BENE TLEILAXU

AT START: Starting spice: 5 · Starts with 5 Spice and 20 Troops in Reserve.

REVIVAL: No Free Revivals, no revival limit, half revival cost

ADVANTAGES

FACE-DANCERS*: You do not draw Traitor cards in setup, your Traitor cards are considered Face-Dancers instead. After every other player has drawn and chosen Traitors, shuffle the Traitor deck and draw 3 cards.

After another players wins a battle, you may call Face-Dancer, using a Traitor Card matching the Leader used by the winner. Place the Face-Dancer in front of your shield, kill the leader (no Spice is collected), and replace all of their Troops with at most that many of your own (from anywhere, sending theirs to their Reserves).

A player is immune to being Face Danced if one of their Leaders is already in front of your shield.

INFILTRATION: During the Revival Phase, you may place a Face-Dancer in front of your Shield to place that many of your Troops from your Reserves into a Territory occupied by a player controlling that Face-Dancer.

TLEILAXU TANKS: All Spice spent by other players to revive leaders and Troops are paid to you. You pay to the bank as usual, at half price.

GHOLA: During the Revival Phase (any number of times), you may send one of your Leaders into the Tleilaxu Tanks to revive up to three Leaders from any faction. Either give that leader to its owner (if they agree) (they pay you at least half of its strength, you pay the bank) or take control of it (paying half of its strength to the bank).
You may not have more than 5 Leaders. You may not revive a Leader sent to the Tanks this turn.

GENETIC HARVESTING: During the Mentat Pause Phase, you may set aside up to 3 cards from among your Face-Dancers in hand and Face-up in front of your shield. Then, draw that many cards from the Traitor Deck. Then, shuffle the set aside Face-Dancers into the Traitor Deck.

ALLIANCE

Alliance rules text.

FACTION SPECIAL KARAMA

TANKS CLOSED Play at the start of the Revival Phase. Every Revival must be approved by you this phase.

KARAMA EFFECTS

FACE-DANCERS: No faces are danced, instead the Tleilaxu players draws a Traitor Card and shuffles the revealed Face-Dancer into the Traitor Deck.

TROOPS

TROOP ×20
Troop

LEADERS









