

PHASES

DUNE is played in turns to a maximum limit of 10 turns.

Each turn is composed of nine specific phases that must be completed in the exact sequence presented below.

Note: All factions have special advantages that may contradict these rules.

A faction's particular advantages always have precedence.

PHASE 1: INFILTRATION

Skip phase step when:

- on Turn 1.
- the Bene Tleilaxu faction wasn't drafted.

Bene Tleilaxu can discard 1 Traitor card to the Traitor discard deck and draw 1 from the Traitor draw deck.

The player playing as Bene Tleilaxu can infiltrate factions by revealing traitors cards from their hand of leaders in the Tleilaxu Tanks.

Then, the following happens:

1. The Traitor card is placed in front of the Bene Tleilaxu's shield.
2. The Bene Tleilaxu places one of their leader discs on top of the revealed Traitor card.
3. The faction that the Traitor card belongs to, now has a brief time-window to call traitor on the Bene Tleilaxu leader placed on top of the Traitor card.

If the traitor is called, the Tleilaxu leader dies, and the faction does not become infiltrated.

INFILTRATED

If **no** traitor is called, the leader of the Traitor card is revived (no cost) and return the the owner faction.

From now on, the faction is infiltrated.

The leader of which the Traitor card is in front of the Bene Tleilaxu is called the "infiltrating leader".

When you are infiltrated, you must (whenever the Bene Tleilaxu asks) provide the Bene Tleilaxu with the following information (in secret):

- Your Spice total in your personal Spice reserve.
- Exactly which Treachery card you have.
- The contents of your finalized battle-plan before reveal.

ENDING INFILTRATION

This Infiltration lasts until the infiltrating leader dies.

If an infiltrated faction wins the game Bene Tleilaxu win **along with** them.

