



BENE TLEILAX

AT START: Starting spice: 10 · 20 forces in reserves. Start with 10 spice.

REVIVAL: 0 forces.

ADVANTAGES

You have superior genetic engineering.

DISHONORABLE*: You may not give/receive bribes except during Mentat Phase. You cannot bindingly disclose information such as showing cards to other players. You cannot make binding deals, except buying info of cards up for bid during Bidding Phase.

INFILTRATION*: During setup, you will receive 5 traitor cards from other player's unchosen traitors. (See: setup rules) Choose one to be your traitor. The remaining 4 are your Face Dancer Cards.

During Storm Phase, you may revive an opponent's leader in the Tleilaxu Tanks that matches one of your Face Dancer cards as a spy. Give that leader back to its original faction and commit one of your own leaders on top of the Face Dancer Card to be the impersonator. That faction is now infiltrated as long as the leader remains alive and you hold the Face Dancer Card. Your committed leader may be called traitor by the target faction immediately to prevent the Infiltration. You can't use the leader you committed in combat. The committed leader's traitor card applies to the revived leader. (Including you always being able to call your own leader traitor)

You may, at any time, look the spice totals, Treachery Cards, and Battle Plans (step 3.2) of infiltrated factions. If an infiltrated faction wins the game you and that faction win together (instead of the faction's ally). Infiltration is ignored if the winning alliance controls 5+ strongholds.

You may discard face down and redraw one Face Dancer card from the deck during Mentat Phase. You are allowed to bindingly commit that you will reshuffle a specific Face Dancer during Mentat Phase. Whenever an Infiltration ends, immediately redraw a Face Dancer Card (so you always have 4 face dancer cards), and place both the revived leader and your committed leader face down in the Tleilaxu Tanks.

REVIVAL INCOME*: Whenever a non-BT force is revived, you collect one spice for each force. You collect all spice from non-BT revived leaders. You may set prices to revive any one leader per faction per turn. You may also increase any faction's troop revival limit from 3 to 5. You may look at face down leaders in the Tleilaxu Tanks.

DISCOUNT REVIVAL*: You have no revival limits. You pay half price (rounded up) when reviving anything except your face down leaders, which are full price.

SYNTHETIC SPICE*: Whenever you ship you may kill your forces in reserves to pay for the shipment. Each troop is worth one spice, which is taken from the Spice Bank to pay for the shipment.

ZOAL*: If Zoal is revealed in a Battle Plan (step 4.4), survives, and the opposing leader dies you may have Zoal infiltrate that faction. If so, the opponent wins the fight and loses nothing. You may keep any Treachery Cards you used. All of your troops in that territory are brought back to reserves for free. You keep any spice you used to dial. (A traitor call may trigger this ability.)

To infiltrate set aside Zoal and the killed leader until the Storm Phase the following turn, at which point put the target leader in front of its faction's Player Shield and Zoal is placed alongside that faction's leaders. Zoal is considered to be the target leader in combat. Zoal or the target leader can be called traitor in combat. Otherwise follow normal Infiltration rules.

ALLIANCE

Shared Revival Discount: Your ally may revive their forces and leaders at you own Discount Revival prices.

FATE

Stone Burner: Play your fate card during battle (before step 3) to make all forces in a territory unable to be spice dialed this phase. (Including Fremen)

KARAMA EFFECTS

DISHONORABLE: no interaction

INFILTRATION: (Storm Phase) BT may not infiltrate factions this phase. (Does not affect to Zoal's special ability.)

REVIVAL INCOME: (Revival Phase) BT does not collect any spice from revivals of troops or leaders this phase.

DISCOUNT REVIVAL: (Revival Phase) BT must follow all normal revival rules this phase. (Limit of 3 forces, troops cost 2 spice each, etc.)

SYNTHETIC SPICE: (Ship & Move Phase) BT may not use forces to pay for their shipment this phase.

ZOAL: (Combat step 2.3) Zoal is considered a normal 2 strength leader this phase.

TROOPS



TROOP ×20

0.5 strength, 1 strength when dialed

LEADERS

