



**AT START:** 6 Forces (3 Cyborgs and 3 Suboids) in the Hidden Mobile Stronghold; and 14 forces (4 Cyborgs and 10 Suboids) in reserves (off planet).

Start with 10 spice.

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

### ADVANTAGES

**POCKET CARDS:** At the start of Starting Treachery Card before Treachery Cards are drawn, draw one card for each faction in the game. Choose one card to keep as your starting Treachery Card. Shuffle the remaining starting Treachery Cards; players draw their starting cards from this pile instead of the Treachery Deck.

**DEPLOY HMS:** After *SETUP-FIRST STORM* Place your Hidden Mobile Stronghold token on the Map by pointing it at a Sector in any non-stronghold Territory.

**\*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 seven starred Forces, Cyborgs, have a special fighting capability. They are worth two normal Forces in battle and in taking losses.

Each Cyborg costs 3 spice to revive. They are treated as one Force in revival and you may revive multiple Cyborgs per turn (within revival limits).

During your movement action you may Move your Cyborgs two territories instead of one.

During Spice Collection Phase- Collection Rate, Cyborgs can collect 3 spice instead of 2.

**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. After battle losses are calculated, any of your surviving Suboid Forces in that Territory can be exchanged for Cyborgs you lost in that battle. During your movement action you may Move your Suboids two territories instead of one when accompanied by at least one Cyborg.



CYBORG



SUBOID

*Advantages continued  
on reverse*

When a rule describing an ability has an \* before or after it this indicates a Karama card may be used to cancel this ability.  
The faction whose ability is cancelled may recalculate and retake that same action (ex: revival, shipment, movement) without the ability.

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**MANUFACTURING PLANT:** Free Revival may be used to revive either Suboids and/or Cyborgs.

**HIDDEN MOBILE STRONGHOLD:**

This token counts as a Territory within the Territory and Sector it is pointing to. This Territory is a Stronghold.

**MOBILE ARMY STRONGHOLD HAJR:** During Mentat Pause Phase- War Continues as long as you have one or more Forces occupying it, you may move your Hidden Mobile Stronghold up to 3 territories (NOT into, out of or through the storm) pointing at a Sector in any non-stronghold Territory.★

**HARVESTER:** Once per Phase when your Hidden Mobile Stronghold moves into, from, or through a Territory whose Sector contains spice, you may immediately collect 2 spice for each of your Forces in your stronghold.

**HOME FIELD ADVANTAGE:** No other faction may ship Forces directly into your Hidden Mobile Stronghold, or move it if they take control.

### ALLIANCE

Once per Turn during the Bidding Phase, after your ally Buys a face down Treachery Card, they may use the *TECHNOLOGY* ability.★

### ADVANCED GAME ADVANTAGES

**TECHNOLOGY:** Once per Turn during the Bidding Phase after you buy a face down Treachery Card, you may immediately discard it and draw the top card from the deck.★

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

**KARAMA:** Once per game, during the Shipment and Movement Phase, you may use a Karama Card to move the Hidden Mobile Stronghold 2 territories as a part of your Shipment and Movement Actions, as well as make your normal Shipment and Movement.