

PHASE 5: REVIVAL

All revivals happen in Storm Order for purposes of the Bene Tleilaxu's Revival Income, and the Bene Tleilaxu always revive their Troop tokens and leaders last.

FORCE REVIVAL

All players may now revive up to 3 Troops from the Tleilaxu Tanks.

Free A certain number of Troop tokens are revived for free as stated on the player sheet.

By Spice Any additional Troop tokens that may be revived must be done at a cost of 2 Spice per Troop token, or more if indicated on faction sheet. All Spice expended for Troop token revival is placed in the Spice Bank.

Limit A player can never revive more than 3 Troop tokens per turn, unless a Tleilaxu Gholia Card is played to revive troops.

To Reserves Revived Troop tokens must be placed in the player's reserve.

LEADER REVIVAL

Once a player has only, or has had only 1 available leader, they may revive one leader per turn until all of their leaders have been revived.

Revival Cost To revive a leader, a player must pay that leader's strength in Spice to the Bene Tleilaxu, or the Spice Bank if the Bene Tleilaxu is not in the game.

Revived Leader Status A revived leader can be played normally and is still subject to being a traitor.

Dead Again If a revived leader is killed again, place it face down in the Tleilaxu Tanks. This leader cannot be revived again until all of the player's other revivable leaders have been revived, killed, and sent to the Tleilaxu Tanks again.



