

To resolve a battle, each player must secretly formulate a Battle Plan.

A Battle Plan **MUST** include:

- A Battle Wheel with a dialed number, representing the number of Troop tokens's strength.
- A Leader disc or Cheap Hero Treachery card.
(unless the player has neither available)

And it **MAY** include:

- 1 weapon Treachery card.
- 1 defense Treachery card.
- 1 Mercenaries Treachery card.
- A number of Spice tokens.

BATTLE WHEEL

Each player picks up a Battle Wheel and secretly dials a number from zero to the number of Troop tokens they have in the disputed territory. Both players will lose the number of Troop tokens dialed on the Battle Wheel.

The maximum dial is 20, even if you have more Troop tokens or if Troops add more strength.

TREACHERY CARDS

You are only allowed to play Treachery cards, if you play either a Leader disc or Cheap Hero Treachery card in your battle plan.

LEADER DISC

You must play a Leader disc in your battle plan, if able.

You may play a Cheap Hero Treachery card in place of a Leader disc.

If you have neither available, you must declare so in Battle phase - step 2.

TRAITORS

Both player may choose if they call Traitor on the opponent's leader (*if they can*). When both pass and Harkonnen is allied to 1 of the 2 players, ask Harkonnen if they call Traitor.

Harkonnen can only reveal the Traitor card of the Leader disc played by their ally's opponent. If harkonnen choses to do so, it is as if the ally played the Traitor card.

When a Traitor card is revealed that matches the Leader disc played by their opponent, the the player that called Traitor:

- wins the fight.
- does not lose the Spice they dialed.
- does not lose any Troop tokens, even if dialed.
- their leader lives, irregardless of Treachery cards played.
- the opponent leader is killed, irregardless of Treachery cards played.

DOUBLE TRAITORS

When both players reveal a Traitor card matching the opponent's leader, both leaders are killed, all Spice dialed is lose, all Troop tokens are send to the Tleilaxu Tanks.

Both player lose, there is no winner.



