

PHASE 9: MENTAT PAUSE

During this phase players check if any of the players meet the following conditions for winning the game:

Strongholds Having Troop tokens in any of the strongholds awards $1\frac{1}{4}$ Victory Points, **$1\frac{1}{4}$ Victory Points, per Stronghold** per Stronghold.

Shieldwall Having Troop tokens on the North-West sector of Shieldwall (*after* **$1\frac{1}{5}$ Victory Points** *Shieldwall has been activated*), awards $1\frac{1}{5}$ Victory Points.

Tech Tokens Having 3 or more Tech tokens, awards 1 Victory Point.
1 Victory Point

The fractions are purely for tie-breaking purposes.

NON-ALLIED PLAYERS

Players that do not have an ally, will win the game if they have at least 3 Victory Points.

ALLIED PLAYERS

Players that do have an ally, will win the game if they have at least 4 Victory Points.

ON TURN 10

1. If fremen are in the game, and they (and their ally) have 3 or more Victory Points, Fremen plus their ally win.
2. If fremen are in the game, but they (and their ally) do not have 3 or more Victory Points, Fremen win alone.
3. If fremen are not in the game, then the player (not alliance) with the most Victory Points wins. If there is a tie, the player first in storm order wins.

PHASE 10: COLLECTION

Collect Spice from Spice-blows & strongholds.

Any player with 0 or 1 Spice can collect Spice from the Spice bank to bring their total to 2, by collecting Spice from the Spice bank.

Players are allowed to bribe each other during the Collection phase, to be able to use the charity.

All collection, (*including from Choam charity & Bribe piles*) happens as **a single instant for all players, at the same time.**

