

FAQ

When multiple players have the game-winning number of strongholds during the mentat-phase; Who wins?

The normal strongholds on the board: Arrakeen, Carthag, Tabr Seitch, Habbanya Sietch, Tuek's Seitch; are of higher value than others

If there is still a tie, the Shieldwall stronghold is of higher value than Tech Tokens.

Can a Ghola card let a player revive more than one Sardaukar or Fedaykin per turn?

No, This revival limit of Fedaykin cannot be circumvented.

The Sardaukar revival limit can only be broken by Emperor's fate ability, not by the Tleilaxu Ghola Treachery card.

How does paying for your ally's treachery cards work?

In the Bidding phase, a player may pay for part or all of the cost of a treachery card purchased by an ally.

The player gives this Spice directly to the Emperor (or the bank if the Emperor is not in the game).

The emperor can not pay for his ally's cards; but instead share his Spice with his ally freely. The ally pays for the card like normal, to the Emperor.

How does paying for your ally's shipment work?

During shipment a player may pay for part or all of the cost of an ally's shipment.

The player gives this Spice directly to the Guild (or the bank if the Guild is not in the game).

If the player giving the Spice is the Spacing Guild, then the Spice is still given to the Spacing Guild.

When a battle is won by revelation of a Traitor, can the winner discard Treachery cards used in their Battle Plan?

Yes, you can discard Treachery Cards you played, including Cheap Hero.

Can non-allies have secret communications?

Yes, You can perform secret communications with anyone that agrees to it.

The fact the 2 players are in secret communications should be public knowledge.

When moving with ornithopters, can you pass THROUGH a space containing your ally's Troop tokens without ending your move there?

Yes, you are allowed to move over your ally's troops, but you cannot end your move in the same location as where your ally has troops.

When you call traitor, can the leader you played in that battle be used elsewhere on the board, that turn?

No. The leader you committed will stay in the territory of that battle, until the collection phase.

When you played a leader against Harkonnen and lost the fight, is the leader you played in that battle subject to the random leader stealing ability?

TODO: Who knows this, for real?

When Harkonnen plays a captured leader in a battle and it survives, does it return to you instantly, or is it committed to the battlefield, and then at Collection phase you collect it instead of Harkonnen?

TODO: Who knows this, for real?

Can the Bene Gesserit flip from advisors to fighters in a territory with an ally?

No.

When using the Voice, do the Bene Gesserit have to specify using any special cards?

If the card says "Special", then the Bene Gesserit have to voice it by name.

They cannot voice you to play (or not play) a Cheap Hero.



They cannot voice you to play a Treachery Card that cannot go into a battle plan.

When Harkonnen steal a leader's advanced ability, can they take which leader they stole before the

