

EMPEROR

BATTLE FOR DUNE™

VI.1 by Songless

The first great Spice War has ended, and with it, the stability of the Known Universe. The plot of Emperor Shaddam IV Corrino was dashed to pieces with his death and now, the galaxy is rapidly descending into a conflagration of open warfare.

The Spacing Guild, recognizing the dangers this destabilizing conflict could result in, has now chosen to intervene. The reign of House Corrino has ended, and a new House *must* take its place as the leader of human civilization. Under the terms of the Great Convention, a limited form of warfare is permitted for candidates to prove their worth.

Now, three Great Houses mobilize once again to begin the *War Of Assassins...* or rather, to continue a war that never truly ended. On the planet Arrakis, also known as 'Dune', the Houses Atreides, Ordos and Harkonnen will do battle, claimed territories providing them the means to harvest the priceless Spice Melange and pay for materials and reinforcements much as they did during the first Spice War. Whichever House harvests the most spice and eliminates their rivals will be given the right to ascend to the Golden Lion Throne.

But much like the Spice War that preceded it, the War Of Assassins is not all that it seems. Scheming and deceit are rampant, divided loyalties see numerous factions reconsider their allegiances, the Tleilaxu are performing dangerous experiments in the deep desert, and there are rumors that even the Spacing Guild itself is not nearly as 'neutral' as they present themselves...

But that is the future. In the present, Arrakis is split into three sides. The three contenders, each claiming part of the planet, are at eachothers' throats. Atreides, Ordos, Harkonnen - none will permit the others to succeed. Lesser Houses have come to Arrakis for their own purposes; the Sardaukar to determine a worthy new leader after their emperor's death, the Ixians and Tleilaxu to offer their services to the Great Houses while opposing one another at every turn, and the Fremen... well, the Fremen have always lived on Arrakis, and will likely oppose anyone threatening their way of life.

For the next ten years, the War Of Assassins will rage across the desert planet. You will join one of these major or minor factions, and bring glory to your side... assuming you survive. For Arrakis is a dangerous place, and if the sandstorms don't rip the flesh from your bones the mythical, hundreds of meters long Sand Worms might swallow you whole.

You have 1000CP. Be careful, and good luck.

Backgrounds

During your time here, you will be in charge of a sector of Arrakis, with the exact details depending on your Background.

The three Great Houses vying for control over Arrakis will have sector commanders overseeing the harvesting of Spice, ensuring production and logistical support of their military forces, handling any local issues or threats, and doing various other minor details relating to planetary governance.

The noble House Atreides, from the water world Caladan, is the house led by Duke Achillus. Famous for both its discipline and highly trained forces, the Atreides favor the use of diplomacy and honour to form alliances with other factions, leading them to victory in a united, well-organised army.



The insidious House Ordos hails from the frozen wastes of Draconis IV, and is led by an enigmatic group of rulers known only as the Executrix. Cautious and exceedingly wealthy, House Ordos favors manipulation and deceit, excelling at causing discord among their enemies. Their strategy heavily involves the use of taboo or outright illegal technologies, such as the dreaded Gholas - cloned copies of existing individuals - to take control of other factions by replacing those in positions of power.

Finally, the cruel House Harkonnen seeks to conquer Arrakis no matter the cost, using brute force and a total lack of self-preservation to dominate their foes. Led by Baron Rakan Harkonnen, the bloodlust of the Harkonnen leadership is easily matched by those further down the chain of command... though it is said the Baron's sons are both vying for more influence and power - and each hates the other.



Aside from the three Great Houses, a number of smaller, independent factions are present on the desert planet at the heart of the Known Universe. Though only minor players in the War Of Assassins, each has their own goals and could find great fortune during the crisis... should they take advantage of the opportunities and uncertainties it brings.

The Lesser Houses of **Ix** and **Tleilaxu** each observe the conflict, having established outposts of their own and sometimes offering their own brand of scientific acumen to those who earn it through coin or support. House Ix favors advanced technology and research, while the Tleilaxu are masters of biological warfare and genetic engineering. Each hates the other with great intensity, to the point their goals during their time on Arrakis are - if only in part - to destroy as much of their rival as they can.



The mighty legions of the Imperial **Sardaukar** seek a new leader to direct them now that the Emperor lies dead, and feel the War Of Assassins will reveal who this new leader should be. These soldiers are immensely powerful and carry some of the best equipment available, and are trained from a very young age. They are highly disciplined, and believe honour and duty must come before all other things.

The **Spacing Guild** has its own observers on the planet to ensure the Spice flows as it must, and established facilities planetside to observe the War Of Assassins. Normally tasked with interstellar transportation for other groups, their groundside forces are perhaps the most limited out of all factions - yet at the same time, their control over space travel means almost none can afford to cross them.



Finally, there are the **Fremen**, the desert-dwelling inhabitants of Arrakis who are ever struggling against the wanton destruction brought by the Great Houses. Masters of stealth and ambushes, they once held an alliance with House Atreides, but this relationship has fallen apart in more recent times. They may not have much of a choice, however - they detest the Ordos and Harkonnen due to their treacherous and cruel natures, and these Great Houses likewise consider the Fremen little more than an obstacle or source of slaves... though the Ordos may yet make use of them.

Whichever Background you choose, you may select your age and gender from any suitable for an adult on Arrakis. You may choose to be the standard 'reincarnation' style Background, receiving the memories, history and connections appropriate for one who has lived several decades in this setting. Alternatively, any background can also be a 'Drop-In', foregoing the existing identity and memories and simply arriving as you are on your starting date; in this case you're simply a newcomer who's been recently recruited for the job or a stranger just arriving to that part of Arrakis with whatever documentation and references are necessary to get you started.

Perks

- Honour And Justice (100CP, free for House Atrides)

Though none of the Great Houses can afford to be naive, Duke Achillus retains an aura of integrity and nobility that few of the other House leaders can - or even bother to - match. This same sense of honorability suffuses the entirety of House Atrides, and so too will you find yourself with a discipline and grace that makes you stand out from those around you.

- Lead By Example (200CP, discounted for House Atrides)

House Atrides does not lead from the rear, with bureaucrats or armchair generals directing the common men without a speck of awareness of the realities of war. Indeed, even Duke Achillus himself will readily enter the battlefield if the need is dire enough - and like him, you exemplify the idea that a leader must understand all that his subordinates do. You inspire greater loyalty and competence by standing by your subordinates' side, and even during peacetime you'll find that you are far more capable at teaching or training those whose skills do not yet match yours.

- Unity Broker (400CP, discounted for House Atrides)

How much power does one truly have, if they stand alone when they face adversity? The bonds of duty and loyalty are stronger than even those of blood, and like the finest men and women in House Atrides, you have been trained to forge such bonds through word and deed. As a talented diplomat and speaker, you can soothe even the most raging tempers and unite those who once suffered long rivalries. Though you are but one person, with time and effort you'll know you are one of *many*, standing at the head of an army forged from half a dozen factions and thousands of followers.

- Best Of The Best (600CP, discounted for House Atrides)

Atrides soldiers are some of the most talented and well-trained military personnel on Arrakis, most noticeably seen in their elite infantry forces. You've taken such measures to heart, but more than that, it seems like those under your command are simply more talented and better trained than they would be otherwise, effectively granting them a sizable amount of combat experience even before they've ever faced true battle. The most novice soldiers under your command are already comparable to seasoned experts, and your veterans will soon find themselves truly the stuff of legends.

This advantage applies to all your military forces, not merely your infantry.

- The Path To Power (100CP, free for House Ordos)

Honour, integrity, bloodlust or violence... such things are pointless trivia to those in House Ordos. All that matters is the objective at hand, and the means deemed necessary to accomplish it. You can consider any available path to you without bias or revulsion, determining through cold logic rather than emotion what your options are - and what the consequences might be. This does not alter your personal morals or feelings, though it will allow you to suppress them if you feel the need is great enough.

- **Three Hundred Words For Profit (200CP, discounted for House Ordos)**

House Ordos desires influence and power above all else, and they know that what many people value most is *money*. Through cunning schemes and shrewd deals, House Ordos accumulates vast quantities of wealth... and you are no different. Your every financial endeavor, from basic investments to harvesting and distributing the Spice Melange itself, seems to find itself with noticeably greater profits. Wealth alone is not enough... but it most certainly helps.

- **Viper (400CP, discounted for House Ordos)**

The Ordos are skilled and cunning, but their forces lack the raw power that the Atrides and Harkonnen favor. Instead, Ordos strike groups rely on mobility and catching foes off-guard, and you are more than capable of making good use of such advantages. From hit-and-run strikes to sabotage, from mind control to traversing otherwise impassable terrain, you are a *master* at the nastier tactics that come with sacrificing resilience for speed and subtlety. By the time your enemies realize what you're doing, it's likely already too late... and that's assuming they figure it out at all.

- **Mastermind (600CP, discounted for House Ordos)**

In commerce, short-term gains often cause long-term difficulties, and the reverse can likewise be true. In war, these truths apply to an equal level, and House Ordos understands above all others that careless or rushed efforts are meaningless when patient, deliberate action is available. Like them, you are a master at playing the 'long game', manipulating your enemies against one another until old alliances burn in newly-kindled hatred, everyone is fighting everyone else, and even in your victory few will think that *you* are the one responsible for their woes. A cloned Gholas here, some sacrificial pawns there, and before you know it you could convince even the proud Fremen that the so-called 'noble' House Atrides is nothing but a band of vile, treasonous outsiders - unlike your own House, of course, and you'll happily welcome these Fremen to your side... provided they prove themselves *useful*. In the end, your side alone will remain an island of calm in a turbulent ocean of sand, and few will see the strings you pulled to make it so.

- **Failure Is Death (100CP, free for House Harkonnen)**

House Harkonnen has no room for the weak and the feeble. Whether it's through long days in the toxic factories of Giedi Prime or merely a sense of kinship with these powerful and cruel people, you've taken their lessons to heart. Your discipline is great enough that you'll power through pain and injuries that would cripple or outright kill lesser men, and even the greatest horrors of war cannot hope to strike fear into your heart. After all, no matter what those fools who stand against you bring to bear, nothing can ever be more terrifying than the places the Harkonnen call home.

- **Ambitious (200CP, discounted for House Harkonnen)**

Life is cheap on Giedi Prime - advancement in the Harkonnen hierarchy often involves the untimely death of a superior at the hands of a subordinate. Indeed, the Baron's sons - Copeck and Gungeng - are openly plotting both to kill their father *and* to eliminate each other. You've spent long enough in such a treacherous environment to know at least most of the tricks, and your odds of coming out on top or picking the winning side whenever such an internal crisis occurs are vastly improved. This *does*, of course, include crises of your own making - if you don't have any opportunities to seize, you'd better be ready to make your own.

- **Unforgiving (400CP, discounted for House Harkonnen)**

Violence and cruelty are the lifeblood of House Harkonnen, and you wield such things as a banner to herald your coming. How many foes have you left as nothing more than bloody corpses? How many kneeled before you, to be led in chains to the Harkonnen slave pits? When your forces take to the battlefield, those who oppose you will know terror, born from their knowledge of the future or merely their own terrifying imagination. Their discipline falters, their morale plummets, and though it's not enough to break them with this alone, when your tanks and Devastators smash their defenses to rubble they'll flee all the faster.

- **Ruthless Authority (600CP, discounted for House Harkonnen)**

Power comes to those with the will, the talent and the determination to *take* it. Such is the Harkonnen way, and it serves you well. Like the Baron himself, you're far more likely to get away with breaking conventions and laws, like using atomics despite their explicit illegality, be it by knowing just how to avoid anyone getting any actionable proof or just by being too intimidating, powerful or outright *dangerous* for anyone to speak up against you. In the same manner, your subordinates will not abandon you over such misuse of power, nor will they if called upon to commit to suicidal tactics. After all, the fault lies not in the fact some must throw away their lives for another's fleeting benefit... it's that they'd rather be the ones to give the order than carry them out. If anything, it just drives them to even greater ferocity, knowing that the more they prove themselves, the more likely they are to get to lord it over others.

- **One With The Sand (200CP, free for Fremmen)**

Arrakis is unforgiving and merciless in its lethality, and those who live there must be ever sharp and watchful to survive, let alone thrive. The Fremmen are the masters of desert warfare and survival, and you are one of their greatest. You know how to survive in the harshest of environments, how to conserve your water and energy, where to find food and how to preserve it, and so on. You know how to travel quickly over treacherous terrain, moving swiftly and quietly to avoid detection by both the Sand Worms and more conventional forces. Indeed, your skills at stealth and ambushing would leave foes in terror at your name - assuming any survived your ambushes at all. The endlessly shifting dunes can easily play tricks on the eyes, after all - a fleeting shadow is far more likely to just be a gust of wind kicking up sand than it is to be a hostile soldier...

- **Dervish (400CP, free for Fremen)**

The whirling sands of Arrakis might leave most huddling behind concrete walls or in the safety of the rocks, but to the Fremen, the entire planet is their ally - if a fickle one. Like these hardened men and women, you have learned to use the natural world against your foes to devastating effect. Whether you hide your approach in a sandstorm to strike without warning, use your knowledge of the terrain to set up lethal ambushes, or even bring a Thumper so one 'mere' Fedaykin can stand against an entire tank column with Shai-Hulud's aid, any tactics you employ that rely on the environment for their success will be much more effective. Perhaps more importantly, this Perk ensures that such environmental conditions are always available to some extent, though their nature will obviously depend on the location you're in. For example, though calling a Sand Worm on Giedi Prime is pointless, the toxic waste dumps and billowing clouds of industrial smoke found on that hellish planet might provide their own opportunities...

- **The Emperor's Chosen (200CP, free for Sardaukar)**

The Sardaukar are arguably the strongest, toughest, and most talented soldiers in the Known Universe, and you stand at the pinnacle of their potential. Your physical abilities, battlefield readiness, and personal combat skills are each elevated to the absolute peak of human ability seen in this setting... and given what some in this setting are capable of, that is *not* something to underestimate. Firing a machine gun so massive it surpasses the firepower of light vehicles barely feeling the recoil, wearing hundreds of pounds worth of reinforced armor in the heat of the desert without complaint or difficulty, and remaining calm while standing at the heart of a maelstrom of napalm, fuming Inkvine and high explosive ordinance is just another day in the field for you.

- **Honor In All Things (400CP, free for Sardaukar)**

To stand upon the field of battle, openly revealing one's superior skill for all to see - such is the way of the Sardaukar shock troops. But not all hold to such ideals in combat - dishonesty and subterfuge are rife on Arrakis, and there are many who would gain the allegiance of the former Emperor's forces with lies and betrayal. Though some Sardaukar might be taken in by such tricks, you are more cunning and perceptive than these men. Owing to your training for guarding the greatest individuals in the Known Universe, your excellent natural abilities of perception and deduction, or just sheer experience, you'll find it is *very* difficult for anyone to fool you with any sort of 'dishonorable' tactics. You can detect a Gholia impersonator from the slightest errant twitch, spot hostile forces tracking you in the desert - Tleilaxu tomb robbers, perhaps - with great ease, and you might as well be precognitive for how well you can find hidden killers... be they the cloak-and-dagger of assassins lurking in your base or hidden infantry platoons preparing to ambush your forces. Indeed, your steadfastness in the face of such dishonor has rubbed off on your subordinates, as well, and any soldier serving under your banner will likewise know to keep their eyes open.

- **Service Without Thought (200CP, free for House Ix)**

Some rules may be bent, some may be broken... but some are so core to the very fabric of society in Dune that not even House Ix dares to tread upon them. One of the most important is commonly phrased as: *'Thou shalt not make a machine in the likeness of a human mind'*. Whether you choose to obey it or risk summary execution for your transgressions, you'll find that following its demands causes little issue for you. Not only are you capable of easily developing and creating machine servants that obey these restrictions, you are also capable of effortlessly modifying any kind of virtual or artificial intelligence, software-based decision suite, computing assistant, or other such kinds of semi-intelligent machinery in such a way that they are both wholly non-sentient and entirely incapable of ever changing to the point they might become a true machine intellect. Such systems will, for all intents and purposes, *never* be a true intelligence, yet this precaution creates no detriment or loss of capabilities; any such system will be able to fulfill their original purpose as effectively as before, without any problems caused by their unthinking nature.

- **Ingenuity (400CP, free for House Ix)**

Mastery of technology lies at the heart of the Ixian paradigm, and you excel at all things it requires. Your knowledge of Ixian technologies is unsurpassed, having mastered a variety of fields including *at least* optical cloaking, holographic technologies, advanced manufacturing and energy weapons, with possibly several more besides. More than this, you do not simply repeat learned information - your talent at developing new devices, tanks, weapons and other such systems is nothing short of inspiring. Your observations in the War Of Assassins could see you develop and build military machines whose likes have never been seen on the dunes of Arrakis.

- **Many Faced (200CP, free for House Tleilaxu)**

The Tleilaxu 'Face Dancers' are some of the most talented - and feared - spies, assassins and infiltrators in the Known Universe. This is due to their talents at biological self-alteration, a gift you now possess as well. At its most basic, you are capable of taking on the appearance of another person in a matter of moments, with the level of detail covering even the smallest minutiae. Similarly, a Face Dancer's control over their own biology is so absolute, it is impossible to detect their true nature through efforts such as genetic testing, an obfuscation which now extends towards any other biological aspects of your being. Though you do not gain the memories of someone you impersonate, you do possess a great talent at emulating those you study, easily mimicking their habits and mannerisms after even a short time of observation - play your cards carefully, and you could take another person's place and not have the truth found out for months or even longer.

- **Mastery Of Flesh (400CP, free for House Tleilaxu)**

Through knowledge and cunning, even mere flesh can be made stronger than steel. No matter the horrific purposes they use it for, the Tleilaxu are the undisputed masters of biological science in the Known Universe - and you are one of their greatest doctors and scientists in turn. From genetic manipulation to cloning technologies and the creation of

horrifically lethal viral infections to the 'breeding' of parasitic biological tanks like the Leech, your ability to twist living tissue into new forms and purposes is downright inspiring... or terrifying, depending on your perspective.

- **JIAB (200CP, free for Spacing Guild)**

The heart and soul of the Spacing Guild, the so-called *Navigators* are the pilots of the Guild's massive Heighliner transports - but few reach these lofty heights. Nonetheless, a vast number of less-empowered but still highly capable individuals have gained supernatural power within the ranks of the Guild, and so too do you have such unusual abilities. You can direct and manipulate energies to create potent electrical attacks similar to those manifested by the Maker and NIAB tank, making you a highly lethal combatant. But, perhaps more importantly, your exposure to the Spice Melange has given you minor precognitive abilities and the means to 'warp' space around yourself, allowing you to manifest teleportation effects sufficiently potent to reach across miles of terrain with each 'jump' while also bringing a sizable volume (such as a vehicle) with you. This power itself (or its use) does not cause you to become deformed like Makers or Navigators, though it will not protect you from such consequences either should it happen through other causes.

- **Enlightened (400CP, free for Spacing Guild)**

The Spice Melange prolongs life and expands consciousness, and it is vital for space travel in the setting of Dune. The Spacing Guild uses it every day, and like them you have learned how to best use its incredible potential. More than that - you will find that any kind of substances you use to enhance your physical or mental powers (such as the Spice itself) are easily two or three times more effective or longer-lasting than they otherwise would have been. Furthermore, you will never suffer negative effects from such compounds - such as the severe, Spice-induced mutations seen in the Navigators and Makers of the Spacing Guild. Instead, some of the beneficial effects you experience will begin to linger after extended use, granting you very faint but *permanent* echoes of their normal benefits. In time, you may even enjoy their full effects without ever needing another dose... though reaching the point you no longer need to use Spice, for example, would require using more Melange than even the oldest Navigators have been exposed to over their lifetime.

- **Mentat (Variable cost)**

The Mentat order governs the training and conditioning necessary to turn prospective adepts into 'Mentats', individuals whose mental abilities are bolstered to the point they are effectively biological computers. You have gone through this process to some degree, with the level of improvement to your mental power dependent on the level you purchase. All levels come without the drawbacks found in many other Mentats - perhaps most (in)famously their weakness to faulty information and assumptions. All levels are inclusive - higher levels include lower ones in all cases. Should you wish to purchase options here by using the 'reward CP' from Scenarios, you need not spend both prices and only pay the difference. For example, the third tier would only cost an additional 200CP, rather than 300, if you already purchased the first tier normally.

For 100CP, you receive the most basic level of Mentat instruction. Although your overall intelligence and mental acuity remain the same, you become substantially more capable in any field involving mathematics of any kind. You can rapidly compute even complex formulae, and your ability to handle numbers would leave even the greatest non-Mentat bookkeepers in awe.

For 200CP, you also receive an effectively perfect eidetic memory and the ability to maintain mental focus on multiple topics or thoughts at once.

For 300CP, this ability is further enhanced, granting you immense mental multitasking abilities and the capacity to absorb and process vast amounts of information in a short amount of time.

For 400CP, your Mentat training is effectively complete, further bolstering your abilities when it comes to logic, statistical inference, as well as perception of both details in the environment and the body language and mannerisms of others.

The Tools Of War

All items in this section may be purchased multiple times if you wish, though duplicates are not guaranteed to be useful in all instances.

- Aesthetics (Free)

There's quite a few ways to change the composition of your forces here, whether you're a Great House commander seeking to get a few new tricks from a smaller faction or you just make do with a varied and versatile armament in general. That being said, each faction does have its own ideas on what makes a 'proper' military unit. The Harkonnen forces are tough, ugly, and usually made out of blackened metal and red trimmings - few would even consider stepping into something as frail and... *lacking* as an Ordos hovertank, especially not with those colors. Likewise, an Atreides-trained Sardaukar would likely have a white and blue uniform with eagle regalia, instead of the intimidating black and purple of House Corrino. With this purchase, you can freely adjust the looks of your units, structures, and so on, including their weapons and other details, provided their overall functionality remains the same. An Atreides Gun Platform might use guided missiles instead of the Harkonnen's gun turret, for example, and house the weapon in a much more aesthetically pleasing frame of light steel.

That said, whichever changes you make here will never have an impact on a unit's overall performance. An altered appearance will not improve a tank's stealthiness, and changing a Laser Tank's weapon won't allow you to ignore the Holtzman feedback between laser weapons and shields or take advantage from beneficial Perks that only apply to specific weapon types, for example.

- Knowledge Is Power (Variable cost)

Much like the slow blade pierces the shield, the simple approach may often work best. Yet knowing your options is crucial to success, and the people of Dune have spent a long time honing their skills - both for war and elsewhere. With this option, you may purchase one or more (military) databases, each covering one of the factions of this conflict. Such a database is sufficient to create (or re-create) all military forces used by said

faction in the War Of Assassins, while also including a number of military treatises or other forms of background information. For databases covering the three Great Houses, this will cover the basics - but little more than that. Sub-factions like the Guild or House IX, possessing far fewer variety in their forces, will receive a considerably larger amount of supporting documentation, including the cultural background for various military philosophies, in-depth tactical information, and more. A Fremen database will contain a large portion of their culture and desert knowledge, for example.

You will receive the database for your own faction for free, ensuring you have access to whatever standard forces your faction usually fields. You may purchase additional databases at a cost of 200CP for a Great House faction, or 100CP for a sub-faction.

- **Effective Education (100CP, discounted for House Atreides)**

House Atreides prides itself on having the most well-trained infantry available, in large part thanks to a culture where the most experienced veterans are equally lauded as teachers rather than soldiers. With this purchase, you gain the services of a small group of military teachers, including retired soldiers, tacticians, and educational specialists. Though they currently lack the means to provide a meaningful impact on your forces, these dedicated men and women can rapidly develop improvements in training programs if provided the necessary support, most commonly by allowing them to debrief soldiers with 'Heroic' veterancy. By using the experiences from these soldiers, they can permanently improve the training methods used for your forces - and though this process is normally only found among the Atreides, this service can do so for *all* infantry under your command. Whether it's an Atreides Kindjal sharing their tricks for leading targets and disabling vehicles with the greatest ease, a Sardaukar showing how to handle the recoil on his machine gun, or even a Harkonnen Flametrower sharing the best way to 'barbeque' enemy soldiers, they'll be able to get the bits that work and ensure you can train any such forces more effectively in the future. Your travels might take you far, but with the aid of these fine soldiers, the pride and duty of House Atreides will always follow you. Do note, however: without outside assistance, the training regimes developed here can only take your newly trained forces up to 'Heroic' veterancy - anything further will require more extensive changes to how you ready your forces for battle.

- **Advanced Payloads (300CP, discounted for House Atreides)**

House Atreides prefers to strike hard and fast, hitting their rivals from long range with high explosives and guided munitions. It is only through discipline and restraint that they can wield weapons such as the Minotaurus without causing widespread collateral damage - to say nothing of the immense destructive power of the Sonic Tank. Even so, their desire to avoid harming innocents or their own forces with a barrage of heavy weapons resulted in this new line of advanced weaponry. Using a variety of upgrades ranging from shaped charges, improved guidance systems and self-orienting warheads, this new armament not only vastly reduces the risk of injury to friendly forces near your targets, it also results in a modest improvement to damage because each mortar shell, missile, and other piece of ordnance can more effectively focus its destructive power at the enemy.

This upgrade is, for obvious reasons, most effective on heavier weapon systems,

though it might also benefit infantry such as the Kindjal.

This database of upgrades automatically updates itself to include any Emperor unit designs you can build, and can be easily adjusted to suit other types of weapons as well.

- **Homo Artificialis (100CP, discounted for House Ordos)**

Based on Tleilaxu technology but only widely used by the Ordos for this purpose, this ominous chamber contains all the technology needed to create Gholia sleeper agents. When provided with a sample of tissue from a (usually dead) target, these machines can create a vat-grown clone of the victim, complete with the majority of their memories intact, in a remarkably short amount of time. Heavy conditioning applied during both the initial formation as well as the later processing can ensure unquestioning loyalty of the new Gholia. This facility slowly replenishes all the necessary components for growing Gholias, allowing for the production of one such infiltrator each day for 'free'. It doesn't come with the genetic information for any suitable victims (such as a Sardaukar officer, perhaps), though a skilled Ordos commander would likely be able to acquire useful samples with only a modicum of effort...

- **Superior Maintenance (300CP, discounted for House Ordos)**

A life is only worth as much as the individual is of benefit to the House. Nonetheless, needlessly throwing away lives is... inefficient. House Ordos deemed it is more cost-effective to provide all their forces with the means to mend injuries or perform field repairs than it is to accept poor performance or replace forces entirely. This series of technological improvements is a logical outgrowth of this principle. Incorporating affordable and compact yet effective medical supplies for your infantry as well as efficient self-repair systems for your vehicles and aircraft, this comprehensive support doctrine is fully compatible with existing Ordos protocols. Though healing and repairs are usually not sufficient to keep units intact in the heat of battle, careful use of such forces can see casualties kept to a minimum while maximizing effectiveness.

This database of upgrades and materials automatically expands to cover any Emperor unit designs you can build, and can be easily adjusted to suit other types of forces as well.

- **The Claim (100CP, discounted for House Harkonnen)**

Assassination is a common occurrence in the Known Universe - more than one ruler has ended their career with a careless mistake. House Harkonnen, especially, rarely sees its leaders live to an old age. Like Rakan's sons, you'd do well to have a means of securing your... *promotion*, and this particular item should do quite well for it. A quick-acting poison that's entirely tasteless, odorless, and completely undetectable by systems such as the Poison Snoopers that many nobles use. It is meant to be mixed into food or drink, making its use a somewhat 'close up' affair, but the vial is easily concealed on your person. Likewise, using it is far less likely to either lead back to you, or cause unpleasant consequences if it does. After all, a successful *murder* can only be accomplished by a successful *person*, correct?

- **Redundant Systems (300CP, discounted for Harkonnen)**

If there's one thing the Harkonnen are known for - aside from their cruelty - it's being *tough*.

Harkonnen forces are often the most robust on the battlefield, thanks to their use of rugged and simple designs along with nearly unmatched stubbornness in the face of danger. Indeed, Harkonnen infantry and vehicles are so resilient they rarely suffer any drop in performance before they are destroyed entirely - and these new schematics will only make this more noticeable on the battlefield. Containing instructions on how to reinforce or simplify even the Harkonnen's already spartan designs, this collection of blueprints also allows one to incorporate a number of secondary backups for all critical machinery. Cheap, ablative armor protects the heavier plating behind it from lighter attacks, a backup engine keeps your tank moving if the first is gutted by an armor-piercing missile, and spare parts are stored in easily-accessible compartments so even a badly damaged system can be kept operational that little bit longer. Together, these improvements could make even a relatively lightly armored vehicle considerably harder to destroy... or it could see a Devastator stand at ground zero of a small atomic weapon and emerge in one piece - if barely.

This database of upgrades automatically updates itself to include any Emperor unit designs you can build, and can be easily adjusted to suit other types of weapons as well.

- **Shai-Hulud's Call (100CP, discounted for Fremen)**

A slender rod with a tightly wound spring, a timing system and a candle on the top, those unfamiliar with Arrakis would be hard-pressed to see the danger in this item. Those who *have* been to Arrakis know to fear it, and for good reason - for this is a *Thumper*, a Fremen-built device that can produce a steady drumbeat on the sands of the desert. And where these sounds echo, the Sandworms shortly follow.

Though Thumpers are not particularly uncommon on Arrakis, if rarely used, this particular device is unique in a very specific way. When activated by you specifically, this Thumper will *always* summon a Sandworm, provided sufficient sand is available for it to emerge. It doesn't matter if this is on Arrakis, some other desert in the Known Universe, or even an entirely different reality - Shai-Hulud *will* answer the challenge. This effect cannot be recreated by anyone else, and the Thumper only functions like this in your hands - for all others, it might as well be a standard variant. The summoned Sandworm will only stay while you personally ride it like the Fedaykin sometimes do, and will immediately submerge again if you get off (or don't try to shackle it when it emerges).

Do note: using the Thumper without the timer is *not* recommended - the Sandworm owes you no loyalty, and will swallow you whole without hesitation or regret.

- **Veteran Camouflage (300CP, discounted for Fremen)**

The Fremen might not be considered the most *powerful* infantry on Arrakis - that honor likely falls to the Sardaukar - but they are the undisputed masters of covert warfare and infiltration. A skilled Fremen warrior could get close enough to their enemies they could see the white (or blue) of their eyes... yet remain completely unnoticed thanks to their tremendous stealth skills. This document contains a wide variety of stealth tactics and improvements, both those used by the Fremen themselves and tricks devised with expertise, which serve to make your forces more difficult to detect under almost any circumstance. Though this is obviously most effective for infantry forces, even vehicles and aircraft can be made harder to spot and target with

expert camouflaging, covert tactics, and other modifications.

These teachings automatically update to include any Emperor unit designs you can build, and are guaranteed to be easily adjusted for other types of forces as well.

- Stand United (100CP, discounted for Sardaukar)

The Sardaukar formerly fought under the emperor of the Known Universe, but even without a master their discipline, sense of duty and fearlessness are second to none. The most experienced and charismatic Sardaukar leaders are often tasked with maintaining morale on the field of battle, which is often accomplished by carrying banners depicting their leaders' allegiance into combat - sometimes by literally attaching such a standard to the back of their armor. You now have a similar kind of beacon for your forces to rally around, its core being a House crest, logo, or other such icon representing you and your goals. Though obviously most effective if you carry it into battle in person, even just a simple flag carried by one of your subordinates will ensure a noticeable (though not necessarily major) increase in the morale and competence of any nearby friendly forces.

- Emperor's Guard (300CP, discounted for Sardaukar)

Though the Sardaukar on Arrakis are almost all the ones comprising the former Emperor's elite legions of shock troops, it's important to remember the Sardaukar are much more than just this. Many also serve as bodyguards and anti-infiltration forces tasked with stopping everything from espionage to assassination. Through a mix of both specialties, the Sardaukar have developed a new type of advanced body armor. Though not as imposing as the iconic black and purple super-heavy armor used by their shock troops, this lighter outfit can be used by most other soldiers with little need for additional training. Reinforced with tough ceramic plating and an alloyed carapace, this armor offers substantially better protection than most military equipment. More importantly, perhaps, is that these suits are designed specifically to counter most common forms of *anti-infantry* weaponry. A hermetically sealed and insulated interior makes the user greatly resistant to chemical and incendiary weapons, and the reinforced armor plating is laid out in such a way that many light weapons - such as the rounds from a sniper rifle - are deflected rather than stopped. To effectively counter an infantry force equipped with this type of armor, foes had better bring the kind of weapons more commonly used against light vehicles instead.

This armor design automatically updates itself to fit any Emperor units you can train, and can be easily adjusted to suit other types of forces (including non-human forms) as well.

- Machine Control Systems (100CP, discounted for House Ix)

House Ix has plenty of uneducated serfs to provide menial labour to the higher classes, but a Suboid's lack of intelligence and independent thinking makes them poor fits for any challenge requiring swift reflexes and judgement. Fortunately, at least some of the military difficulties you might face on Arrakis can be alleviated with sufficient insight. Ixian scientists are the undisputed masters of mechanical forces, as seen in their feared Infiltrator bombs - and through careful work and dedication have completed a set of control programs for all vehicles and air forces commonly fielded on Arrakis. By replacing the living crew with fully

automatic control cores, military equipment can be made fully expendable without any risk of disobedience. These systems don't possess the means for self-modification or improvement - any attempt to incorporate this kind of evolving logic will be a breach of the Great Convention's ban on the creation of *Thinking Machines*. Due to this limitation, units controlled by these systems can't gain 'veterancy' from their combat experiences like ordinary soldiers and vehicle crews can. In every other way, however, these control cores will allow your mechanical forces to perform as adequately as if they were fully crewed.

- **Optical Decoys (300CP, discounted for House Ix)**

A lesser variant of the Projector Tank's holographic generator, these compact imaging systems can be fitted to most types of vehicles. Generating a holo-matrix from the vehicle itself, this allows the projector to essentially split off illusory copies of whatever vehicle employs this system. Though the generated images can't be sent very far from the projector and lack the capacity to deal damage like a Projector Tank's illusory armies, it can nonetheless force enemies to spread their fire between multiple targets.

Although larger vehicles can carry more (or larger) projectors, it likewise increases the strain of creating illusory copies of itself, entirely canceling out this size advantage. Combined, a vehicle's projectors can generate between one and three images, depending on the maximum distance you require. Each image destabilizes whenever it is struck or it makes contact with enemy forces, though it cannot be maintained for more than a minute even if left undisturbed. The image generator needs approximately ten seconds to produce a new image after the previous one was destroyed. Even with these limitations, it is a remarkably effective - if fleeting - method to divert enemy fire and preserve your forces.

This holographic projector design can be automatically incorporated into any Emperor vehicle and aircraft designs you can build, and is easily adjusted to suit other such forces as well.

- **Genetic Destiny (100CP, discounted for Tleilaxu)**

The Tleilaxu are masters of biological science, especially when it comes to twisting human nature into new and horrifying forms. Both a result and a reason for their mastery is their access to vast amounts of biological data, such as the samples you receive from this purchase. Containing a vast array of genetic samples from a wide variety of factions, this collection contains everything you need to get started on some Tleilaxu science - whether that's the creation of a superior type of Ghol, a horrific viral strain that primarily targets Sardaukar or Fremen, or whatever side project you happen to be working on at any time. Given the sheer amount of physical and mental abilities individuals in Dune can manifest with sufficiently good breeding, these vials of blood and stem cells could lead to some remarkably potent creations... and that's before you reach the end of the storage and find the Sandworm samples.

- **Militarized Hunger (300CP, discounted for Tleilaxu)**

Though their most feared weapons - the Contaminators and Leeches - are both capable of self-replication by consuming hostile forces, not all Tleilaxu weapons share this ability. With this purchase, you gain the results of a branch of biological science that split off from the original Leech program, focusing instead on resilience and dispersal rather than duplication.

Appearing as a foul-smelling brown sludge, this mixture contains a range of microbial, fungal, and other organic components - each of them exceedingly hazardous. Easily incorporated into a wide range of projectiles, this sludge can be spread onto targets by direct hits, close-range explosions, and so on. Any victim who gets splattered by this living weapon will find it rapidly eating through almost any kind of metal, polymer, or other materials - to say nothing of living tissue. This effectively grants whatever munitions carry this vicious payload a 'damage over time' effect in addition to its initial damage. The contamination is also much harder to remove than Leech larvae are, though unlike these parasites the organic components of this weapon have a very limited lifespan and will literally eat themselves to death in about ten seconds.

This horrific bio-weapon can be automatically incorporated in any Emperor weaponry you can build, and is easily adjusted to suit other such types of weapons as well.

- **A Prison Of Glass (100CP, discounted for Spacing Guild)**

Rarely found outside the Guild's immense Heighliner ships, this large, hermetically sealed glass tank is similar to the one that forms the heart of the Guild's N.I.A.B. vehicle. This particular system has been modified specifically for your use, and can be used to create a highly controlled atmospheric environment ideal for the precise administration of Spice gas to the occupant (be that yourself or others). Even without the addition of such compounds, however, the advanced systems contained within the tank's walls ensure optimal balancing of the occupant's brain waves, bolstering the user's focus and augmenting any psychic powers such as the Sight for greater range, accuracy, and ease of use.

- **Calibrated Targeting (300CP, discounted for Spacing Guild)**

The Guild rarely employs military forces, if only because they almost never have need of them. When necessary, they field some of the most powerful units ever seen - and it's all but unheard of for Guild forces to miss a target once they engage. Although much of their tremendous capabilities can be attributed to the Navigator corps that forms these units, one must not ignore the highly effective equipment they use. Owing to advanced energy control and direction systems, Guild Makers and N.I.A.B. Tanks can engage targets with unmatched power and precision. With this purchase, you gain a number of similar control systems for all other weaponry in your arsenal. Capable of rapidly compensating for even minute changes in wind speed, target movement and other such factors, incorporating these control modules in your forces will result in a substantial boost to their effective range and accuracy. Though most effective for energy weapons due to their finely tuned nature, even heavier kinetic batteries can benefit from more precise trajectory estimates.

These targeting systems can be automatically incorporated in any Emperor weaponry you can build, and are easily adjusted to suit other such types of weapons as well.

Military Infrastructure

All options may be purchased multiple times if you wish, except for The Endless Dunes and the Construction Yard. Free structures must still be paid for after the first purchase, but any such option does not need its prerequisites; Fremen will receive a Fremen Camp without needing to buy a Barracks first, for example. All structures are discounted on repeat purchases.

All structures you purchase for CP are fully upgraded for free, and come with a competent and loyal staff to run these facilities. You'll also be able to build more of such structures using your Construction Yard, assuming you have reason to do so. Any damaged or destroyed structures are automatically repaired or replaced over the course of a week. This includes any attendant vehicles such as the Refinery's Harvesters and Carryalls and the Starport's Frigate. Any changes made to structures or vehicles are not replaced - only their 'normal' state.

When moving to other jumps in the future, you may have any base facilities adjusted to fit in with your new setting; a Starport might become a harbor in a pre-spaceflight world, for example. Alternatively, you may instead keep them as they were in this setting by placing them in The Endless Dunes instead. You may change this choice each time you visit a new jump.

- The Endless Dunes (One free)

Arrakis is the land of sand, home of the great worms, and sole location where the Spice may be found... and likewise, abandoning it once your time here comes to an end may be difficult - especially if you have come to rely on the Spice. This purchase grants you a vast, open desert accessible from your Warehouse, of a comparable size to Arrakis itself. It comes with everything you'd find on Arrakis except human inhabitants and infrastructure, though you may place purchased infrastructure here if you wish. The desert does not keep changes between jumps, and is restored to pristine condition each time you enter a new world. It provides a theoretically unlimited supply of Spice... and an equally unlimited supply of Sandworms, so watch your step and be careful with your Harvesters. It is not possible to enter the rest of the Dune setting from this desert realm, nor can it be directly connected to your current jump without other powers to do so.

- Construction Yard (One free for all)

The first and arguably most important building of any outpost on Arrakis, the Construction Yard is used to create any further buildings deemed necessary. Centered around a massive drilling shaft, the Construction Yard gathers materials from whatever local rock formation it is placed on for most of its needs. Consequently, the need for materials and pre-fabricated systems is limited to the bare minimum, with a majority of Arrakis structures built out of metal-reinforced rock and concrete. The Construction Yard can also 'pack up', converting itself back into the Mobile Construction Vehicle, or MCV, for transport to a new location. Should you provide it with building designs of a comparable or lower complexity as those used in Emperor, the Construction Yard will be able to produce these buildings as well.

Additional copies of the Construction Yard are not available here – purchase additional MCV units using the 'Reinforcements' option found later in this document.

- **Wind Traps (Free or 50CP)**

Wind Traps generate power for outposts on Arrakis with their immense, subterranean turbines, while simultaneously extracting what little moisture is present in the dry desert air to provide clean drinking water. Fragile but fairly cheap, you will receive enough Wind Traps for free to power all other Infrastructure options you've purchased for CP. You may acquire additional Wind Traps at a rate of 50CP for an extra half dozen - a wise course of action if you plan to significantly expand your base in the future.

- **Refinery (100CP)**

Considerably improved over the version used during the First Spice War, the Refinery remains the beating heart of an Arrakis outpost, for it is here that the valuable Spice is delivered by the Harvesters, purified, and prepared for transport. Provided its Harvesters are kept safe from hostile forces and the occasional Sand Worm, a Refinery effectively provides a large, continuous influx of Spice, ready to be sold for a *substantial* amount of money (though some Spice could be set aside for your own use, if you insist). This particular Refinery can provide this supply directly to whatever storage you might prefer - you could have the appropriate amount of money directly deposited to your financial accounts as soon as a Harvester returns, for example.

Like other fully operational Refineries, this facility comes with three Harvesters and Carryalls for free.

- **Outpost (50CP)**

An important secondary structure, the Outpost is where a base houses its most critical communications and detection systems. Once active, an Outpost continually monitors the surrounding region, generating a detailed tactical map for base commanders with options for real-time updates and streamlined command protocols. It is vital for safe Harvesting operations, both for its accurate weather predictions and its aid in detecting and tracking hostile forces - be they a Harkonnen tank column or a Sand Worm.

Furthermore, this particular variant of Outpost is designed to provide additional computational support for your base defenses on Arrakis. Improved estimations of wind dispersal and dust refraction can be a great boon to any defensive structures. When connected, fixed emplacements such as Rocket Turrets or Pop-Up Turrets will enjoy a small but noticeable increase in their overall firing range and accuracy, allowing them to pick off targets from farther away or more reliably strike weak spots despite the haze caused by the desert heat.

- **Barracks (50CP)**

Containing armories, housing, and training facilities for infantry used by the Great Houses, the Barracks is often the first purely military structure built for outposts on Arrakis. Through a process of high-intensity training, mental conditioning and other such training methods, the Barracks can rapidly train even unskilled individuals into competent soldiers. This

structure can serve the role of the Barracks for the Atreides, Ordos and Harkonnen, without the specialization or need for alternate counterparts their standard variants have. However, they do not have the necessary training materials for all these infantry by default - you'll have to arrange for these yourself, be it by receiving them from your superiors or stealing them from your rivals. These Barracks can also be used to train other forms of conventional infantry from other settings, provided you have all the necessary information for their training and their technological sophistication does not exceed those of the standard Emperor infantry. Highly specialized infantry such as power armored troops, cybernetic supersoldiers, or stealth specialists might take more advanced facilities, however, such as the Sardaukar Barracks or the Fremen Camp.

- **Factory (100CP)**

Used to assemble everything from the diminutive Dust Scout to the gigantic Devastator mechs, Factories are the heart of military production by the Great Houses. Constructing vehicles from a mix of raw materials, processed alloys and pre-fabricated components, a single Factory can construct even large military units in a manner of minutes. It also contains training facilities similar to those of the Barracks, except aimed at instructing drivers, gunners, and other vehicle crews in their craft. Like the Barracks, this structure can be used to build any of the Great House vehicles, rather than requiring a separate Factory variant for each faction, though it likewise doesn't come with any schematics by default. You can also use this structure to build other vehicles of similar complexity and technological sophistication, including any necessary training, so long as you provide the necessary design specifications and training materials.

- **Hangar (50CP)**

A facility similar to the Factory but with its own, unique focus, the Hangar is tasked with the production and maintenance of all commonly fielded air forces on Arrakis. Though often relegated to support roles, the use of aircraft can nonetheless have a decisive impact on a battle. Like the Factory above, this variant of Hangar can be used to construct all air units fielded by the Great Houses in the War Of Assassins, as well as provide training for any pilots, gunners, and other crews necessary to use these effectively. Likewise, it doesn't start with any schematics by default. This facility can also be used to construct other types of aircraft of a comparable technological complexity, assuming you provide the necessary information.

- **Starport (100CP)**

This massive facility is effectively a landing zone, logistical hub and coordination center rolled into one. Allowing commanders to purchase military units directly without the need to assemble them on-site, the Starport can be invaluable for rapidly expanding one's forces, though availability and prices vary over time. This Starport can order any military units you would have access to otherwise, even in future settings where C.H.O.A.M. does not exist. Furthermore, while deliveries are normally handled by a Frigate under the control of the client's House or the Spacing Guild itself, you instead find yourself with a single Frigate, which considers this Starport its home base. Capable of ferrying massive amounts of cargo and independently space-capable, this enormous cargo ship can be an immeasurable boon for any

commander seeking to reinforce distant regions. However, its armor is very light, and although it is capable of dropping forces in any region where a Starport (or similar beacon) can provide accurate guidance, attempting a 'combat drop' with heavy enemy anti-air will most likely result in the destruction of both the Frigate and whatever forces it was carrying.

- Palace (300CP)

The Palace acts as both headquarters for the highest-ranked commanders on Arrakis, as well as the facility from which a faction's superweapons may be deployed. You may gain one of three Palace variants described below, each of which can deploy their respective superweapon up to ten times per hour. In addition, the Palace allows you to call down such a superweapon strike once per day, regardless of whether or not the weapon would normally be able to reach your target - perhaps because it is on the other side of Arrakis or even on another planet entirely.

You may change the Palace to a different version at will, though this process takes a full day and the superweapon is unavailable during this time.

The Atrides Palace uses the *Hawk Strike*, a massive energy field that disrupts opponents' willpower and causes intense fear in any enemies caught in the blast zone. It has the greatest area of effect of all three 'superweapons', but does not deal damage on its own. Instead, units caught by the attack tend to immediately break ranks, seeking to flee the battlefield by any means necessary - often focusing on doing so to the exclusion of even defending themselves from nearby enemies.

House Ordos instead deploys the *Chaos Lightning*, a blast of electrical energy that disrupts neural pathways and temporarily drives enemies caught in the attack into a berserker frenzy. Afflicted targets will attack anyone nearby - friend or foe - for a short period of time, while continually taking light damage until the effect wears off.

Finally, House Harkonnen once again relies on the *Death Hand*, a powerful missile loaded with a low-yield atomic warhead. Foregoing the more tactical applications of the other two superweapons, the Death Hand is all brute force. It deals severe damage to anything caught in the blast, and leaves a short-lived but deadly radiation field at the impact site to decimate anyone foolish enough to brave this lethal glow.

- Defenses (50CP)

Though the best defense is often a strong offense, protecting vital installations nonetheless makes static fortifications a worthwhile investment. With each purchase of this option, you gain a sizable amount of concrete walls to block off avenues into your outpost, as well as a number of defensive towers or turrets. These turrets may be chosen from any combination of the turrets used by the various Houses, and can be freely switched from one variant to the next. Doing so takes roughly one day, during which the turret is inoperable.

You may choose to receive either three 'basic' turrets, which do not use power and cannot be disabled this way, or two 'advanced' ones with heavier firepower but the need for a continuous supply of energy.

Basic turrets include the Atrides Machine Gun Post, which uses a heavy machine gun to

deadly effect against infantry and light vehicles, the Ordos Gas Turret, which launches lethal poison gas canisters over long ranges, and the Harkonnen Flame Turret, a short-ranged but exceedingly deadly flamethrower tower.

Advanced turrets include the Atreides Rocket Turret, which fires powerful, homing rockets that are deadly against vehicles and structures, the Ordos Pop Up Turret, which employs a rapid-fire laser cannon against ground targets, and the Harkonnen Gun Turret, which uses four heavy guns to rip apart any ground or air targets caught in its sights. The Tleilaxu Living Turret, a biological weapon that strikes its enemies by spitting deadly shards of bone, also falls in this category.

- **Megacannon (150CP)**

Rarely seen on Arrakis, the *Megacannon* is a siege weapon with immense range.

Regardless of its form, this weapon deals light damage and has a moderate blast radius on impact, but possesses a far greater firing rate than one might expect from an installation of this size. A single hit can decimate infantry and deal severe damage to lighter vehicles, but is usually too weak to cripple more heavily armored targets or destroy fortifications without the bombardment continuing for some time. Nonetheless, a steady barrage of these light payloads can whittle down enemy forces with brutal effectiveness. Although travel time of the projectile can be a hindrance against fast targets, this artillery is pinpoint accurate across hundreds of miles.

Coming equipped with the same energy cannon seen in the Ixian and Guild variants, this particular structure is unique in that it's designed for modular adjustments. With only a small amount of work it can be modified to fire a wide range of payloads, though the munitions must always be relatively light and safe to handle with only moderate precautions. A Harkonnen commander might find great joy in showering his Atreides rivals with a steady rain of napalm canisters, for example, while a Tleilaxu overseer could instead use it to release parasitic spores or other biological weapons.

- **Fremen Camp (100CP, requires Barracks, one free for Fremen)**

The temporary, portable home of Fremen fighters while away from their Sietches, the Fremen Camp is a lightweight but sturdy 'tent' only slightly smaller than a conventional Barracks.

Housing the most experienced veterans and elders participating in a raid or military campaign, this camp has everything needed to support the Fremen in combat. In addition, the men and women stationed here can also teach others the ways of the Fremen, allowing you to train Fremen soldiers from this camp much like you might train other infantry from the Barracks above. In addition, the skill and talent of these teachers can also be used to instruct your people in other methods of stealth, infiltration, or survival, though you'll need to give them the appropriate materials or information first.

- **Sardaukar Barracks (100CP, requires Barracks, one free for Sardaukar)**

The advanced but spartan training and storage facilities of the imperial Sardaukar, these structures are used to prepare soldiers for deployment to the front lines. Though most Sardaukar enter training at a very early age, this facility can speed up the process,

allowing even ordinary people to reach basic competence in Sardaukar combat methods and equipment much like the standard Barracks trains more common infantry. The Sardaukar Barracks can also be adapted to provide training and equipment to similar kinds of high-end infantry of a comparable technological sophistication, provided you share whatever equipment specifications and training materials these individuals need.

- **House Of Ix (100CP, requires Factory, one free for House Ix)**

A massive lab complex and factory system, the House Of Ix is used to create all Ixian military forces as well as house their various R&D teams. It is the most sophisticated manufactory on Arrakis, though it is designed primarily for the creation of high-tech, delicate machinery rather than the more robust war equipment commonly seen on the frontlines. Nonetheless, the expertise of the staff based in these towering structures ensure that even vehicles as complex as the Projector Tank can be built in minutes at most. If provided suitable schematics and scientific principles, this facility can also be used to produce electronics or prototypes of a comparable technological complexity.

- **Tleilaxu Flesh Vat (100CP, requires Factory, one free for Tleilaxu)**

As much a living entity as a building, the Tleilaxu Flesh Vat is used to build - or more accurately, *grow* - all Tleilaxu military forces. By carefully controlling cell division and using sophisticated multi-purpose tissue banks, the Tleilaxu scientists working here can grow Contaminators and Leeches far faster than the time one might expect a living thing to need to grow to maturity, with forces potentially reaching military readiness minutes at most. If given sufficient biological information, this facility can also reproduce other kinds of biological units, viral weaponry, and other living tissues requiring a comparable level of biotechnology.

- **Guild Palace (100CP, requires Factory, one free for Spacing Guild)**

This large, pyramidal structure is the heart of the Guild military in those rare cases where they deploy in large numbers. Deep within this building lie the Spice chambers and tanks used by the Makers and Navigators, as well as the advanced machinery used to construct NIAB tanks. Though training individuals into the Guild normally takes an extended period of time, in times of desperation the Guild Palace can be used to train even unschooled acolytes into a partial awakening - allowing this structure to ready the Guild's forces in similar time spans as other factions... though without covering the more impressive abilities used by 'properly' trained Navigators, nor providing any protections against the mutating effects of Spice exposure. The Guild Palace can also be used to train other forms of spiritual or psychic abilities or construct psychically active technologies, so long as you provide the necessary training materials or design specifications.

Companions And Followers

Your time on the desert planet will likely be exciting and treacherous in equal measure - a few allies by your side can be just the thing you need.

- **Subordinates (Variable Cost)**

Stand united or fall alone - as powerful and influential as you might become here, there is only so much a single commander can do on their own. This option allows you to import existing Companions or create new ones according to your wishes for 50CP each, or 200CP for a group of eight at once. Each receives 300CP and a Background just as you do, with one exception: you may, if you wish, make one or more Companions allied to you even if nominally part of a hostile faction (such as Atrides and Harkonnen or House Ix and Tleilaxu). In this case, your Companion will be either a spy in this hostile faction, a specialist focused on how to handle this group, a turncoat, or otherwise in a similar situation that justifies their presence in your entourage. That said, this does not guarantee they will be particularly trusted... or at all. Companions may take Drawbacks for further CP.

You may also use this option to recruit existing characters from this setting using the same price as normal - these individuals will receive their Background and purchases once they accept your offer. If they refuse, you may offer any number of additional times and/or individuals until you've filled your entire roster.

- **Reinforcements (100CP, one free for Fremen, Sardaukar, House Ix, Tleilaxu and Spacing Guild)**

Though most battles rely on logistical support and a robust supply chain to prepare forces in the field, rather than using large garrisons or invasion armies, having a decent number of soldiers or vehicles ready for use can be the difference between wiping out an incoming invasion or losing ground to a rival faction. Each purchase of this option grants you up to 5000 'Solaris' worth of units, all at the highest level of veterancy and with any losses replaced after a week. Units from your own faction (such as the Sonic Tank for someone with the House Atrides background) are discounted to half price, but you are not limited to only your own faction's forces and can 'mix and match' however you prefer. You'll be able to build or train replacements or copies of any of these forces, assuming you have reason to do so and have access to the necessary base facilities, though these additional forces do not 'respawn' and lack the veterancy of their CP-bought counterparts.

Scenarios

If you wish to challenge yourself, or to get the true Emperor experience, there are certain Scenarios available to you if you wish. You must choose which scenarios you participate in at the start of your jump. You may end your time in this jump before your ten years are up if you achieve the victory condition in all Scenarios you've taken. Any Scenario still in progress after ten years will be considered a failure, so choose carefully.

Should you wish it, you may leave a portion of your CP unspent until you finish one or more Scenarios (in case you'd like to purchase something you can only afford after your victory). Unspent CP is lost at the end of your jump.

- Leading The Charge

Ordinarily, the War Of Assassins would be a large, multi-faceted conflict - one cannot possibly hope to expect a single commander to achieve every single victory. Yet now, you might very well have this opportunity - for you will become the 'protagonist' for one of the three factions vying for control of Arrakis, just as seen in the Emperor game itself. If your background is that of a sub-faction, you'll need to choose one of the three Houses to align behind - perhaps the Atrides chose to put a Fremen in charge of their desert operations, or the Ordos created you as a Sardaukar Ghola for a similar purpose?

Regardless, you are now tasked with claiming all of Arrakis for your Great House - battle after battle, territory after territory, until you eliminate your foes' ability to fight on Arrakis altogether and take the battle to their homeworld. Just remember: the three Great Houses are not the only ones seeking control of Arrakis...

Your victory condition is the destruction of the Emperor Worm and the ascension of your chosen leader to the Golden Lion Throne. Your faction (or chosen ally) losing the conflict, either due to conventional warfare or the Emperor Worm being successfully created and awakened by the Guild and Tleilaxu, now becomes a failure condition - ending your chain regardless of whether you personally survive these events.

This Scenario grants an additional 300CP upon its completion.

- Under One Banner

The War Of Assassins is meant to determine the new ruler for the Known Universe... but such a rule will not be a fortuitous one if it begins with strife and divided loyalties. With this Scenario, this now becomes your responsibility. All major factions from Emperor must swear allegiance to you in gratitude or through coercion... or be destroyed entirely. Only when all work together, when all rivals are eliminated, can the work to restore order truly begin - and such a feat can only be done by one who has claimed all, proven their superiority beyond even the shadow of a doubt. A single defeat in combat now becomes a failure condition - ending your chain regardless of whether you personally survive these events. You must be a perfect commander, claiming victory no matter the odds.

Your victory condition is the total conquest of Arrakis, as well as the successful invasion of at least two other major planets belonging to your rivals. House Atrides controls Caladan,

House Ordos controls Draconis IV and House Harkonnen controls Giedi Prime. For sub-factions, the Fremen control Arrakis (though whether you ally with them or eradicate them is up to you), the Sardaukar control Salusa Secundus, House Ix controls Ix and the Tleilaxu control Tleilax. The homeworld - if any - of the Spacing Guild is currently unknown but possibly Tupile. Regardless, a suitable target will be available to you like it is for any other factions should you decide to subjugate the Guild. Aside from these three mandatory targets, all other factions and sub-factions must either follow your commands or be eliminated, though you need not claim their homeworlds.

If taken with 'Leading The Charge', the plot of the Tleilaxu and Guild will not reach its final stages until after you have successfully unified or eliminated the factions for this Scenario. If you yourself are Tleilaxu or Guild, creating the Emperor Worm is a possible avenue to success - but not a guaranteed one.

This Scenario grants an additional 300CP upon its completion. Because you will have united a force from many more walks of life, you may spend your CP assuming discount rules for one additional faction other than your own, with any options that are normally free being discounted to half price instead. As an example, an Atreides commander who accomplishes this Scenario would be allowed to use this bonus CP with the discount rules for the Harkonnen or Fremen, but not both. Should you decide to discount a faction for which you have previously purchased anything at full price, you will receive a refund equal to the difference.

Drawbacks

If you feel like you need additional CP, you may take any number of Drawbacks to make your stay more rewarding... but also more *challenging*. Leaving Arrakis will alter any Drawbacks you've taken to remain equally challenging but in line with your new environment - you wouldn't find many Sandstorms on Caladan, for example, but that just means 'Temporary Lodgings' sees your buildings washed away in titanic monsoons and hurricanes instead. Drawbacks taken by you and your Companions affect each of you individually but can stack under certain circumstances - if you both took 'Bolstered' and attack the same territory at the same time, your foes will receive additional reinforcements for both Drawbacks, for example.

- Honourable Discharge (+0CP)

For those who visit this world and prefer the political intrigue and backstabbing over the more obvious threats involved in desert warfare, this is your option. You are no longer made a commander on Arrakis, and instead live your life somewhere else as appropriate for your Background. Not all of House Harkonnen is fighting the Atreides, for example (even if many would at least *want* to), so there are plenty of other options available. Of course, the dangers are many even beyond Arrakis - the War Of Assassins is merely the focal point of what has become a *very* unstable society.

This Drawback cannot be taken alongside 'Leading The Charge', for obvious reasons.

Furthermore, any other Drawbacks you take will be adjusted to fit your new situation, remaining equally challenging as they would have been originally.

- Legacy (+0CP)

Have you been here before? You've seen the events of the first Spice War first-hand, perhaps? If so, you may have events from the Dune 2 & Dune 2000 jump carry over into this one, making them part of a single timeline. Events may be altered slightly to ensure the War Of Assassins still begins as it otherwise would, though you are otherwise going to see the consequences (both good and bad) of whatever happened during your previous visit.

- Lacking In Majesty (+100CP)

Ah, the vast vistas of Arrakis, the splendor of the palaces and the magnificent crown of the emperor itself, crafted from the finest... rubber? What? Well, it is, and you're going to notice it. Or at the very least, it appears that your entire perception of this setting is now rife with shoddy CGI, minor and major failures in practical effects, outfits that seem more akin to second-hand dress-up clothes than actual noble robes, and so on. It'll never cause any actual problems in terms of functionality or the like (your comm screen will work equally well whether it runs on something suspiciously similar to Windows 95 or if it is one of C.H.O.A.M.s state-of-the-art systems), but it *will* bother you every time you see such a thing... and in a setting where insulting a noble can quite literally lead to years worth of assassins' plots or the dreaded 'kanly' vendetta, you'd best learn to control your expression.

- Naught But Sand (+100CP)

The Spice melange is exceedingly valuable, but actually acquiring it is not a trivial process. Before it can be used, it must first be collected by Harvesters from the sands of Arrakis before being filtered from the worthless desert sand in the massive Refinery complexes. Unfortunately, it seems that you're dealing with much poorer Spice fields than before. No matter how careful your Harvester crews are, a full hold of Spice-laden sands will only ever provide half the yield (and hence income) that it normally would. You'll have to make up for it in volume, but running too many Harvesters at once comes with its own risks - Worms and hostile factions alike might be drawn to so many vulnerable targets, after all... Your enemies will not have these problems, even if they end up Harvesting from the same areas.

- Atmospheric Interference (+100CP)

The atmosphere of the massive dustbowl that is Arrakis wreaks havoc on many electronic transmissions, though most can be filtered to at least *some* measure of effectiveness. Most, but not all. You'll find that communicating directly with your forces in the field is hellishly difficult, almost completely preventing you from directing them in 'real time'. The interference isn't constant and you can update everyone's orders every minute or so, but you'll otherwise have to rely far more on planning ahead and hoping everyone knows what to do even without your direct oversight. Your enemies are obviously not affected - perhaps due to better radio equipment or simply being far better at interpreting their commanders' plans.

- **Low Visibility (+100CP)**

Most combat on Arrakis will, by necessity, take place during times when the sandstorms are mild at best - if only so you can see who you're shooting at. Now, this is no longer the case for you. You'll be expected to engage enemies (or simply be engaged by them) during much harsher weather. Though not outright lethal like the worst storms seen on the desert planet, your forces will still struggle with noticeably reduced visual ranges. You'll need spotters or allied forces to detect incoming attacks and effectively engage enemies with long-ranged units such as Mortar Infantry, Inkvine Catapults or Snipers. Your opponents, again, somehow don't seem to have nearly as much of a problem, of course.

- **Bolstered (+100CP per tier, maximum of +400CP)**

The ebb and flow of military conflict is a treacherous thing, and given the desperate need for soldiers on the frontlines, a commander can rarely rely on having a full garrison of troops on 'stand by'. Your opponents, however, don't seem to be nearly so pressed for manpower and equipment. Any incursion into your territory is backed by a full reserve force, giving your opponents a considerable edge. Likewise, any time you decide to venture out onto hostile ground, you'll see that whichever hostile faction(s) are present in that area have a similarly vast amount of units ready to respond. In essence, anyone looking to give you a bad day coincidentally just happens to have an army sitting idle that they can *use* to give you that bad day.

Taking this Drawback additional times causes all adjacent regions to whatever area a conflict is in to provide similar amounts of reinforcements, increasing in numbers and power appropriately. These units will take a short time to arrive, unlike a garrison or invasion force. However, such reinforcements are not a one-time event, and further support will arrive continuously as the battle unfolds. Take long enough to eliminate your enemies, and you could face half a dozen such groups or more even with just one territory providing reinforcements.

- **Temporary Lodgings (+200CP)**

Arrakis' desert environment is merciless in the extreme, and even entire outposts can be buried under the sand in a matter of hours if caught off guard by a heavy sand storm. Consequently, few facilities are built for long-term use, including everything you yourself might rely on during your time here. Any kind of infrastructure, military or otherwise, will need to be moved or replaced every few days at most. If you ever dreamt of building a massive military base to project power from, with multiple factories and hangars, half a dozen Refineries to keep materiel flowing into your assembly lines and heavy turrets at every entry point and then some... well, it will *stay* a dream. And if you're foolish enough to try it for real, it just means a lot of time and materials are wasted the next time the dunes shift, all that magnificent industrial power vanishing under a hundred meters of sand. Travel light, keep an eye on the weather patterns, and keep your Mobile Construction Vehicle safe. Your opponents are once more not nearly as hindered by this issue - perhaps they built their outposts in more sensible locations, or they're just lucky?

- **A Knife In The Back... (+200CP)**

...can come from anywhere. Given the sheer number of factions involved in the conflict, it's pretty much inevitable you'll anger a few (or a lot) of people here. But whatever the underlying cause might have been, the result is the same. You're targeted for elimination by a powerful, resourceful and very determined individual or group, and they're not afraid to get their hands dirty. Whether it's booby-trapped Harvesters, Facedancer assassins visiting you at night, or the 'classic' of an undetectable poison in your meal, expect enough attempts on your life to leave even leaders like Duke Achilles or Baron Rakan glad they're not in your shoes. And yes, this goes well past what you'd normally already see as a commander embroiled in a bitter war for the fate of the galaxy.

- **Solitary (+200CP)**

Few would say the War Of Assassins is fought by reasonable, cordial groups. Indeed, distrust and wariness are the order of the day - especially when you and yours are involved. You'll find that any attempts to create alliances, or even just friendly conversations, with any factions other than your own will be vastly less effective. Your reputation starts considerably worse than normal, and though this can be improved with time and effort, you'll need far more than one or two major military actions in support of another faction to earn their trust or allegiance.

- **Lost In The Desert (+200CP)**

Landmarks are few and far between, the rare rock plateaus and mountains emerging from the endless dunes the few points one can use to navigate - orbital signals rarely make it through the static caused by the electrically charged storms. But even those fixed points aren't always enough, and you'll find that you and your forces have considerable difficulty getting where you need to go. Detours are frequent, with obstacles like dustbowls or 'infantry rock' forcing your vehicles to take the long way around. Massive dune formations slow down troops, with the top speeds of your Dust Scouts or Buzzsaws potentially becoming outright self-destructive. Plan ahead if you can, get scouts to find the best paths forward, and be patient - you'll never get where you want to go without taking at least half again as much time as anyone else would.

- **Restricted (+200CP per tier)**

The War Of Assassins is a highly controlled environment - though it may appear a brutal slaughter at its worst times, the rules of which kind of weapons, tactics, and other actions are permitted are tightly controlled by the Guild. At least usually, but unlike Baron Rakan you'll find it not only very difficult to bypass such restrictions, you're limited even further - perhaps your faction doesn't fully trust you with the good stuff?

By taking this Drawback once, you are wholly unable to build or field top-of-the-line forces, like Deviators, Kobras, or any other such unit of comparable cost or complexity. You can't access these forces through a Starport, and any military forces or production methods you might have brought with you from other worlds are likewise limited - you can't bypass this restriction by using magic to create new Devastators ex-nihilo, for example. You are likewise blocked from using the Palace and its superweapons.

Taking this Drawback a second and final time further limits the forces available to you. The only units you can now create or field are those which don't require any kind of upgraded facilities, be they Barracks, Factories, or others. You are also blocked from fielding any kind of air units aside from standard Carryalls, and can no longer purchase any units through the Starport. These restrictions, again, apply to any other forces or methods you bring from other jumps.

- Tremors (+300CP)

The sands shift and tremble, dust clouds and lightning on the horizon heralding their arrival... if you're lucky. Sandworms are the dominant lifeform on Arrakis, gigantic, territorial beasts that will swallow even the massive Harvesters whole if given the chance. Now, wherever you are deployed, it seems the worms are in an outright frenzy. You'll see the Sandworms much more often, and they're far more aggressive as well... against your units, at any rate. Your foes don't seem to be nearly as badly hunted as your forces. Be careful when you're out on the dunes, Jumper, and stick to the safety of the rocks if you can.

- Desert Heat (+300CP)

Here there are storms of sand that will eat the flesh off your bones, then grind those bones to dust. Few can imagine the lethality of the scorching wastes of Arrakis, but now... you'll know. You'll know well. The entire planet seems to have become your enemy, sandstorms becoming a near-permanent fixture in any region you call home. Wind Traps struggle to squeeze a handful of drops of water out of the dry desert air. Deadly tornadoes crisscross the dunes, tearing apart concrete foundations and bodily pulling infantry off the sands. The sun desiccates any caught beneath it, with even the finest Stillsuits being only a temporary reprieve. This is hell, Jumper, make no mistake.

And you'll be right in the middle of it.

- Power Struggle (+300CP)

Assassins disrupting critical negotiations and threatening the life of your leader. Viral outbreaks on your homeworld requiring urgent military intervention. A Great House divided in internal strife as two leaders seek to take control. You might see any of these during your time here, and more... much, much more. It seems like instability, violent surprises and outright rebellion are far more frequent during your stay, with crises such as the Heighliner's sabotage or threats to your faction's leadership being a weekly occurrence *at best*. You'll need to keep on top of things, be ready for the unexpected, and keep your army close.

- Failure (+300CP)

Perhaps you've crossed someone, shirked your duties one time too many, or one of your superiors simply decided to make you a lesson to others. Whatever the case may be, you're now reduced to a form not unlike that of the former Ordos commander - a severed head attached to a life support apparatus - or a similarly crippling situation of your own choosing. You'll still be expected to serve, and a commander doesn't really *need* limbs like a common soldier does, but even so you'll be severely restricted in what you can and cannot do. It is

impossible to work around this situation in any way - even cybernetics or cloned organs won't make a difference. Fortunately, the pain inducer seems to be switched off for now, though this might change if your superiors have a change of heart or if you screw up again.

- Traditionalist (+300CP)

Though mere 'human' limits are quite flexible in this galaxy, what with the Mentats being human computers, Spice-induced precognition being somewhat commonplace, not to mention just about *everything* involving the Tleilaxu, ultimately it does remain true that just about everyone here is human - and *only* human. Now, you too are similarly limited, lacking any kind of advantage you might have brought with you from other worlds. You are, for all intents and purposes, effectively reduced to nothing but your Body Mod plus whatever purchases you've made for this jump.

This Drawback may only be taken by you, the Jumper, but affects any of your Companions as well. It grants any Companions an additional +150CP instead.

Ending

So, you have fought for your House and people, survived the sands of Arrakis and managed to evade the Sandworms. Where then, do you go from here? Whichever choice you make, all Drawbacks are repealed.

The first and most obvious choice is that you can **move on**. You proceed to your next jump using whatever process your chain uses, continuing on to whatever the boundless multiverse holds in store for your future.

Second, you can choose to **stay here**. Perhaps you've found a home here in the Known Universe, or you have further goals to pursue in this world? You will remain here for the rest of your days, keeping whatever powers you might have but abandoning your ability to jump for good.

Finally, if you are weary of jumping, you may choose to **go home**. You return to your reality of origin, losing your ability to jump but retaining all other advantages you might have accrued during your chain. This is the only option you may choose if you were slain for good during your time here.

Notes

The Emperor timeline appears to be a continuation of the Ordos victory of Dune 2000 by default - but each of these timelines appears to be entirely separate from that of the Dune books. Some characters and events are the same or at least somewhat similar, while others are wholly different or absent entirely. There is no indication Paul Atreides exists (or will exist), for example.

The surface of Arrakis is, at the start of Emperor, divided into thirty-three territories split evenly across House Atreides, House Ordos and House Harkonnen. Sub-factions have installations or settlements in perhaps half a dozen of these territories (each, not combined), with most being (initially) neutral to the three Great Houses. You'll be in charge of one of these outposts and their surrounding region, most likely one of the fifteen territories which are considered the 'front lines'.

For those who don't know, the long-term plan of the Guild and Tleilaxu is to create an 'Emperor Worm' to rule all of humanity. Yes, this means these two factions are, eventually, going to be hostile to almost all others by default. However, the secrecy of this plot and the degree with which this plot is at odds with their depictions in the lore outside of Emperor, it is likely a sizable portion of the Tleilaxu and Guild are ignorant of this plan.

Feel free to assume a background in either of these factions does not force you into this role - each also has delegations working for the Great Houses, for example.

The 'JIAB' Perk is totally an in-joke and stands for 'Jumper In A Box'. No, I'm not sorry.

You can build copies of CP-bought infrastructure with your Construction Yard or other means, but these will not benefit from the weekly restoration. They will retain their basic functionality however.

All technologies and powers from this jump will continue to work in future settings regardless of whether they were purchased for CP or not. If you spend time here to become a Mentat, for example, you would not suddenly lose these skills if and when you move on to another jump, nor would a Laser Tank become a gigantic paperweight in a setting that doesn't (normally) have Holtzman physics to support its systems.

Multiple purchases of Reinforcements 'stack', and do not require each group to fit within the 5000 Solaris limit as long the total cost doesn't exceed your budget. A list of units available in Emperor is given at the end of this document, mainly for use with the 'Reinforcements' purchase but also for more general information in case you're unfamiliar with the game.

Smuggler Quads, NIAP fliers and other units not accessible in the game are not covered here, though if you insist you may acquire such units for whatever price you estimate they would cost based on the price of comparable units. Such units will never receive a discount based on

Background.

CHANGE LOG

- VI.I: clarified discount rules for the Under One Banner scenario and limitations of the Aesthetics purchase. Clarified purchasing Mentat with Scenario reward CP. Some minor spelling/grammar improvements and rephrasing of text. Now with 100% more images!

A LIST OF UNITS SEEN IN EMPEROR: BATTLE FOR DUNE

HOUSE ATREIDES

- Scout (\$30): The basic reconnaissance forces of the three Great Houses, Scouts are fast and possess longer sight range than almost any other military unit on Arrakis. Even the near-permanent haze from sun-scorched dunes and the ever-present dust clouds have little impact on the scouting potential of these infantry. When moving over only short distances at a time, Scouts can avoid detection by other units thanks to their basic stealth training.
- Light Infantry (\$60): Equipped with light automatic weapons and basic combat armor, the Atreides Light Infantry is the toughest and best-trained of the 'basic' anti-personnel infantry used by the three Great Houses. Unfortunately, this superior quality comes with a higher price tag as well.
- Sniper (\$150): Carrying a powerful, long-ranged rifle, the sniper can eliminate enemy infantry from great range - often with a single shot. However, their firing rate is low, and their weapons are largely ineffective against vehicles.
- Engineer (\$400): Unarmed and vulnerable to interception, Engineers must be protected if they are to be used well. Highly trained in multiple scientific and industrial fields, the Engineer's main purposes are to swiftly repair an allied structure, infiltrating an enemy structure and granting the Engineer's commander full control by hacking its systems, and removing Leech Larvae from any affected vehicles.
- Kindjal (\$150): Having only a pistol for self-defense until they can deploy their main weapon, the Kindjal's primary gun lies somewhere between a sniper rifle, bazooka and mortar cannon. Slow to fire, each armor-piercing shell deals grievous damage against vehicles and can be launched over impressive ranges. They are often used together with Snipers to form a multi-role infantry squadron.
- Sand Bike (\$300): This lightly armored scout vehicle is one of the fastest military units fielded by the Great Houses. Carrying a light gun for combat, it is fairly effective against infantry - though it is best kept out of heavier fighting.
- Mongoose (\$800): Somewhat slow and only about half as large as the Assault Tank and Laser Tank, the Mongoose is deceptively powerful for its small size. Moderately armored, its true power lies in its weapon. Firing sophisticated guided missiles that combine good damage, range and rate of fire with the ability to strike targets - including aircraft - even while moving, the Mongoose packs a mean punch.
- APC (\$600): Fast but only moderately armored, the Atreides APC is not built for frontline duty. Equipped with a light gun and providing enough space to ferry up to five soldiers

around the battlefield, the Atreides APC's biggest advantage is its ability to remain undetected even at close range - though it is unable to do so if it moves too quickly.

- **Repair Vehicle (\$650):** Unlike the forces of the other Great Houses, Atreides units don't rely on field repairs or veterancy to maintain vehicles in the field. Instead, this dedicated support vehicle is used. Unfolding multiple welding and manipulator arms from its front, this lightly armored vehicle can restore even a badly damaged Minotaurs to pristine condition (or what counts as such on the windswept desert sands) in a manner of moments.
- **Minotaurus (\$1300):** Perhaps the greatest manifestation of House Atreides' preference for methodical, long-ranged strikes, the Minotaurus is a devastating siege unit if used well. Slow but heavily armored, its four artillery cannons can devastate anything caught in its barrage. However, while its damage is great, it has one of the longest reload times and can have difficulty striking fast targets due to the shells' 'flight time'.
- **Sonic Tank (\$1400):** One of the most iconic weapons in the Atreides arsenal, this new variant of the Sonic Tank carries a powerful, forward-firing sonic cannon that releases a pulse of deadly sound. Striking all targets in its path - be they friend or foe - even a single Sonic Tank can rip apart a grouped mass of vehicles and infantry with equal effectiveness.
- **Harvester (\$1000):** These slow, heavily armored vehicles are essentially a gigantic, mobile system of storage tanks and sand filters. When deployed to a Spice field, each of these vehicles can overturn vast quantities of sand, filling up the large cargo hold with valuable Spice in a manner of minutes at most. They are unarmed, and reliant on military escorts for safety - their importance for the War Of Assassins makes them highly popular targets of opportunity.
- **MCV (\$2000):** This massive, heavily armored vehicle is capable of unfolding into a Construction Yard, drilling the initial resource excavation which fuels all further building construction efforts. It is slow and unarmored, forcing it to rely on escorts for protection.
- **Carryall (\$1100):** A large aircraft capable of rapidly connecting to, and lifting up, the Harvesters used to collect Spice, Carryalls are vital for swift and safe Spice collection. These units are exclusively used to ferry Harvesters between the Spice fields and nearby Refineries - they are not compatible with any other units and can't be used to steal enemy Harvesters.
- **Advanced Carryall (\$1800):** A more versatile variant of the standard Carryall, this aircraft can pick up and transport *any* unit fielded in the War Of Assassins. Most commonly used to drop slower, heavier units behind enemy lines, Advanced Carryalls can also be used to grab enemy forces - though doing so carries substantial risk if the target has allies nearby. Nonetheless, an involuntarily airlifted Assault Tank or Inkvine Catapult is effectively removed from the battle entirely, while also remaining vulnerable to anti-air forces.
- **Air Drone (\$800):** These fast, lightly armored drones are used as anti-air sentinels by House Atreides. Capable of firing on the move, their guided missiles can deal heavy damage to air units from long range - but they are incapable of targeting ground forces.

They often patrol Spice fields, be it for defense or to eliminate enemy Carryalls, and use a characteristic, circular holding pattern while doing so.

- **Ornithopter (\$1000):** Lightly armored but exceedingly fast, the Ornithopter is an aerial unit that excels at raiding Harvesters, hunting down lightly armored targets, or scouting unknown terrain. It carries an array of guided missiles, though this supply will eventually run out and force the aircraft to return to a Helipad to reload.

HOUSE ORDOS

- **Scout (\$30):** The Ordos Scout functions the same as its Atreides and Harkonnen counterparts.
- **Chemical Trooper (\$50):** Foregoing more classic rifle-wielding infantry, House Ordos equips these soldiers with short-ranged chemical sprayers. Though largely ineffective against vehicles, this weapon is considerably more lethal against infantry than conventional arms.
- **AA Trooper (\$100):** Using a lightweight rocket launcher, the AA Trooper is the main anti-air defense for House Ordos. Although their rockets are smaller than most, their sophisticated warheads are remarkably powerful, and their light weight allows the AA Trooper to maintain a faster rate of fire than their Harkonnen counterparts.
- **Engineer (\$400):** The Ordos Engineer functions the same as their Atreides counterparts.
- **Mortar Infantry (\$100):** Difficult to use effectively but remarkably powerful for their low cost, these soldiers can attack over immense range with high explosive shells after setting up. Their main limitation is the long flight time of their projectiles, making them best against stationary or unaware targets. When not deployed, Mortar Infantry have only a pistol for self-defense.
- **Saboteur (\$150):** Suicide units conditioned to be absolutely loyal to their superiors, these soldiers carry no conventional weaponry. Instead, they attack by leaping unto enemy forces and detonating the heavy explosives strapped to their bodies. A Saboteur is conditioned to pull the pin at all costs if lethally wounded, meaning that distance is the only safety from these fanatical demolitionists.
- **Dust Scout (\$350):** Similar in purpose to the Dust Bike, this spider-like robotic scout drone sacrifices a small amount of speed for greater tactical and stealth abilities. Unlike most vehicles, Dust Scouts can cross 'dust bowls' without risk, and they can even partially submerge themselves in these fine sands to avoid detection.
- **Laser Tank (\$700):** Epitomizing the Ordos philosophy of efficiency, speed, and tactical superiority, the Laser Tank is a hover vehicle equipped with a shield. Fast enough to outmaneuver many heavier foes yet still striking hard enough to deal good damage, this tank's one weakness compared to the Mongoose and Assault Tank is that it is relatively fragile even while protected by its shield. Do note: if this unit fires on another unit which is protected by Holtzman shields, the feedback between the laser cannon and the shield will cause a devastating overload, destroying both units instantly.
- **APC (\$900):** The Ordos APC is one of the fastest vehicles on Arrakis. Using a hover system and shield similar to the Laser Tank, the Ordos APC is not especially resilient but unmatched when it is time to rapidly deploy forces to a target location. It carries a

guided missile launcher for use against ground and air targets, and has enough space to transport five infantry.

- **Kobra (\$1200):** One of the only Ordos vehicles designed for slow, maintained firepower, this large vehicle is essentially a massive, mobile howitzer platform. While capable of using its main weapon without deploying, the Kobra is limited to a 'forward firing' mode in this manner and fares rather poorly as a standard tank. However, once it deploys it will raise the howitzer into its elevated firing column, effectively doubling the Kobra's damage and attack range while also allowing it to fire in any direction. Even a handful of deployed Kobras can form a devastating artillery group, raining down destruction on foes from long range.
- **Deviator (\$950):** Built on the same frame as the Laser Tank, the Deviator is a hovering, shielded unit with a far more sinister - if slowly firing - weapon. Launching large, unguided rockets, the Deviator's payload is a large volume of compressed Deviator gas. Any vehicle exposed to this compound will have its crew experience intense paranoia and violent tendencies, while simultaneously making them exceedingly susceptible to the Deviator's broadcasted commands. In effect, any vehicle struck temporarily joins the Deviator's side, immediately engaging its former allies and friends. However, infantry is largely immune to the gas, as the strong Arrakis winds prevent them from being exposed to a sufficiently high concentration.
- **Harvester (\$1000):** The Ordos Harvester functions the same as its Atreides and Harkonnen counterparts.
- **MCV (\$2000):** The Ordos MCV functions the same as its Atreides and Harkonnen counterparts.
- **Carryall (\$1100):** The Ordos Carryall functions the same as its Atreides and Harkonnen counterparts.
- **Adv. Carryall (\$1800):** The Ordos Advanced Carryall functions the same as its Atreides and Harkonnen counterparts.
- **Anti-Aircraft Mine (\$600):** Cheap but devastating, the Ordos AA Mine is a single-use aircraft that automatically engages any air units in range. When triggered, a swarm of powerful anti-air missiles is released, split across any number of enemies in range. It is stronger than any other anti-air unit, though this comes at the obvious cost of only being able to fire once.
- **Eye In The Sky (\$2000):** The E.I.T.S. is an advanced and powerful suicide aircraft capable of evading detection to a limited extent. When activated, it self-destructs to rain a multitude of warheads down onto the target area, showering its enemies in high explosives. The pilot, a specially trained Saboteur, simultaneously parachutes down to cause further havoc amidst the confusion.

HOUSE HARKONNEN

- **Scout (\$30):** The Harkonnen Scout functions the same as its Atreides and Ordos counterparts.
- **Light Infantry (\$50):** House Harkonnen's lack of concern for human lives makes their Light Infantry into a basic 'cannon fodder' unit. Similar to their Atreides counterpart, they

lack the more advanced training and equipment and are less resilient as a result. In contrast, the Harkonnen Light Infantry is cheaper and easily fielded in large numbers.

- Trooper (\$90): Carrying a bazooka and a large supply of guided rockets, the Trooper is a strong anti-vehicle and anti-air soldier. They carry less advanced weaponry than the Ordos Anti-Air Trooper, makes them cheaper to field. Unfortunately, the bulk of their armament also means they fire less rapidly than their Ordos counterparts.
- Engineer (\$400): Unlike the Engineers used by other Great Houses, the Harkonnen Engineer is both more heavily armored and equipped with a pistol for self defense. It otherwise functions in a similar manner as its Atreides and Ordos counterparts.
- Flamethrower Infantry (\$150): Heavily armored but slow, these pyromaniacs carry a short-ranged flamethrower that is lethal against infantry and quite effective against light vehicles.
- Buzzsaw (\$350): Named after the massive, spinning blade at the center of this bizarre vehicle, the Buzzsaw can annihilate not only any infantry caught in its path, but it can also churn up Spice fields, preventing anyone from harvesting it. A lone Buzzsaw, if left unchecked, can disrupt Harvesting operations over a vast region of Arrakis. It also sports two light cannons on either side, which are effective against lightly armored targets and can even be fired while moving. It is, however, the slowest 'scout' vehicle in use by the Great Houses.
- Assault Tank (\$900): Tough, powerful, and lacking in any kind of subtlety, the Assault Tank is the most effective 'basic' military vehicle in terms of raw combat power. However, this effectiveness does come at a cost - the main cannon is fixed in a forward-firing position, meaning the Assault Tank can't engage units in other directions like the Mongoose or Laser Tank, and instead requires turning the entire vehicle. It also has the shortest range of these vehicles, and is one of the slower vehicles in the conflict, making it best suited for direct assaults where brute force is better than tactical versatility.
- Flame Tank (\$900): Fast yet heavily armored, the Flame Tank is designed to swiftly close with the enemy before opening fire to compensate for its short attack range. Armed with two side-mounted flamethrower turrets, even a single Flame Tank can incinerate an enemy infantry squadron in moments. It is also useful as support against lighter vehicles, though it is not effective against heavy armor.
- Missile Tank (\$1200): This heavy fire support vehicle launches a volley of guided missiles from two large racks. A single salvo represents arguably the most damaging strike short of a Death Hand, and is capable of annihilating all but the toughest units in one strike. Unfortunately, the reload time is equally great, and the Missile Tank's rather poor resilience often makes it a priority target.
- Inkvine Catapult (\$1000): Unconventional but effective, the Inkvine fluid that is used for this vehicle's means of attack is too volatile to be fired from a gun. Instead, the catapult lobbs barrels of Inkvine across great distances, and upon impact the poisonous and highly caustic liquid will damage lighter vehicles and massacre infantry. The Inkvine liquid persists for some time, allowing it to cause even further injury, although it can also be set ablaze by direct fire.

- **Devastator (\$1750):** Massively powerful and carrying heavy armor, the atomic-powered Devastator mech can beat any other combat unit in a straight fight with its heavy plasma cannons and guided missile turret. Even if overwhelmed, its reactor may be pushed into an overload, annihilating the Devastator in a violent suicide attack as well as slaughtering anyone unlucky enough to be caught in the blast. However, it is also *by far* the slowest vehicle available, being more akin to a slightly mobile fortress than a conventional tank or mech.
- **Harvester (\$1000):** The Harkonnen Harvester functions the same as its Atreides and Ordos counterparts.
- **MCV (\$2000):** The Harkonnen MCV functions the same as its Atreides and Ordos counterparts.
- **Carryall (\$1100):** The Harkonnen Carryall functions the same as its Atreides and Ordos counterparts.
- **Advanced Carryall (\$1800):** The Harkonnen Advanced Carryall functions the same as its Atreides and Ordos counterparts.
- **Gunship (\$1000):** An aerial brawler similar to the Atreides Ornithopter at first glance, the Gunship carries more powerful rockets as well as much heavier armor. However, these advantages come at the cost of much reduced movement speed compared to its lighter counterpart.
- **Air Defense Platform (\$1500):** Effectively the Harkonnen's Gun Turret base defense attached to a low-altitude aerial platform, this unit is exceedingly slow and only lightly armored. However, it possesses serious firepower thanks to its four-barreled heavy cannon, allowing it to rip apart any vehicles or infantry caught without anti-air protection. These platforms are most often used to protect vital areas such as Spice fields or temporary gaps in more permanent defenses, though a patient commander could also use them for offense.

FREMEN

- **Fremen Warrior (\$150):** The most commonly seen Fremen combatant, the Warrior is armed with a long-barreled rifle that is deadly against enemy infantry. Stealthy to the point of near invisibility in Arrakis' dunes, these snipers can ambush infantry platoons with ease, revealing themselves for only a moment while picking off exposed targets.
- **Fremen Fedaykin (\$250):** Armed with a powerful sonic weapon not unlike the Atreides Sonic Tank, the Fedaykin is the Fremen's elite combat specialist. Similarly hard to detect as the Fremen Warrior, the Fedaykin attacks from close range and is effective against all targets, be they infantry, vehicles, or even structures. Their attacks damage all forces caught in the sonic blastwave, but they are highly resistant to such attacks themselves. When necessary, they can deploy a 'Thumper' onto the desert sand, attracting a Sandworm they can then ride into battle - though only for a short time, and not all areas are equally easy to catch Sandworms in.

SARDAUKAR

- **Imperial Sardaukar (\$300):** Heavily armored and recognizable from a great distance, the

massive machine gun these forces carry into battle allows even a single Sardaukar soldier to decimate infantry with impunity. Though somewhat less effective against heavy armor, even light vehicles would do well to avoid the hail of bullets sent their way.

- Sardaukar Elite (\$350): The toughest soldier on Arrakis by a substantial margin, Sardaukar Elite can withstand punishment so severe it could eliminate a small tank, yet remain in a fighting state. Armed with a powerful laser pistol for use against vehicles and aircraft, the Sardaukar Elite can cut down infantry with a wickedly sharp blade from close range. Do note: if this unit fires on another unit which is protected by Holtzman shields, the feedback between the laser pistol and the shield will cause a devastating overload, destroying both units instantly.

HOUSE IX

- Infiltrator (\$500): Protected by a sophisticated cloaking field rather than armor, these hovering machines are deceptively fast scouts that pack a heavy punch. Permanently invisible, only close contact can reveal these machines before they activate their bomb payload, self-destructing in a devastating explosion. Furthermore, their weapon is designed to disrupt any other stealth abilities in a sizable area, revealing any covert forces (such as an Atrides APC) that may be hiding nearby.
- Projector Tank (\$1500): The pinnacle of House Ix's warcraft, this hovering tank is fast but lightly armored, carrying only a light cannon for direct combat. When deployed, its true power becomes apparent: each Projector Tank can generate holographic images of nearby allied (or even enemy) forces by deploying a small, mobile holographix matrix. Each illusionary copy effectively acts as a new unit, and most remarkably, each is capable of dealing full damage with its weaponry. The holographix matrix that generates the image allows it to move and act independently (even if the Projector Tank is destroyed), though the holograms will degrade over about a minute until they destabilize completely. Furthermore, *any* major contact will likewise destroy the illusion, including being struck by enemy fire or coming into contact with an enemy unit. Nonetheless, a cleverly used Projector Tank can both distract enemy forces and deal a surprising amount of damage with its short-lived army of illusions.

TLEILAXU

- Contaminator (\$300): Grotesquely mutated warrior-slaves, the Contaminator is a superhumanly tough soldier that doesn't fight with weapons. Rather, each Contaminator carries a highly virulent pathogen, which is spread through direct contact. A single blow is effectively guaranteed lethal to any infantry struck by a Contaminator, at which point their most terrifying power becomes apparent: anyone killed by a Contaminator becomes infected by the same pathogen, rapidly mutating into a new Contaminator.
- Leech (\$800): This 'living tank' is the Tleilaxu's crowning achievement for desert warfare. Fast and highly effective, the Leech spits a parasitic 'Leech larva' at a target as its form of attack. Though largely useless against infantry aside from the morale effects, the larva will attach itself to any vehicle it impacts. The larva will rapidly

dissolve and absorb any vehicle's armor and internal components, and can literally eat its way through an entire tank if given time. The absorbed mass is used to fuel the larva's phenomenal growth, and once destroyed, a newly formed Leech will emerge from the wreckage. The larvae cannot be safely removed without the assistance of an Engineer or an Atreides Repair Vehicle, though desperate forces can try to shoot the creature off with conventional weapons - a process that guarantees damage to the afflicted vehicle even if the larva is destroyed.

SPACING GUILD

- **Maker (\$1000):** Horrifically mutated thanks to massive Spice overdoses, the Makers are the novices of the Spacing Guild. Though not yet able to use precognition to the point they can safely fold space, each Maker is nonetheless quite powerful. Armed with a lightning weapon that arcs to any enemies in a 'cone' of fire, a single Maker can decimate entire groups of infantry or light vehicles with ease. Their great size also makes them exceedingly tough, being more akin to vehicles than infantry, though they are somewhat slow.
- **N.I.A.B. Tank (\$2000):** The most costly but arguably also the most advanced combat tank seen on Arrakis, the N.I.A.B. can be instantly recognized from the iconic Spice gas chamber that forms the bulk of the vehicle. Housing a single Guild Navigator, this unit can teleport over vast distances in the blink of an eye. Heavily armored and equipped with a lethal lightning cannon that pierces all targets in the line of attack, this unit offers an unmatched mix of power, resilience and tactical flexibility.