



TLEILAXU

AT START: Starting spice: 5 · 20 troops in reserves. Start with 5 spice. No normal Traitor selection. After other factions select traitors and return unused cards, shuffle and draw 3 Face Dancers.

REVIVAL: 2 troops free. No troop revival limit; pay the Bank half the normal total revival cost, rounded up.

ADVANTAGES

FACE DANCERS*: After another faction wins any battle, reveal a Face Dancer matching its leader. Resolve the win normally, then send that leader to the Tanks without spice for the reveal. Return the winner's surviving troops to reserves and replace up to that number with your troops from reserves and/or Arrakis. KH does not protect against this. Revealed cards stay face up until all 3 are revealed; then return all, shuffle and draw 3. Each Mentat Pause you may instead replace one unrevealed Face Dancer.

REVIVAL INCOME*: Other factions pay you their revival costs. For each faction using free revival or a Gholas Card, including yourself, take 1 spice from the Bank.

REVIVAL LIMITS*: You may let another faction revive up to 5 troops instead of 3, including paid extra Fremen revival. Special elite limits still apply.

EARLY LEADER REVIVAL*: A faction not otherwise eligible to revive a leader may ask you for one particular dead leader, face up or down. Set a price and revive it if paid. This remains one leader per faction per Revival phase.

ZOAL: For battle and spice from his death, Zoal copies the opposing leader disc value, 0 against a Cheap Hero. Do not copy KH or skill bonuses. Reviving Zoal costs 3 spice; do not halve this explicit price again.

ADVANCED: GHOLAS*: With fewer than 5 active leaders, revive other factions' dead leaders at your discount up to 5 active leaders. Face-down leaders qualify. A ghola can still turn traitor. Do not draw a Leader Skill. Only sell a ghola back after it dies and returns to the Tanks. Auditor and Duke Vidal cannot be your gholas.

ALLIANCE

You may offer your ally half-price troop and leader revival, rounding the total up. Your ally pays you; you cannot pay its revival bill. CHOAM may halve its total troop cost.

FACTION SPECIAL KARAMA

Advanced game, once per game. Spend a Karama Card during Revival to prevent one player from reviving troops and/or a leader.

KARAMA EFFECTS

FACE DANCERS: Only the Mentat Pause replacement can be stopped; the reveal and replacement of troops cannot.

REVIVAL INCOME: Prevent the payment or income for the relevant revival.

REVIVAL LIMITS: Prevent the increased limit for the relevant revival.

EARLY LEADER REVIVAL: Prevent that early revival.

ADVANCED: GHOLAS: Prevent acquiring one particular dead leader as a ghola for the rest of this turn. Other eligible leaders may still be acquired.

TROOPS



TLEILAXU TROOP ×20

Normal battle strength and spice support.

LEADERS

