DUNE 2 & DUNE 2000

V1.0 by Songless

In the far future, mankind has dispersed among the stars, the vast reaches of humanity's domain now being referred to as the 'Known Universe'. Here, faster-than-light travel does not rely solely on a spaceships' engines or fancy technology so much as it does on *people*; for only with a Navigator's aid can ships cross the stars, the Navigator's prescience guiding the ship through interstellar dangers to its destination.

But a Navigator is powerless without the Spice Melange, an immensely valuable compound only found on the desert planet Arrakis, also known as 'Dune'.

The Known Galaxy is ruled by Shaddam IV Corrino, the Padishah Emperor and highest among the Great Houses of the Landsraad. Political intrigue and internal strife are commonplace in this galaxy, but even the more cut-throat dealings of the various factions are about to pale in comparison to the events about to unfold.

For the Emperor has posed a challenge to each of the Houses.

'The House which produces the most spice controls Dune. There are no set territories, no rules of engagement.'

The spice controls the universe; whoever controls Dune controls the spice. It is a challenge only the greatest would dare to take, but the prize is so great that even unthinkable sacrifices could become acceptable.

So begins the First Spice War.

Three Great Houses take up the challenge, waging war upon the sands of Arrakis - the Houses Atreides, Ordos and Harkonnen. Their bloody conflict may shape the future for centuries to come… but the Emperor has his own goals, and he is not the only one.

The first border conflicts are expected to erupt in the Imperial Basin, but the sands shift easily… watch your back.

For the next ten years, you will be in charge of a base somewhere in the vast Arrakis desert, tasked with harvesting the Spice, protecting your facility from hostile forces, and otherwise serving your House. Or perhaps you have a greater destiny? Perhaps only time will tell.

You start with **1000 CP**.

BACKGROUND

Any background may be a standard ‘reincarnation’ style Background complete with in-setting memories and connections, or a ‘Drop-In’. Drop-Ins will gain no new memories and no connections other than some basic identification and the necessary documentation or contracts to grant your position, though you *do* receive the necessary knowledge to be a normal part of this galaxy, such as the language(s) and understanding of local customs and culture.

You may choose your gender freely, and pick your age from any suited for an adult. Beyond that, your first major choice for this Jump is your allegiance. Three Great Houses will vie for control of Arrakis, one of which will be your patron for your time here. The options available to you are as follows:

One of the few Houses one can still consider ‘noble’, **House Atreides** seeks to claim Arrakis through the use of superior air forces. Duke Atreides has begun diplomatic negotiations with the indigenous Fremen, hoping to secure their aid - aid which could make the Atreides the most powerful contender. But do not be fooled - the Atreides lack the ruthlessness in war that their rivals show, but they are neither naïve nor incompetent, and they are as dangerous in war as any other House.

Little is known of the secretive **House Ordos**, though it is said their immense wealth comes from smuggling forbidden Ixian technologies. The Ordos are masters of subterfuge, trickery, and sabotage, and are more than willing to resort to illegal technologies or the sacrifice of thousands of ‘expendable’ forces to maintain their power. They are cold, calculating, and without remorse, but they do not share the Harkonnen’s love for wanton cruelty either.

No humanity remains in **House Harkonnen** of Giedi Prime - only ruthlessness and brutality. A long kanly, or vendetta, against House Atreides has seen Baron Harkonnen vow to take the Duke’s life at any cost - even if it means slaughtering his foes to the last or using forbidden atomic weapons on those who stand against him. Indeed, the Harkonnen would likely slaughter their foes on general principle - the Duke would merely be the greatest prize to be had.

PERKS

- Military Training (variable cost)

Someone in your new position needs to know their job well - incompetence has no place on Arrakis. You receive all the basic skills needed for a base commander for free, including the basics of military tactics and strategy, logistical management, and so on. That said, you may also want some more *hands on* experience, which you can gain as well. For 50CP per purchase, you may receive all the training and equipment necessary to competently take the

place of any one unit in the game. Whether you want to do some desert racing in a Trike's light chassis or you decide to hide behind a Devastator's immense armor, look no further.

- Bird's Eye View (100CP)

Commanding forces in the field is a daunting task - especially on Arrakis. Electronic signals often have difficulty piercing the swirling, statically charged sandstorms enveloping the planet, for example. Yet the planet also manages to bring the greatest of the great to the fore - and this is one challenge you're more than ready to face. Through sub-orbital satellites, reconnaissance efforts, a really good holographic imaging table, or perhaps even the Sight itself, you possess the ability to see an entire battlefield in your 'mind's eye'. You are still limited to the actual information you possess (or which is provided to you) insofar as what you see is actually *accurate*, of course. Nonetheless, while this doesn't make you omniscient or remove the need for your forces to scout unknown regions to eliminate the 'fog of war', the ability to determine the positions of each individual unit in a dozens- or even hundreds-strong army with a metaphorical glance should not be underestimated. This mental view can be as simple as the game interface of Dune 2 or Dune 2000, complex enough to encompass all information both relevant and useless, or anywhere in between - something you can adjust with nothing more than a thought.

- Instructed (300CP)

Exceedingly gifted and valuable personnel, the 'Mentat' order has each member effectively take the role of a human computer, their vast mental abilities serving them well in advisory roles for the rich and powerful. Though few Mentats join the military outright, many elite commanders do receive lesser amounts of Mentat conditioning to bolster their effectiveness. You are one of these individuals, and though you have not completed the 'full' Mentat process the benefits are still great… and you lack any of the subtle vulnerabilities ordinary Mentats possess, such as their difficulty with revising or discarding faulty assumptions or the dangers associated with (ab)use of Sapho juice.

By completing this lesser training and conditioning, your mental faculties have been bolstered to grant you vastly superior pattern recognition and logical deduction skills. You also possess effectively perfect recall without risk of losing yourself in your past, and you are more perceptive when it comes to body language and other such subtle measures.

- Foreseen (600CP)

Depending on who (and *who*) you are, you might have already heard Lady Elara's warnings: that the Bene Gesserit have seen you die many times, or rising to bring peace to Arrakis… once. Yet it is that one path to success that one would seek, if only for self-preservation. For you, that one chance is that much easier to reach. Fortune and fate seem to conspire in your favor, with coincidences and rare opportunities crossing your path far more regularly than before. A fifty-fifty chance of victory might go your way three times out of four, as circumstances beyond your control line up just right to support your efforts. Worms go left rather than right, swallowing whole an enemy Harvester instead of plaguing your tank column, enemy commanders overextend their forces just too far and leave themselves vulnerable at just the time you could flank them with a Quad group, and so on.

This is no substitute for competence, nor protection from foolish mistakes or enemy action, but so long as you can make use of this seemingly boundless font of good luck, you'll go far indeed.

- Dignified (100CP, free for House Atreides)

Truth and integrity are often the first casualties of political maneuvering, but the Atreides hold themselves to a higher standard. Honor and dignity are too important to abandon, regardless of how the other Houses might scheme to gain an advantage. Nonetheless, you'll find that so long as you hold yourself to a personal code, and act with honour, dignity and truthfulness, your success is a little more assured - whether it's in the political arena or on more direct fields of battle like the dunes of Arrakis.

- None Stand Alone (200CP, discounted for House Atreides)

A single warrior is easily beaten, but a hundred could last nigh indefinitely even against a superior foe. But even a well-built force that covers its own weaknesses may not be enough. You know this lesson well, and have incorporated it into your command as a particular focus on flexibility and rapid response. As such, you are far more capable when it comes to providing reinforcements for allied settlements or bases that come under attack. Under your leadership, your forces could identify goals and critical weaknesses in record time even before their tanks begin to move, and once your march begins they'll head out with a speed and decisiveness greater than most foes would expect. Likewise, you are similarly more likely to *receive* additional forces should you need them, as your preparedness rubs off on your allies in bordering regions.

- Adaptable (400CP, discounted for House Atreides)

Heavy firepower and nimbleness have their places, but rarely do they gather in harmonious unity. The Harkonnen weigh themselves down with too much armor, leaving them vulnerable to encirclements and nimble strikes. The Ordos go too far towards the other extreme, their reliance on speed and trickery leaving them ill-suited for direct battle. In House Atreides, neither extreme is embraced. From mixed army compositions to Ornithopter close air support and infantry ambushes, the more diverse and well-rounded your forces are, the greater your chances of victory. Indeed, the more well-balanced and flexible your doctrines are compared to those of your foes, the more opportunities you'll find to punish your enemy for suffering from such 'tunnel vision'.

- Master Diplomat (600CP, discounted for House Atreides)

Though opportunities for diplomatic overtures are rare on Arrakis, it nonetheless pays to have someone capable of fighting battles with words, not weapons. Someone such as yourself, perhaps, given that you're one of the most gifted negotiators on the planet. Your ability to soothe misunderstandings, bridge differences and unite even severely distrusting parties towards a common goal is second to none. It would be a splendid idea to reach out to the Fremen, as well as other independent factions such as smugglers or other local forces, because with someone like you at the table it's less a question of 'if' and more a question of 'when' they join your side.

- Snakelike (100CP, free for House Ordos)

Trust is worth little among the Ordos. Intrigue, distrust and outright paranoia are the lifeblood of the House, and you've learned well from the web of deceit around you. You are a cunning manipulator, and can easily determine how far (or how near) you can rely on others… and where your foes might be left vulnerable through an excess of trust.

- The Hidden Strike (200CP, discounted for House Ordos)

The Ordos eschew direct confrontation - it is neither to their strength nor, frequently, necessary to achieve their goals. You favor more… *indirect* approaches. Sabotage, assassination, the use of mind-affecting gases and other forms of disruption are all available to you, and you're *really* good at using them to their best effect. With a bit of time to work your magic, a modest supply of credits and (expendable) assets, and an unaware target, you could work *miracles*.

- Untouchable (400CP, discounted for House Ordos)

Lies, trickery and breaking the law are all fine - so long as others don't find out. The Ordos have a propensity for using forbidden technologies that other Houses would never dare touch, and like them you've learned how to not only make the best use of any technology or tactic widely considered unacceptable or 'dishonorable', but you'll find that any negative consequences that might occur from such an act are both far less likely to become reality *and* less severe if they do happen. Gassing enemies with illegal, mind-altering psychotropic compounds or creating a Mentat that is only a small step away from being an Abominable Intelligence might give pause to lesser men and women, but for you it's just another step towards victory.

- Essential Expendables (600CP, discounted for House Ordos)

House Ordos cannot fight the Atreides or Harkonnen on even footing. They simply lack the numbers and military power to match these rivals head-on… but what they do have is *money*. Like the Ordos, you are a master at using financially-acquired assets such as mercenaries, imported military materiel, and assassins for hire. You'll find that not only does your coin stretch noticeably further when it comes to how much support you can buy, but any such 'temporary' forces will possess far greater loyalty and competence, as well as a willingness to accept crippling casualties - yet no matter how many of such forces are lost in your employ, this will never have a negative impact on your reputation or the value of your coin.

- You're Of No Use To Us Dead (100CP, free for House Harkonnen)

House Harkonnen has no use for laziness or wasteful sloth - be it in their lowest slaves or their highest commanders. Like them, you are quite the motivator; whether it's through a mix of fear and intimidation or simply by inspiring a sense of ruthless competence in those under your command, you'll find that your subordinates are much more likely to 'get their shit together' - if only so they don't end up with a heart plug and a job as the Baron's next dinner. Hard work alone doesn't bring you the heads of your enemies, but it's a good start.

- That's Why They Call It 'Intelligence' (200CP, discounted for House Harkonnen)

The Harkonnen are not in the business of being gentle - least of all with their prisoners. Most who fall into the hands of the Harkonnen can expect only one fate: torture and (eventual) death. Like many others of this vile House, you are a gifted ‘interrogator’, and are supremely capable at inflicting pain and getting others to reveal what they know. Equally important, however, is the fact that when you use such techniques to acquire information, it is *vastly* more likely that this information is actually correct (insofar as your victim believes it to be, anyway), rather than a fabrication they might come up with just to make the pain stop. Provided you can get your hooks into someone with relevant knowledge (metaphorically or, more likely, literally), the bounty of intelligence you can acquire should make you a valuable asset to the Harkonnen.

- Pragmatic Cruelty (400CP, discounted for House Harkonnen)

Causing suffering just for fun is one thing, but ultimately you are here to conquer Arrakis, not to play with your victims. It’s fortunate, then, that you’re quite an adept at combining the two. Any actions you take to harm others, be it in personal combat or when leading troops, becomes much more effective if you aim to cause a long, drawn-out suffering for those who stand against you. Why face the Sardaukar head-on if you could simply destroy their supply lines and transportation? The terrible storms and Sand Worms are as deadly as any tank, after all, and watching your foes bleed and wither away without giving them the mercy of a bullet can be so very entertaining...

- For The Baron! (600CP, discounted for House Harkonnen)

None will defy your will, none will thwart you, and *none* will stand against you for long. For in House Harkonnen one finds the desire, the will, and the ruthless determination to subjugate all lesser men - be it for the glory of the House or one’s own personal goals. You might very well be one of the most dangerous commanders on Arrakis (and that’s saying something), and your forces exemplify all the wicked power and unbridled ambition of the Baron himself. All military forces under your command, be it directly or through subordinates, will be that much more potent in war. Infantry and tanks will survive attacks that might leave your foes broken, weak as they are, while the uncompromising might of your guns, rockets and even the terrifying Death Hand missile are even greater than they were before. Carve a bloody path across Arrakis, and build the future of your House on a planet of corpses.

ITEMS

- Stillsuit (Free)

Though lacking in appearance and protection, the Stillsuit is the basic - and very much necessary - survival gear used by all individuals deployed outside of ‘civilized’ areas on Arrakis. A full-body outfit complete with a face mask, the Stillsuit’s primary purpose is to prevent a user’s dehydration through loss of body water. The inner layers allow the user to sweat (and cool down) normally, while layers farther out collect and filter the moisture lost this way to create recycled drinking water. Similar processes are used to purify any other body waste, allowing the

user of a Stillsuit to survive in the open desert for days or even weeks, whereas dehydration and overheating could kill those without its protection in hours.
Most Stillsuits are worn underneath official uniforms, if those uniforms do not already incorporate a Stillsuit's systems, though you may choose to receive either a uniformed version or the classical black fabric types seen in use by the Fremen and other Arrakis natives.

- Deadly Drumbeat (400CP)

The massive Worms hunt anything they hear upon the dunes, tracking their prey by following any rhythmic vibration back to its source. Be it a vehicle's engines or the footsteps of an infantry squad, any repetitive sound will draw them in. Only the Fremen know how to mask their movement by carefully varying the pace of their steps as they walk.
This device, known simply as a 'Thumper', uses the behavior of the Sand Worms for combat. Resembling a spear of sorts, it can be driven into the desert sand, after which it is activated. A loaded spring, electrical motor or similar piece of machinery causes the Thumper to begin pounding the sand in a loud, steady pattern - making the device nearly irresistible for any Worms within miles of its location. A cunning tactician could put a Thumper (on a time delay if necessary) in enemy territory, then sit back and watch as the Worm first devours the Thumper, then seeks out any other nearby sounds, such as Harvesters, vehicles, or any other forces caught beyond the safety of the rock formations dotting Arrakis' surface.
This Thumper differs from most common variants in two important ways, however. First, whenever it is used, and inevitably lost, you will find a new Thumper ready and waiting for you the next time you rest in safety. Second, once per year you may place this weapon in barren soil, and call upon Shai-Hulud to ensure its use will *always* invite calamity and disaster. On Arrakis, that likely means it calls a titanic Sand Worm from the deepest deserts, whose length dwarfs even the hundreds of meters of 'lesser' Sand Worms. But elsewhere? Whether it be an earthquake, a hurricane, an unexplained meteor shower or some other event entirely, a natural disaster will strike wherever the Thumper begins its call.

- Spice Coffee (50CP, first free for House Atreides)

A cup of Melange-flavored coffee might not mean much to most… but sometimes you just need to be a little creative and work with what you have. Most importantly, this coffee is *not* poison, and demonstrating this fact to someone by taking a sip before offering it to them can make it a surprisingly effective 'show of good faith'. Though you might still need a lot of time and effort afterwards, an initial show of trustworthiness can be just the thing you need to get the first diplomatic talks going. Especially if the other party would rather kill you (or themselves) out of distrust. You can get one cup of this guaranteed-poison-free coffee per day, which will simply be waiting for you wherever you intend to use it - perfect temperature and all.

- The Strangest Sight In All The Galaxy (100CP, discounted for House Atreides)

Few survive if they stand alone - only the Harkonnen would think themselves so mighty, and even then only if they can bring their fully military might to bear. But yours is the way of House Atreides, and this purchase represents perhaps all that made this House great. A collection of contact information, authorization codes, and details for various individuals of power might not

seem very useful when everyone is busy trying to annihilate themselves on a merciless ball of sand, but looks can be deceiving. Use this information right, and you can reach a level of coordination and teamwork most other Houses would be hard-pressed to match. Though it provides little in the way of direct benefit, some timely intervention here or logistical support there could be all you need to ensure a supply of reinforcements for a critical assault. You might even be able to use these to find the desert-dwelling Fremen, and should your support ensure *they* come to your aid… well, that 'strangest sight' is one all too devastating to your enemies.

- Ornithopter Air Squadron (300CP, discounted for House Atreides)

The Arrakis environment makes conventional war difficult, and this is doubly true for air forces. Sandstorms limit visibility, shifting dunes leave permanent landmarks as little more than a pipe dream, and the constantly swirling sands cause immense electrostatic interference even without the presence of Wormsign - making electronic guidance effectively useless. Because of these concerns, Atreides air doctrine limits their Ornithopter squads to high-altitude bombing against stationary positions, judging close air support to be far too risky to both pilots and friendly forces outside of exceedingly favorable weather conditions.
With this purchase, you gain the support of three Ornithopters specifically retrofitted to counter these limitations, the biggest change being a newly upgraded guidance system. By equipping your ground forces with 'target painter' systems, you can direct these nimble aircraft against mobile targets even in the harshest of conditions… provided there is a 'spotter' nearby to illuminate the target. Equipped with racks of high-powered missiles instead of the standard bomb bay, this Ornithopter squadron can swoop in, decimate several tanks from extreme range, and vanish back into the swirling dust clouds before enemies have a chance to retaliate.

- Allegiance (50CP, first free for House Ordos)

Wealth, power, influence… in the end, they are all merely a means of exerting control over others, and House Ordos knows each of these facets well. But sometimes a more *direct* method is called for, and this state-of-the-art technology is the result. Known as *Deviator* gas, this potent and fast-acting neurotoxin causes intense feelings of paranoia and aggression alongside an extreme vulnerability to manipulation. More practically, it is capable of briefly causing any target struck by it to turn against its former friends, especially if instructed to do so by nearby Ordos forces. The gas can easily seep through even well-protected gaps in vehicles, and indeed using it against such targets is often more effective than exposing infantry (as the desert wind easily blows away the gas, limiting exposure time). The effect isn't permanent, but it rarely needs to be - even ten or fifteen seconds can be enough to push an entire battle line into anarchy as allies turn upon each other.
You receive a large volume of Deviator gas, sufficient to fully stock about three Deviator tanks, which refills daily and comes with all necessary precautions to avoid accidental exposure.

- Infiltration (100CP, discounted for House Ordos)

Stealth and subterfuge are crucial for the more… *delicate* operations House Ordos frequently employs, and now you have access to one of their most crucial pieces of technology: a personal cloaking field generator not unlike those used by the Saboteurs. Capable of hiding an individual

from nearly all detection for about fifteen seconds, only the telltale ‘shimmer’ of the field remains visible to alert opponents (though typically only infantry or dedicated defensive structures have the peripheral awareness to spot this effect). Recharging over about a minute, this system allows for unprecedented covert tactics, and can easily be produced for your conventional infantry forces as well.
One limitation of this system is that each individual can only use one cloaking generator; ‘doubling up’ for longer periods of time is not recommended unless one is willing to risk potentially deadly feedback issues.

- Direction (300CP, discounted for House Ordos)

Rumors persist about the Ordos Mentat Edric O - whispers that he is not a man at all, but a Thinking Machine made to look human. Perhaps they are just that - rumors. Regardless of what the truth may be, you have now come into possession of something not unlike the cybernetics this being employs.
Vastly less invasive (or extensive) than Edric’s own systems, these devices are designed to facilitate direct control over machines with the human mind. As a result, they allow the user to take in and process vastly greater amounts of information than an ordinary person, while simultaneously letting them control machinery as if it were a part of their own body.
These cranial implants are designed for your personal use, but can easily be adapted to suit your military forces. Though unlikely to provide direct benefits in terms of firepower, vehicles in particular could become noticeably more responsive when made an extension of their driver’s will. House Ordos often prefers to strike first and eliminate targets before they have a chance to prepare or retaliate, and even a small increase to a tank’s accuracy or ‘reflexes’ can make all the difference with such tactics.

- Dinner (50CP, first free for House Harkonnen)

Noree Moneo once said the Harkonnen would rather drink Atreides blood than their mother’s milk… and if one remembers the Baron’s habits, they’ll realize the Mentat’s words are nowhere near hyperbole. This ‘item’ gives you a personal slave, to do with as you wish. They come complete with a heart plug already installed, though whether you seek to use it to enforce their loyalty or so you can simply end their lives with a simple flick of the wrist is up to you.
If or when this slave dies, you will receive a replacement the next day. New slaves are not yet mentally broken - a captured Fremen perhaps? - so they’re splendid options for any commander wanting to give themselves a challenge. You’ll get slaves that fit your taste, figuratively or literally, but they otherwise have no notable skills, unusual background, or other facets that make them beyond the norm.

- No Surrender (100CP, discounted for House Harkonnen)

Victory or death - such is the way of the Harkonnen, and the other Great Houses are more than willing to provide. Although lives are cheap for the Harkonnen, few fates are as ignoble as a useless death - and with this purchase, even those can be made a benefit. Comprising a number of prototype explosives and feedback circuits, this upgrade provides you with all the designs necessary to give all your subordinates ‘self destruct’ capabilities not unlike the

Devastator's atomic overload - if at a smaller scale for forces such as infantry or light vehicles. Whether it's suicide vests tearing through enemy infantry squads and Trikes or the detonating munitions supply of a Siege Tank leaving a crater within an enemy base, your foes will rue the day your subordinates close the distance; win or lose, your soldiers *will* draw blood.

- Harkonnen Might (300CP, discounted for House Harkonnen)

Energy weapons are rare in the Known Universe - owing in part to the exceedingly dangerous feedback created when a laser weapon impacts a shield. Although shields are suicidally risky on Arrakis due to the fact they attract the Worms across vast distances, most military units fielded today still rely on ballistic weapons of various kinds.
House Harkonnen, owing to their love of atomics, is not so limited. Though originally only seen in the plasma cannons of the Devastator and the Death Hand's atomic payloads, this purchase grants you a collection of weapons that could decide the war in their own right. For your personal use, you receive a downscaled variant of the Devastator's cannons - a rifle-sized plasma cannon with enough firepower to blast through even a Sardaukar's hardened armor. You also receive atomic variants of the munitions used by your tanks, resulting in greater firepower while also making them more effective against all forces. After all, while a normal Missile Tank will be hard pressed to cause serious injuries against infantry unless they manage to strike sufficiently close to their target, missiles that explode into a blazing inferno of fiery plasma are not so easily avoided...

INFRASTRUCTURE

Any infrastructure you purchase will become part of your main base of operations in one of the contested territories on Arrakis. These structures come complete with concrete foundations and upgrades where appropriate, and will follow you along on your chain once you leave. Each time you enter a new jump, you may choose to have some or all structures adjust to a new form that better fits that setting; any that are not adjusted this way will remain in their original Dune form. All infrastructure purchases slowly repair themselves over time, and are replaced after one week if they are destroyed.

- Construction Yard (50CP, first free for all)

The beating heart of any outpost on Arrakis, the Construction Yard is used to mine resources and assemble a variety of military structures for the Great Houses. It is fairly tough and largely self-sufficient, relying on extensive automation to keep crew size and water expenditure to a minimum. This Construction Yard can build any of the structures seen in the game, as well as other facilities of a similar style and level of technology, but it does not come with any designs by default unless you buy one or more of these below. If necessary, ask your House for the specifications of additional structures you want or need.
If you wish, this structure may begin as a Mobile Construction Vehicle instead, a large but slow and vulnerable vehicle that can 'unpack' into the Construction Yard anywhere a suitably stable foundation can be placed.

- Wind Traps (Free or 50CP)

These large and somewhat fragile installations are used to power your base with a series of advanced wind turbines. Furthermore, the Wind Trap processes the air funneled through the structure, extracting what little moisture is present within the scorching Arrakis air to provide clean drinking water for a base and it's attendant forces. Without sufficient Wind Traps, a base is unable to operate well, and many more advanced structures will cease functioning at all. You will receive free Wind Traps equal to what you need to keep your other purchased structures here functional, and may buy extras at a price of 50CP for four Wind Traps (spread over two structures). Any extra Wind Traps purchased here can be reconfigured to collect other compounds out of the air, rather than water, though precautions may be necessary if such compounds are corrosive, volatile or otherwise dangerous.

- Refinery (100CP)

Arguably the most important structure used in the conflict, the Refinery is the facility where Harvesters can unload their cargo. Within the Refinery, the sand is further processed to extract and purify the valuable Spice Melange, while simultaneously preparing it for transport and sale. In effect, the Refinery provides a constant income of Solaris, provided its Harvester can collect the Spice safely. Unfortunately, its economic and industrial importance often makes it a prime target for hostile forces.

The Refinery comes with a free Harvester, but not a Carryall, as well as a pair of Silos and a moderately sized region of desert sand with Spice. This region will occasionally create so-called 'Spice Blooms', ensuring the supply of Spice recovers fast enough to keep two or three Harvesters active indefinitely.

- Radar Outpost (50CP)

Vital for communications and management of larger installations, the Radar Outpost contains perhaps the densest and most sophisticated collection of scanners, communications equipment and data processing equipment this side of an Ixian espionage lab. Designed to provide continuous, real-time cover of the battlefield, the Radar Outpost is capable of detecting even the faintest signals reflecting off clouds, dune sand, and other such obstacles, meaning it is not limited to line-of-sight for its effectiveness. Although the accuracy of the scanning system drops off severely for any undocumented terrain, the Radar Outpost can maintain effectively permanent observation of any areas that have already been scouted by your forces, over a region dozens or even hundreds of miles across (weather permitting).

- Base Defenses (50CP)

The Spice War often rewards those who go on the offensive, but a solid defense is nonetheless vital to protect more important locations. With each purchase of this option, you receive a sizable amount of Concrete Walls to block off approaching enemies, along with one of two choices of weapon emplacements. You may either receive three Gun Turrets, each armed with a high-calibre cannon effective against lighter vehicles, or two Rocket Turrets which are armed with a pair of longer-ranged rocket launchers for use against armor and air targets.

- Barracks (50CP)

The most basic but nonetheless vital military training center, the Barracks is tasked with the training, equipping and support of all infantry forces fielded by the Great Houses. These facilities are most often used as a last stopover before forces head to the frontlines, but if the need arises they can be used to train new soldiers as well. Using a combination of specialized mental conditioning, high-intensity training exercises and possibly even more harrowing procedures, a Barracks can turn even an untrained novice into a competent soldier ready for combat over a process of days at most. Should you take the time to develop new forms of infantry combat doctrines, such as the use of different weaponry or stealth techniques, the Barracks can teach these lessons as well (though the Barracks is only suited for teaching infantry combat; the use of vehicles or more academic forms of tutelage are not covered).

- Light Factory (50CP)

A basic but efficient workshop adapted to the desert environment of Arrakis, the Light Factory is used to produce light skirmishers such as the Trike and Quad, making it vital to many smaller outposts on the planet. Assembling vehicles from a mix of machined parts brought in through the House's supply lines, modular components or even locally mined materials, these facilities are highly flexible and can maintain rapid production with even severely constrained support. During front-line operation, engineers can assemble new Trikes and Quads in mere minutes, though doing so requires the entire workshop to focus on one vehicle at a time - preventing simultaneous assembly of multiple vehicles. The Light Factory also incorporates training and practice facilities similar to those of the Barracks, designed to rapidly instill whatever knowledge is necessary to crew the vehicles built here.
The Light Factory can construct Trikes, Quads, and Raiders. Finally, this factory can also construct other light vehicles of comparable technological complexity, assuming you provide the design specifications.

- Heavy Factory (100CP)

The massive industrial compound known as the Heavy Factory contains assembly lines and fabrication units capable of building most types of heavy forces seen on Arrakis. In most conflict zones, these facilities will operate 'around the clock', churning out weapons of war to the frontline as rapidly as possible; in desperate battles, tanks could roll off the assembly line in a manner of minutes, with crews moving them into combat before welding lines have fully cooled. The Heavy Factory also incorporates training and practice facilities similar to the Barracks and Light Factory, though obviously aimed at crewing the heavier vehicle variants built here instead. The Heavy Factory can build Combat Tanks, Siege Tanks, Missile Tanks and Harvesters. It is also used to assemble Mobile Construction Vehicles and each House's prototype tanks, though doing so requires the assistance of a Repair Pad or a House Ix Research Facility, respectively. Finally, this factory can also construct other heavy vehicles of comparable technological complexity, assuming you can provide the design specifications.

- High Tech Factory (50CP)

Optimized for the most precise and fragile assembly procedures, High Tech Factories are complex workshops that are capable of building and maintaining air forces even with the wear and tear caused by Arrakis' lethal sandstorms. Most commonly, these factories are used to build or replace Carryalls for use in Harvesting operations, though the Atreides in particular also use them to maintain their fleets of Ornithopter bombers. Creating air units from lightweight and easily molded materials allows even a single High Tech Factory to assemble Carryalls in mere minutes at most, though these factories also have training facilities similar to the Barracks, Light Factory and Heavy Factory. In addition, this facility can build lightly armored aircraft of comparable technological complexity as those seen on Arrakis once you provide their design specifications.

- Repair Pad (50CP)

Though armed conflict often ends with most vehicles destroyed, rather than damaged, the ability to provide battlefield repairs is nonetheless crucial to keep casualty counts (and expenses) down. The Repair Pad can be used to repair any vehicle fielded on Arrakis, from the humble Trike to the massive Harvester, with repairs usually restoring a vehicle to pristine condition in under a minute at most even in the event of severe damage due to explosives, armor-piercing cannon fire, or other such calamities.
This variant can be used to repair other vehicles and objects as well, provided you share the design specifications and it falls within its technological limitations, and any repairs performed by this Repair Facility do not cost resources (unlike its standard variant).

- Starport (100CP)

Used as a delivery point by CHOAM, this structure enables you to order military forces (and presumably other goods) through the Intergalactic Merchant's Guild. Prices tend to vary over time, but with some patience a shrewd trader can acquire tanks and other units at substantially lower costs than building them normally. Once ordered, a CHOAM Freighter will land to deliver your purchases, though this delivery obviously takes some time given that these units must be brought in from orbit. Unlike the normal Starport, this variant can also be used to sell vehicles and materials, providing up to half the normal price of each sold item (though sell price will be adversely affected in the event of damage).
In future worlds, the Starport will retain its access to goods from the Dune setting.

- House Ix Research Facility (100CP)

Effectively a small outpost of its own, this Ixian facility is one of the most advanced facilities seen in the war for Arrakis. Providing all the housing, laboratory space, data processing and other services needed to keep a sizable team of House Ix scientists busy, these spectacular buildings are invaluable for their ability to support the creation of prototype weaponry. Though lacking the production facilities necessary to build such units entirely, the Research Facility *does* produce the high-end components that make the Sonic Tank, Deviator and Devastator such feared opponents. This facility can also produce other small but advanced systems of a comparable technological level, assuming you provide their design specifications. Even if you don't, the scientists employed here will just take it as a challenge; they'll happily try to improve

your other production facilities or develop more low-tech alternatives that can be rolled out by conventional factories. They're likewise happy to do more generic R&D per your instructions, even if this involves technologies that defy the Great Convention, like the Deviator gas or atomics used by the Ordos and Harkonnen. Just… be careful with particularly advanced software. House Ix is more open-minded than most, but even they will be hesitant to deal with a Thinking Machine.

- Atreides Palace (300CP, discounted for House Atreides)

At once both regal and functional, the Atreides Palace acts as the heart of House Atreides's diplomatic efforts. Staffed with countless administrators as well as military personnel, each Palace can coordinate military and economic efforts across multiple regions with ease. Owing to House Atreides's close ties to the indigenous Fremen, these efforts result in a continuous supply of reinforcements. The Atreides Palace will produce elite Fremen troops free of charge, at a rate of up to twenty Fremen per hour, until it has amassed a force of one hundred such units.
If desired, you may have these Fremen come equipped with any alternative weaponry or equipment you can readily mass-produce, instead of their standard desert cloak and mixed weaponry.

- Ordos Palace (300CP, discounted for House Ordos)

Serene yet foreboding, the Ordos Palace is a sign of great favor by House Ordos, signifying both exceptional trust and financial support to those commanding the tactical staff residing within. Housing the most cunning, devious and experienced of Ordos infiltrators, the Palace will continually produce mindlessly obedient Saboteurs - suicide units that can demolish even heavily fortified structures in a manner of seconds. The Ordos Palace will continually produce these Saboteurs free of charge, at a rate of ten infiltrators per hour, until it has amassed a force of fifty such units. If desired, these Saboteurs can come outfitted with other explosives (or similar devices) you can readily mass-produce, provided they are small enough they can be carried by a lone person without slowing them down.

- Harkonnen Palace (300CP, discounted for House Harkonnen)

The ominous Harkonnen Palace is as much a military installation as it is a place of wealth and power - one containing perhaps the most terrifying weapon deployed upon Arrakis. The Harkonnen Palace can launch the feared Death Hand Missile, a long-range ballistic missile that splits into multiple 'fingers' moments before impact to scatter low-yield atomics across the impact zone. Devastatingly powerful, the Death Hand's one weakness is the somewhat poor accuracy… though despite this one weakness, anyone given one of these palaces by House Harkonnen should be feared indeed. The Harkonnen Palace can launch ten Death Hands per hour, though it can only ready one missile for launch at any time. If desired, you may replace the atomic warheads of the Death Hand with alternative payloads, such as Deviator gas, provided you can readily mass-produce these alternative variants.

- Imperial Palace (300CP)

A sight rarely seen in the Known Universe, this opulent but heavily armored structure, resembling a golden pyramid with a large observation deck at the top, is intended as a temporary lodging for Emperor Shaddam IV Corrino himself. Somehow, you've received one yourself - a sure sign of favor from the ruler of the Known Universe… or evidence of substantial scheming by others. Functioning as a garrison for the elite Sardaukar shock troops, the Imperial Palace will produce such soldiers free of charge, at a rate of twenty such soldiers per hour, until it has amassed a force of one hundred Sardaukar. If desired, you may have these Sardaukar come equipped with any alternative weaponry or equipment you can readily mass-produce, instead of their standard power armor and heavy weapons.

COMPANIONS AND FOLLOWERS

- Subcommanders (variable cost)

Every army has a hierarchy, and though you're unlikely to stand at the top, you're not at the bottom either. Subordinates are often called upon to provide assistance during battles - even if just by sending reinforcements whenever doing so is possible. With this option, you may import existing Companions or create new ones according to your wishes, at a price of 50CP each or 200CP for a full set of eight. Each receives a Background and 300CP to spend on Perks or other purchases, and each may gain further CP by taking Drawbacks that affect them personally. They may not take Drawbacks that change the entire setting (such as Last House Standing), but receive bonus CP for such Drawbacks equal to half the bonus CP you gained.
Do remember though: this conflict is no place for divided loyalties. Any Companions who decide to serve a rival House *will* be considered enemies and you *will* be expected to kill them at the earliest opportunity… at least, unless they're spies working for you or they otherwise prove their loyalty - and even then, they are far from safe or trusted.
Companions may not purchase this option, but they may purchase Followers from the options later in this section if they so desire.

- Infantry Support (50CP)

Forming the most basic - but nonetheless essential - forces deployed on Arrakis, infantry offer modest combat power at a low cost. Though slower than most vehicles (especially light ones) and extremely vulnerable to machine gun fire and high explosives, a large infantry force can decimate enemies if used correctly. Infantry are also crucial for commanders looking to make use of 'infantry rock', defensive terrain that provides cover against enemy fire and which is impassable to vehicles.
Each purchase grants you fifteen infantry in any combination of Light Infantry, Troopers and Engineers. Any losses are replaced after a week, and you may change their composition any time they are not deployed in combat - for example replacing a Light Infantry with an Engineer.

- Recon Squadron (50CP)

Forming the core of many 'fast response' groups, light vehicles are often seen both on the frontlines and in patrols across more peaceful regions. Fast and maneuverable, these lightly

armored units can easily chase down infantry or heavy armor, and excel at surgical strikes against small groups of enemies cut off from enemy support - to say nothing of lonely Harvesters caught without an escort.
Each purchase grants you six light vehicles in any combination of Trikes, Quads and Raiders. Any losses are replaced after a week, and you may change their composition (for example replacing a Trike with a Quad) any time they are not deployed in combat.

- Armor Column (50CP)

Arguably the most important units in any major military force, heavy armor units are usually the toughest, most destructive forces in any given battle. Because of their power, armored units tend to make up the bulk of assault forces, and are necessary for engaging entrenched positions or large military forces. However, their heavy armor also slows them down; their low speed limits their use in more 'freeform' tactics while also leaving them more at risk from Sand Worm attacks.
Each purchase grants you three heavy vehicles in any combination of Combat Tanks, Siege Tanks and Missile Launchers. Any losses are replaced after a week, and you may change their composition (for example replacing a Siege Tank with a Combat Tank) any time they are not deployed in combat.

- Exotic Weaponry (50CP)

Lacking any common aspects, these units represent the technological pinnacle of each House's military forces. Ordinarly requiring access to the advanced systems and support of House Ix, these units can be difficult to use effectively… but if used well, they will eclipse nearly all other military forces in raw effectiveness.
Each purchase grants you two prototype vehicles in any combination of Sonic Tanks, Deviators and Devastators. Any losses are replaced after a week, and you may change their composition (for example replacing a Deviator with a Sonic Tank) any time they are not deployed in combat.

- Non-Combat Support (50CP)

Though military units will make up the bulk of your subordinates during your time on Arrakis, it bears remembering that Spice lies at the heart of the conflict. In accordance with the Emperor's decree, the more Spice you collect, the more funds and support you'll be able to draw on and the stronger your position will be.
Each purchase grants you three Harvesters, Carryalls, or a mix of the two, with any losses replaced after a week.

DRAWBACKS

If you desire additional CP for this jump, you may make your time here more challenging - and more rewarding - by taking Drawbacks. There is no limit to the number of Drawbacks you may take, nor the amount of bonus CP you may gain for it. All Drawbacks are mainly focused on Arrakis, but leaving the planet (be it by abandoning your post, faking your death, or some other

means) will merely replace each with a similarly dangerous or difficult effect suitable for your new location.

- Classic (+0CP)

What's that? Live-action cutscenes and 'modern' graphics not to your taste? Or perhaps you preferred the old style of Siege Tank, where you simply added an extra helping of armor and cannons instead of bothering with a more specialized approach? This 'Drawback' changes the setting so that instead of arriving during the time of *Dune 2000*, you will instead visit *Dune 2: The Building Of A Dynasty*. Though you'll find that most details are somewhat similar, others are not (like the aforementioned Siege Tank designs). Enjoy, and remember: the Spice Must Flow.

- Pawn (+0CP)

Although the Emperor has his own plans when it comes to the Great Houses, the Bene Gesserit sisterhood is arguably even more dangerous when it comes to scheming… and now, you'll get to find out for yourself. You no longer become a commander for one of the Arrakis regions controlled by your House. Instead, you take the place of the nameless protagonist of Dune 2000, brought to Arrakis by Lady Elara so you may take command of the armies of one of the Great Houses. Whether you choose to serve under Noree Moneo, Edric O, or Hayt DeVries, you'll get to face the campaign of the games… or make your own path, if you dare. Leading your House to victory is now a requirement - failure means you fail your jump as if you died. On the other hand, you may, if you wish, end your time here once you achieve victory for your side rather than waiting out the full ten years of your stay.

- Outmatched (+100CP per tier)

Their tank columns will stretch to the horizon, their infantry will swarm you like locusts, the sound of their cannons deafening in its promise of destruction. Each time you take this Drawback, up to a maximum of +400CP total, it will double the number of forces available to those you face in battle - be it personally or by overseeing an army of your own.

- Unbacked (+100CP)

Trust is scarce in this day and age - especially for one who arrives on an Imperial Heighliner, with their papers in order but little to explain *why* they came to Arrakis. Or perhaps you simply angered one of your superiors, and this is their way of thanking you for it. Whatever the case may be, you will receive barely any support from your faction and its allies (if any). Reinforcements are a handful of Light Infantry at best, supply lines are stretched thin and 'needed elsewhere', and you're basically forced to do everything using nothing but your own forces.

- The Spice Must Flow (+100CP)

The harvesting of Spice is a core facet of life on Arrakis - the Spice Melange is the most valuable substance in the Known Universe, and without it, it's unlikely many would ever bother to visit this dustball of a planet. You're certainly going to need to keep an eye on your Harvesters, because you have quotas to meet. For the entirety of your stay, you are now

required to pay a small but constant trickle of Spice to your superiors, which will leave less funds and materiel for your other efforts (such as warfare). Failing to meet your dues won't immediately result in your dismissal or execution, but the longer you take to provide any 'back pay' you owe, the harder it will become to get anything done on Arrakis. Keep your Harvesters safe, watch the Worms, and possibly keep a sizable stockpile of Spice available 'just in case'.

- Offworlder (+100CP)

There is a reason the Fremen were eventually considered the greatest warriors in the Known Universe - Arrakis is simply one of the harshest and most merciless environments to begin with. And you… you are wholly unprepared for its unrelenting hostility. The dry heat steals the air from your lungs. Your skin blisters under the unrelenting sun. The glare blinds and confuses as the sand itches and cuts until you bleed. Stay outside for too long, and you will dance in a cloak of madness and heat stroke, unheeding of Shai-Hulud's hunger. You are *nothing* here, merely a guest as insignificant as a grain of sand - and though the claddings of civilization might offer some protection, you cannot hide from all that Dune would visit upon you. Wherever you are, wherever you go, you will never feel at home.

- Shifting Sands (+200CP)

Most people would say that the most dangerous aspect of the frequent sandstorms on Arrakis is their ability to kill unprotected victims in mere seconds. Failing that, most would say the storms wipe away any landmarks and leave anyone caught by the swirling sands at risk of getting lost in the deep desert. You can add another issue to the list, for you'll become well versed in everything relating to *heavy dunes*. A far cry from the gently sloping sand flats most might find themselves in, these massive sandbars can be piled a hundred meters high, forming a terrain that is exceedingly difficult to traverse for both infantry and vehicles alike. And it seems to be everywhere you go. You'd better learn to be patient when your army's on the move, because the average speed for all your land forces just went down about fifty percent.

- Driven (+200CP)

Serve your masters well, for disobedience leads only to your doom. Words to live by, but in your case they are especially true. Whether it's a Harkonnen heart plug, mental conditioning, remotely-activated suicide implants or some other means, your chosen House has a way of enforcing your absolute loyalty. Embrace their philosophy, serve without question or hesitation, and remember: there is no place for incompetence on Arrakis. Your superiors *will* know to ask if you've been hiding things from them. Try to play it smart, cut corners and act with dishonor, embezzle funds, or show mercy to your foes? You die.

- Counter Strategy (+200CP)

The war for Arrakis is a deadly game of action and reaction, of finding weaknesses to exploit and units to outmatch your enemies'. Each unit type is typically strong against some forces but weak against another - don't bother sending Light Infantry against a Siege Tank, for example - but rarely have these things seemed so *profound* as they are in your battles. The tactical rock-paper-scissors approach is vastly more effective when used against your forces… and then

only against them. Enemy Troopers and Quads are death incarnate against your armor columns, to say nothing of Missile Tanks, and those Siege Tanks we mentioned before? You'll *really* want to keep your infantry away from them. Make sure you're always matching units to your benefit, because if you don't… well, perhaps the endless casualties will teach you instead.

- Ten Years Of Sand (+200CP)

Arrakis is also called the land of sand - and you'll know it. For the entirety of your time in this setting, you are completely unable to leave Arrakis in any way. You'll experience a full decade of nothing but sand, violence, and the Sand Worms. There's centers of civilization, of course, and nothing's stopping you from visiting Arrakeen or other cities… but even so, the entire planet is merely a gigantic desert. Water will always be a luxury, verdant green plants are found only on pictures, and the dunes stretch to *far* beyond the horizon.

- Last House Standing (+300CP)

Once, the Spice War would have raged for a considerable amount of time, the Emperor not intervening until near the end… but that was before. *Now*, you're faced with a wholly different chain of events, one where the Emperor gets involved almost as soon as the three Great Houses begin their skirmishes. When he does, he will unite both of your rivals, forming a unified (if distrustful) whole out of two armies plus his own elite Sardaukar forces… a whole which is now firmly aimed at *your* faction. Can you handle a war while fighting on two fronts?

- Wormsign (+300CP)

Watch your step, smell the air for ozone, listen to the sands shift and the crack of thunder… and *stay out of the deep desert*. In the dunes, the Worms prowl, ever watchful, ever hungry, the Great Makers who rule Arrakis and relegate all others to mere visitors. A powerful Wormsign can strike dread into even the most hardened Harkonnen, and their uncharacteristic terror would be more than justified. It's a fear you'll know yourself, for it seems as if you've angered Shai-Hulud himself somehow. No matter where you go, no matter what precautions you take, the Worms will *always* find you in time. Even hiding in (formerly) safe areas like Arrakeen will not save you - the fabled Shield Wall, strong as it may be, will still fall before sufficient might... and a single Worm can both cause more devastation than atomic weaponry and survive the same, in turn.

- On This Planet… You Will *Die.* (+300CP)

The Bene Gesserit may have seen you succeed - *once* - but they likewise have seen you die a thousand times, and the odds are very much stacked against you. This is Hard Mode, Jumper, and then some. Your foes are merciless, exceedingly competent, and seem to receive a near endless stream of reinforcements. Worms stalk the sands as before, lurking beneath the endless desert to swallow your forces whole yet somehow leaving your foes untouched. Any mistake you make will be punished, any gap in your defenses exploited to the fullest, any failed attacks you lead recovered from in a fraction of the time. Falter, and only death awaits you… if you're lucky.

- Butlerian (+300CP)

The galaxy of Dune is not a forgiving place, and we're not merely talking about the intrigue, political feuds, and open warfare on a certain desert planet. Nearly all of humanity shares certain taboos which are *extremely* dangerous to cross, and though this may not *necessarily* include your Jumper nature, depending on your travels thus far, the risk is simply too great. To bring you in line with the rest of the setting and remove the risk any… unfortunate aspects of your being might present, all your Perks, abilities and other advantages from other Jumps will be unavailable to you for the duration of your stay. Your memories and mundane skills are not affected, but you are otherwise reduced to nothing but your Body Mod and the purchases you've made for this world.

ENDING

So, the sands of Arrakis have not swallowed you whole. Perhaps the time on this desert planet has done you some good, hm? Whatever Drawbacks you've taken cease to affect you regardless of the choice you make. As for where the future leads… the Known Universe is not all there is to see, and even the Bene Gesserit and Mentats can't predict everything.

Are you weary of battle and the sands of Dune? Then **Go Home**, taking with you whatever you acquired during your chain and ending your jumping days back in your original reality. This is the only option you may take if your stay here resulted in your death.

Or perhaps you choose to **Stay Here**, among the dunes and the great Sand Worms? You might even have claimed the Golden Lion Throne yourself… or maybe you just have plans of your own. Who knows. Your jumping comes to an end, and you stay in the world of Dune for the rest of your days, keeping whatever assets you gained during your chain.

And finally, of course, you may want to **Move On**. You'll leave this world behind, moving on to whatever mystical places await you beyond the Known Universe, continuing your chain in whatever manner you use. Good luck.

NOTES

Infrastructure doesn't necessarily follow you 'mission to mission', assuming you put stock in gameplay mechanics at all, but once the territorial claims begin to shift it might still be used to provide support in regions closer to the frontlines.

Unless you take the 'Pawn' Drawback or you destabilize things through your own actions, you may assume the First Spice War will essentially remain locked in a decade-long stalemate. The battles will continue, the Worms will stalk Harvesters and tanks, and little change will come to the territories each House claims… but do not be so foolish as to think this makes Arrakis *safe*. The whole planet is a warzone, and you'll be right in the middle of it.

The canon ending for Dune 2000, assuming that Emperor: Battle For Dune follows the same continuity, is an Ordos victory. Feel free to disregard this if you wish - each of the three factions is equally capable of victory barring your personal involvement or Drawbacks you might have taken.

Keep in mind that having access to certain technologies or upgrades might not always work out well if you try to use them directly - House Atreides would not be happy fielding Deviators, for example, and the Ordos might not enjoy *openly* breaking the Great Convention by using an atomic Death Hand where others can see. Be creative: that same Death Hand missile with conventional high explosive warheads would likely not break the Great Convention, and be happily adopted by both the Atreides and Ordos, for example.

All technologies, powers, and so on from this setting will continue to work in other jumps, regardless of whether they were purchased for CP or not.

When in doubt, fanwank responsibly and have fun.

DUNE 2000 UNIT LIST:

- Light Infantry: using light automatic weapons, Light Infantry is very effective against other infantry and moderately useful against lightly armored vehicles. They lack the firepower to deal with heavy armor.
- Trooper: these infantry forces are more heavily armored than Light Infantry, and carry a powerful guided missile launcher that makes them very effective against vehicles of all kinds. However, they have few options available when faced with infantry.
- Engineer: this non-combat infantry unit is a highly trained technical expert, capable of infiltrating and subverting enemy structures. Extremely vulnerable due to their lack of armor and weaponry, Engineers are vital for many missions.
- Fremen: the native, desert-dwelling tribes of Arrakis make for some of the most dangerous fighters on the planet. Heavily armed and equally effective against all targets, their most notable advantage is their stealth; a group of Fremen can remain undetected all all but the closest distances, making them the undisputed masters of ambushes and infiltration. Fremen are only available through the Atreides Palace.
- Saboteur: created through unknown Ordos technology, Saboteurs are covert suicide infantry tasked with the elimination of vital structures. They are capable of making themselves invisible for a short period of time using unique stealth fields, and can demolish even the most fortified structure in seconds once they reach it. Saboteurs have no other weapons, and are not suited for direct combat. They are only available through the Ordos Palace.
- Sardaukar: the elite shock troops of the Emperor himself, the Sardaukar are the deadliest infantry in the conflict - though they are rarely seen on the field of battle, and usually only act as protectors for the Emperor. Carrying their iconic and immensely heavy armor, Sardaukar can take inhuman amounts of punishment, while at the same

time decimating enemy forces with heavy weapons that are effective against all targets. Sardaukar are only available through the Imperial Palace.

- Trike: fast, manoeuvrable, and equipped with a pair of heavy machine guns, the three-wheeled Trike is a high-speed scout and anti-infantry vehicle. They are most often found in reconnaissance roles, though they can also whittle down Harvester armor if given enough time.
- Raider: normally only fielded by the Ordos, this light vehicle is the bigger, badder brother of the Trike. Featuring improved weaponry and an upgraded engine for greater acceleration and top speed, this machine is the deadliest skirmisher on Arrakis, outperforming the Trike in most situations. However, the Raider is also more expensive, and its greater speed leaves it at even more risk of outpacing the customary Quad escorts Trikes often have. As such, using Raiders well frequently means using *only* Raiders, relying on their heavier machine guns to compensate rather than lose their core advantages by keeping them with a slower force of other vehicles.
- Quad: a heavier and slower chassis than the Trike's, the Quad comes equipped with substantially thicker armor as well as a short-ranged rocket launcher with a high rate of fire. Though still somewhat vulnerable against heavy weaponry like that of the Combat Tank or Missile Launcher, the Quad packs a mean punch against armored vehicles of all kinds and excels as a Harvester hunter.
- Combat Tank: sporting a high-calibre cannon turret, the Combat Tank is decently effective against light vehicles but lacks the dedicated firepower of its brethren. Instead, the Combat Tank is easily the most resilient conventional tank on the battlefield, and is often used as the first line in battle - both to draw fire from enemy forces and to eliminate weaker targets.
- Siege Tank: lacking the Combat Tank's resilience, the Siege Tank's most iconic feature is its massive artillery gun. Firing high-explosive shells, the Siege Tank's firepower is not very effective against vehicles but can rip apart infantry and buildings in seconds.
- Missile Tank: relatively lightly armored like the Siege Tank, the Missile Tank features a set of launchers capable of sending volleys of armor-piercing guided missiles at both ground and air targets. Though a poor match for infantry, these missiles have long range and deal devastating damage against all vehicles and air units.
- Sonic Tank: the prototype tank of House Atreides, this vehicle doesn't rely on conventional munitions to fight. Instead, it generates a devastating wave of sound, which rushes forward from the generator dish to literally shake apart infantry, vehicles, and even said vehicles' crew. Sporting a decently long range and moderate armor, the heavy firepower of these units comes with one major risk: it will tear apart any friendly forces caught in the wave as readily as it slaughters enemies.
- Deviator: House Ordos does not normally field Missile Tanks, preferring this insidious weapon instead. Superficially similar, the missile launchers of the Deviator do not fire anti-armor or even explosive payloads. Instead, each missile carries a potent nerge gas which confuses victims and leaves them extremely vulnerable to outside suggestion. In effect, a direct hit from a Deviator will briefly cause an enemy unit to fight for House

Ordos instead of their original masters, turning on their friends due to a mix of mental influence and heightened paranoia.

- Devastator: by far the heaviest combat unit on Arrakis, the Harkonnen Devastator is a tank that outmasses small buildings. Sporting two massively powerful plasma cannons and nigh indestructible armor, even one of these machines can cut a bloody swath through enemy forces. Powered by a nuclear reactor, the destruction of one of these units causes a devastating explosion - something ruthless commanders can exploit by ordering the tank to self-destruct. That said, the Devastator does have two critical vulnerabilities. First, although the plasma cannons are exceedingly deadly against all targets, their effective range is very short. Second, the Devastator is also the *slowest* vehicle by a substantial margin, and its sluggish speed is insufficient to keep pace with even infantry or Harvesters.
- Harvester: these gigantic, beetle-shaped vehicles sift through the sands of Arrakis to collect the Spice. Heavily armored but lacking any weaponry, these machines rely on protection by other units to collect and deliver their precious cargo. That said, crafty Harvester drivers *have* in the past used their machine's great size to run over enemy infantry… and less crafty ones might have done the same, if only on accident.
- Mobile Construction Vehicle: these large industrial vehicles can set up a Construction Yard anywhere there is sufficient space and resources available. They are slow, lightly armored and completely unarmed, making them reliant on escorts for safety.
- Carryall: these large air transports can pick up any friendly units, carrying them to a target destination. They are most commonly used to ferry Harvesters between the Refinery and the Spice fields, but they are also used to support vehicles requiring transport to a Repair Pad or forces moving to different regions as reinforcements.
- Ornithopter: the only combat aircraft widely seen on Arrakis, the Ornithopter is a nimble fighter-bomber capable of raining down bombs onto a target area while evading most enemy fire. They are not normally built in the field, but House Atreides often uses them to provide close air support for their forces or strategic air strikes against vulnerable installations.

DUNE 2 SETTING CHANGES, AS COMPARED TO DUNE 2000:

- Various characters and locations are different; each Great House has a different mentat than in Dune 2000, for example, and the plot is slightly different (although the broad strokes are the same in both timelines). The biggest change in terms of overall strategy and events is that the Ordos do not rely on mercenary armies as they do in Dune 2000, instead only fielding their own forces much like the Atreides and Harkonnen.
- In general, the Emperor and his Sardaukar were substantially less active *openly* during the early stages of the conflict, merely providing deniable support in the form of resources and personnel rather than taking to the field directly. Later on in the conflict, the Sardaukar in Dune 2 are instead much *more* active than their Dune 2000 counterparts, and can match or exceed the other two hostile Houses in the final stages of the war in terms of military forces fielded and the size of their main base of operations.

- The Atreides never use Troopers, and the Harkonnen never use Light Infantry. Infantry is still built with the Barracks, either individually or in groups, but Troopers and Trooper Squads require a separate building, the ‘Wor’. Engineers do not exist; all infantry can be used to capture enemy structures, provided the structure has already been badly damaged to eliminate most internal resistance.
- Raiders have lower armor than Trikes, and Quads use heavy machine guns instead of rocket launchers. Siege Tanks use double-barrel variants of the Combat Tank’s cannons and are far more heavily armored, serving as tough front-line forces rather than lightly armored anti-infantry units. Troopers are equipped with anti-infantry weapons as well as rocket launchers.
- Rather than being used as a bombing ‘support power’ in Dune 2000, Ornithopters can be built in the field by both Atreides and Ordos High Tech Factories. They seek out any enemies on the map, engaging them with guided rockets in ‘hit and run’ tactics until they are shot down.
- Spice never replenishes - ‘Spice blooms’ are one-time events, and once a region exhausts its supply of Spice, no additional Spice will appear. Despite this, enemies never run out of funds.
- Factories and Palaces operate on a ‘parallel operation’ principle. While a second (or third, etc.) factory speeds up production but the whole base remains limited to a single unit at a time in Dune 2000, additional factories in Dune 2 produce units independently, allowing for the production of multiple units with no change in production speed. Likewise, upgrades are not shared between factories - each is wholly independent.