: 1 free per turn.

ADVANTAGES:

1. When any player except Ix plays a weapon, defense or Weather Control card, Ix receives 1 spice from the spice bank. When Ix plays such a card, no spice is received.
2. You receive 2 treachery cards initially, instead of the usual one.
3. You may hold up to 5 treachery cards at any time.

ADDITIONAL CHARACTER ADVANTAGES:

1. When you play the Weather Control card, you have two options. You may use it as described on the Player Aid Pad *or* you may place (not move) the storm into any territory you desire.
2. In combat, your computational abilities give you an added advantage. You may request of your opponent the number he has dialed on the Battle Wheel; your opponent must answer truthfully. If this power is used in conjunction with the Voice and/or prescience, it must follow the uses of those powers.
3. Your armies are always supplied for combat. You need not expend spice to do so.

REGULAR KARAMA POWERS: Prevents Ix from placing Storm freely *or* forces Ix to pay spice to supply his units in combat.

SPECIAL KARAMA POWERS: Allows Ix to play a karama card as a Projectile, Shield, Poison, Snooper or Lasegun card and not declare which until both Battle Wheels have been revealed, once.

ALLIANCE: Your allies may use your Computational Abilities in battle.

STRATEGY: The technology peddlers of Dune start with only 7 spice. After purchase of a treachery card, probably not much will remain. Nor does Ix have the ability to ship free as the Bene Gesserit or Bene Tleilaxu do. Thus, spice supply becomes a primary consideration.

One of Ix's chief sources of income is the play of certain treachery cards in battle. Thus, it is in Ix's interest to encourage combat as much as possible. Helpful advice to other players during the Movement Phase can prove quite profitable.

A second, more obvious technique is to collect on spice blows. True, this often requires combat, but here you have several advantages. First, you will probably have more treachery cards than your opponent (Harkonnen excepted) since initially you have two and can hold five. Second, you will know the number he dialed, often a good indicator of your opponent's entire battle plan. Third, you are always supplied for combat and thus needn't expend additional spice. And fourth, you stand to gain spice from the death of leaders as well as the use of cards that provide you with spice.

Your karama card power, which allows you to decide what weapon or defense it represents *after* the battle, is perhaps the most effective of all the karama powers. It can completely turn the battle around and often is a game-winning ploy.

You will often be sought as an ally, even if you are spice-poor or have many tokens in the tanks. Most frequently, Ix's allies are powers that lack combat abilities, but have sizeable spice supplies, e.g. the Emperor and the Guild. This is because Ix, like the Atreides and Bene Gesserit, have an effective combat ability that translates to your allies.

However, it is still a good idea to avoid squandering spice in useless activities, for it will quickly be depleted. Because your armies need no spice for supply, you will discover a dangerous tendency to dial higher than you need to in combat. This leads to the second potential problem: having too many tokens in the tanks. With Ix's slow revival rate and possible spice shortage, this is a very difficult predicament.

Ix Variant 3 - <http://boardgamegeek.com/article/6022928#6022928> & (boycat) <http://webspace.webring.com/people/fa/ahdune/IXvariant.html>

LEADERS: Inquisitor – 10

Vizier – 5

Bronso – 4

Bator – 3

Levenbreche - 2

Balturn – 1

HOME PLANET: Ix

AT START: 20 gray-green tokens in reserve (off-planet) & 5 spice

FREE REVIVAL: 1

ADVANTAGES: You control the illegal distribution of technology.

1. When you win a card during the bidding round you may force another player to take it before bidding starts on the next.
2. In a battle you have won you may retrieve a treachery card off your opponent's battle wheel. Subject to hand limit.
3. Spice spent supporting troops in battles not involving your tokens is paid to you. You may not claim spice from lasegun-shield explosions or if a traitor is revealed.

ALLIANCE: When either you or your ally takes a card during bidding, it may be passed to an ally, and the receiver may give one back in exchange. Subject to hand limit.

KARAMA: You may play a karama card as any other treachery card. If in a battle, unless 'voiced' not to, include the karama with your plan and announce the identity of the card only after the revelation of plans, (the identity cannot contradict the rules of battle, the voice, a truthtrance question, or prescience information). You may play a karama in the shipping segment of your move to build a no ship. You may then make an extra shipment. Payment for this goes to the bank, not the Guild. A karama card may be used against you to cancel your advantages no.1 and no.2 or your alliance power.

STRATEGY: You have the ability to sell sought after weapons on the black market or offload worthless technology into the hands of your opponents. Additional income is to be had by fomenting battles between other players. A disadvantage is your weak array of leaders, however, weak leaders are seldom considered for traitorous purposes.

Ix Variant 4 – <http://www.sorvan.com/games/dune/>

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 ½ for combat (4 tokens counts 6).

Lansraad Variants

Lansraad Variant 1 – (Kenneth Burke in *The General* Vol. 26, No. 1.)

The Lansraad Maneuver - <http://www.sorvan.com/games/dune/>

LEADERS: Baron Moat – 6

Earl Viaconte – 5

Administrator – 3

Commissioner – 2

Representative – 1

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)

1. During a turn, you may use your power of Influence during the revival/movement. or the battle round.
 - 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 map board during the round.
 - b. In the 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 (although a third player may be allied to both). Allies may make use of the Lansraad "Optional Advantage" of restricting territories; the same conditions as to who may be affected is imposed.

DISADVANTAGES:

1. You cannot make use of your power of Influence in both the revival/movement *and* combat rounds of the same turn (unless able to play a karama card, to be described later).

2. You have no power of Influence over the Fremen player, nor may you ever ally with the Fremen player.

OPTIONAL ADVANTAGE: 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 Fremen 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: When played against the Lansraad player, this prevents him from using his power of Influence or optional "restriction" once. The card would be played right after the Lansraad ordered a player to hold in place or declared a territory restricted

SPECIAL KARAMA POWER: the Lansraad player may use a karama card once during the game to use his power of Influence during 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 Fremen) are its bad ones. If you decide to start a seven-player game with a sietch invasion, I advise against invading any Fremen 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-Fremen 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.

I think experienced players will find including the Lansraad into their games of *DUNE* spices things up. Not that the standard game is boring-far from it. But the Lansraad will force all to rethink old strategies. One last note: If future factions to play in *DUNE* are created, the Lansraad may or may not have Influence over them. A power like the Gholas (*The General*, Vol. 18, No. 5) or the Ixians (*Heroes*, Vol. 1, No. 1)--something from *outside* the Imperium-would hardly be much influenced by the August body, or honor their "restricted" notices. On the other hand, anything that is created to reflect some group from within the Imperium will.

Lansraad Variant 2 – <http://boardgamegeek.com/article/6022928#6022928>

LEADERS: Baron Moat Peter – 6

Earl Viaconte Louis – 6

Administrator Stewie – 4

Commissioner Brian – 3

Representative Meg – 1

HOME PLANET: Embassy on Kaitain

FREE REVIVAL: 1

AT START: 20 purple tokens in reserve & 10 spice

ADVANTAGE: You maintain order in the galaxy.

1. Each turn after the Spice Blow phase, you may place your stronghold marker showing its “*Occupation*” side into any stronghold; during your move your tokens may enter that stronghold even if two other non-coexisting factions already occupy it. You may not co-occupy a territory with your ally. Resolve the battle as if a rock territory.
2. You are always informed of the amount of spice being passed between players.
3. Each turn check which faction is to act first in storm order; Emperor, Guild, Bene Tleilaxu, or Ix; you collect the 1/2 of spice paid for their special power that otherwise would have gone to the spice bank.

ALLIANCE: When placing your stronghold marker, select its “*Alliance*” side; all factions (including allies) may occupy that stronghold. Combat is resolved as a Lansraad Battle. Allies co-occupying a stronghold where your marker no longer remains are treated as one faction until the movement round. After each ally moves, any tokens they have remaining in the stronghold are sent to the ‘tanks’ if another of their ally’s non-coexisting token(s) still remain.

KARAMA: To divert to yourself all the spice revenue of one transaction just made. All spice bribes made from one player to another one player in the same round are considered as one transaction. A player may use a karama card during their movement to flip your stronghold marker to its alliance side.

LANSRAAD VARIANT 3 – (boycat)

<http://webspaces.webring.com/people/fa/ahdune/LRvariant.html>

MAIN LEADER: Speaker – 10

LEADERS: Baron Moat – 4

Earl Viaconte – 4

Administrator – 3

Commissioner – 2

Representative – 1

HOME PLANET: Embassy on Kaitain

AT START: 20 purple tokens in reserve (off-planet) & 5 spice

FREE REVIVAL: 2

ADVANTAGES: You have access to CHOAM profits and enforce the Great Convention

1. You may take a 1 spice fee when spice is paid to the bank by the Emperor for bidding, the Guild for shipping, and Tleilaxu for token/leader revival. (Optional rule: if a player passes spice to another player who is not an ally, they must pay a 1 spice fee to you).
2. At the start of the battle round you determine player order (it is not determined by the storm). Irrespective of the player order you determine, you always gain the advantage in battles that are tied.

ADDITIONAL ADVANTAGES:

1. Each turn you determine the flow of spice for strongholds, announced at the start of the movement round. You may increase or decrease the setting one step. Spice flow starts at 2 for cities, 1 for Tuek's sietch and 0 for the other sietches (2:1:0) and can range from 1:0:0 to 2:1:0 to 3:2:1 to 4:3:2. Use a paper clip on your player aid pad to keep track of the spice flow setting.
2. You may take 1 spice when spice is paid to the bank in battles involving Ix.

ALLIANCE: Allies win battles that they are tied in irrespective of player order.

KARAMA: You may play a karama at the start of the movement round to determine the order of movement instead of following the storm-determined order (this does not affect the Guild if playing advanced rules, they may take their movement when they want). A karama card may be played to prevent the Lansraad from determining player order in the battle round, it is determined by the movement order OR (optional) you may use a karama to change the Spice Flow as you wish.

STRATEGY: You are generally wealthier at the start of the game, so should concentrate on purchasing treachery cards and shipping into strategic positions on the planet. Careful manipulation of the combat order may swing vital battles in your favor. In the advanced game you can alter the spice flow to the detriment of enemies or the benefit of allies. Careful economic management is advisable, as later turns may find CHOAM contracts being cancelled during the turbulent Nexus.