

D U N E

IMPERIUM

BLOODLINES



GAME COMPONENTS



32 Imperium Deck cards

5 used only with the CHOAM Module
2 used only with the Tech Module



9 Leaders

1 used only with the Tech Module



18 Intrigue cards

1 used only with the CHOAM Module
2 used only with the Tech Module



The Emperor's Sardaukar forces are among the strongest fighters in the Known Universe, and as ruthless as they are loyal. But that loyalty can be purchased from the Emperor for the right price...



2 Conflict cards

1 Conflict I
1 Conflict II



Sardaukar Commanders

7 plastic, 7 wood

Use only the type you prefer



14 Sardaukar Commander Skills

LEADER-SPECIFIC COMPONENTS



10 Navigation cards

for Steersman Y'rkoon



Tuek's Sietch board space

for Esmar Tuek



Tactics token

for Chani



12 Twisted Intrigue cards

for Piter De Vries
each marked with his image



To play with the Tech Module, see the additional components and rules listed on pages 6-7.

CHOAM MODULE



If you are using the CHOAM Module from *DUNE: IMPERIUM – UPRISING*, include these components in your setup.



5 Imperium cards
shuffle into the Imperium deck



8 Contract tokens
shuffle into the existing contracts



Coercive Negotiation
shuffle into the Intrigue deck



The **Earn any Alliance** contract is completed when you next take a new Alliance token (that you don't already have).

You can't take the new **Immediate** contract unless you have an Intrigue card to trash.

SETUP

When playing with *BLOODLINES*, these steps modify and add to the setup of *DUNE: IMPERIUM — UPRISING*.

1 Take the 7 Sardaukar Commanders you prefer, either the wood or the plastic. (Do not use both; they are meant to be limited).

Place five of them on the game board, one on each of the following spaces: Sardaukar, Dutiful Service, Deliver Supplies, High Council, and Gather Support. Leave room on each space for an Agent to be placed there during the game.

If you are playing a four-player game, place a sixth Sardaukar Commander on the Assembly Hall space. (Otherwise, return it to the box.)

Place the final Sardaukar Commander in the bank. (It is used with the Imperium card *Sardaukar Standard*.)

2 Shuffle the 14 Sardaukar Commander Skills face down and place the stack near the game board. From it, deal four face up.



3 Add the new Conflict cards to those you already have.

Although you will select at random from more cards, you still create your Conflict Deck in the same way: you should have a 10-card deck with **one Conflict I card** on top, **five Conflict II cards** below it, then **four Conflict III cards** on the bottom.

Return the unused Conflict cards to the game box without looking at them.



4 Add the other new cards to those you already have:

Shuffle the 15 Intrigue cards into the Intrigue Deck.



Shuffle the 25 Imperium cards into the Imperium Deck (before forming the Imperium Row).



Add the 8 new Leaders to those you already have. When taking Leaders, players may choose any combination of new or existing Leaders.



For games with one or two players, see the additional components and rules on pages 8-9.

For six-player games, see the additional rules on page 10.

When playing *BLOODLINES* with *DUNE: IMPERIUM*:



In step 1, place the five Sardaukar Commanders on Conspire, Wealth, Foldspace, High Council, and Rally Troops. With four players, place the sixth on Hall of Oratory.

In step 2, exclude the two “Fierce” Sardaukar Commander Skills.

Skip step 3; do not add the new Conflict cards.

In step 4, exclude all the CHOAM Module components, as well as:

- 5 Intrigue cards:** False Orders, Grasp Arrakis, Insider Information, Ripples in the Sand, Sleeper Unit
- 7 Imperium cards:** Arrakis Observer, Eliminate Allies, Holy War, Intelligence Training (2), Pointing the Way, Shrouded Counsel
- 3 Leader cards:** Count Hasimir Fenring, Gaius Helen Mohiam, Liet Kynes

If a player uses the Steersman Y’rkoon leader, exclude the Navigation card that places or recalls a Spy.

SARDAUKAR COMMANDERS

BLOODLINES allows players to recruit a new type of unit: the Emperor's powerful Sardaukar Commanders.

USING SARDAUKAR COMMANDERS

During one of your turns, if you send an Agent to a board space that has a Sardaukar Commander, you may spend 2 Solari to **acquire** and then immediately **recruit** that Sardaukar Commander. (This is an effect of the space: you may spend 2 Solari for a Sardaukar Commander in any order you choose along with other board space and card effects.)

Whenever you **acquire** a Sardaukar Commander, you gain a Sardaukar Commander Skill. Choose one of the face-up options and put it in your supply (visible to all players). You cannot choose a copy of a Sardaukar Commander Skill already in your supply. After taking your choice, deal a new one from the stack to replace it.

Whenever you **recruit** a Sardaukar Commander, you use it in most ways like any other unit:

- You may place it in your garrison or, if you sent an Agent to a Combat space this turn, deploy it to the Conflict.
 - Later, if it is in your garrison when you send an Agent to a Combat space, it can be one of the “up to two” units you deploy from your garrison.
- It is a “troop” that's worth 2 strength in the Conflict.
- When combat is resolved and rewards have been given, it returns to your supply.



It's Amani's Agent turn, and she sends an Agent to Dutiful Service. Along with the other effects of her turn, she pays 2 Solari to acquire and recruit the Sardaukar Commander from Dutiful Service. She chooses a Sardaukar Commander Skill, Driven, and places it in her supply. Dutiful Service is not a Combat space, so she places the Sardaukar Commander in her garrison.



On her next Agent turn, Amani sends an Agent to Gather Support. She pays another 2 Solari to acquire and recruit the Sardaukar Commander there. She cannot choose a second Driven as her new Sardaukar Commander Skill because she already has one, so she takes Canny. Again, she places her new Sardaukar Commander in her garrison.

On a later Agent turn, Amani sends an Agent to Arrakeen. She deploys to the Conflict the troop recruited by that space, plus the two Sardaukar Commanders from her garrison.

You cannot recruit a Sardaukar Commander from your supply by normal means. Instead, once per turn (Agent or Reveal), you may **pay 2 Solari to recruit one Sardaukar Commander** from your supply, moving it to your garrison (or to the Conflict, if you sent an Agent to a Combat space this turn). You do not choose another Sardaukar Commander Skill at this time (because you are not **acquiring** the Sardaukar Commander).

*It's Brennen's Agent turn, and he sends an Agent to Deliver Supplies. He pays 2 Solari to recruit the Sardaukar Commander from that space, and takes a Sardaukar Commander Skill. He also has two other Sardaukar Commanders in his supply. He decides to pay another 2 Solari to recruit one of them. (He can't pay 4 Solari to recruit both, because you can only recruit one Sardaukar Commander from your supply each turn.) He does not take another Sardaukar Commander Skill, because he is not **acquiring** the Sardaukar Commander from his supply.*

SARDAUKAR COMMANDER SKILLS

While you have any number of Sardaukar Commanders in the Conflict, the effects of **all** your Sardaukar Commander Skills are active. Each one either gives you a bonus when taking your Reveal turn, or additional strength when resolving combat. Each one works only once each round, even if you have more than one Sardaukar Commander in the Conflict.

When Amani's Reveal turn comes, she gains 1 spice from Driven. (Not 2, even though she has two Sardaukar Commanders in the Conflict.)

During the Combat phase, Amani plays an Intrigue card, Go to Ground. She may retreat either or both of her Sardaukar Commanders (because they are “troops”). If she retreats them both, however, she will no longer have any Sardaukar Commanders in the Conflict, and so will not get any extra strength from Canny.



OTHER NEW GAMEPLAY



SPY WITH DEEP COVER

This icon allows you to place a Spy using the normal rules. However, you also have the option to ignore any opponents' Spies when you place it. (You can't place the Spy where you already have a Spy of your own.)

When you play Arrakis Observer during your Agent turn, you may discard a card to place a Spy: either on an unoccupied observation post, or one occupied by any opponents' Spies (but not your own).



COMMAND

Several Imperium cards include “Command (6+)” in their Reveal box. In a Reveal turn, you use the effect that follows if you generate 6 Persuasion or more.

When you reveal I Believe, if you generate 6 Persuasion or more during that Reveal turn (including the 1 on I Believe itself), you recruit two troops. (Without some means to deploy them to the Conflict, you will have to place them in your garrison.)



COMBAT



This icon (which previously appeared in the IMMORTALITY expansion) allows you to deploy troops to the Conflict as though you'd sent an Agent to a Combat space: you may deploy any units you recruit this turn and up to two more from your garrison. Even if you have two or more of this icon during your turn, you may deploy no more than two units from your garrison.

When you reveal Disruption Tactics, if you choose to trash it, you may deploy up to two units from your garrison to the Conflict. If you recruit any troops during this Reveal turn, such as with I Believe in the previous example, you may deploy those as well.



WILD BATTLE ICON



In *DUNE: IMPERIUM – UPRISING*, there was only one wild battle icon available, so the rules stated that during the Endgame, you would match it with one of the three other battle icons in your supply. *BLOODLINES* adds more wild battle icons, requiring clarification:

During the Endgame, you may match a wild battle icon with any other battle icon in your supply—one of the three standard battle icons, or a second wild battle icon. Flip the matching pair of cards face down and gain 1 Victory Point.

When the game ends, Steve has both Propaganda and Storms in the South in his supply. He may pair them with each other to gain 1 Victory Point, or each with its own standard battle icon to gain 1 Victory Point for each.



TECH MODULE

BLOODLINES comes with a mini-expansion called the Tech Module, providing access to Ixian technology and machines. You may use it with or without the CHOAM Module from *DUNE: IMPERIUM — UPRISING*, or with *DUNE: IMPERIUM*.

COMPONENTS



Ixian Embassy board



**2 Imperium cards,
2 Intrigue cards, and
Kota Odax of Ix**

The additional cards show this symbol.



18 Tech tiles

Used in a solo game only
(see pages 8-9)



**4 House Hagal cards
and 1 Rival card**

SETUP

Modify your setup as follows:

A Place the Ixian Embassy board next to the game board.

Shuffle the 18 Tech tiles face down, then divide them into three stacks of 6 tiles. Place the stacks on the three spaces of the Ixian Embassy board, then turn the top tile in each stack face up.

In some cases, you may need to exclude certain Tech tiles before shuffling. Divide your three stacks as evenly as possible.

If you are playing without the CHOAM Module, exclude CHOAM Transports.

If you are playing with the original *DUNE: IMPERIUM* rather than *UPRISING*, exclude Advanced Data Analysis, Forbidden Weapons, Ornithopter Fleet, Panopticon, and Spy Drones.



B Shuffle the two additional Intrigue cards into your Intrigue Deck.



C Shuffle the two additional Imperium cards into your Imperium Deck.



D A player has the option to choose *Kota Odax of Ix* as their Leader.



ACQUIRING TECH TILES



The **Acquire Tech** icon is the only way to acquire a Tech tile. The primary way of doing this is shown on the top of the Ixian Embassy board: during a turn in which you send an Agent to a board space, you may acquire **one** Tech tile. There is no limit to the number of Tech tiles a player may have.

To acquire a Tech tile, choose a face-up tile on top of any of the three stacks, pay the cost in spice shown, then put the tile in your supply (visible to all players). Finally, turn the next tile in the stack face up. (If a stack is emptied, then for the rest of the game, there will simply be fewer choices available when acquiring a Tech tile.)

There are two means of reducing the cost of a Tech tile, though the cost can never be less than 0.

Ixian Embassy board. The Ixian Embassy board offers a discount: if you have a High Council seat, each Tech tile costs you 1 less spice.

Tech Discount. This icon appears on some cards. It allows you to acquire a single Tech tile at a discount of 1 spice. You may combine this discount with your discount from the Ixian Embassy board for having a High Council seat. (But you can't combine the discounts from two or more of these icons.)



It's Brennen's Agent turn, and he sends an Agent to High Council (paying the required 5 Solari). He places his Councilor token on a Council seat. High Council is a board space, so Brennen can use the Ixian Embassy to acquire a Tech tile. Because he now has a High Council seat, the Tech tile costs him 1 less Spice. He pays 1 spice to acquire Glowglobes and places the tile in his supply. It immediately lets him gain one Influence of his choice. For the rest of the game, he will be able to look at the top card of his deck at any time.



TECH TILE ANATOMY



A Spice Cost

B Name

C Acquire effect

You gain this effect one time, when you acquire the tile. Not all tiles have one.

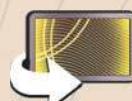
D Ability

E Rival Tech tile
(next to expansion icon)

A Rival in a solo game can acquire this. See page 9 for details.

USING TECH TILES

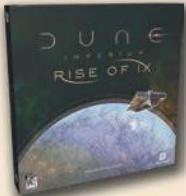
Tech tiles have a variety of abilities that work at different times in the game: during your Reveal turn, when you win a Conflict, at the end of the game, and more.



An ability with this icon is used during one of your turns, and can be used only **once per round** of the game. When you use such a Tech tile, flip it face down to mark its use. At the start of the next round (during Phase 1: Round Start), return it to its face-up side to show you can use it again.

Combining the Tech Module with *RISE OF IX*

During setup, you can combine the Tech Module with the *RISE OF IX* expansion for more Tech tiles. Divide all shuffled Tech tiles as evenly as possible into three larger stacks.



To use only the Tech tiles from *RISE OF IX* (with no other parts of that expansion), exclude Detonation Devices and Troop Transports. Shuffle the other 16 Tech tiles with those from *BLOODLINES*.

To use **all** of the *RISE OF IX* expansion, do not use the Ixian Embassy board from *BLOODLINES*.

Instead, place your three Tech tile stacks on the Ix board as usual. (You can use Tech Negotiation for discounts, but there is no Ixian Embassy discount for having a High Council seat.)

If you are using the entire *RISE OF IX* expansion, you won't be able to place two of the Sardaukar Commanders during setup, because the CHOAM board overlay will cover their spaces. Instead, place one Sardaukar Commander on Dreadnought. If you are playing a four-player game, place the other on Tech Negotiation (otherwise, return it to the box).

ADDITIONS TO SOLO & TWO-PLAYER GAMES

New rules govern how Rivals in a solo or two-player game interact with elements of *BLOODLINES*.

If you're playing with the Tech Module in a solo game, the rules on the next page explain how a Rival can acquire Tech tiles. If you're playing a two-player game, or are not using the Tech Module, then you may ignore the next page; everything you will need to know is on this page.

SETUP

The new Rival cards add more options to those from *DUNE: IMPERIUM — UPRISING*.

You may use *Kota Odax of Ix* only if you are playing a solo game and using the Tech Module.

The 6 new House Hagal cards are shuffled into the House Hagal deck—but they are used only in specific cases:

Use the 2 *Tuek's Sietch* cards only if a player is using the *Esmar Tuek* Leader. (These cards give Rivals access to that board space.)

Use the 4 *Acquire Tech* cards only if you are playing a solo game and using the Tech Module. (However, do not use them if you are using the *RISE OF IX* expansion.)

CLARIFICATIONS



When a Rival places a Spy with Deep Cover, it places the Spy on a Faction observation post of the first available Faction on its Faction priority list (ignoring any opponents' Spies).

When a Rival must move a Spy, it treats it as though it were placing a new Spy according to its priority list (on the first possible observation post other than the one it must move from). If all other Faction observation posts are full, the Spy is lost.

When a Rival must lose a troop, it will always choose to lose a regular troop before losing a Sardaukar Commander, and will lose that troop from the garrison (if possible) before losing it from the Conflict.

ADDITIONAL GAME COMPONENTS



6 House Hagal cards

4 used only with the Tech Module



6 Rival cards

1 used only with the Tech Module

SARDAUKAR COMMANDERS

A Rival will not acquire Sardaukar Commanders from the game board until it first gains its Swordmaster. Once it has a Swordmaster, the Rival's behavior depends on whether you are using the "Streamlined Rivals" game variant for two players (described on page 4 of the Rivals rules supplement in *UPRISING*).



If you are using Streamlined Rivals:

- When a Rival sends an Agent to a board space that has a Sardaukar Commander, it removes that Sardaukar Commander from the game board. (Return it to the box.)

If you are NOT using Streamlined Rivals:

- When a Rival sends an Agent to a board space that has a Sardaukar Commander, if it has at least 2 Solari, it will spend 2 Solari to acquire and recruit the Sardaukar Commander.
- Whenever a Rival can deploy troops to the Conflict, it will always deploy a Sardaukar Commander before a regular troop.
- Rivals never gain Sardaukar Commander Skills. Instead, each of their Sardaukar Commanders is worth 4 strength in the Conflict. However, at the end of a Conflict, a Rival returns all their Sardaukar Commanders in the Conflict to the game box (not to be used again this game).

When playing *BLOODLINES* with *DUNE: IMPERIUM*, Rival cards are not used. Instead, two of the new Leaders can be played by a Rival in a solo game:



Esmar Tuek — Do not place *Tuek's Sietch*. (A player is not using the Leader.) When this Rival activates his Signet Ring, he always chooses to take a bonus spice, from the space with the most bonus spice (or total spice if tied). If no spaces have bonus spice, ignore his Signet Ring.

Piter De Vries — Use his Signet Ring normally.

For Sardaukar Commanders: during a solo game, a Rival behaves as though you are "NOT using Streamlined Rivals" (above); during a two-player game, a Rival uses the "Streamlined Rivals" rules (whether it has gained its Swordmaster or not).

SOLO GAME RIVALS AND THE TECH MODULE

When using the Tech Module in a solo game, a Rival can acquire Tech tiles—but only those that are marked with a small House Hagal icon in the lower right corner (near the *BLOODLINES* expansion icon). If at **any time** there are no face-up Tech tiles with that mark on any of the stacks, trash the tile from the largest stack and reveal a new one. (If multiple stacks are tied for the largest, trash the tile from the topmost stack.)



A Rival will ignore Tech tiles until it first gains its Swordmaster. Once it has a Swordmaster, it begins to hoard spice for Tech tiles; it will not spend 7 spice for a Victory Point unless the current Conflict card is a Conflict III card.

When the *Acquire Tech* House Hagal card is revealed for a Rival's Agent turn, it acquires the most expensive Tech tile it can, at a 1 spice discount. (In the case of a tie, it chooses the Tech tile from the topmost stack on the Ixian Embassy board.) *Kota Odax of Ix* can also acquire tech in the same way, using her Signet Ring.

When a Rival acquires a Tech tile, it generally works the same as it would for a normal player. Some Tech tiles, however, require specific guidance or clarification:

Delivery Bay — A Rival ignores the Acquire effect.

Delivery Bay, Panopticon, Training Depot — A Rival gains the Reveal turn effects immediately after completing their final Agent turn each round. For the tiles requiring Command, they always get the Command bonus.

Gene-Locked Vault, Glowglobes, Self-Destroying Messages, Servo- Receivers — A Rival uses *only* the Acquire effects. (For Gene-Locked Vault, it chooses to draw an Intrigue card.)

Rapid Dropships — A Rival will flip this the first time it sends an Agent to a non-Combat space in a round.

Spy Drones — A Rival will flip this during its turn at the first opportunity each round, including immediately when it acquires the tile. It gains 1 Solari when it flips the tile (ignoring the trash effect).

In a **two-player game**, your Rival ignores Tech tiles completely. None of these Tech tiles rules apply.



Solo game including *RISE OF IX*

Use the appropriate House Hagal cards from *Rise of IX* to determine when a Rival will acquire Tech tiles. Remember, a Rival will ignore Tech tiles if it doesn't yet have a Swordmaster.



ADDITIONS TO SIX-PLAYER GAMES

These modifications allow for a six-player game using *DUNE: IMPERIUM — UPRISING*.



SETUP

Place five Sardaukar Commanders on the game board, one on each of the following spaces: Military Support, Deliver Supplies, High Council, Assembly Hall, and Gather Support. Place the sixth Sardaukar Commander on the Sardaukar space on the Emperor board. Place the final Sardaukar Commander in the bank, as usual.

Exclude the two “Fierce” Sardaukar Commander Skills.

Because of her unusual interaction with sandworms, **Liet Kynes** is not recommended for a six-player game. Otherwise, Allies may select any combination of new or existing Leaders.

Recommended Allies of Muad'Dib:

Chani
Duncan Idaho
Esmar Tuek

Recommended Allies of Shaddam Corrino IV:

Count Hasimir Fenring
Gaius Helen Mohiam
Piter De Vries

Leaders Who Could Be on Either Side:

Steersman Y'rkoon
Kota Odax of Ix



SARDAUKAR COMMANDERS

Muad'Dib's team can't acquire or recruit Sardaukar Commanders. Instead, when Muad'Dib or one of his Allies sends an Agent to a board space with a Sardaukar Commander, they may spend **2 spice** (not 2 Solari) to draw an Intrigue card and then remove that Sardaukar Commander from the game, returning it to the box. They gain nothing from trashing **Sardaukar Standard**.

When Shaddam acquires a Sardaukar Commander, it is recruited for his activated Ally. That Ally chooses a Sardaukar Commander Skill for their supply. The Sardaukar Commander belongs to that Ally from then on. Later, when it returns to their supply, the Ally must pay to recruit it on one of their turns; Shaddam can't pay to recruit it.

CLARIFICATIONS

A team's Commander can only earn the Alliance token from their personal board; that is the only way they can complete the “Earn Any Alliance” contract.

When using the Tech Module:

Ornithopter Fleet — Because a Commander can't take any Conflict cards into their supply, they will have no battle icons for this Tech tile to affect.

Plasteel Blades, Sardaukar High Command — The Muad'Dib team can acquire these Tech tiles. (They benefit from the Acquire effects.) If Shaddam has either of these tiles, he can use it only when acquiring a Sardaukar Commander (because after that, it will belong to his activated Ally).

CREDITS

DIRE WOLF DIGITAL

Game Design and Development

Paul Dennen,
Phil Amylon, Andy Clautice, Caleb Vance

Executive Producer

Scott Martins

Art Direction

Clay Brooks, Nate Storm

Graphic Design

Leah Falin, Julianne Stone

Card Illustration

Derek Herring, Kenan Jackson, Raul Ramos

Production

Evan Lorentz

Additional Game Development

Corey Burkhart, Justin Cohen, Kevin Spak, Jay Treat

GALE FORCE 9

Producer & Brand Manager

Joe LeFavi

Genuine Entertainment

Co-Producer

John-Paul Brisigotti

Special thanks to all those involved in the creation of this game:

Brian Herbert, Kevin J. Anderson, Byron Merritt, and the Herbert Properties, LLC

Our partners at Legendary Entertainment

All of the awesome Dire Wolf Digital team members, and their friends and families,
who helped to playtest *DUNE: IMPERIUM*.

And Frank Herbert, author and creator of the *Dune* Universe,
whose singular vision and imagination have inspired us all.



www.direwolfdigital.com

/direwolfdigital

@direwolfdigital



Published by: Dire Wolf Digital

© 2024 Dire Wolf Digital, Inc. All rights reserved.

DUNE: IMPERIUM — UPRISING is published under license from Gale Force Nine, a Battlefront Group company.

DUNE © 2024 Legendary. All rights reserved.

ICON GUIDE AND TERMS



Acquire Tech — You may acquire **one** face-up Tech tile from the top of any stack on the Ixian Embassy board. Pay its spice cost, put it in your supply, then reveal the next tile in the stack. (The Ixian Embassy board gives you this option each time you send an Agent to a board space.)



This version of the Acquire Tech icon gives you a discount of 1 spice.



Bloodlines — This icon appears on the lower right corner of components in this expansion. It is purely for reference.

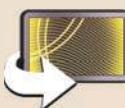


Combat — You may deploy troops to the Conflict this turn as though you'd sent your Agent to a Combat space.



Command (6+) — You may use this effect only in a Reveal turn in which you generate 6 Persuasion or more.

Discard a card of your choice from your hand. (For this and any other time you're directed to discard a card, it cannot be an Intrigue card, unless specified.)



Flip this Tech tile face down to use its ability. Turn it face up at the start of the next round. (You may only use it once per round.)



Rival Tech Tile — Used only in a solo game including the Tech Module, this marks a Tech tile that a Rival can acquire. See page 9 for details.



Spy with Deep Cover — Place one Spy; you have the option to ignore any opponents' Spies when you place it.



Tech Module — This marks a card used only in a game including the Tech Module. See pages 6-7 for details.



Trash an Intrigue card of your choice from your hand.



Twisted Intrigue — This marks an Intrigue card used only when playing the Piter De Vries Leader.

CLARIFICATIONS

Chani — During setup, place the Tactics token on the track printed on the Leader, in the space corresponding to the number of players. When the token reaches the rightmost space, reset it by returning it to the space you started on.

If you lose or retreat enough troops that you would pass the end of the Tactics track, you still reset at the starting space (and do not advance for those extra troops).

Count Hasimir Fenring — You do not gain Solari when trashing an Intrigue card.

Esmar Tuek — During setup, place the Tuek's Sietch board space near the game board. It is a Maker board space, and accumulates spice accordingly.

Using your *Signet Ring*, you may place a bonus spice on Tuek's Sietch and then gain it using the Agent you sent there (all on the same turn).

Forbidden Weapons — For this Tech tile, if you choose the option that provides 3 strength, you must lose one Influence with a Faction where you have at least one Influence (if possible).

Ornithopter Fleet — Each battle icon you have, including wild battle icons, must be treated as an Ornithopter instead. This can cause you to immediately match battle icons when you acquire it. The *Crysknife* and *Desert Mouse* Intrigue cards can't be used to gain a Victory Point while you have this Tech tile.

Steersman Y'rkoon — You may look at your face-down Navigation cards at any time. By losing and regaining Influence, it may be possible to reach 2 Influence with the same Faction more than once, playing a Navigation card each time.