

PHASE 8: BATTLE

DETECTING BATTLES

You can recognize battle locations, using these rules:

- At least 2 (non-allied) factions have Troop tokens in the same territory during the battle phase.
- The Bene Gesserit advisors never participate in battles.
- There are never any battles in the Polar Sink territory.
- When the territory is split by the storm and troops tokens are not in the same sector, then those troops do not battle each other.

ORDER OF BATTLES

From the storm marker onwards, check if the first player is in any battles. If they are they become the aggressor.

The aggressors will:

- Choose which battle they are in will be resolved next.
- Win battle in the case of a tie in battle-strength.

When all the battles of the first player are resolved, the next player becomes the aggressor. Repeat this process until all battles are resolved.

WINNING A BATTLE

The winner of the battle is the player that:

- Was not called Traitor upon.
- Had a battle strength that was higher than the opponent, or was the aggressor in case of a tie.

There are exactly 0 winners in a Battle when any of these conditions are true:

- A lasgun and shield were revealed (it does not need to be from the same battle-plan).
- Both players call Traitor.

The winning player loses the Troop tokens they dialed in battle, as well as the Spice they used.

The Spice for all killed leaders is collected by the winner.

LOSING A BATTLE

The losing player loses all the Troop tokens they had in the territory and must discard every Treachery Card they used in their battle-plan.

Fremen can choose to keep Treachery cards they played as Fanatical Tactics.

Spacing Guild can keep Treachery cards they played when they retreat, and pay the appropriate amount of Spice (the strength of the leader they played times the number of Treachery cards)

Note that the loser does not lose their leader as a result of battle. Leaders are killed only by weapon Treachery Cards.

