

BATTLE SUB-PHASES

- Step 1** Aggressor pick the battle location and opponent.
- Step 2** Either player declares they have no leader leaders to play, if they do not.
- Step 3** Last option of playing Supplies! Treachery card.
Last option of playing Ixian alliance ability.
Last option of playing Bene Tleilaxu Fate.
Last option of playing Guild Fate.
Last option of playing Bene Gesserit Fate.
- Step 4** Bene Gesserit Voice.
- Step 5** Atreides Battle Prescience.
- Step 6** Harkonnen Fate ability.
- Step 7** Bene Tleilaxu can look at infiltrated faction's committed battle-plan.
- Step 8** Last option of playing TruthTrance Treachery cards.
Fremen Fanatical Tactics.
- Step 9** Reveal & Resolve battle-plans.
- Step 10** Option of discarding or using Break Conditioning Treachery card.
- Step 11** Traitor calls. (*this trumps Break Conditioning if played*).
- Step 12** Guild retreat ability. ()
- Step 13** Apply the weapon and defense Treachery cards to send Leader discs to the Tleilaxu Tanks.
Set Spice aside for killed leaders.
- Step 14** For both players count their total battle strength by adding:
- The Leader strength (*if not killed*)
 - The dial on the battle-wheel
 - Add 1¼ if Mercenaries was added
- The player with the highest total battle strength is the winner.

I find that rolling dice and going up a ladder is great fun and a great feeling whilst sliding down a snake is not fun but theres always hope you might climb a ladder and still win objectively snakes are worse than ladders but without them the ladders feel pointless if you want a highly competitive game where the smart ass always wins play dream rules

~ Eichmal

