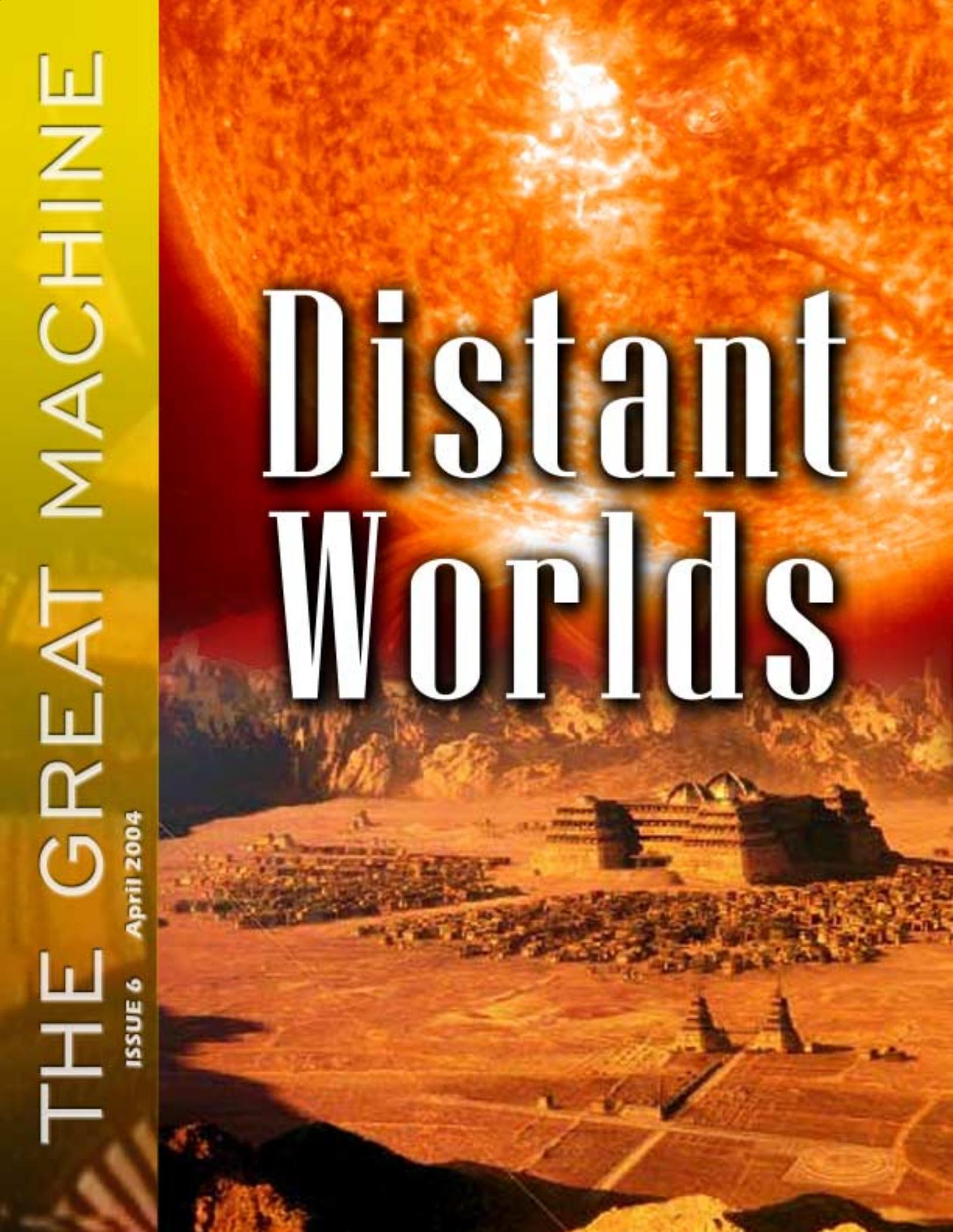
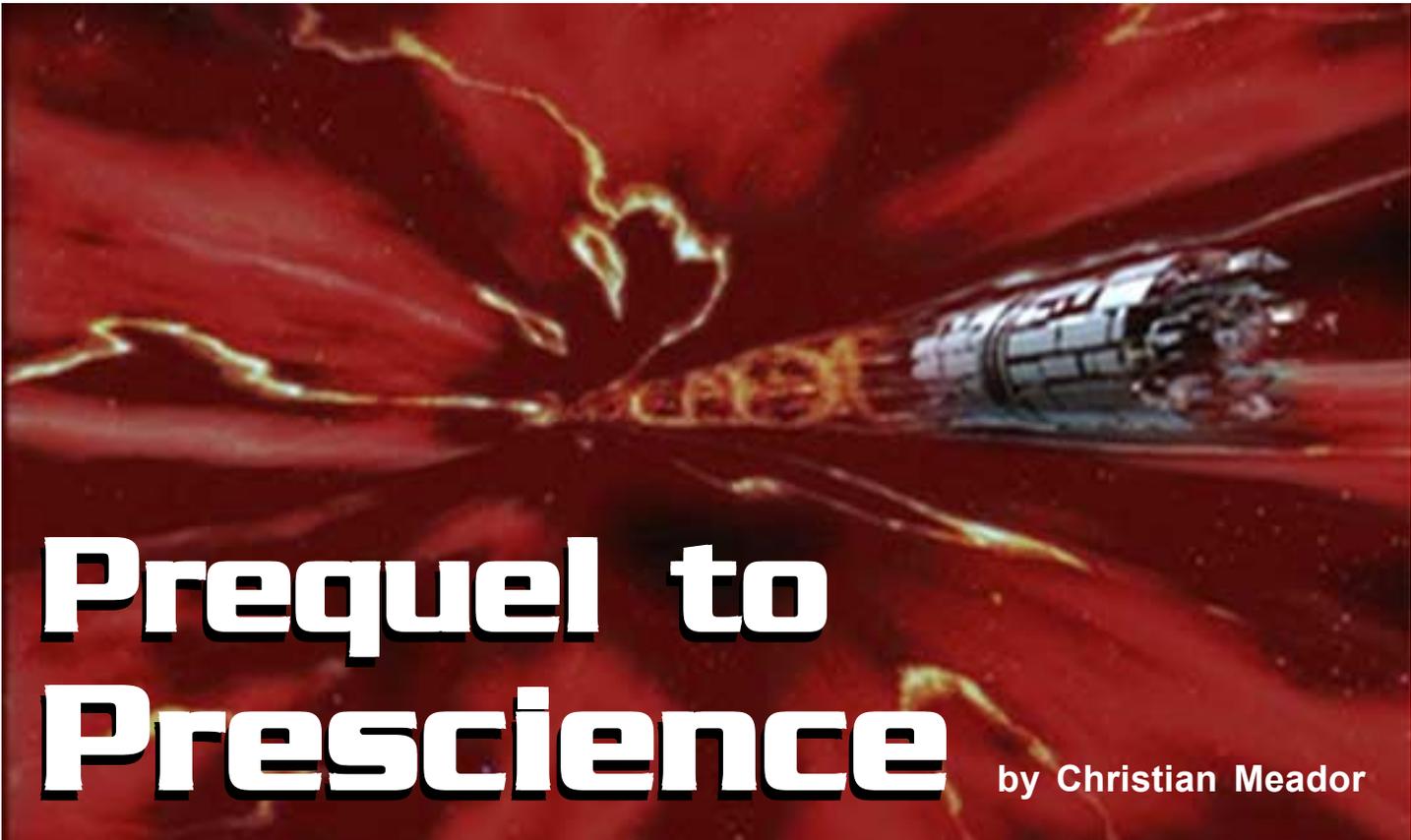


THE GREAT MACHINE

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Distant Worlds





Prequel to Prescience

by Christian Meador

"It is by my will alone I set my mind in motion. It is by the juice of sapho that the thoughts acquire speed, the lips acquire stain, the stain becomes a warning." Genlo dripped the bittersweet taste of the sapho down upon his ruddy lips. Each drop shimmered from the display lights on the bridge, the steady thrumming of the machinery of the ship of war fading away into nothingness. *"It is by will alone I set my mind in motion."*

Genlo shuddered, his every nerve on fire. He then sighed like a satiated lover as the sapho spread first through his veins, then straight to his hyper-accelerated neurons. He disliked using the precious juice so far from home and any chance of replenishment, yet he understood the reward offered by this unexpected opportunity. *To break the Guild Monopoly on space travel,* his thoughts reflected. *That is a*

prize worthy of the Harkonnens! He focused his mind on to the concept of proffered rewards... and studiously avoided thinking what the Beast would do to him if he failed.

"Mentat, I would have your counsel." The crisp tenor of Lord Captain Torn Ruatha penetrated Genlo's reverie, and for a moment a look of distaste shimmered on the Mentat's face. Then realizing his error, it quickly vanished, and Genlo bowed and walked humbly up to the young naval officer. While not as favored as Feyd, the Ruathas still had far too much influence at Geidi Prime for one such as he to show disrespect. Yet if the strangers' technology could do as his calculations had predicted... Hugh Genlo might yet be a name to be reckoned with in the Halls of the Harkonnens.

"Yes, Lord Captain Ruatha," Genlo purred with a sibilant note to

his voice, "how might I be of assistance?"

"Speak to me again of the nature of space we seek."

Genlo stopped for a second, his eyes searching through the shadows of the command chamber. He registered again the hum of Ixian machinery throughout the room, heard the low voices of the junior officers passing information from station to station. The machines he trusted, as they had been thoroughly vetted using snooper-scopes. He had seen to this himself. The crewmen, however... how could you ever tell the thoughts of the human mind? Such calculations should be within his boundaries as a mentat, but there were so many variables, so many subtleties that could make the difference between loyalty and betrayal. What could not be calculated still filled Genlo with a sense of dread.

The Lord Captain frowned, following the gaze of the stooped older man. "You fear a traitor in our midst?" The handsome Ruathan laughed, a chilling thing. "These men are mine, mentat. Mine alone. They have been broken down and reassembled as my will bequest. They know well the risks they take for even thinking of subversion. The pain of their heart plug reminds them, from moment to moment."

Genlo nodded, as much to himself as to the Lord Captain. "My apologies, my Lord. It is simply the Mentat way to consider all of the possibilities."

"And it is the way of the Lord Captaincy to expect questions to be answered."

Genlo paid obeisance, knuckling his hand to his forehead as he bowed. "Of course, my Lord. Again, accept my most sincere apologies." After a moment when the Lord Captain didn't reply, Genlo continued.

"The area that the Heighliner has deposited us in has many unusual features. This area lies far outside the charted Empire. Time and space here seem to have different properties than those to which we are accustomed."

"Yes, you spoke of that at the briefing. I am not certain I followed the implications of your theory, however."

Genlo hesitated a second, puzzled. It was unusual for one of the upper hierarchy of Baron Harkonnen's holding to admit weakness, even a simple ignorance of a matter outside their normal scope of knowledge. While weakness on Giedi Prime would quickly be seized upon, ignorance in the depths of space would be a calamity even greater. In a microsecond Genlo filed this observation away for future analysis

of what this might mean in his dealings with Torn Ruatha.

"Sire," the mentat cautiously began, "the calculations begin to drift into the realm of philosophy instead of science. They are numerous areas of understanding that are necessary to process all of the data from this region." Genlo brought out an old folder of notes, wrinkled by the weight time and smelling faintly of sapho. "If I may be permitted to instruct you in some of the basics of Theonian physics and Holtzman's derivatives, I feel that I might..."

The Lord Captain shook his head slightly, stopping Genlo's ramblings. "I do not question the veracity of your calculations, Mentat. I seek knowledge of what those mathematics mean to my fleet and their crew."

Genlo fumbled with the parchment, attempting to make it disappear under his robe. "Um, yes sire. Of course." He shook his head at his unaccustomed nervousness at speaking with this man. "To speak simply, My Lord, it is my estimation that this area might be a tear into another reality. A different universe, bleeding into our own at this locality. The data allows this, if not offers it as the only conclusive proof. However, in combination with the encounter with the Strangers at the new colony in this region, I find it the most elegant answer to this enigma."

Torn Ruatha frowned, and Genlo wondered if the mind of the Lord Captain could conceive of this possibility. Indeed, many of the other mentats had scoffed at his suggestion. But Genlo had uttered his belief enough times so word of the possibility had reached the ears of Baron Vladimir Harkonnen himself. Combined with the implications of their strangers at the Rabani colony, who appeared to

travel through the vastness of space without the use of the Guild Navigators... Genlo had calculated this to the ten thousandth percentile, and he knew the Baron would *want* to believe this was possible.

Now all Genlo had to do is be proven correct.

Ruatha took a long stride to the other side of the bridge, checking the monitor controls above a proficient looking navigator. A moment later an Ensign saluted and offered the Ruathan a shigawie reader, which he casually signed. "Well, Mentat, we shall find out if your calculations are correct. We enter the Bleed within the hour."

Genlo nodded with a grim resignation, torn between elation and fear. His stomach churned with knowledge that his future, for boon or bane, would soon be decided. He turned to leave the bridge to return to his cabin, to recheck his calculations for the thousandth time.

"Mentat." The Lord Captains voice once again cut through the bridge despite its calm, considered manner.

"My Lord?"

"Have you considered if it is truly another reality bleeding into ours?" Lord Captain Ruatha's voice asked in an entirely too reasonable tone. "Or could it be our universe, bleeding into theirs?"

Genlo stopped, the implications of that statement burning through him. What would the laws of different realities be? What if they could not coexist? Or could the Bleed be to a third reality, separate and distinct from the other two? And if that proved true, how many different universes might abridge that area of space-time. A thousand possibilities spun through his head, and not even the juice of the Sappho could allow his mind to work through the possibilities

inherent in that concept. The variables were all consuming.

"My Lord, a question if you will?"

"Yes, Genlo. What is it you wish?" The Lord Captain was again looking through the dispatches of the day on the reader.

"Have you ever taken Mentat training, my Lord?"

Torn Ruatha's eyebrow raised then, his face a mask of amusement and disdain.

"No, Genlo. I have not."

"If I may be so bold, sire.... Perhaps you should have. You appear to have a natural aptitude."

The Ruathan turned to face the disshelved mentat, his eyes burning into Genlo's with a fierceness that Genlo had never before seen. A wild fire burning inside, masked by the ice known only in the depths of the empty places of the universe.

"Become a Master of Assassins? Or a dweller among lost tomes? No, Mentat. Such a life is not for me. I seek the majesty of battle. Only there can a man's worth truly be told. Only there can the depths of his soul be tested." The Lord Captain strode across the bridge in two quick motions, grabbing Genlo's robe with an intensity born of immaculate will.

"Find me the Bleed, Mentat. Find me the Strangers within. Let us see if we can wrest the secrets of the stars from them. No more shall we be beholden to the vile putrescence that is the Guild." Torn Ruatha's eyes shone with an unholy fervor. "We shall take back our birthright as Lords of the Stars. We shall take it back regardless of the cost, in lives, ships or souls. And when we return, the Empire will quake with the slightest whisper of our coming."

The mentat fell back as the Lord Captain released him. A cheer came from the men of the bridge, pouring praise upon the suddenly silent Torn Ruatha. Hugh Genlo scrambled up from his prostate state, and quickly fled the bridge to the protection of the hallway beyond.

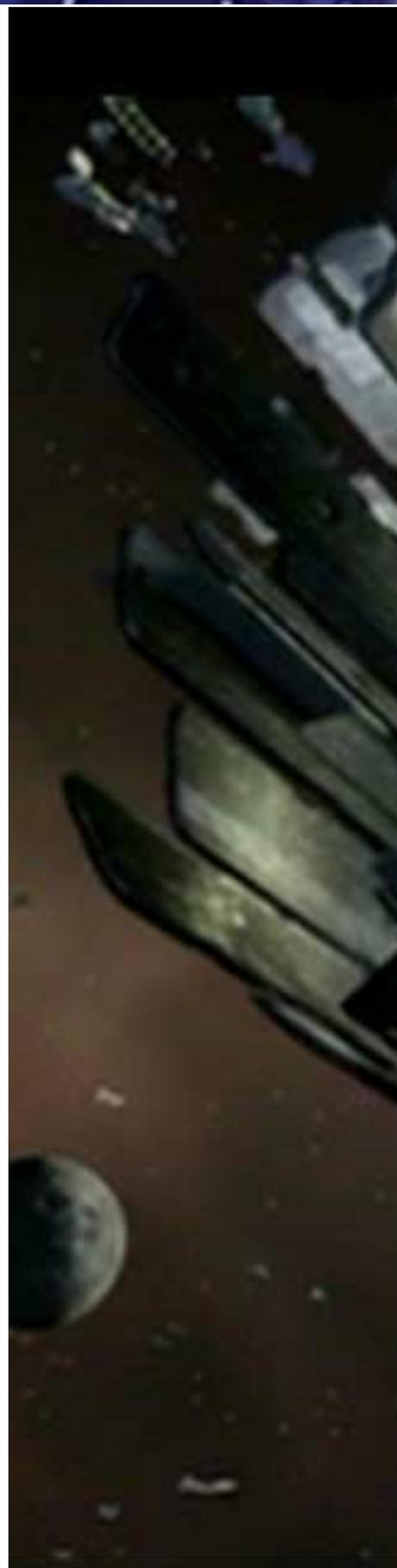
Genlo shook his head as he passed by crewmen through the corridors, seeking refuge in his cabin. He couldn't get the image of the malevolence of the Ruathan's eyes, the burning venom held within, out of his consciousness. Genlo didn't know what had happened to the young Lord Captain at the hands of the Guild. Or perhaps the wound came from the treatment of his elders, as life in House Harkonnen was rarely gentle and never kind. Yet no matter the case, there was one thing Mentat Hugh Genlo had calculated without a fraction of a doubt.

Lord Captain Torn Ruatha was quite insane.

The Ixian built, Harkonnen flagged Assault Cruiser *Endless Silence* glided through space. A full legion of Shock Troops waited in its hold, and the fleet spread out like Worm sign in its wake. A faint shimmer passed along the hull, and one by one the fleet faded from sight. They left their own reality for one undreamt of.

House Harkonnen had entered the Bleed.

* * *





Dune Wars

Part 1 of 2

The Spice Must Flow: The Birth of Dune Wars

By Christian Meador

Introduction

“The space above Arrakis is filled with the ships of the Guild. The Padishah Emperor himself is there. With his favorite Truthsayer and five legions of Sardaukar. The old Baron Vladimir Harkonnen is there with Thufir Hawat and seven ships jammed with every conscript he could muster. Every Great House has its raiders above us... waiting.”

“For what are they waiting?”

“For the Guild’s permission to land. The Guild will strand on Arrakis any force that lands without permission.”

The Padishah Emperor rules the Imperium in the universe of Dune, but only as long as he can maintain the flows of the spice *Mélange*. All intersystem space travel is dictated by the monopoly of the Spacing Guild, and the Guild’s dominance means nothing without the prescient abilities granted to their navigators by the Spice. The power triumvirate of the Great Convention exists to ensure that the spice flow is never threatened. The existence of the Imperium depends entirely on Spice.

Yet the million worlds controlled by these great powers burns with passions that must find their expression. Generation long rivalries between the Great feudal Houses have created detailed and deadly laws concerning war and assassination. Great ideological clashes arise between the Reverend Mothers of the Bene Gesserit sisterhood and the gholia masters of

the Tleixalu. The Fremen suffer under the depredations of their planetary governor, awaiting for their Mahdi to arise. And a single act of love and devotion can derail the machinations of a thousand years of genetic manipulation, leading to the creation of a savior and tyrant destined to bring all the careful compromises and binding alliances crashing down to their knees.

Welcome to **Dune Wars**. Part one of this article will deal with the universal components of star combat in the Imperium – the omnipresent Spacing Guild, and the ships themselves that are largely created by one planet, *Ix*. Part two of this article will investigate the various political factions of the Dune universe, and the unique talents each brings to the table.

While conflict in the Imperium is most often settled by the archaic rules of politics and assassination dictated in the code of

Kanly, the brilliant machine forgers of Ix and their rivals in the House of Richese have created war machines should the conflict ever extend beyond the borders of the noble's siridar fiefs and into the confines of space. Mighty armored monitors, frigates bearing deadly lasguns, Holtzman shielded cutters and even experimental no-ships that can exit our very space-time to lie in wait for unwary travelers exist in the Imperium. But they have always been withheld from the field of battle since the formation of the Great Convention formed by the Three Pillars of the Empire; the Spacing Guild, the Emperor himself, and the Great Houses.

Of these, the Spacing Guild has had the most influence on the creation of the warships of Dune.

The Spacing Guild

The Spacing Guild is perhaps the dominant power in the galaxy prior to the coming of the Kwisatz Haderach. Having a monopoly on all faster than light travel, the Guild Heighliners are the only means of transportation and communication between the far-flung fiefs of the Imperium's million worlds. In addition they control intersystem

banking, giving them additional leverage as holders of the loans on thousands of noble house and independent mercantile concerns. And the vast amount of spice they purchase has slowly mutated the talented steersman and navigators into something both more and less than human. The Navigators cast aside humanity for one simple reason; prescience is the cost of voyaging among the stars.

This extraordinary power has allowed them to help enforce two of the great dictates of the Imperium – the Great Conventions and the Guild Peace. These protocols have seriously influenced the evolution of spacefaring navies in the Dune galaxy. The foremost rule of the Great Convention prevents the use of atomic weapons on humans in the Imperium. The Guild Peace influences the laws of Kanly (House warfare and assassination) and the great refuges for the defeated houses. These dictates have limited the development of warships, yet many types still exist.

As the actual Guild Heighliners are produced on the same world as many of the other various ship types, it is obvious that the Guild is aware of the production of the warships of the House navies.

“Adjusting the oil lenses of his father’s field glass, Leto shifted away from the shifting pastels of the dawn horizon, up to the vestiges of night. A glinting speck moved against the stars. When he touched the zoompad, the speck grew until Leto recognized a Heighliner in low orbit surrounded by the shimmering blur of a shield defensive system.

‘Do you see it?’ Paulus asked, standing at his son’s shoulder.

‘It’s there – with full shields activated. Are they worried about military action? Here?’ With such severe political and economic consequences, Leto couldn’t imagine anyone attacking a Guild craft. Although the Spacing Guild had no military power of its own, it could – through the withdrawal of transportation services – cripple any solar system. And with the elaborate surveillance mechanisms, the Guild could trace and identify rogue attackers and send messages off to the Emperor, who in turn would dispatch Imperial Sardaukar according to mutual treaty.’”



The SCS for the Heighliner is a conservative estimate, made primarily for playability issues. The movie script from Dune, while definitely a secondary source, tells us that the size of the Atriedes fleet being ferried by a Heighliner while traveling from Caladan to Dune is 3,415 ships. Needless to say, that presents scaling issue in a Babylon 5 Wars game system framework. The Heighliner presented here could be considered a minor Guild vessel, with the treatment of a Heighliner of the scope shown in the movie to be presented at a later time.

Distant Worlds

While the Guild maintains many types of ships, they are known to most of the people of the Imperium for their great Heighliners, monstrous cargo ships which can fold space to appear anywhere in the galaxy in mere seconds.

“...Leto saw the dimly illuminated cargo hold of the Heighliner, a vacuum chamber so large that his passenger ship, by comparison, was even smaller than a grain of pundi rice in the belly of a fish. Other ships, large and small, were arrayed in the hold: frigates, cargo-haulers, shuttles, lighters, and armored monitors.”

House Atreides, pg 97

The Heighliner itself is a marvel of Ixian contriving. Internally it mounts hundreds of Holtzman repulsors, able to tractor ships in to their berthing positions. If necessary such repulsors could be used to defend the ship from attack. But the best defense for the Heighliner is to simply be elsewhere, which takes but a few turns concentration from the Navigator to achieve.

The Guild Navigator is one of the foremost defenses of these craft and a prime reason that the loss of a Heighliner is almost an unheard of incident. The same limited prescience which guides the Heighliner between the vast emptiness between the stars also gives the Navigator forewarning of hostility – and more than just a little

insight into how any specific danger may arise.

While the Heighliners carry no armament, their defensive screens are among the most powerful in known space. They also possess extremely powerful

sensors, and they are one of the few units that possess the ability to conduct electronic warfare operations in the Imperium. Though there are very few situations that the Guild would allow the leasing of a precious Heighliner for that purpose.

The Guild ships are enormous, absolutely astounding feats of engineering. This is made doubly so when one sees the actual creation of said ship. Unlike what most would expect, the Heighliners themselves are created in large underground chambers on the machine world of Ix. The crushing gravity of the ships massive frame is nullified by large arrays of Holtzman repulsors, used later to guide other vessels into its cavernous holds. This form of

construction is made possible by the nature of their space fold engines. Instead of a complex and potentially dangerous launch procedure, the vast ships simply slip between space-time to enter orbit above the planet.

The hangar bay of a Guild Heighliner betrays the ship's true purpose: to carry its cargo of lesser ships across the interstellar void. The hangar is broken up between forward and aft sections, and each has a capacity of 180 spaces. A Heighliner can even carry capital ships in its cavernous hold. The following chart should be consulted for the amount of hangar space necessary to carry the various ship types:

Ship Size	Hangar Capacity
Ultralight Fighter	1/2
Shuttle, Fighter	1
Super Heavy Fighter	2
Light Combat Vessel	3
Medium Ship	6
Heavy Combat Vessel	10
Capital Ship	20

All planetary assaults are conducted with the approval of the Spacing Guild, as without a Heighliner's space fold abilities it would take at the least decades to be able to travel from system to system. However, should the Guild agree to the need of the transport, the capacity of one Heighliner is normally sufficient for the task.



Prescience

Prescience is more than just a little difficult to enact in a tactical space warfare setting. The following guidelines should give you some ability to portray the Limited Prescience of a Navigator in Dune Wars.

1. A fleet with a Limited Prescient cannot face tactical surprise regardless of any specified scenario or campaign rule unless the opponent has some way of negating Limited Prescience. This includes a Prescient of any type in the opponent fleet, or any ship deeply phased out of space/time. Harkonnen No-Ships qualify as negating prescience under this ruling, as does any vessel dropping out of a reality that is not attuned with our dimension. For crossover purposes, this does not include ships coming out of relational dimensions such as Hyperspace, or those traveling in a subspace bubble such as a warp drive. Ancient level vessels emerging from higher level planes such as Thirdspace are too remote for a Limited Prescient to sense before they arrive, so they can gain tactical surprise.
2. Knowledge of real space. A Limited Prescient can ask to see any SCS, request arming levels of specific weapons and knowledge of any elite characters on board any ship in the game that isn't protected from Prescience.
3. Knowledge of time. A Limited Prescient has a special rule for resolving initiative. The prescient may target any capital ship, HCV, MCV, LCV, super heavy fighter or single flight of fighters on the board. Initiative for that unit is modified for the rest of the combat (until destroyed). This system requires a cup and two different colored d20s. At the beginning of the first turn, the prescient player and the player who controls the targeted vessel roll initiative normally. However, the prescient player also takes the two d20s and allows the targeted player to choose one to represent his own vessel. They are then placed in the cup, shaken, and the cup is placed face down on the table. This represents the two vessels' initiatives starting for the next turn. The prescient player is allowed to see both die rolls, though not allowed to touch the dice. This allows the prescient player to plan his turn knowing the relative initiatives of both vessels for the next turn. The initiatives are only revealed to the target player during the next turn of play at the appropriate initiative step. The dice are then rolled again for the following turn immediately, and kept secret again from the targeted player until next roll initiative sequence. The targeted vessel can only be changed upon its destruction during the game, and then the Prescient may target a new vessel.

The Point Cost of a Limited Prescient Navigator is 100% the cost of the vessel. The location of the Navigator must be the C&C. This cost is already included in the Guild Heighliner, as all these ships must include a Navigator to be capable of Space Fold travel.

The Technology of the Imperium

The Empire of a Million Worlds has been shaped by many factors over the ten thousand years of its existence. Of the rise of the Spacing Guild and the Great Conventions much has already been said, as the masters of the Imperium sought to find ways to limit the amount of damage that ever increasing technology could create. However the reasons behind this need are also profound, as mankind faced a terrible foe in his quest for the stars. Their own genius.

“Thou shalt not make a machine in the likeness of a man’s mind.”

The Orange Catholic Bible

The Butlerian Jihad against the machines was a pivotal point in the development of mankind, and a huge limiting factor in the technology of the Imperium. Automation of any kind is now suspect, and the creation of even expert systems capable of human competence can call down the might of the Emperor's elite Sardaukar storm troopers on the offender. The machine culture of Ix treads on this line constantly, and for their offenses were once nearly destroyed by the machinations of their own Emperor and the Bene Tleixilu.

This has limited the opportunities for research considerably among the Million Worlds. In game play in Dune Wars this translates into several technological deficiencies.

First and foremost are the limited Electronic Warfare ratings of many of the ships. For a culture ten thousand years old their sensors

are merely adequate, and behind many otherwise less advanced races in terms of crossover battles. While the sensors themselves are as powerful as any, the support automation and computer control is extremely limited, reducing their effectiveness.

Secondly, the sensor suites themselves have been pushed as far as possible when you consider their limitation in computational power. The special rules in Militaries of the League-2 for Antiquated Sensors should be considered in effect for all Dune ships. Simply put, they cannot at any time generate additional EW points through the application of additional power. In addition, their fire control ratings on their weapons are average at best.

Outside the realm of computer technology, there are also several limitations to the ships of the Imperium. The vast diversity of ship weapon technologies as seen in the Babylon 5 universe is simply non-existent. The combination of a distrustful populace with a religious

hatred of overly advanced technology added to the enormous pressure the Spacing Guild has applied over the centuries to limit the proliferation of space born weaponry has taken its toll on the options available even to the machine culture of Ix or the greed of the Richese.

The following weapon systems are not available in the Dune universe: Particle, Molecular, Plasma, Gravitic, Ionic, Antimatter, or Electromagnetic. Imperium technology is limited to mostly matter and ballistic.

Vulcan Railgun

The primary weapons suite currently utilized by the various House navies is the Vulcan Railgun. VRGs are essentially high capacity slug throwers. Powered by micro-Holtzman repulsors, they fire high density calladium and titanium alloy rods at exceptional velocities to destroy enemy ships. These systems are especially adapt at

stripping off the weapons batteries of opposing forces, and do relatively little collateral damage.

Gauss Cannon

The Gauss cannon has become a frequent sight on many navies' frigates as a secondary weapon. Moderate range and a larger kinetic impact have made it a favorite for taking out those supposedly non-rakeable systems found on larger enemy warships.

Blast Cannon

A more recent development is the rapid fire Blast Cannon. While the Vulcan Railgun fires a concentrated salvo of high energy projectiles, the Blast Cannon has a more diverse stream. Each individual impact does less damage than a Railgun, but it has the possibility to strike several times per salvo. The only real disadvantage is the moderate spindown time it takes to clear the weapon between shots.



Rail Interceptor Array

In addition, the development of the Blast Cannon led to a further refinement, the Rail Interceptor Array. It is primarily deployed as a defensive weapon, and is an extremely effective interceptor against any weapon other than Lasguns (-4 intercept). It may also be fired as a group defensive weapon in 'Guardian' mode, intercepting attacks against other ships at half effectiveness (-2), as long as the weapon system is interposed between the attacking ship and the ship it is defending. It may also be used in an anti-fighter capacity, targeting attacking flights of fighters. However, against units larger than fighters or shuttles, the Interceptor array's spheres are too light to do any appreciable damage.

Other Ballistic Weapons

Ballistic weapons have been developed to a high level of refinement in the Imperium, and the equivalent of Class-S and Class-L racks are often seen. The Class-R rapid fire twin rack is more rare, but the richer Great Houses occasionally have them in their inventory. All of the normal types of missiles in the Rules compendium are available to House and Imperial forces. In addition, the type I antimissile missile (Military of the League-2 – Kor-Lyans) occasionally makes its mark in engagements.

The Lasgun and the Holtzman Repulsor Shield

While these armament systems are very influential in the outcome of space warfare in the Million Worlds, two technologies and their very special interaction dominate the battlefield. Both



originating primarily in the concepts of one man, the Lasgun and the Holtzman Repulsor Shield are the most technologically advanced systems in the Imperium.

Lasgun

A weapon that dates back to the days of the Butlerian Jihad, the Heavy Lasgun is just what it implies – a highly focused laser that is the most fearsome weapon deployed on any weapons platform in the Imperium. As the most damaging weapon in the House naval arsenal, it combines strong destructive power, good fire control with a long range and, being a Laser weapon, is non-interceptable. The incorporation of the Hufuf oil lens optic targeting into the base system makes it even more dangerous. While in general the sensors of House navies in the Dune universe could best be described as barely adequate, the incredible focusing abilities of the Hufuf oil lens have allowed for one significant breakthrough; the Lasgun can operate as a Piercing weapon without the normal additional 4 points of focusing EW requirement. (Note: the hufuf oil is held in static tension by an enclosing force field within a viewing tube as part of a magnifying

or other light manipulation system. Because each lens element can be adjusted individually one micron at a time, the oil lens is considered the ultimate in accuracy for manipulating visible light.) This allows the Lasgun to penetrate ships hulls and threatens the key components of the primary hull.

The Heavy Lasgun should be treated as a laser class weapon, and is not interceptable, nor can it intercept. And it has one deadly drawback in its potential interaction with shielded ships creating the Holtzman effect.

The light lasgun is primarily mounted in fighters, but uses the same basic mechanics for lasgun/shield reactions, as described below.

Holtzman Shields

An electromagnetic shield that repulses objects traveling at high speeds, the Holtzman shield is both the boon and bane of any Imperium battle fleet. Against most known forms of weaponry, such as ballistics, matter, and even conjectural particle-based weapons, the Shield operates efficiently. The profile of the shielded ship is reduced by the power rating of the shield (making the ship more difficult to

successfully target), and if a strike is successful the Holtzman shield reduces the impetus of the weapon, acting as additional armor against any effective strike. This should be treated as any other Electromagnetic (EM) Shield. A primary difference is that the Holtzman shield has a 360 degree protection arc. Secondary Holtzman shields on the ship should be considered backup generators. Only one Holtzman shield may be operated at any time.

The benefits of the Holtzman shield are enormous, but have an incredibly dangerous drawback. Lasguns have a particularly dangerous effect when striking a Holtzman shield, causing an effect most closely described as a subatomic fusion reaction, generating impressive explosive force. In addition, a transverse carrier wave is created down the frequency of the Laser beam, causing damage to the ship that fired the laser as well.

If such a strike hits, roll damage as normal; then take the holtzman shield power rating (SR), and roll d6 on the following chart to determine damage to each ship. All such damage is resolved in raking mode.

Roll Effect

- | | |
|---|--|
| 1 | 50% Lasgun Damage + (SR x50), to firing ship, 50% Lasgun Damage + (SR x10) to target |
| 2 | 50% Lasgun Damage + (SR x35), to firing ship, 50% Lasgun Damage + (SR x15) to target |
| 3 | 50% Lasgun Damage + (SR x25), to firing ship, 50% Lasgun Damage + (SR x25) to target |

- | | |
|---|---|
| 4 | 50% Lasgun Damage + (SR x15), to firing ship, 50% Lasgun Damage + (SR x35) to target |
| 5 | 50% Lasgun Damage + (SR x10), to firing ship, 50% Lasgun Damage + (SR x50) to target |
| 6 | Laser Frequency/Shield harmonic flare. Roll again – on a 1 through 3, Lasgun and Shield Generator are destroyed, with no additional damage applied to either vessel. On a 4-6 each ship takes Lasgun Damage + (SR x100) damage. |

The Warships of the Imperium

Due to the deadliness of the Shield/Lasgun interaction, it became apparent that the utilization of these weapons technologies carried a considerable risk in any conflict. This factor more than any other has dictated the growth of fleet composition in the Imperium. Larger ships are often considered too expensive to risk on a potential Holtzman field explosions. Smaller attrition units however are often considered an acceptable casualty, especially if the reaction damages a larger vessel significantly. For this reason many of the smaller ships in Dune carry heavy protective shielding, while the larger ships often disdain it because of the threat of light lasguns which may cause fusion reactions to the larger hulls.

The machinists of Ix are the largest shipwrights in the Million Worlds. The vast majority of ship

designs come from this one planet, as it is one of the few that still embrace the machine culture. However, even they have to observe the dictates of the form, and because of external pressure there are relatively few different types of hulls designed for the purpose of warfare. Richese also dabbles in warship manufacture, being especially effective in miniaturization. The twin Imperial fighter designs come from this House, as the need to provide small, effective weapons systems for the fighters lay directly in their field of expertise. Still, the vast majority of large hulls come from Ix.

Very few noble houses have their own ship building apparatus, due to the inherent cost and lack of technical sophistication. However, there are many independent small craft construction facilities, for shuttle operations and interceptor designs for planetary defense. One notable exception to this rule is House Harkonnen, who has invested in both small shipyards and an expansive research program that has yielded impressive results in its prototype No-Ship design.

Ixian Ship Designs

Most House navies are comprised of Ixian ship types. These are some of the most prominent.

Ixian Armored Monitor

The largest warship being regularly produced in the Imperium, the Monitor is primarily a system defense unit. Combining a large Lasgun and Missile capacity with the best armor Ix is capable of producing, the Monitor should be able to deter most adversaries. However, in attack it is extremely slow and unmaneuverable, and if the

need arises for it to be pressed into service in such a mode the Monitor works best as a weapons platform. The influence of the Guild in ensuring the creation of the largest hull type as a defensive unit is seen once again. Most Monitors are unshielded, instead relying on their thick armor. It was deemed too large a hull to risk on the vagaries of a Holtzman reaction. Monitors use Class-L missile launchers.

Ixian Frigate

The ship most members of the Landsraad think of when they think of naval might, the Frigate is a versatile bearer of House standards. Carrying a normal armament of a Heavy Lasgun, Missiles, Gauss Cannons and Vulcan Railguns, the Frigate has good maneuverability for a capital ship and is relatively inexpensive to produce for its effectiveness. The House Navies have found that these ships are best used as hunter/killers, using their maneuverability to their best advantage. Without a Holtzman shield and with only moderate armor, it is not as sturdy a ship as the designers had originally hoped. However, it is an effective ship at all ranges, and the combination of weapon systems it employs is particularly advantageous when utilized in conjunction. It also is the largest vessel capable of a planetary landing, and may take off without any additional assistance.

The Imperial Navy of House Corrino and the House Navy of Harkonnen often utilize a Lasgun variant of the Frigate. Possessing staggering offensive firepower for a ship of the Imperium, it sacrifices its intermediate weapons and some of its reaction thrust for a more extensive Lasgun suite. While still reasonably maneuverable for a

capital ship, it is more oriented towards being a mobile weapons platform when compared to the standard Frigate.

Ixian Assault Cruiser

The Sardaukar's ship of choice, it may land 6 imperial legions using its two assault pods during a planetary attack. The assault pods are detachable, and the Assault Cruiser merely has to attain orbit in order to deploy them. While known primarily as a weapon of the Emperor's legions, the Assault Cruiser has found its way into many House navies and has become the weapon of choice for any planned invasion. The ship itself is well situated to its role of planetary assault, being a tough design and employing four of the new Rail Interceptor Arrays. It is also one of the few carrier craft currently produced by Ix. It can carry a flight of 6 fighters and 12 shuttles into combat. A Burseg of the Sardaukar is currently looking at a prototype version that would replace the shuttle capacity for breaching pods.

Ixian Fleet Carrier

Using the same basic hull as the Assault Cruiser, this is its sister ship in many ways. The removal of the assault pods has allowed for the extension of the hull and the hangar bay, and this enables the ship to carry 36 Padishah or Shirkhan fighters into action. A relatively rare ship design in the Imperium, its role has been questioned extensively by the Guild as normally fighter support would be provided defensively through planetary facilities or during an offense being based on the Guild transport vessel.

Ixian Escort Corvette

The escort corvette is designed to protect larger capital ships from fighter and missile attack, and therefore has been fitted with a Holtzman shield and two Rail Interceptor Arrays. While lacking in direct fire capability, it does carry one Class S missile launcher. A sturdy, maneuverable ship, the Escort Corvette is always a cheerful sight for House naval captains and their crews.

Richese Ship Designs

Richese Missile Corvette

Created with the same hull design as the Corvette Escort under a license from Ix, the Missile Corvette trades in its two Rail Interceptor Arrays for two additional missile launchers. An inexpensive weapons platform, Missile corvettes add greatly to the firepower of fleets they serve with, and are often equipped with specialist missiles to improve their effectiveness. These corvettes utilize Class-L missile launchers, giving them the extended range to make them effective fleet support ships. They are often considered a primary target on the battlefield, yet like many small ships of the Imperium are very difficult to damage due to their Holtzman shields.

Richese Padishah Fighter

The "Imperial" fighter program of the Richese created the default fighter in most House fleets. Naming the weapon program after the Emperor's position itself was considered an unorthodox move at the time due to the fighter's role as an attrition unit, but considerable

politicking and the claim of the Padishah as a space superiority fighter eventually gave the program the green light. In truth the Richese did create a fighter better than any other in its day, and upgrades over time have made it quite competitive even now.

The Padishah carries two linked light fighter railguns and a Holtzman shield. The miniaturization capability of the Richese created a superior light railgun platform. While the shield drains some of the fighter's reactor, draining off a bit of thrust, the extra shield protection is considered worth the trade off. It is both an effective anti-ship fighter, as the fighter's matter guns ignore ship armor, and a respectable dogfighter, as its shields make it very survivable against other fighters.

Richese Shirkhan Assault Fighter

A dedicated anti-ship fighter, its light LasGun and missile combination make it a deadly threat against enemy vessels, including capital ships. It is also a little bit more maneuverable than the Padishah, but not nearly as survivable. Even so, the sight of a flight of Shirkhans readying for a strafing run is a source of considerable apprehension for most House captains.

General Ship Designs

While the majority of the technical work on these ships still originated from Ix, these designs have become so commonplace that many different worlds now manufacture them.

Generic Cutter and Missile Cutter

A small and lethal ship, the cutter is the mainstay of planetary defense forces and is ubiquitous throughout the Imperium. A design small enough to be considered an attrition unit and therefore fields a strong Holtzman shield, the ship packs enough punch to be able to be a concern in a fleet action, especially en masse. The base cutter fields a Medium Blast Cannon and two Vulcan Railguns. The missile variant replaces the Blast Cannon with a Type-S missile rack. In either configuration the Holtzman shield provides the ship with an impressively small profile, and the additional armor the shield adds makes them immune to attack from most fighter flights. A proposed variant including a Rail Interceptor array is being considered to account the larger fighter presence being seen as the new Fleet Carriers are brought into action. So far however the Rail Interceptor Cutter has not finished trials.

Generic Bulk Freighter

The basic freighter of the Imperium, the Bulk Freighter can be found in numbers anywhere trade exists in the Million Worlds. These ships lack any substantial defenses, though the standard armament of three Vulcan Railguns may give pirates pause. The other basic cargo ship, the Cargo Lighter, which is often utilized by the Spice smugglers of Dune, may be seen in an upcoming supplement.

The Stain of Sapho

Another of the results of the banishment of machine culture at the end of the Butlerian Jihad was

the creation of the great mental-physical training houses of the Imperium. The foremost of these was the Bene Geserit sisterhood, but others include the Guild's own attempt to sidestep the mathematical limitations of the universe which led to the creation of the Navigators, the Bene Tleixilau genetic masters, and the thriving computer-minded Mentats. While the unique talents of the ideological Bene Geserit and Bene Tleixilau will receive further treatment in part two of this supplement, the integration of the Mentat calculators is so inextricably tied into the Great Houses and the method by which they are forced to bypass technological limitations they will be detailed here.

As the tenets of the Butlerian Jihad forced mankind away from technological answers in a quest to find mastery of the universe through biological means, the Elite character options are an inviolate condition of combat in Dune Wars. Indeed, much of the specific flavor of the series translates only in this manner.

Mentats are a unique component of the Dune universe, their logical discipline that they are endowed allowing them to fill the role that machine minds play in most other universes. Unlike computers, however, mentats are not simply human calculators writ large. Instead, the exceptional cognitive abilities of memory and perception are the foundation for supra-logical hypothesizing. Mentats are able to sift large volumes of data and come up with concise analyses in a process that goes far beyond logical deduction: Mentats cultivate "the naive mind", the mind without preconception or prejudice, that can extract the essential patterns or logic of data and deliver, with varying degrees of certainty, useful

conclusions. They are not limited to formulating syllogisms; they are the supreme counselors of the Dune universe, filling roles as menial as archivists and clerks, or as grand as advisor to the Lords of the Great Houses or even the Emperor himself.

The role of the Mentat in Dune Wars is simulating by the following elite officers. These two officers are available to any faction in the Imperium. Further examples of mentats specific to certain factions such as the Harkonnen 'Twisted' Mentats will be detailed in part 2 of this work.

Fleet Mentat

A councilor to star ship captains, the Fleet Mentat allows for calculation and anticipation of the actions of enemy vessels. The Mentat may choose a single enemy vessel or flight of fighters. After two turns of observation, the Mentat may make a calculation as to the enemy's strategy and intent. On the third turn roll 1d6, and subtract that from that vessels initiative that turn. For every turn after of continued observation, subtract an additional point from that ships initiative. The Fleet Mentat may change the subject of his observations, but this eliminates any penalty to the original target ship and requires the same initial two turns of observation of the new vessel before he has enough data to form a calculation.

Point Cost: 20% of the base cost of the ship

Location: C&C

Mentat Mathematician

These Mentats bring their logic to the task of compensating for the lack of sophistication of the EW

suites of the Dune ships. The Mentat Mathematician can help in targeting solutions to help maximize the damage potential of an Imperium warship.

The Mentat Mathematician's expertise adds +1 offensive or close combat EW to the firing vessel. If that bonus EW point is targeted on the same vessel for three turns in a row the mentat has calculated the best way to damage the target, and all weapons fire from his vessel against that ship add +1 to their damage. This cannot exceed the maximum damage of which the weapon is capable, however. This bonus is maintained as long as the bonus offensive EW is applied to that ship, but is negated if the bonus is used against another vessel.

Point Cost: 15% of the base cost of the ship

Location: Sensor array

“ Arrakis teaches the attitude of the knife- chopping off what's incomplete and saying: "Now it's complete because it's ended here." ”

-From "Collected sayings of Muad'Dib" by the Princess Irulan

Conclusion

This is the end of Part One of the Dune Wars article. Please see the attached zip file for the ship SCS's. Part two will include a work of fiction completing 'Prequel to Prescience', detailing House Harkonnen's entry into the Bleed, as well as specific faction information for the major players in the Imperium. This includes House Corrino and the Imperial Sardaukar legions, House Atreides with their Ginaz Swordmasters and Fremen allies,

House Harkonnen with their Masters of Intrigue (including rules for implementing traitors on board a ship), in addition to specific rules on the Bene Tleixilau Face Dancers and Bene Geserit Sisters. Several additional ship types will be detailed, including the Atreides Frigate Leader made exclusively for them by their allies in Ix, the Harkonnen prototype No-Ship, and Sardaukar breaching pods. And the full powers of the prescient Kwisatz Haderach shall be revealed!

I hope you enjoy the ships and rules of the Dune universe included in part One, and wish you well in your combats in the Imperium. Simply remember the ultimate axiom of Dune – the Spice Must Flow!

* * *



Dune Wars

Part 2

The Spice Must Flow: Dune Wars Continued

By Christian Meador

“Many elements of the Imperium believe they hold the ultimate power: The Spacing Guild with their monopoly on interstellar travel, CHOAM with its economic stranglehold, the Bene Gesserit with their secrets, the Mentats with their control of mental processes, House Corrino with their throne, the Great and Minor Houses of the Landsraad with their extensive holdings. Woe to us on the day that one of those factions decides to prove the point.”

**Count Hasimir Fenring,
Dispatches from Arrakis¹ 128**

Political Factions of Dune

While the great system of controls and restrictions implemented by the Guild, Bene Gesserit and Great Houses averted open warfare in the Imperium for centuries, the limited warfare of Kanly and even the mandated elimination of Great Houses such as that which nearly claimed Ix show how thin the veneer of civility actually was. The coming of the Kwisatz Haderach only underscored this point. Until then, the intrigues, duels, assassinations and stratagems of the great factions of the Imperium pulsed like a magma flow under the surface, awaiting only the proper spark to surge forth into the open, spreading destruction in their wake.

Major Political Factions in the Dune Universe

**House Corrino
House Atreides
House Harkonnen
Bene Gesserit
Bene Tleilaxu
The Spacing Guild**

Minor factions include various lesser houses such as House Ordos and House Moritari, the mercantile alliance known as CHOAM, the Fremen (this changes to Major faction later in the books), and the Spice Smugglers.

The second part of this article will look at the Major Factions of the Dune universe, while the third will reveal the secrets of the Minor Factions and the role they play in the Imperium.

A Universe of Conspiracy

While most science fiction settings include an element of politics and intrigue, these factors are the very lifeblood of the Imperium. The ever-changing alliances and vendettas play a major role in determining the faction that is currently ascendant. In a typical Babylon 5 Wars game you choose your race and distribute your points from its list of ships and officers. In Dune the choices aren't limited to merely your factions own resources, but those that you can bribe, cajole or extort to your will as well.

To represent the tangled politics of the Imperium each faction has a list of Allied and Enemy factions.

When spending your points to create your force for a scenario in Babylon 5 Wars, you may choose to activate one of your allied factions. An allied faction for that one battle is then considered to be part of your force list for all purposes. In other words, in addition to the normal choices you have for your ship lists and characters, you may choose any of the special abilities of the allied faction as well. Note that you may only choose one (1) of your allied groups for this scenario. If you wish to add a second factions list they must be treated as a non-aligned faction per below.

The factions' Enemies list shows those groups that the faction will not work with under any circumstances. Special ships and characters from that faction cannot be used.

If you wish to utilize the special ships or characters of a faction not on your Allies list, or wish to choose a second group off your allied list, they are treated as non-

aligned factions. Non-aligned factions require more for their services than an allied group. All choices from a non-aligned faction cost 33% more than normal. Any faction listed on your enemies list may not be chosen as a non-aligned faction.

What follows is a description of the most powerful players of the Million Worlds, including the special ships, philosophies and leaders that they employ in their service.

The Imperial House of Corrino

“We all live in the shadows of our predecessors for a time. But we who determine the fate of planets eventually reach the point at which we become not the shadows, but the Light itself.”

**Prince Raphael Corrino
Discourses on Leadership**

Taking its name for the great victory at Corrin several thousand years ago that brought it to the Lion Throne, House Corrino has had a

steady grip on the reigns of government ever since. Imperial leadership has shown to be politically adroit, and is often considered by historians to be as significant a factor as their dreaded Sardaukar legions in maintaining the stability of the Imperium. Corrino is nothing if not pragmatic, and balancing the egos and aspirations of the various power factions in the Imperium ensures their continued preeminence among houses.

Allies: Bene Gesserit, the Spacing Guild

In the ever-changing world of Imperium politics, House Corrino may find itself conspiring with almost any faction. However, they are most consistently allied with the Bene Gesserit Order, as they have served as counselors and truthsayers for Corrino for generations. Bene Gesserit Advisors may be purchased aboard a House Corrino ship for the normal cost. Corrino also benefits from ignoring the chance of Bene Gesserit deception, there is no chance a Sister will willingly betray Corrino as long as the Padishah Emperor sits on the throne.



Battles on the Edge

Enemies: Fremen

The Fremen can never be allied with House Corrino, as they do not acknowledge the power of the Emperor. Fremen troops cannot be aboard a Corrino vessel.

Troops: The Sardaukar

The finest troops in the Imperium for a thousand years before the coming of the Jihad of Maud'Dib and the Fremen Feydakin death commandos, the Sardaukar strike fear into the enemies of the Emperor and help ensure the dominion of the Lion Throne.

Born on the death world of Salusa Secundus, the majority of the Sardaukar never finish their training regimen there, as the harsh climate and draconian discipline claim the lives of those too weak to endure. However, those that do arise from the training become among the foremost of warriors, and follow the orders of the Emperor with viciousness and discipline. Combining the training and ferocity of Salusa Secundus with the nearly endless coffers of the Imperial House for equipment produces formidable armsmen.

A Sardaukar Marine unit gains a -2 modifier for initial boarding of an enemy vessel. In addition, they gain +2 on any boarding missions they attempt. In attempts to capture enemy ships they are at -1, increasing their chances of killing enemy marines.

Sardaukar Legions cost 15 points per marine contingent instead of the normal 10.

The Corrino Fleet

A House Corrino fleet on the move normally means the impending invasion of an unruly system, as the



Imperial fleet acts as the punisher for those members of the Landsraad who break the Great Conventions or anger the Guild. Lasgun Frigates and Assault Cruisers are the favorite vessels of the Corrino fleet, and they often deploy armored Monitors in orbit around rebellious worlds as reminders of Imperial authority. They also utilize a Corvette design intended to hunt down and capture fleeing ships, the Sardaukar Boarding Corvette.

Sardaukar Boarding Corvette

House Corrino kept their preeminent position in the Imperium for thousands of years due to the strength of the mighty Sardaukar legions. While outright naval warfare between the stars was rare due to the stranglehold the Guild had on intersystem travel, the Emperor helped keep that in place with the strength of his troops from Salusa Secundus. While that death world helped strengthen the will and bodies of the legions trained there, it was quickly found that the Sardaukar's

formidable skills in battle did not extend into naval combat, where lack of live combat experience made them no more skilled than their potential rivals. Burseg Jesk of the Imperial Corrino Navy overcame this in the Battle of Bela Tegeuse by using ancient asteroid haulers with mechanical arms to attach to enemy vessels and board them. In essence this has been the primary tactics of the Sardaukar ever since, echoing the strategy of ancient Roman legions from Old Earth; treat the naval battle as much as possible as a land battle, where the advantage is given back to the Legions.

The Sardaukar Boarding Corvette excels in this role. The ship has minimal weaponry, with two Vulcan Railguns for defense and a Medium Blast Cannon designed to strip away external weapons on the enemy hull. The use of a Holtzman shield was originally controversial but has proven its weight in battle, allowing the Corvette to withstand considerable fire as it closes. The addition of larger hangar bays over the years to hold additional shuttles and breaching pods greatly enhanced the threat posed by the ship. A large forward thruster array helps deceleration so the Boarding Corvette can match speeds with its intended prey.

Sardaukar Breaching Pods

A superior breaching pod, the Sardaukar's version of the breaching pod has superior thrust, a lower profile and reinforced armor, making it truly the weapon of choice for boarding enemy vessels. Once attached to an enemy ship, the Sardaukar's extensive battle training and ferocity normally are shown to great effect.

If the breaching pod is

damaged, it loses one point of thrust after the first six points of damage, and a second point of thrust for the next six points of damage.

To underscore the point of how much the Sardaukar value the ability to board enemy ships and engage in combat, there is a variant of their breaching pod that employs a Holtzman shield generator. Subtract two from the Pod's defense rating, bringing it down to a 6, and add 2 to the armor value. The cost of the upgraded pod is raised to 80.

Leadership

House Corrino may take the following Elite Officer choices at normal cost:

Expert Helmsman
Expert Navigator
Expert Technician
Expert Security Officer
Expert Matter Weapons Officer
(per Grome, S7, p.10)
Expert Dogfighter
Expert Evader
Expert Coordinator
Expert Pilot

Fleet Mentat
Mentat Mathematician
Bene Gesserit Advisor
Sardaukar Burseg

Sardaukar Burseg

A proven warrior of rank and skill, the Burseg directs his Sardaukar with brutal efficiency. Aboard either a breaching pod or a Sardaukar Boarding Corvette that has attached itself to another ship, he provides the following benefits:

- (1) any breaching pod the Burseg commands gains +1 thrust
- (2) may join a boarding party in an attempt to capture an enemy vessel, and rolls three dice on the first turn instead of the normal one

in an attempt to resolve crew casualties. If the boarding party is destroyed the Burseg is killed.

(3) may join a boarding party on any mission, and may reroll the mission results roll once during a scenario if the result is not to the players liking.

Point Cost: 10% the ships value
Location: Barracks, Breaching Pod

House Atreides

Known for their benevolent and wise rule, the Dukes of Caladan have transformed a sleepy fishing and agricultural fiefdom into one of the foremost players in the Million Worlds. Their wisdom in running their Duchy has created a populace that adores them and cemented many alliances through the years with those that respect them for their strength and kindness. Their insight extends to the battlefield, where Atreides battle training has produced an army second only to that of the Emperor himself. Wise, successful, beloved, and strong, it was only a matter of time before the enemies of Atreides conspired to bring about

their destruction.

Allies: Ix (prequel timeframe), Fremen (Dune onward)

The Atreides has held many allies over the years. Before its destruction, House Ginaz was the truest of friends, and their teachings still help create some of the greatest swordmasters who have ever lived, and these swordmasters that still fight under the Atreides banner. The technocratic House of Ix owes its continued existence to Atreides loyalty. Finally, once the coming storm falls upon Atreides, they soon earn the friendship and vassalage of the Fremen of Dune.

Enemies: Harkonnen, Corrino

House Harkonnen shares an age old enmity with Atreides, though their bloodlines are somewhat strangely mingled. In later days House Corrino's decline leads to the Atreides ascension to the Throne, and members of the Sardaukar and the remaining Corrino leadership become bitter enemies of the remnants of House Atreides.



Troops:

Atreides Battle Training

House Atreides armsmen are extremely professional and well disciplined on the battlefield. Their battle acumen was one of the foremost reasons that the Padishah Emperor Shaddam IV conspired to destroy House Atreides with House Harkonnen, as the army Duke Leto was forming was becoming a potential threat to Corrino's dominance on the battlefield.

To reflect the skill evinced by their soldiers, Atreides troops have a -1 modifier on attempting boarding actions, and a +1 bonus on completing marine missions. Marine contingents with Atriedes Battle Training cost 12 points per unit instead of the normal 10.

The Atreides Fleet

The Dukes of Caladan know well the need for naval vessels to protect the skies of their water duchy from the schemers of the Imperium. This was shown to be doubly true after the invasion of Ix by the machinations of members of the Imperial line and the Bene Tleixalu. The Atreides Fleet is built for versatility, and employs many escort and screening vessels in order to maximize their tactical flexibility. The standard Ixian frigate is a mainstay, and is often accompanied by many Escort Corvettes and Shielded Cutters. They also utilize many of the missile variants and believe in a long-range ballistic ability to keep marauders away from their ships. Finally, the Atreides special relationship with the Ixian shipwrights has paved the way for the House's signature vessel, the Atreides Battle Frigate.

Atreides Battle Frigate

While the leaders of House Atreides for the most part have to deal with the same production designs as other Houses, the longstanding friendship between Ix and the Atreides has allowed for one significant variant to be introduced into Atreides Battlefleets. This uncommon variant provides for several upgrades from the standard model. The first is a higher initiative bonus than most frigates. The second is a better standard sensor suite (though it still functions under the 'antiquated' rules). Also a weapons upgrade from the normal Gauss Cannons to the longer range and more accurate Matter Cannons has increased their ability to project fire zones and to damage ships before they can respond. Lastly, an increased communications suite enables the Battle Frigate to act as a squadron leader, giving every ship in the squadron a +1 bonus to their initiative. The Battle Frigate is a superior overall design, and should the Duke of Caladan ever need to personally take command of an Atreides Fleet, it is from the confines of a Battle Frigate's bridge that he will do so.

Leadership

House Atreides may take the following Expert officers at the normal cost:

Expert Helmsman
Expert Engineer
Expert Navigator
Expert Technician
Expert Ballistics Officer (Kor-Lyan, S7, p10)
Expert Shield Officer
Lucky Captain
Expert Dogfighter
Expert Motivator
Expert Missileer

Expert Evader
Expert Pilot
Fleet Mentat
Mentat Mathematician
Ginaz Swordmaster

Expert Shield Officer

An expert shield officer keeps the Holtzman shields at peak efficiency. The Shield Officer has the following effects:

- (1) All criticals resolved against Holtzman shield generators are at -4 to the die roll.
- (2) The Shield Generator location where the Expert Shield Officer is assigned may be operated at increased efficiency. The shield gains 1 additional level of shielding, adding to both the modifier to profile and the amount of armor generated by the shield.
- (3) An Expert Shield Officer may modify the die roll for a Lasgun/Holtzman shield reaction by 1 in whatever direction the player desires.

Location: Holtzman Shield Generator

Cost: 10% the ship's value

Ginaz Swordmaster

House Ginaz was once an Atreides ally, but was overcome in a war of assassins with House Grumman. Noted for their incredible skill with the blade, the House itself has fallen as a political institution but the legendary training halls live on.

A Ginaz Swordmaster gains a -1 modifier for boarding attempts, and adds +1 to any marine mission results while on another vessel. This is in addition to any modifiers for the troops he commands. He also gives the following advantages:

- (1) He may join a boarding party and conduct a new kind of



House Harkonnen

“ It is no secret that we all have secrets. However, few of them are as veiled as we intend them to be.”

**Piter de Vries,
Mentat Analysis of Landsraad Vulnerabilities,
private Harkonnen document**

mission – a Duel. The Duel mission is announced against a specific location on the ship, in the same manner as a Sabotage attempt. If an enemy character is located at that location, roll on the following chart for resolution

3 or less: The Ginaz Swordmaster slays the enemy character in the duel.

4-5: The Ginaz Swordmaster kills the enemy character, but is wounded in return. He is out of the scenario, but is presumably returned to the player's ship.

6-7: Both the enemy character and the Ginaz Swordmaster are considered wounded and out of the scenario.

8-9: The Ginaz Swordmaster is wounded, but the enemy character escapes.

10: Both the enemy character and the Ginaz Swordmaster are slain.

If the character in question grants any type of bonus to marine actions, add +1 to the die roll.

If no character exists at that location then make a normal sabotage roll. The Swordmaster is slain if his marine unit is destroyed.

(2) If on a vessel being boarded, the Swordmaster may challenge an attacking character as above, but the site location is considered to be the boarding pod. If no character exists then there is no result, continue the boarding action as normal.

Controlling an empire based on fear and uncertainty from their Siridar Fief of Geidi Prime, House Harkonnen has come to be regarded as the most amoral of all the Houses of the Landsraad. Made rich by the control of the Spice Trade of Arrakis, the Harkonnens have reached the uppermost reaches of power in the Imperium. The cunning treachery of Count Vladimir Harkonnen and the brutal thuggery of the Beast Rabban ensure that the Harkonnens will do anything to remain at the top of Dune's hierarchy. This combination ensured their action when the Emperor removed the charter for spice production from Harkonnen and granted it to

Atriedes, beginning the cycle of events that led to the destruction of House Atreides and the coming of the Kwisatz Haderach.

Allies: Varies

The Harkonnens have no recurring allies, seeing all others as either too strong to assail or as potential victims. However, they are masters of political deception – they may choose one (1) other faction in any scenario to be treated as a reluctant ally. However, their reluctant allies cost them 10% more than if they were true allies. And, due to Harkonnen double-dealing, they may not choose the same allies two scenarios in a row!



Battles on the Edge

Enemies: Fremen, House Atreides

The Fremen detest House Harkonnen over all other beings due to the depredations of the Beast Rabban. House Atreides is both politically and ideologically opposed to the Harkonnens.

Troops

Harkonnen troops are efficient and brutal but too thuggish to be considered elite. They have no modifiers to marine actions.

Harkonnen Fleet

A Harkonnen fleet is built on the principle of pure power, the larger and nastier the vessel the more it excites the Harkonnen admiralty. A larger number of shielded monitors lead Harkonnen fleets compared to any other faction, and the Admiralty has been very supportive of the Lasgun Frigate design. In addition the Harkonnens have helped develop the Ixian fleet carrier that the shipwrights have been trying to pass by the Guild bureaucracy, and simulations for the efficiency of a fighter wing of 36 Shirkhan Assault Fighters have been ongoing.

Unlike other Houses, the Harkonnens have delved into their own research projects for naval supremacy. Their prototype No-Ship has shown great promise.

Harkonnen Prototype No-Ship

A rare ship design in the hands of the Harkonnens and not available to anyone else, the No-Ship represents a huge technological advancement. The No generators allow the ship to slip outside of space-time, making it undetectable to any sensor or even prescient senses because while the ship is

under the No Cloak it simply does not exist in this space-time. The No-Ship cannot move its relative position during this time nor can it detect anything in the base universe. However, the strategic advantages for preset ambushes are obvious. The ship itself is a medium vessel, and stresses initial attack strength in order to maximize the No-cloaks effectiveness. Caught without the cover of the No-cloak the ship's defenses are minimal and the vessel becomes quite vulnerable.

Leadership

House Harkonnen can purchase the following expert officers at normal cost:

Expert Scanner
Expert Navigator
Expert Political Officer
Expert Lasgun Officer
Expert Dogfighter
Expert Missileer
Expert Pilot
Mentat Mathematician
The Beast
Twisted Mentat

Expert Lasgun Officer

An expert Lasgun officer can be assigned to one Lasgun aboard the ship. He may travel to another Lasgun if he desires. His proficiency grants the following benefits to that weapon:

- (1) adds +3 damage per die
- (2) May either: Increases rate of Fire by 1 factor, from 1 every 3 to 1 every 2 turns for example. If fired at the increased rate of fire roll a critical against the Lasgun at +4 at the end of the turn.
- (3) Or may increase the range penalty by 1 factor, for example from -1 per 3 hexes to -1 per 4 hexes. If fired at the increased

range factor roll a critical against the Lasgun at +4 at the end of the turn.

(4) May modify a Lasgun/Holtzman shield reaction by 1 on the die roll in whatever direction he prefers.

Location: Lasgun

Cost: 12% of the ship's value

The Beast

The Beast is a planetary governor of such vicious temperament and vile renown that he has become reviled by all who know of him. If a Beast is on board a vessel in a Harkonnen fleet, they act in the exact same manner as a Dilgar Expert Geneticist.

Summarized here, this means that the location of the Beast is always known, enemy ships may ram his ship, all fire on the ship he is on is at +2 to be hit, but his presence causes such a distraction that all other ships in his fleet are -1 to be hit.

Location: Any system on a ship in the scenario

Cost: 5% of the cost of all ships but not fighters or shuttles in the fleet.

Twisted Mentat

A creation of the Bene Tlaxailu order, Twisted Mentats are often gifted to House Harkonnen for the Tlaxailu's own purposes. Twisted Mentats have the same enhanced cognitive abilities as their more common cousins, but their training has been altered. Instead of a normal mentat's extensive instruction in philosophy, ethics and morals, a Twisted Mentat has instead been indoctrinated to remove any instinctive compassion or sympathy

for other beings. Indeed they would be considered sadists and sociopaths in most societies.

House Harkonnen uses their Twisted Mentats most effectively in the role of interrogators and torturers. The Twisted Mentants' genius for these roles mean they can break anyone with enough time, even those considered normally invulnerable to coercion, such as Imperial Conditioned Suk Doctors.

The result of this is that any political faction that Harkonnen knows it will be facing may be seeded with a traitor before the encounter.

The Harkonnen faction may choose one ship from the opponent's fleet as the target of the potential traitor. The Harkonnen faction may choose to activate the traitor at any time. Choose one mission for the traitor on the ship, and roll a d20 to determine the success of the traitor. On a 1-5 the traitor fails, on a 6-16 he succeeds with his mission, and on a 17-20 the traitor has extraordinary success. Subtract 1 from the die if the marine contingents on board the target ship give it a boarding modifier, subtract 2 if the ship has an Expert Security Officer or Bene Gesserit Advisor, and subtract 5 if the ship has a Limited Prescient or Truthsayer present.

Traitor Missions:

Open the Doors: Boarding parties automatically succeed their boarding attempt when attempting to enter the ship. Adds +1 to boarding party missions, and +1 in attempts to capture the ship. Extraordinary Success, double marine bonuses to +2 and +2.

Sabotage Weapon: Choose one weapon. When activated, the weapon automatically misfires (e.g.,



misses). Roll a critical on the weapon at a +10 critical bonus. Extraordinary success: affects a second weapon of the same type or destroys the originally target weapon entirely.

Sabotage Engines: Engine thrust reduced by 3 for 3 turns. Extraordinary success, thrust reduced by 5 for 4 turns.

Sabotage Reactor: Reactor power reduced 4 for 3 turns. Extraordinary success, power reduced by 6 for 4 turns.

Spy: Ship suffers -4 to its initiative for the scenario. Extraordinary success, ship suffers -6 to its

initiative and the fleet as a whole suffers -1 to its initiative.

Sabotage Shield: Shield drops in one arc for 1 turn. Extraordinary success, shield arc is down for 3 turns.

Sabotage Sensors: Reduce Sensors by 3 for 2 turns. Extraordinary success, reduce Sensors by 5 for 3 turns.

Location: C&C
Cost: 5% of the fleet cost



Bene Gesserit Sisterhood

One of the mental-physical training orders that were created in response to the removal of the machine culture after the Butlerian Jihad, the Bene Gesserits have a long history of manipulation of the factions of the Imperium in order to achieve their hidden goal. Dedicated to intensive training of mind and body utilizing the bindu nervature and prani musculature, this level of control has given the Bene Gesserit many semi-mystical abilities. First and foremost of these is the Voice, the ability through stress control and

“A beginning is the time for taking the most delicate care that the balances are correct. This every sister of the Bene Gesserit knows.”

From *Manual of Muad'Dib* by the Princess Irulan

impulse manipulation to override an individual's self-control through voice commands alone. They also are known for their role as philosophical and spiritual advisors to the nobility; a reverend mother stands at the right side of the Emperor to act as his Truthsayer.

Few know of the Bene Gesserit's hidden goal, the creation of the Kwisatz Haderach that they intend to control for their own benefit. A being whose perceptions span space and time, the Bene Gesserit hope that they can bring about this demigod through an extensive breeding program involving all of the Great Houses. They are more surprised than

any when their Kwisatz Haderach arises a generation before they expected from the halls of House Atreides.

Allies: CHOAM

Enemies: Bene Tleilaxu

The Gholia Masters of the Bene Tleilaxu are the ideological opponents of the Bene Gesserit. The Sisterhood considers the Gholia tanks to be abominations.

Troops

Bene Gesserit soldiers are likely to be mercenaries or pawns. They provide no bonuses in marine actions.

Bene Gesserit Fleet

The Bene Gesserit Order prefers to remain neutral in most matters, sending their Advisors to render their wisdom to all those who ask. This of course ensures that along the way the interests of the Sisterhood are served. In their guise of neutrality, the Bene Gesserit Order has avoided creating a standing fleet.

That being said, the Bene Gesserit would have little difficulty fielding a fleet if they so desired. Indeed, in the far future of Dune, they ally with the Mentat Bashar Miles Teg to do just that. In the Tenth Millennium time frame of the prequels and first three Dune books the Bene Gesserit would most likely utilize proxies if the need for a fleet was established. Assume that the fleet in question is actually a Minor House fleet, and build them accordingly: no special ships, and they may purchase Generic, Ixian and Richese ship designs. A Minor House influenced by the Bene Gesserit generally utilizes attrition units such as fighters and light combat vessel type cutters to protect the larger capital ships from harm. This ensures the protection of both the Bene Gesserit sister and the genetic lineage of the lords of said Minor House.

Leadership

A Bene Gesserit force may choose the following Expert officers at the normal cost:

Expert Scanner
Expert Shield Technician
Expert Motivator
Expert Dogfighter
Expert Coordinator
Expert Dogfighter
Bene Gesserit Reverend Mother
Bene Gesserit Advisor

Bene Gesserit Truthsayer

Bene Gesserit Reverend Mother

One of the foremost leaders of the Bene Gesserit order, a Reverend Mother commands respect and devotion from those around her. In Babylon 5 Wars terms, a Reverend Mother should be considered an Expert Religious Leader.

Location: C&C

Cost: 15% of the ship's value

Bene Gesserit Advisor

A counselor from the ranks of the Bene Gesserit is an invaluable resource, aiding House Lords in many ways. A Bene Gesserit advisor grants the following advantages in game play:

- (1) The ship the Advisor is on gains +1 initiative due to the Sister's insights
- (2) Criticals in the location the Advisor is currently stationed are reduced by 4 due to her ability to manipulate others with the Voice (such as forcing others to remain at their posts regardless of personal danger)
- (3) Any attempt by enemy characters to attack a friendly character at the Advisor's location of the Bene Gesserit is negated. This includes but is not limited to Ginaz Swordmasters Dueling and Face Dancer assassination.
- (4) Twisted Mentat attempts to recruit traitors are at -2 to the resolution die roll.

Location: Default C&C, but player may choose

Cost: 7% of the ship's value

Bene Gesserit Truthsayer

Renowned for their ability to enter the truth trance and determine fact from fiction, Truthsayers provide several subtle but powerful protections in Dune Wars.

- (1) Bene Tleixalu Face Dancer assassins are immediately unmasked.
- (2) Twisted Mentats attempt to recruit traitors are at -5 to the die roll.
- (3) The Beast's ability is nullified.
- (4) The Beloved Gholas ability is nullified.
- (5) Any non-Dune Wars expert officer that relies on espionage or deception is nullified. For example, the Star Trek Intelligence Officer or Changeling Operative would not have their abilities.

If any of the above situations occur, the Bene Gesserit fleet gains +1 on all fire attempts the next turn due to righteous outrage.

Location: C&C

Cost: 10% of the ship's value

Bene Tleilaxu Order

“No one person can ever know everything that is in the heart of another. We are all Face Dancers in our souls”

Tleilaxu Secret Handbook

The Gholas Masters of the Imperium, the Bene Tleilaxu are a secretive order on the edge of respectability. With unparalleled ability at genetic manipulation, the Bene Tleilaxu have mastered many dark secrets, including the ability to clone others from but a strand of hair, or unleashing the shape shifting

Face Dancers who can cause unprecedented chaos among any foe. Their powers are many and unexpected, their motivations obscure. However if the citizens of the Imperium knew what their Gholas and Face Dancers were grown from, the horrid Axotl tanks would likely be the downfall of the order.

The Bene Tleilaxu are at their heart are conspirators. Their machinations have ranged from the attempt of the creation of an artificial replacement for the Spice Melange to outright conspiracy and treason against the Kwisatz Haderach when he assumed the mantle of the Emperor. The Bene Tleilaxu long ago created their own messiah. They have little wish to live through another one.

Allies: House Ordos, Spice Smugglers

Enemies: Bene Gesserit, Ix Troops:

While the troops of the Bene Tleilaxu are exceedingly average, in difficult times they can send their Face Dancer spies into the fray. Face Dancers are at +3 to board a ship, +1 on any Marine Mission except wreak havoc, may always wreak havoc, and are at +2 to resolve that mission. While Face Dancers are on board any enemy ship suffers efficiency problems due to paranoia and mistrust, so subtract 2 from its initiative until the Face Dancers are forced off the ship. However, Face Dancers fare poorly in direct confrontation – in Capture ship attempts they are destroyed on a 5-10 and destroy enemy marines only on a 7-10. Face Dancer marine contingents cost 15 points.

Bene Tleilaxu Fleets

While not as unremittingly neutral as their rivals the Bene Gesserit, the Bene Tleilaxu do not wish to gain the attention that a large fleet would attract. Instead, they focus on smaller ships spread out through many client systems, and have developed a network of ships that could be assembled quickly if necessary. The Bene Tleilaxu shun large capital ships and should treat any capital ship as one level of rarity more than normal for a House fleet. Their stealth fleets normally revolve around one capital ship, such as a frigate or assault cruiser, with multiple corvettes, escorts and cutters providing the bulk of their fleet.

An agreement with House Richese has allowed the Bene Tleilaxu to develop their stealth destroyer. The Stealth Destroyer should be considered a stealthy ship per the Hyach sub-invisibility rules (Military of the League of Non-Aligned Worlds 2, page 5). In summary, the Stealth Destroyer can only be detected at ranges equal to Sensors x2 for ships (x3 for Elint), using hidden movement until entering that range. At ranges greater than 12 the Stealth Destroyer can't have a lock on from any unit.

The Bene Tleilaxu has also outfitted their Stealth Destroyers with the expensive Stealth Missiles (per Kor-Lyan missile rules, Military of the League of Non-Aligned Worlds 2, page 30). The Bene Tleilaxu player does not have to announce the target of the missiles when launched.

Leadership

The Bene Tleilaxu Order may use the following Expert officers at normal cost:

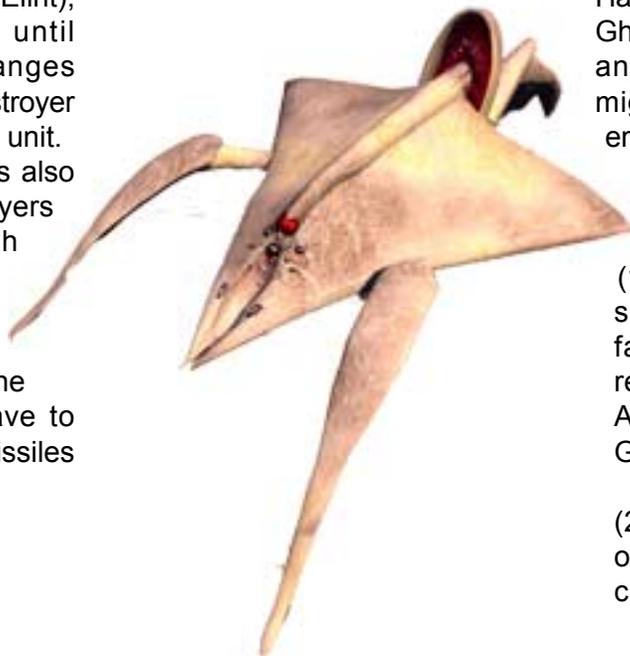
Expert Helmsman
Expert Navigator
Expert Evader
Expert Pilot
Expert Missileer
Face Dancer Assassin
Beloved Ghola

Face Dancer Assassin

Using their incredible musculature control a Face Dancer may impersonate any individual. This makes them extraordinarily dangerous assassins, able to assume the guise of the most trusted friend.

The Bene Tleilaxu player may nominate one ship to be the target of the Face Dancer. At any point during the scenario the Face Dancer may attempt an assassination of any character aboard the vessel. Roll on the following chart:

3 or less: Face Dancer assassinates target and escapes.



4-5: Face Dancer assassinates target but is himself slain.

6-7: Face Dancer wounds target; the target will be unable to use his abilities for 1d3 turns.

8+: Face Dancer is destroyed before being able to complete his mission.

If there are no characters on board, the Face Dancer may attempt to slay the captain of the vessel. Use the same chart to determine results. If the captain is slain the ship is at -4 initiative for 1 turn, then at a -1 for the rest of the scenario as the first officer takes over.

Location: Enemy ship!

Cost: 3% of fleet cost

Beloved Ghola

A genetic clone of the original, a Beloved Ghola is the recreation of an important member of a Noble House but without his memories or emotional attachments. Beloved Gholas can be a fearsome distraction, and as the ride to war in Bene Tleilaxu fleets cause fear and doubt in the minds of their former loved ones. Note that House Harkonnen is immune to the Beloved Ghola – as a house of sociopaths any member of Harkonnen that might be susceptible to such an emotional attack is generally slain long before they rise to prominence.

(1) The Beloved Ghola protects the ship he is on as captains from other factions hesitate to fire on the reincarnations of their loved ones. All fire against the ship the beloved Ghola is on is resolved at -2.

(2) If the ship the Beloved Ghola is on is boarded, one marine contingent must be sent on a

rescue hostages mission every turn until the Gholia is either rescued or the ship itself has been captured.

(3) Once per game the Beloved Gholia may reach out to a character in the enemy fleet via communications. Choose an Expert officer in the enemy fleet, that officer is nullified and provides no bonuses for that game turn.

Location: Sensors

Cost: 20% of the ship's value

The Spacing Guild

The Guild's role in the foundation of the Dune universe is explained at length in the previous article. In the mainline Dune universe the Guild would not allow itself to become involved in any space conflict. It would either simply punish the offender by denying them intergalactic travel, destroying their trade and resources, or it has the political connections to contact the Emperor in order to bring the forth the Sardaukar to deal with the transgressors.

However, in any alternate

reality where there is a schism in the organization or the Guild's monopoly on faster than light travel was usurped it is quite likely that the Guild would rearm itself. The Guild's prescient abilities would allow it to see the need for a naval force before the need existed. And it's mastery of the space lines, control of interstellar banking, and massive spice reserves would allow an arms buildup of frightening scope and speed.

Allies: None

Enemies: None

Troops

The Spacing Guild has a considerable presence of Security troops, and hires mercenaries to reinforce them as needed. However, the morale and training of the Guild soldiers is low, and they actually perform worse than a normal marine contingent. Guild Troops are at +1 to boarding actions, making it more difficult for them to secure a foothold, and suffer casualties on a 5-10 instead of 6-10 in attempts to capture the ship. Guild marine contingents cost 8 points.

Spacing Guild Fleets

In the mainline Dune universe the Spacing Guild is supposedly disarmed. While it is quite likely they have some warships in reserve they would make every attempt to avoid combat. Guild Heighliners are simply too expensive to replace.

In any alternate reality where the Guild

arms itself it would have several advantages in battle. First and foremost their work with the giant Heighliners has granted them a working understanding of Holtzman fields greater than that of any other faction. This allows them to upgrade their shields. Each ship may upgrade its shields by 1 point, increasing the cost of the ship by 10 times the number of the shield upgrade. So a Generic Missile Cutter increasing its shield from 3 to 4 would cost 40 points. Note that the Guild can offer this advantage to its allies as well.

Any conjectural Guild battle fleet would contain a balance of ships, and likely being to produce variant ship designs with improved Holtzman shields and repulsor lift beams. It would not invest heavily in fighters or other attrition units.

Leadership

A conjectural Spacing Guild Fleet would have access to the following Expert officers at normal cost:

Expert Helmsman
Expert Navigator
Expert Engineer
Expert Shield Officer
Guild Banking Director
Guild Navigator
Guild Steersman
Guild Functionary

Guild Banking Director

A Guild Banking Director drops the cost for choosing a non-aligned ally from 33% to 10%.

Location: Forward Structure

Cost: 100 points

Guild Navigator

The limited prescient abilities



Battles on the Edge

of the Guild Navigator are detailed in section one of this work.

Location: C&C

Cost: 100% of the ship's value

Guild Steersman

A Guild Steersman combines a lifetime of training in navigation and FoldSpace techniques with a limited prescient ability to anticipate problems before they occur. The result is a navigation officer of unparalleled ability.

- (1) turn cost is reduced one level
- (2) turn delay is reduced one level
- (3) pivot and roll costs are reduced 1 point
- (4) accel/decl cost is reduced by 25%, rounded up
- (5) Foldspace delay is reduced 25%
- (6) Any turn that a steersman intends to enter Foldspace it gains +10 to initiative

(7) Subtract 4 from ships speed when calculating damage from atmosphere or meteor impacts

(8) Ship automatically wins any ties in initiative, even against ships with an Expert Helmsman

Location: C&C

Cost: 20% of the ships value

Guild Functionary

A high-ranking bureaucrat of the Spacing Guild, a Functionary knows the laws of interstellar travel intimately. A Guild Functionary can limit access to Guild Heighliners by manipulating loopholes in the Spacing Guild Charter, thus denying opposing forces the ability to effectively coordinate their forces. After your opponent chooses the initial faction, you may negate his first choice of ally. If the faction has a second force on their allies list they may use it as normal. If not they may choose to recruit their current ally as a non-aligned group, costing the

normal 33% surcharge for forces taken off that list.

Location: Forward Structure

Cost: 250 points

Generic House Units

The following units are so pervasive throughout the Imperium that any force can take them as a common choice.

Generic Assault Lighter

A light combat vessel, the Assault Lighter is used in large numbers to attach enemies with its grappling claw and sending in its 3 marine contingents. The Assault Lighter is not protected by a Holtzman Shield and has only modest weaponry mounted. Two Vulcan Railguns protect the ship as it attempts to chase down its prey.



Generic Silat Light Fighter

A less expensive interceptor, the Silat is considered inferior to the Richese-produced fighters, but are easy to manufacture. Silat Light Fighters are generally used for defensive purposes against more powerful attack fighters where they employ swarming tactics to attempt to take down opponents.

Generic House Breaching Pod

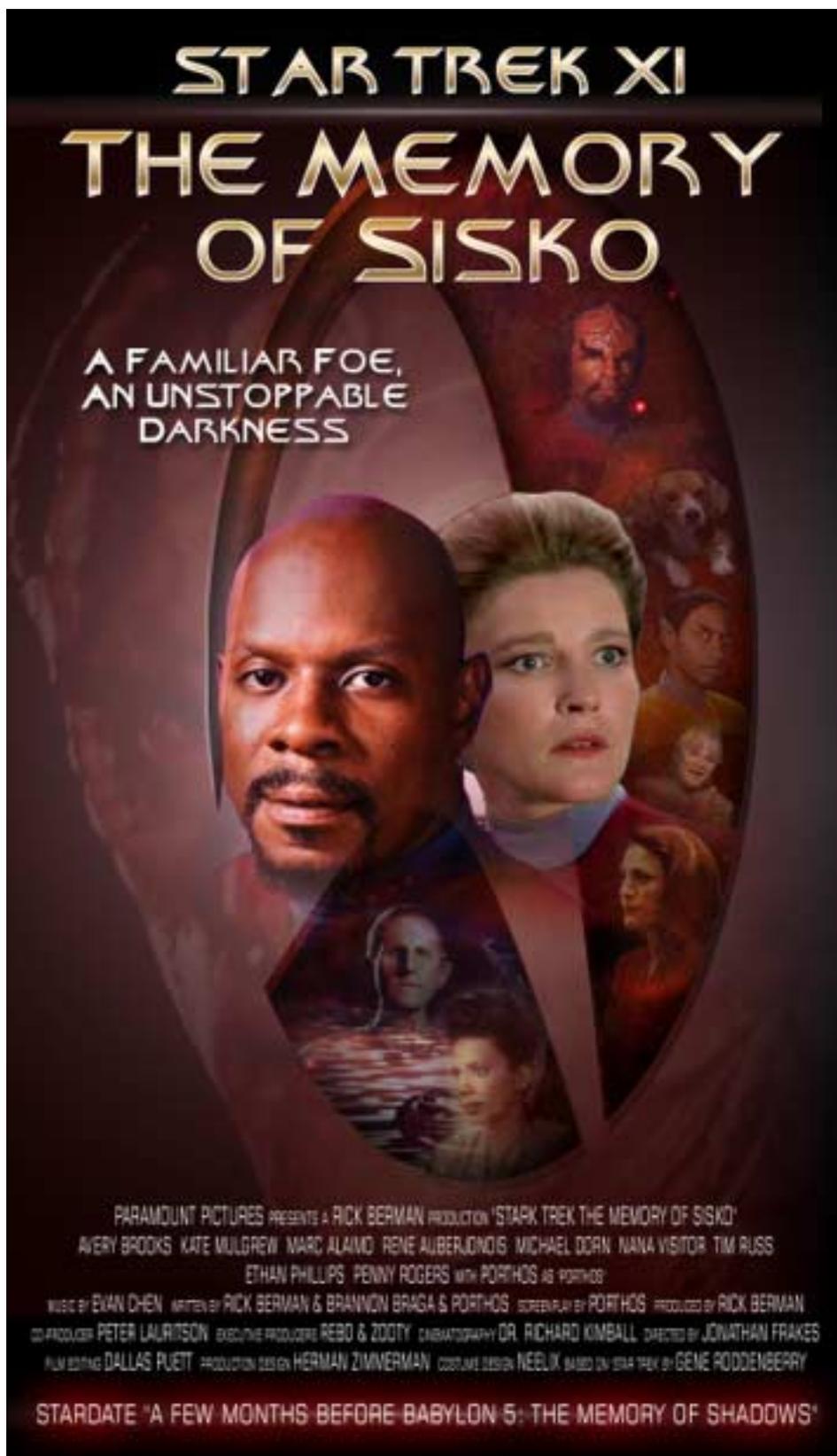
While overshadowed by their more expensive cousins employed by the Sardaukar, House Breaching Pods see the brunt of the combat in the Imperium. While slow and small, they do mount an Ultralight Vulcan Railgun so can assist in combat until they have a chance to board. They lose 1 point of thrust after taking 4 hits, and another after taking 8.

Thus ends our investigation into the forces and composition of the Great Factions of the Imperium. The third and final part of this article will detail the minor factions, including the Feydaken Death Commandos of the Fremen, the machine-wrights of Ix, the great mercantile combine known as CHOAM, and the Minor House of Ordos, a faction known for its great wealth and greater duplicity.

Also included will be a section on alternative ammunition types for the matter weapons employed by so many of the ships of the Million Worlds, information on resolving cross-over battles, some notes on the Bleed as a crossover genre, and the powers of the Prescient Kwasitz Haderach.

See you next issue!

* * *



Dune Wars

Part 3

The Spice Must Flow: Dune Wars Continued

By Christian Meador

The last part of our discussion of the universe of the Million worlds details some of the lesser-known factions. While important in their own right, they have a less prominent role to play in the books, with the exception of the Fremen. The Fremen are put here due to their lack of political power in the days prior to the ascension of Paul Maud'dib, and they would be considered a minor faction even then in terms of space power, the focus of this article.

We will also discuss some of the advanced weapons systems that are weaving their way past Guild interests, and discuss the full powers of Prescience of the mighty Kwizatz Haderach.

So without ado let us continue our examination of the Minor Factions!

The Fremen

The descendants of the Zensunni wanderers, whose epic tale of forced migration at the hands of the Corrino Emperor has become the stuff of legend, the Fremen have been vastly underestimated over the years. The combination of the harsh survival requirements of Arrakis and their focused strength of will dominated by Zensunni doctrine has made for the most formidable race of humans in the Imperium. Little was known of their capabilities until their might was unleashed by Paul Maud'dib against the Emperor and his Harkonnen lackies.

Allies: House Atreides

Enemies: House Harkonnen

“The Fremen must return to his original faith, to his genius in forming human communities; he must return to the past, were that lesson of survival was learned in the struggle on Arrakis. The only business of the Fremen should be that of opening his soul to the inner teachings. The worlds of the Imperium, the Landsraad and the CHOAM Confederacy have no message to give him. They will only rob him of his soul.”

The Preacher at Arrakeen

Fremen Troops

The Fremen are the most fearsome warriors in the universe, with little regard for life or death. Their own potent talents were reinforced further by the knowledge of Atreides Battle Tactics that Paul Maud'dib provided them. The end

Grey 17 is Missing

result was the Feydaken, the Fremen Death Commandos. When finally unleashed against the Imperium they swept all from their path.

Fremen Feydaken are -2 on boarding actions, and +2 on all marine missions. For purposes of capturing ships, they inflict wounds on a 5-10, and take them only on a 7-10. In addition, Feydaken are by definition the best troops in any encounter. All bonuses for any other troop type are nullified when fighting the Feydaken. Feydaken cost 18 points per marine contingent.

Fremen Fleets

In the early years the Fremen have no standing navy. In the days of Maud'dib's Jihad they used commandeered Guild and House ships, which were normally commanded but not crewed by the Fremen. The Fremen soldiers often act as marine contingents among aligned fleets, particularly in assault cruisers, assault lighters, and breaching pods.

However, at the height of the Jihad the Fremen forces so commonly pressed into service one type of modified transport used as a military troopship that it was often considered to be a type of Fremen vessel, though most of the naval crew on board were from other worlds.

Fremen Assault Transport

Taken from a modification of design specifications of a standard Modulon Ore Transport, Fremen Assault Transports weren't created until the rise of Maud'dib. They differ from the role of the Sardaukar Corvettes in that their primary function is to land ground troops on planets, and they consider any other goal tertiary. By the time of their

peak most planets were too intimidated by the Fremen to effectively resist, with most space defenses being done only by the foolhardy. This caused relatively little problems with capital ships, though planetary fighters became an issue. The new Class-D defensive missile system showed its worth in trials and soon became the standard on the new generation invasion craft.

The Assault Transport itself is a dichotomy. While the new missiles and Matter Cannons were state of the art technology, the hull itself was a rather uninspired older design that was chosen for its ability to be mass-produced. The end result was a strong ship that became ubiquitous throughout space, but if any faction had ever been able to challenge Maud'dib in space things have might have gone quite differently indeed. Still, it was adequate for its job, and once the Fremen had landed on your planet their warrior skills proved to be far more than adequate.

Jihad Assault Shuttle

A common sight descending from the heavens during the Jihad, the Assault Shuttle was powerful and quite capable of fighting its way to its destination. A generation of Fremen went to space behind the consoles of this versatile shuttle, and quite a few made a name for themselves. A Fremen may choose expert Redline Pilots (per the Cascor rules) for the Jihad Assault Shuttle only.

Leadership

Expert Motivator
Expert Coordinator
Expert Pilot
Expert Redline Pilot (per Cascor)
(Assault Shuttles only)





Expert Security Officer
Expert Breaching Officer
Expert Warrior (per Drazi)

Fremen Baraka
Fremen Naib

Fremen Baraka

A fremen Zensunni holy man, often attributed holy powers due to their direct connection with a higher level of existence. The presence of a Fremen Baraka is considered a great honor, and focuses the religious fervor of all Fremen on board. The Baraka has the following abilities:

- (1) the ship that the Baraka is on gains +4 initiative
- (2) the ship that the Baraka is on increases its profile by 1
- (3) the ship may ignore safety considerations in weapons recharge times. Any weapon may decrease its Rate of Fire by 1, but must pay the additional energy necessary to charge it in one turn less. So if the weapon had a one every two turns rate of fire and required 5 energy per turn, it would fire as a one shot every turn weapon but require an additional

5 points of energy to arm. At the end of the turn the weapon fires it must then make a critical roll at +6, and spend one turn cooling off before the arming cycle can begin again.

(4) Ramming is always allowed for all Fremen units or allies in a scenario that includes a Fremen Baraka. Note that this automatically gains the Fremen a +1 modifier to boarding attempts.

Location: C&C
Cost: 40% the ships' value

Fremen Naib

The term Naib is literally translated as one who pledges his life for the others of his tribe, and it has become the traditional appellation of Fremen Tribal leaders. A Naib is known as much for his wisdom as his battle acumen, and a true Naib's presence can have a dramatic affect on battles.

- (1) All ships in the Fremen fleet and her allies gain +1 to their initiatives
- (2) All critical hits caused by the ship the Naib is on add +2 to their die rolls

(3) He can taunt enemy ships, giving them a +1 bonus to attack his ship and a -1 penalty to attack any others in the Naib's fleet.

(4) He can focus his wrath against any 1 enemy unit. All Fremen ships and allies gain a +1 to hit and +1 per damage die against that target.

(5) He can join a marine contingent or breaching pod, and acts as an Expert Breaching Officer in all ways.

(6) The Fremen Naib invokes great devotion from his crew. Any Fremen Expert officer on board the Naib's ship that is killed in combat returns to duty after 1 round and continues as if unaffected. Only at the end of the combat will they allow themselves to die.

Location: C%
Cost: 50% the ships value

The Machine Culture of Ix

“Progress and profit require a substantial investment in personnel, equipment, and capital funding. However, the resource most often overlooked, yet which can often provide the greatest payoff, is an investment in time.”

**Dominic Vernius,
The Secret Workings of IX.**

The artificers and machinists of the Imperium, the House of Ix has shown itself to be complacent with its place in the social hierarchy. However, despite their relative lack of ambition compared to other powers, personal matters and the manipulations of other Great Houses

Grey 17 is Missing

have conspired in the recent past to wrest control of Ix from its hereditary nobility. In large part due to fears of Ix violating the Great Proscriptures and creating a machine in the image of the mind of a man, Ix has proven vulnerable to other political factions and is not considered one of the Great Houses.

However, those who would have truck with their enemies should be reminded of where the masters of the machines reside. House Ix has been caught off-guard by their enemies in the past. They have no intention of allowing it to happen again.

Allies: Atreides

Enemies: Bene Tleixalu, CHOAM

Ixian Troops

Ixian ground troops proved to be no match for the Bene Tleixalu assault on their homeworld. However many forces would have had difficulty with a surprise attack by Face Dancers combined with an uprising of their underclass. Ixian troops have no modifiers to marine actions, and cost 10 points per unit.

Ixian Fleets

In the past Ixian defenses were limited to a few shielded cutters and various defense lighters, as the Ixians believed that their role as manufacturer to the Imperium and the nature of their subterranean home would protect them. They have since learned the error of their ways.

After the Atreides crusade to reclaim the Ixian homeworld for its noble masters, the Ixians have kept more of their products for themselves instead of selling them to the highest bidder. The Ixian Fleet has one great strength that has been revealed to no one outside of their



inner circles; Ixian ships have been upgraded with expert computer systems to resolve their sensor array issues. For a cost of 10% of the ships value, you can upgrade their sensors from antiquated to normal, allowing them to buy extra EW points as normal. The Ixians will reveal this modification only in the direst of circumstances, as their connection with the creation of proscribed machines could easily restart the Jihad against Ix.

Ixian Overseer Scout Destroyer

The ultimate expression of Ixian design, the Overseer is the only ELINT vessel in the Million Worlds outside the clutches of the Spacing Guild. Crammed full of electronics and integrated into various expert systems, the Overseer is a ship shrouded in secrecy. Currently the few Overseers that have been manufactured are stationed in Ix space, monitoring the comings and goings of ships from the Great

Highliners. After the betrayal of the Guild in the attack on Ix by the Bene Tleixalu, the Lords of Ix authorized the production of the Scout Destroyer. While they may still have to do business with the Guild, the powers that be at Ix have determined to never again trust them.

Should Ix be thrown into another war they have decided to make any approaching fleet pay for their temerity. The electronic warfare capabilities of the Overseer are the first line of defense in any new battle, and a very impressive edge compared to the capabilities of the House fleets.

Leadership

The Ixian Fleet can buy the following Expert characters at normal cost:

Expert Engineer
Expert Technician
Expert Elint Officer
Expert Electrician
Expert Shield Technician
Ixian Shipwright

Ixian Shipwright

A master builder of Ixian contrivances, the Ixian Shipwright knows the ins and outs of the various vessels he builds as only a proud parent could. Having an Ixian Shipwright on board has several advantages:

- (1) All criticals against the ship the Shipwright inhabits are at -4 to the die roll.
- (2) Overthrusting criticals are at -2 to the die roll.
- (3) Engine Efficiency is shifted down one level. For example, an efficiency of 3 points of power for every point of thrust is changed to 2 points of power for every point of thrust.

(4) He not only knows how to make them, he knows how to break them. Choose one hull type of ship. All damage against that hull type adds +1 to each die rolled. Note that this includes variants of a basic hull type design.

Location: Reactor

Cost: 25% of the ship's value.

C.H.O.A.M (Combine Honnete Ober Advancer

“Melange is the financial crux of CHOAM activities. Without this spice, Bene Gesserit Reverend Mothers could not perform feats of observation and human control, Guild Navigators could not see safe pathways across space, and billions of Imperial citizens would die of addictive withdrawal. Any simpleton knows that such dependence upon a single commodity leads to abuse. We are all at risk.”

CHOAM Economic Analysis of Materiel Flow Patterns

Mercantiles)

A conglomeration of the great Merchantile Houses of the Imperium, CHOAM is a subtle and often overlooked player in the ebb and flow of power in the Million Worlds. CHOAM like most economic entities primarily desires stability and the continuation of the status quo, as this ensures their continued dominance in their chosen realm. However, in an economy dominated by the distribution of the spice Melange, even the great wealth of the members of CHOAM can be affected by the whirls and

upheavals of the Spice trade.

Allies: House Ordos

Enemies: Spice Smugglers

CHOAM Troops

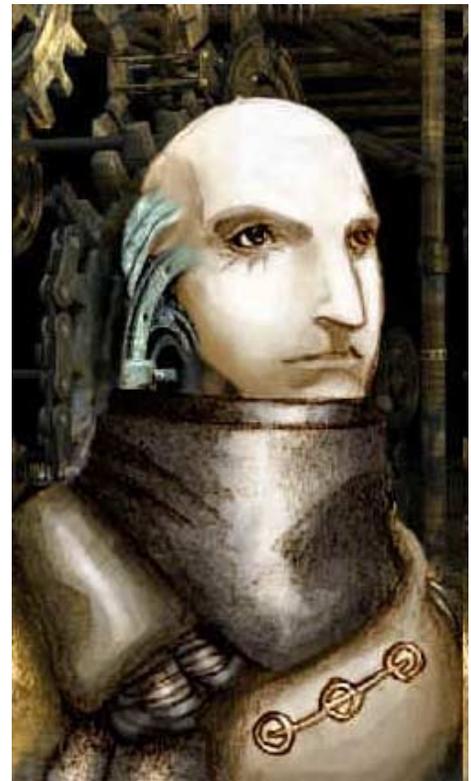
CHOAM rarely involves itself directly in any ground war, though they retain security forces and mercenaries to watch out for their interests. CHOAM marine contingents cost 10 points, and have no bonuses.

CHOAM Fleet

The Inspection fleet of CHOAM is supposed to be limited to system defense and tariff enforcement, but has grown to reach far beyond those dictates. Enormous shielded monitors can be employed to inter entire star systems, and the reach of CHOAM customs ships pervades the Imperium. To this point the excesses of the CHOAM Inspection fleet has been overlooked primarily because of the economic might of the houses CHOAM represents, and the fact that they have backed down during their minor conflicts over the years with the Great Houses. This is in large part due to the political factionalism within CHOAM itself, and the fact that so often the divergent groups within the mercantile alliance pull it in different directions. However House Mentats have long since calculated that should CHOAM unite over any one issue, their fleet would be the equal of any great house – and their holdings would be greater than any one other faction.

Shielded Monitor

The original Monitor design, it has come into some disfavor after Mentat risk analysis showed the danger of utilizing a Holtzman shield generator on such a large vessel.



This point was further proven during a skirmish at Moreno III, when a House Ordos Monitor was extensively damaged by several smuggler vessels due to the Lasgun-Shield reaction. Still, the design has spread to many house navies, and the CHOAM inspector fleet can call on several for blockade purposes during times of trade war.

The Shielded Monitor has several design differences to the later armored Monitor. Whereas the Armored Monitor carried a large suite of Heavy Lasguns, the Shielded Monitor bypasses any potential reaction by adding a long range Missile battery and three Medium Railguns for moderate range encounters. While less heavily armored, the shield generators make the Monitor all but impervious to fighter attacks, and the suite of Vulcan railguns that later Monitors possess for defensive purposes retain the heavier Gauss cannons that the original models used against larger ships.

Grey 17 is Missing

The Shielded Monitor is quite a dangerous vessel. Against an opponent without Lasgun support, its ability to shrug off damage and respond in kind makes it the center point of any CHOAM or House conflict. But against a foe bringing Lasguns to the fore, it is an extremely risky choice, and in most cases once a Lasgun has been sighted on the battlefield the Shielded Monitor is forced to turn off its Holtzman generators. This transforms it from the dominant force on the battleground to an adequate but not overly effective weapons platform.

Note: House Atreides, Corrino, Harkonnen, and Ordos may take a shielded monitor as a rare variant with a 10% increase in cost. For CHOAM fleets it is considered a common design and has no surcharge.

Leadership

A CHOAM fleet may purchase the following Expert officers at normal cost:

Expert Helmsman
Expert Scanner
Expert Quartermaster
Expert Coordinator
CHOAM Financier

CHOAM Financier

This ship has attracted the interest of one of the major mercantile houses inside CHOAM, and has been granted a Financier in order to ensure the crew has the best of everything available to them. The CHOAM Financier has the following effects on the ship:

(1) An Expert Technician is added to the ship at no extra cost. Note that due to the limits in place against the Machine Culture in the Imperium, the Expert Technician

is not normally available to CHOAM forces. A CHOAM force can only take an Expert Technician if he accompanies a CHOAM Financier (who monopolizes the talents of the few Technicians that have avoided the purges) or if they are a political ally of a faction that makes Technicians available.

(2) Sensors on the ships are upgraded with the latest detection suites. Any ship a Financier is present on is treated as having normal Sensors instead of the usual Dune Wars antiquated Sensors.

(3) Costs for shuttle bay conversions are reduced by 33%

(4) Costs for non-standard missiles are reduced by 33%

(5) The ship counts double its normal cost for Logistics and supply, but also doubles the speed of repairs in a campaign setting.

(6) A CHOAM Financier has the financial backing to work his way through the Spacing Guilds loopholes and redtape. For 100 BPV at the beginning of a scenario he may nullify the ability of a Guild Functionary to negate a CHOAM ally from joining the faction.

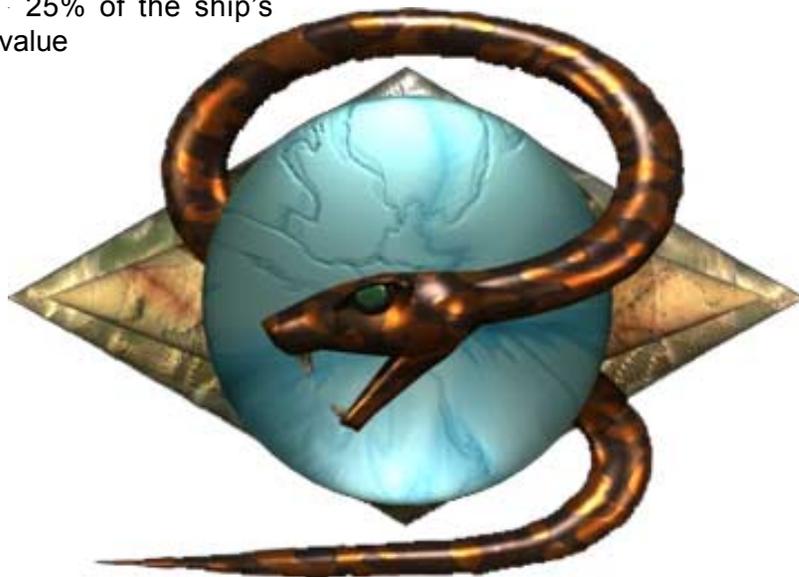
Location: C&C

Cost: 25% of the ship's base value

House Ordos

House Ordos is one of the most mysterious of the great Houses. Run by a cartel of businessmen from the ice planet of Draconis IV, Ordos has managed to keep the identities of those who run the cartel secret from even those lucky enough to be stockholders in the House. Intrigue and espionage are the watchwords of the day in Ordos, and the ability to keep informed and aware of the politics of domination in the House are absolutely critical to the members continued survival among the constantly changing politics.

The Cartel has managed to gain influence in many business ventures, even though the House has relatively few direct investments. However, their ability to control the process of business and their expertise in influencing and managing outside investments are impressive. House Ordos also is known to be a shrewd and calculating organization, and their amoral point of reference means that they can act with ethical flexibility. Penetrating business practices, cunning intrigue and even overt



conflict are all employed on a regular basis among the House. When they choose to engage physical force during their dealings House Ordos is known for its mastery of ballistic weaponry, and the House Ordos Missile Cruiser is renowned for its complicated and multi-tiered missile suites. Expert Quartermasters often provide House Ordos with superior weapons load outs, and their famed Deviator missiles can create many dangers for enemy crews as the chemical and psychological weapons cause many unusual problems for crew integrity.

Allies: CHOAM

Enemies: Spice Smugglers

Ordos Troops

House Ordos troops are competent, but not exceptional. They add +1 on attempts to rescue hostages or take hostages, but have no other modifiers. They cost 11 points per unit.

House Ordos Fleet

The Ordos fleet is respected among the major houses, and the ballistic heavy doctrine they utilize causes a great deal of consternation for most adversaries. The main weapon utilized by the Cartel's fleet is the Richese Missile Corvette and the Generic Missile Cutter, with an assortment of different missile ordnance. Basic, Flash, Heavy, Anti-Fighter, Long-Range, Harm (X), Chaff, Antimine, Antimissile, and Jammer are all commonly used. House Ordos also commonly utilizes the Generic Assault Cutter for boarding purposes and the Ixian Escort Corvette for interception for the larger ships. Their basic fighter is the Sirat Interceptor.

The true strength of the Ordos fleet however lies in two of

their home built designs. The House Ordos Missile Cruiser is the most dangerous ballistic vessel in the Imperium. And the Ordos Taqwa Missile Fighter is an efficient weapons platform capable of delivering a consistent deluge of missiles.

House Ordos Taqwa Missile Fighter

A light fighter that functions as an efficient missile platform, the Taqwa Missile Fighter is named after the ordeal of a divine trial by fire. The Taqwa is not as capable as the Shirkhan assault fighter, and carries a more traditional Ultralight Vulcan Railgun than a Medium Lasgun. Yet the Missile fighter can carry 6 missiles, and Ordos is known to outfit these ships with advanced missiles such as Fighter Long Range, Fighter Heavy, and Fighter Drop-out versions.

House Ordos Missile Cruiser

The ultimate prestige ship in the Imperium, the Ordos Missile Cruiser carries 8 type-L and type-R missile racks, backed up by two special weapon systems. First and foremost is their Sensor Mine system, which adds tracking ability to their ballistic homing capabilities. Allowing them to paint the field with more intensive EW signatures, it helps the cartel tilt the playing field in their favor utilizing their most preferred advantage of all – wealth.

Their second new plaything is the devious Deviator missiles, a combination of chemical and psychological weapon that can indispose and even compromise the loyalty of enemy crews. A psychotropic stimulant, the Deviator can cause radical psychosis in those who are exposed to it.

The only real disadvantage of the Ordos Missile Cruiser is its

expensive cost and its relatively poor maneuvering capability. However the Missile Cruiser has excellent weapon arcs and has excellent stand off range. Note see Sensor Mines and Deviator Missiles under New Weapon Systems for extensive rules.

Leadership

House Ordos is not known for the quality of its leadership, instead investing extensively into its upgraded weapons systems. Many of the House's leaders are mercenaries, and their dedication to their duty often shows it. In addition, their last Master Mentat was executed for graft, and Mentats are out of favor with the Cartel at the moment. The leadership House Ordos brings to battle can be exploited.

A House Ordos Fleet may purchase the following expert characters at normal cost:

Expert Scanner

Expert Missileer

Expert Pilot

Expert Ballistics Officer (S7, P10)

Expert Quartermaster (L2, P48, 10% cost for House Ordos)

Spice Smugglers

Allies: None

Enemies: None

Spice Smuggler Troops

The Spice Smugglers themselves are dangerous scoundrels who play for keeps on Arrakis. While not particularly disciplined, the Spice Smugglers are unrepentant criminals and make up with enthusiasm what they lack in

Grey 17 is Missing



order. Consider them normal troops in all respects, with a cost of 10 points per unit.

Spice Smuggler Fleets

It is rare when a smuggler fleet becomes a real danger in an area, though it has happened. It is more common when Spice Smuggler fleets are hired as extra muscle by those who aren't too worried about the letter of the law. The Spice Smuggler Lighter is a common ship to be found for mercenary work, and the Smugglers often use the generic Assault Lighters and corvettes and Sirat Light Fighters. An occasional Ordos Taqwa Missile fighter has been known to make it in their rosters.

Spice Smuggler Lighter

The ship of choice of the Desert Spice Smugglers, the Lighter is similar in appearance to one of the most ubiquitous ships in Imperial

space, the Cargo lighter. However, the break-away casings in front of the primary weapons turrets can reveal the ship for what it is, an agile and dangerous light combat vessel intended to either outfight or outrun any systems defense ships a local minor house or trading coalition might employ. The spice smuggler lighter is particularly dangerous because of the wealth and power the smugglers enjoy as the only illicit source of spice in the Imperium. Instead of the normal missile or matter weapon suite, they can afford the Medium Lasgun, a particularly vicious weapon far above what is normally available in civilian circles. Ships without shields are threatened by its power and the fact as a laser weapon it can't be intercepted. Ships with shields have to determine if the potential Holtzman reaction is worth the cost of closing on the smuggler.

While smuggler ships are just as reliant on Guild Transportation as any other faction,

the fact that they can afford to bribe guildsmen with the Spice Melange allows them free reign over all of the Million worlds.

Leadership

Spice Smuggler fleets may contain the following elite characters at normal cost:

Expert Helmsman
Expert Navigator
Expert Dogfighter
Expert Evader
Expert Coordinator
Expert Scavenger (S7, p6, 15% of ships base value)
Expert Analyst (S7, p7, 10% of ships base value)

New Weapon Systems

While the Guild Peace gives the illusion that arms technology has

been somewhat depleted in the Million Worlds, even their power and those of the Lion throne are unable to completely mitigate the march of time.

Explosive Rounds

While for most missions the penetrating power of the tungsten-cadmium rod is preferred within the Imperium, there are some occasions where damage potential is a better option than armor penetration. Explosive rounds can be purchased for any Matter weapon. A weapon firing explosive ordnance does +2 points of damage per die and changes the damage type to Flash. There is no change to weapons cost with this ammunition exchange.

Sensor Mines

One of the more innovative ways of getting around the difficulty of processing information from the non-computerized sensor arrays of the warships of the Imperium, sensor mines provide detailed ranging and triangulation on enemy units within 5 hexes of the Mines location. The probes tread the line on what the Proscriptures allow, and are incredibly expensive to purchase from Ix. The great wealth of the Ordos Cartels has so far ensured their near monopolization of these units.

A sensor mine is fired in the ballistic weapons phase at a specific hex location. This is resolved similar to a Narn E-Mine firing in the rules, including making the targeting roll with a die result of 16-20 indicating a misfire. The mine then may target any 1 ship within a 12 hex range of the mine's location and 30 hexes of the original launching ship. As long as the mine exists and the target is within that range the targeting data it reads back to the firing ship adds

+3 to hit on any ballistics, and keeps a lock on for that ship even if the ship would normally lose lock on due to terrain. Note that the sensor mine itself may be blocked if it loses its own line of sight to the targeted unit, such as by an enormous unit like a Guild Heighliner.

Sensor mines have a detection rating of 3, but that is reduced to 1 for the target it is currently tracking. They have 9 structure points, but lose a +1 tracking bonus for every 3 points of damage they take. A sensor mine may change targets every turn.

Multiple sensor mines may track a single target, however for each additional mine the bonus is reduced by 1. So the maximum bonus from the mines is +6 for three mines.

Deviator Missiles

House Ordos' signature weapon, the Deviator Missile causes confusion and chaos in its wake. A powerful psychotropic weapon, exposure to Deviator gas can cause outbreaks of rage, aggression and paranoia. Originally relatively ineffective in space combat as the ability to seal systems and wear pressure suits made targets largely immune, it wasn't until the Deviator gas was be wed with an acidic base that could eat through acrylic, polymers and sealants that it's true potential was found.

Class: D
Cost: 8 combat points
Warhead: 12
Range: 20 hexes
Available: 10057
Special: Gas

A Deviator Missile functions as a normal missile in all ways. The warhead on it is reduced however,

doing only 12 points of damage. This is because a portion of the warhead has been removed in order to inject the Deviator gas into the missile. Upon striking the ship the mixture was injected into the fuselage. When this happens, roll 1d4+1. This is the number of pockets of gas that are released.

Track each pocket of gas as a separate critical roll. Each turn determine hit location on the charts as normal with the following exception. The Deviator gas can last on board for multiple turns, and its effects become worse as they linger in the same areas. Keep track of all locations hit, and on the next turn if a roll yields the same location, the player cannot assign it to a different system of that type; instead the gas must hit the same system as was previously hit. Criticals are rolled for each gas pocket at the end of the turn at +4, but they add an additional +4 if they had hit the same target the previous turn! This is cumulative. If a structure roll is hit, subtract 1 power from the ship for the next three turns. At the end of every turn, remove 1 pocket of gas from LCV/MCV/HCV, 2 from a Capital ship, and 4 from an Enormous vessel. This is the base purification ability for most ships, it may be altered in a scenario specific context or as a campaign specific technology goal for an opponent.

If an elite character is in a location when it is struck by a critical they too are risk. The die roll is increased by 1 each turn after the first they face the marauding Ordos gas. Roll a d20 for a critical check, consulting the following chart:

12 or less: No effect.
13-15: Momentary confusion. They are stunned and cannot act the next turn.
16-18: Intense psychotic episode.

Grey 17 is Missing

Character is stunned 1d3+1 turns. 19 plus: Psychotic break. Character is out for remainder of scenario (and may have psychological issues in a campaign). If there are any elite characters in the same location as this character, there is a 50% chance they are killed.

Marine Contingents may also suffer from Deviator gas in a section they are stationed in. If enemy forces are on the section that has been struck, it is necessary to track the effects of the gas pockets during battle. Each pocket may effect a marine contingent, roll on the following chart:

4 or less: The Marine's environment gear holds, no effect
5-6: Slight contamination, unit is at -1 on all of its rolls this turn.
7-9: Definite contamination. The unit is immobilized and combat ineffective this turn. Next turn add +1 to their die roll.
10 or more: Contingent Influenced. It will fight for House Ordos for the remainder of the battle, but at -1 on all die rolls.

Purification Suits

The penultimate in leading defense technology, Purification Suits are a wise investment for those who think they may be facing House Ordos and its Deviator technology. The suits cost 5% of the cost of the ship they are on, and come free for any elite characters that may be aboard. Once protected, elite characters and marine contingents become immune to deviator gas, and the normal critical locations only gain a +1 critical bonus per turn per hit, not the usual +4.

However, the suits do have their drawbacks. Response time in

general is down on a ship that is fully protected by its Purification Suit, so a vessel using them has a -3 initiative in combat. Also, they are somewhat difficult to put on and fully seal, so a ship that is caught at anything other than battle stations isn't considered to be protected until three full turns after the ship achieves battle stations. Finally, the suits can be considered very tiresome to wear, so in a battle that goes beyond 12 turns of wearing a Purification Suit, every additional turn decreases the ships initiative by an additional -1.

The Kwizatz Haderach

The shortening of the way, the dream of the creation of a new life that takes a step forward and beyond our own human limitations. Paul Atreides, the Maud'dib was the culmination of a breeding project of legendary focus. The future knowledge of the Kwizatz Haderach often makes combat against their forces an exercise in futility. The concept of True Prescience can be incorporated in a campaign or scenario using the following rules:

1. A True Prescient has all the abilities of a Limited Prescient. They cannot be surprised unless the source of that surprise emerges from a non-tangential realm. Only deeper levels of subspace or non-euclidean dimensions apply. They also may always request to see any SCS in the game, and have knowledge of all locations of characters on ships or planets.
2. The True Prescient may roll initiative in the same manner as



the Limited Prescient. However, instead of only choosing 1 ship or flight to roll initiative for, the True Prescient may choose 6 vessels. Needless to say this will require many more dice. It may be better to simply have the Kwizatz Haderach record the initiatives the turn before. This is best if a judge is available to ensure veracity.

3. The player with the True Prescient may hear where all EW is going to be decided before deciding upon assigning his own fleets EW.
4. The True Prescient may assign intercept against attacks after the die roll is known. He knows exactly how much must be used in each instance.
5. All initiative ties go to the player with the Kwizatz Haderach. His vessel itself has a +10 initiative.

Location: C&C

Cost: N/A (Campaign/Scenario Only)

Note also that these reflect a Kwizatz Haderach's Prescience abilities only. Paul Atreides was a trained Mentat, Ginaz Swordmaster, and Naib as well.

Endings

“There is in all things a pattern that is part of our universe. It has symmetry, elegance, and grace - these qualities you find always in that the true artist captures. You can find it in the turning of the seasons, the way sand trails along a ridge, in the branch clusters of the creosote bush of the pattern of its leaves. We try to copy these patterns in our lives and in our society, seeking the rhythms, the dances, the forms that comfort. Yet, it is possible to see peril in the finding of ultimate perfection. It is clear that the ultimate pattern contains its own fixity. In such perfection, all things move towards death.”

Leto Atreides

Thus we finish our tour of the universe of Frank Herbert's Dune. I hope you will enjoy the ships and characters of Dune in your own gaming in the future, and perhaps one day we will return for more information of the land of spice, intrigue and conspiracy to find new battles among the sand. Long live the Fighters!

* * *



Having failed to complete the Destroids for the better part of a month, I decided to feature the last of them in this month's Great Machine. Such an article will ensure that I finish them, as I have little choice. Expect to see the website updated with these new units, and some others that have still yet to see the light of day.

MAC II Monster

Heavily armoured and equipped with powerful cannons and anti-ship missiles, the Monster forms the core of any destroid defensive formation. The SDF-1 carried only a couple of these massive robots, which proved their worth time and time again. Despite their long-ranged prowess, they are quite vulnerable in close combat as they lack the agility of other mecha.

Defender

The Defender is the primary anti-fighter Destroid in use by the RDF. Equipped with a quad of either long-ranged autocannons or lasers, the Defender's range and accuracy is unparalleled by any other Destroid weapon. At short ranges it is more vulnerable, being both slow and lightly armoured to the rear.

Phalanx

The Phalanx is the space-borne counterpart to the Defender, though both were utilised by the SDF-1 during its many battles. Rather than using direct-fire armaments, the Phalanx is equipped solely with powerful and accurate missiles. Large missile drums allow the Phalanx to be engaged for a sustained period of time as ammunition is plentiful. It is however totally hopeless in any close-quarters situation.

Masamune

Apart from the Mac II, the Masamune is the rarest of the RDF Destroids. Developed in tandem with the Tomahawk as a lighter, more agile Destroid the Masamune saw only limited success. Equipped with a battery of missiles and a GU-11 Gunpod, the Masamune was designed to be a quick-response destroid. In practice however, the RDF preferred the Valkyrie for the task while at the same time, as a destroid the Masamune was lightly armed compared to one like the Tomahawk..

* * *

Dune Wars

Part 4

- Ships of the Million Worlds -

The Spice Must Flow: Dune Wars Continued

By Christian Meador

Introduction

The ducal frigate took its assigned position inside the Heighliner's cavernous but crowded cargo bay. Nearby, shuttles full of passengers moved delicately into position, along with transports and cargo ships full of the trading goods of Caladan: pundi rice, medicinals from processed kelp, handmade tapestries, and preserved fish products. Privately owned lighters were still loading merchandise into the hold,

ferrying up from the surface to the Heighliner. This huge guild ship had gone from world to world on its roundabout route to Kaitan, and the province-sized cargo bay was dotted with ships from other worlds in the Imperium, all on their way to the coronation... He watched two Tleilaxu transports take positions near the Atrideides frigate. Beyond the transports a Harkonnen frigate hung in its Guild-assigned place.

Dune, House Atrideides

The great Heighliners of the Spacing Guild move effortlessly through the stars, traveling from world to world, binding the Great Houses of the Imperium in a vast web of commerce and politics. While

it is true that the secrets of navigating the stellar void between star systems are known only to the Guild, the populace of the Million Worlds is well acquainted with space. Indeed, hundreds of space vessels flit around each world, as befits a civilization that has existed as space farers for over twenty thousand years. The timeframe of the novel *Dune* starts at 10019 by Guild Reckoning, but the first star empire of mankind existed ten thousand years before the start of the current calendar, dated from the ascendancy of the trinity of the Lion Throne of Corrino, the Spacing Guild, and the formation of the commercial giant CHOAM from the many houses of the Landsraad.

While the Guild Peace, enforced by their monopoly on space travel and the golden legions of the Sardaukar, has worked to prevent



strife and war spreading from the Siridar fiefs of the Houses to the space lanes themselves, the sheer size of the Imperium has prevented them from accounting for all possible threats. Unrest has come to the Million Worlds as its political institutions strive for control of the source of all things, the spice Melange. And while the Dukes, Counts and Barons of the aristocracy look to build their resources in terms of House Atomics, Mentat Masters of Assassins, and the legions of warriors, not an inconsiderable number wonder if the Spice becomes rare or its monopoly is broken what happens to the far flung worlds of the Imperium? So they gather their strength, and make their plans to find ways to subvert the Guild Peace should a rival chance interdiction and bring war to the stars.

Part IV of Dune Wars looks

at the plans made by several of the Great Factions of the Imperium, and introduces many new warships into the fold. The second section of this article includes more of the diverse weapons systems of the Million Worlds, from the antiquated Chain gun to the highly advanced Prism Lasgun.

The House Atreides Naval Militia, service to Honor:

The Duchy of Caladan's noble house has long found its way among the conspiracy of rivals. In ancient history House Atreides acquitted themselves with bravery and honor in the formation of the Imperium, the Butlerian Jihad and especially the battle of Corrin. In the not too distant past they were peripherally involved in the war of assassins between House Ginaz and House Moritari. There are quite a few vassals of the house who remember the assassination of Duke Paulus, and the intrigues and battles that a young Duke Leto fought with the Bene Tleixalu, leading the invasion of Ix to restore his allies in House Vernius to the Throne.

Under Leto's rule the House has recruited many talented individuals, and with the learned advice of those such as Thurfir Hawatt and Gurney Halleck he has set up a naval plan in order to transform the House Militia into a tangible asset in times of war. This hidden strength of Atreides is never called for during Leto's life, but it helps Paul Atreides expand his power out through the galaxy when he assumes the throne of the Emperor.

Guardian Rescue Ship

An old design and the mainstay of the Caladan militia, the Guardian ship is designed to aid and assist travelers among the far flung fiefdoms of House Atreides, especially in the asteroid mining areas near Caladan. With light armament for anti-piracy and anti-smuggling duties, its main function is to repair foundering ships, and in that role it excelled. It served a dual role in times of war, and with minimum refit time it could be turned into an Auxiliary Patrol Carrier. Note that the Guardian has a repair capability, and can repair other ships that it tractors during the course of a battle. While limited in scope, this ability proved useful on several occasions during the Great Jihad.

Auxiliary Patrol Carrier

A much more robust variant of the Guardian, the Auxiliary Patrol Carrier was purposefully given a less than imposing designation in an attempt to hide its capabilities from military planners and the mentats of other houses. The core hull remained unchanged but reinforced, and the weapons it was outfitted utilized a new variant of the classic Vulcan railgun, using the targeting ability of the advanced Huffuf Oil Lens, greatly increasing its accuracy. The hangar bays are usually filled with the excellent Waveskimmer fighter, and its ability to project power with these superiority fighters are what eventually gave the Patrol carrier its excellent reputation. Finally the ship did keep some of its repair capability of its more common sister ship, but due to the military changes it lost its ability to repair any external ship, but often used those facilities to refit fighters at convenient pauses in the battle.

Militia Torpedo Cutter

An LCV manned by loyal Atreides militia, the Torpedo Cutter was based on a civilian lighter design that emphasized speed and maneuverability. In its converted Militia role the vessel's weapons included two class-S missile racks, a Vulcan Railgun and two chainguns for point defense. Designed as an attack platform with limited defenses, it would be the ultimate representation of how free Atreides citizens paid back the beneficence of their Duke with loyalty and bravery.

Waveskimmer Medium Fighter

The Atreides medium fighter, it was designed as a space superiority platform. The strength of the design is the concentric band Holtzman shield, giving a uniform area of protection greater than any other main line fighter in the Million Worlds. A very flexible design, it was made to exploit the weaknesses of its opposition, and in so doing has served with distinction and often brilliance. It was named after one of the predatory seabirds of the seas of Caladan, a favorite of Duke Paulus in honor of the Duke after his untimely death.

A Treatise on Treachery: the Harkonnen Barony Admiralty

The Baron Vladimir Harkonnen is a return to the status quo for the most dangerous house in the Imperium. While some mentats calculated a chance of the unassuming Abulurd to be a positive

influence on the behavior for the house, Baron Harkonnen's influence has ensured the continuing ravenous hunger for power as the prime motivator in its dealings with others.

While House Harkonnen's intentions are apparent, their means grow ever more devious, never more so while the twisted mentat Piter deVries as the House Master of Assassins. The defection of the scientist who discovered the No Cloak from the researchers of House Richese was a prime example of this, as was his later demise at the hands of Glossu Raban. A variant of this technology, the No Room, suspended outside the walls of local space-time in an alternate dimension, provided the perfect local for the plotting of the Barony's web of intrigue and betrayal, away even from the prying minds of the prescient Guild Navigators.

However, when looking for naval might the Baron choose the profane over the sublime, and the designs favored by his Admiralty were chosen for brute strength and intimidation. The house's role as the governor of Arrakis and his ability to siphon off vast hordes of Spice allowed the bribes to the Guild administrators that paid for this privilege.

Penance Destroyer

A penal ship, the Penance Destroyers are given the worst assignments, and sent intentionally into harms way. The officers are kept in line by explosive brain implants, while the crew has the more traditional heart plugs. Those few who survive their tenure on a Penance ship are often the most vicious and resourceful of Baron Harkonnen's minions, and can rise quickly in the ranks. This gives some little incentive to perform



adequately for those worst offenders.

A HCV, it carries crude large caliber short ranged weapons, which while inaccurate can cause a torrent of matter and explosive round fire in close. And while having no shields and only moderate armor the ship itself is built sturdily and can stand up to a pounding. They are often sent to point blank range. These ships have poor crews, as defined on page 24 of the *Wars of the Centauri Republic*, but occasionally this is balanced by an Elite officer amongst them, often a Ruathan or Rabbani looking for redemption in the eyes of the Harkonnen command for some perceived mercy, weakness or slight.

Line Frigate

The Harkonnen ship of the Line, this Frigate bears a potent armament of Heavy Lasguns, Medium Lasguns, and Medium Blast Cannons, backed up by a decent fighter defense in its Flak Cannons. Used aggressively, the Line Frigate can often decimate its foes at range, with its main battery of three heavy lasguns capable of gutting many small vessels in just a few salvos. One of its most successful uses occurred in the Smuggler's War of the Red Crescent systems, where a squadron of line frigates with supporting craft decimated the rogue Guild Steersman Bienveno's pirate fleet with long range Lasgun fire.

The Line Frigate's weaknesses are two fold; the normal issues all Imperium ships must address without advanced computer support for its sensors, and a lack of adequate thrust compared to the lighter Landsraad Frigates. Still, its ability to lay down an impressive field of fire makes it a favorite of the homicidal Harkonnen captains.

Defiler Heavy Fighter

The Defiler is a brute of a fighter, lacking anything like grace or dexterity. However, it's weapons suite more than makes up for its lack of charm. The Quad Flak Cannons are a disconcerting weapon, and while the dispersed flak bursts from its explosive rounds don't do as much damage as the designers had anticipated they often causes incidental damage to enemy fighters and can fray a pilot's nerves. This translates into a +2 dropout penalty for any fighter damaged by them. The rear ultralight Vulcan Railguns provide for an excellent defense, especially when on a Burst Rocket attack run.



House Corrino – The Imperial Navy, the Lion Amongst the Stars

The Guild Peace applies less to House Corrino, as the Emperor's House plays a major role in enforcing said laws. As such the Corrino ships can be dedicated to more purely militaristic roles, and will appear to outsiders as a more traditional navy. That being said the Sardaukar have always been more focused on planetary combat, and the navy is not as strong as it could be because of that lack of focus.

Still, the weapons of the Imperial House are potent, and the designers had successfully anticipated many of the problems the

Imperial Navy would face as the enforcer of the social structure within the Million Worlds. In the end it was the myriad political skeins that fractured Imperial rule, and had less to do with the capability of the navy than the political realities which often forced it to react in less than the most optimum way.

Pathfinder Destroyer

A HCV, the Pathfinder clears the way for the rest of the Corrino fleet. A capable combatant with a pair of medium lasguns, Vulcan railguns, and class-D missiles to intercept fighters and incoming ballistics, the Pathfinder is more known for its ability as a minesweeper. If a rogue House can't run because the Guild will not provide them transportation, they invariably fortify their siridar fiefdoms for the inevitable attack of the Sardaukar. The banished Houses of Transix in the eighth century of the eighth millennium kept the Sardaukar at bay by such means for over three months, an affront to the will and eminence of the Emperor. This directly led to the creation of the precursor of the Pathfinder. Since the creation of this newer model such rogue worlds barricading themselves has happened infrequently, but the few times it has occurred the Pathfinder Destroyer has been essential in bringing the rebel House to Imperial justice.

Golden Lion Battlecruiser

A limited run ship (10%), the Golden Lions are the only true dreadnoughts in the Imperium. They could have turned the tide during the great Jihad if they had been utilized correctly, but the foresight of Maud'dib and overt acts of sabotage minimized their impact. When the Guild turned on the Emperor when

they realized that Maud'dib had control of the spice the Battlecruisers sat idly in their moorings, lacking Guild transportation to bring them to battle.

A true war craft, this capital ship carries the heaviest Lasguns ever created, and bristled with railguns, missile defenses and rail interceptor arrays. Designed as a fleet flagship and intended as a space control ship, it carries four flights of fighters and a dozen assault shuttles, and proved a useful asset in space combat, interdiction, and planetary assault.

Known as Shaddam's folly, the three Golden Lions produced never saw actual combat. In large part this was due to bureaucratic wrangling, as there were many who opposed their creation. The Guild felt that the warship was too much a threat to their Heighliners in its mere existence, the Sardaukar feared a shift in dominance from their Legions to the Imperial Navy, and CHOAM resented the vast drain on imperial coffers it represented.

Still, they proved their worth during the Offerman uprising, when the appearance of a single battlecruiser caused a collapse in the rebel forces without a shot ever being fired.

Scion Light Fighter

The rivalry between Ix and Richese for defense contract continued, with Richese scoring a major victory in its fighter designs the Padishah and Shir Khan. The default fighters for decades, it wasn't until the Ix shipwrights developed a new weapons system and mounted it on a agile and swift interceptor that they managed to win a large portion of the Imperial contract back. The Prism Gatling Laser was a major breakthrough, generating a myriad

of scintillating lasgun beams from a single source. While weaker than normal lasguns and lacking coherency forcing a limited range, they realized it would make a perfect weapon for an interceptor. The Scion Light Fighter was built around this weapon, and provided an impressive anti-fighter capability for the Imperial navy.

The Bene Gesserit:



the rule of the perfected mind

The Bene Gesserit Sisterhood made little preparations for the coming war, as that was an objective that could easily be achieved through subtle manipulation, and the lesser houses

could always be brought to their bidding through marriage ties, blackmail and seduction. Indeed, with their influence over Emperor Shaddam himself they found there was little need for other action.

However, they did require a presence in the outer reaches of the Million Worlds, to ensure the teachings of their order were disseminated to all the cultures of the Imperium, in order to prepare the way for the coming of their messiah, the Kwisatz Haderach. For this they created the Protectiva Missionara Order, and great vessels to convey the Sisters in protection to the wilder regions of space.

Protectiva Missionary Ship

The cargo vessels that feed the great religious creation of the Bene Gesserit, Missionary ships can be found scattered through all the known corners of the universe. Creating the foundations for the coming of the Kwisatz Haderach, the Missionary vessels have special charters with the Guild that takes them beyond the normal borders of the Imperium. In such backwaters of civilization, their ability to protect the Sisters of the Order becomes a necessary if unwelcome factor of their design. Lightly armored, the vessels Holtzman shields are strong, as it wasn't anticipated that the backwards civilizations they encounter would have Lasgun capability. The Missionary ship also has a large hangar capacity and extensive cargo room.

Acolyte Escort Cutter

The escort cutter of choice for the Bene Gesserit Sisterhood, the Acolyte combines the rapid fire close defense capability of the Double Chaingun with the

interceptor missiles of the Class-D Missile Rack. When they upgraded the vessel to include a Rail Interceptor Array mounted forward, the Witches created the premier defensive cutter in the Imperium. They were a common sight escorting the great Mission Protectiva Transports to the outer edges of the Imperium, and often were spotted among House Minor fleets that had the favor of the Sisterhood.

Wayfarer Diplomatic Courier

Often seen scuttling from crisis to trouble spot within the Imperium, the Wayfarer is a well known ship among the nobility of the Million Worlds. Indeed, its sumptuous appointments and luxurious surroundings include a section used exclusively for diplomatic conferences, and it was the ship of choice of Anirul Sadow Tonkin, a Bene Gesserit Reverend Mother and wife of the Padishah Emperor Shaddam IVth.

A MCV, the Wayfarer diplomatic courier fills a pressing need for the Sisterhood. It relies on agility and speed more than weaponry, and armor rather than shields. This is because the Witches will never willingly trust the welfare of the Reverend Mother on the vagaries of a Holtzman reaction. Weaponry is focused on defensive abilities, including four Vulcan Railguns and 2 Class-D Missiles Racks.

Gom Jabbar Corvette

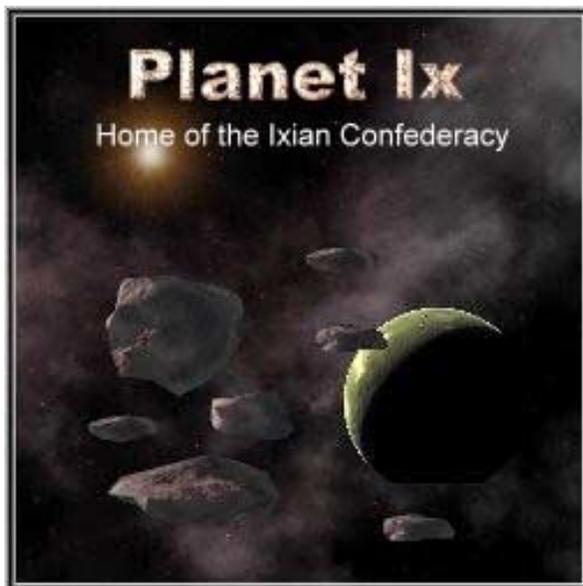
Externally indistinguishable from the Bene Gesserit Wayfarer Diplomatic Courier, the Gom Jabbar is an assassins ship. Designed to get close in to the intended victim using

stealth and diplomatic immunity as its guide, the Gom Jabbar is designed to use multiphasic shells to cause internal flash damage, or to use its concealed grappling claw to board and apprehend its target. These ships are rarely used, and are so successful they rarely leave any witnesses. Most House leaders consider their existence just another myth concerning the perfidy of the Bene Gesserit. Their wives, mentors and advisors agree that the very rumor of its existence is the height of foolishness.

systems and training mechs, the technical ability and infrastructure of Ix are unmatched in the Imperium. Earl Dominic Vernius made the fatal error that his fief's goods were so necessary to the continuation of the system of governance of the Million Worlds that he was all but unassailable. After all, who but Ix could make the massive Heighliners that all commerce depended on? The result was the death of his wife, and the subjugation of his proud world at the hands of the Bene Tleixalu Order and with covert assistance from the legions of the Sardaukar.

Earl Rhombur, his son who endured years of banishment from his beloved world, will not make the same mistake. While owing a great debt to House Atreides, Vernius and Ix have taken great pains to remain neutral in the current political climate. Indeed, some would call the Earl overly cautious, or even craven. Yet the leader of Ix realizes what he must do before any other action; ensure that no foreign soldier ever touches the sacred soil of his homeland.

To this end, Earl Rhombur of the Great House Vernius of Ix has spent his time wisely.



House Vernius of Ix: Never Again Shall their Profane Feet Touch the Soil of Ix

House Vernius of Ix is often considered a necessary evil. While trading delicately along the line of the Great Proscription against forming a machine in the image of a human mind with their expert

Amtal Export Fighter

The Amtal Export fighter is a common fighter in use by every faction. It was one of the first fighters mass produced by the House as it recovered from the invasion of Ix by the Bene Tleilaxu, and many in the Imperium wondered if the famed manufacturers had lost their touch when it came to new designs. An average fighter all around, the Amtal's only redeeming quality was its inexpensive cost. Because of this

House Richese took the lead in fighter design, and the Padishah and Shirkhan became the default superiority fighters for another generation. Indeed, even the name Amtal was met with derision. A galac term meaning 'tested to the very edge of destruction and beyond', many felt it was all too appropriate for such a mediocre offering.

Which was exactly the way Earl Rhombus wanted it.

Kanly Assault Fighter

His true intent was only shown later. While the Amtal was widely sold to lesser houses, the Kanly Assault fighter was a design reserved for House Ix alone. With the same profile as the Amtal, it was often mistaken for its cheaper, ubiquitous cousin. The Kanly carried a single powerful Plasma Bolt cannon, able to chew through the armor of any frigate in space with ease. However, in a universe filled with shielded ships, it was considered a strange design, as the plasma weapon had no additional effect against the Holtzman generators.

Again, according to Ixian design. For the Kanly fielded a weapon unseen before in the Imperium. Even the Lion Throne could not have anticipated the Harmonic Resonator. Using their unique knowledge of ship construction and the abilities of the Holtzman shield, Ixian researchers created a weapon designed to bypass the shield itself, and set up a resonance wave that would cancel out the shield for short periods. This ability came as a great surprise to enemy commanders, leaving ships dangerously exposed for uncomfortably long times.

Freyn Hunter-Seeker

The Freyn Hunter-Seeker is a weapon of last resort for the Ix homeworld, designed as a last ditch effort to avoid invasion. Knowing that the quality of their troops was inferior, the Lord of Ix pledged that no invasion force would ever land there again. The Freyn, translated as the Outcast Foreigner, take the Great Proscripture to its very limits and beyond, its guidance system and the HS controller being at the absolute edge of what could be allowed by galactic law. Understanding that knowledge of these weapons could result in a Jihad against them, the Ixians would deploy them only in a time of utmost crisis - or absolute potential. The Freyn Hunter-Seeker uses the Orieni control system for Hunter-Killers as detailed in *Wars of the Centauri Republic*, pages 34 and 35.

Ix Overseer Hunter-Seeker Controller

A variant of the Overseer Scout, the Controller is the only method that Ix has of projecting power with its H-S weapons, with the majority of Hunter-Seekers being deployed in asteroids around the world of Ix and other important strategic targets in that system. While it does its best to remain neutral considering how precipitous its roll as provider of technology to a culture still scarred by the betrayal of the sentient AI, Earl Rhombus realizes that some games have to be played. And while reluctant to enter combat in anything but the defense of his home system, it was argued that some day it might become necessary. The Controller is a limited ship (33%).

Weapons of the Imperium

Atreides Huffuf Lens Vulcan Railgun

The Huffuf Oil Lens is the most accurate optical instrument in the Imperium, able to refine light to define things a micron in size. This optical technology has long been in use to target the Lasguns employed by various powers; indeed this refinement is what allows them to ignore the normal 4-point EW lock for piercing mode. However, its incorporation into the Vulcan Railgun is a new development, so far one pioneered only among the Mentats at House Atreides.

The implementation of this advanced optic ability has greatly increased the targeting and fire control rating of the Vulcan Railguns, making the Atreides vessels that are deemed worthy of the extra expense of these weapons some of the most capable anti-fighter vessels among all of the fleets of the Landsraad.

Harkonnen Burst Rocket

The Burst Rocket is a compact, almost squat weapon, with the ballistic weapon comprised almost entirely of warhead with relatively little thrust fuel. This provides for a very limited range, but carries a big punch. The weapon is also extremely inaccurate, but the Harkonnen Admiralty's fascination with shock value and intimidation is well served by the damage these small missiles can provide.

Burst Rocket

Cost: 5 combat points

Range: 5 hexes

Damage: 15

Fire Control: +1/+0/-5

Special: Flash 5 points of damage in Hex

Note - the Flash damage isn't likely to harm any warships in the hex, but could do light damage to light and medium fighters and shuttles nearby, especially in numbers.

Bene Gesserit Triple Chainguns

An obsolescent weapon that served as the precursor to the common Vulcan Railgun, the chaingun is found now primarily in commercial shipping. The velocity of the shell was deemed too slow to provide sufficient armor penetration capability compared to newer models, so it eventually was relegated to back line use.

Still, it's a common weapon, and the Bene Gesserit often use it on atmospheric ships, as they find its suppressive fire capability an asset in planetary situations, and it doesn't draw the same notice as current military hardware in known space.

The Triple Chaingun is classified as an explosive weapon, in that it uses explosive ammunition. This does standard damage, but treats armor as normal.

Ixian Harmonic Resonator

Another leap forward for the weapon designers of Ix, the Harmonic Resonator at its core is a modified Holtzman shield designed to penetrate other shields slowly and sending out a harmonic pulse that

disables shield generators. Boring to the edge of the shield, the weapon slowly penetrated the Holtzman resonance, slipping in under the protective screen and causing a wave amplification effect once it touched the hull. It takes 0-2 turns for the weapon to burrow through the shield, knocking all of the shields on the ship down, causing the above-specified critical rolls, and extending the length of the shield failure by 1 turn for every addition Resonator that attached to the ship. The resulting energy surge within the vessel often damaged shields for long periods of time (causing a +8 critical), and could even cause power outages over the ship (a +4 critical against the reactor as well).

Furthermore, the Resonator itself was a powerful shield generator, the one normally attached to the Kanly. When fired it goes into an overloaded mode, and all intercept against the ballistic is reduced by half, rounded down. However, a Prism Lasgun that hits the inbound Resonator causes a Holtzman reaction as a strength 5 Holtzman shield.

The only true way to stop a Harmonic Resonator is to destroy it from outside the ship, by other ships targeting the Resonator while its still on the ships Holtzman shield. Ships may fire at the Resonator at -6 to hit of the ships profile, and it requires 6 points of damage to destroy. Any shots that miss by 1-6 points hit the ship instead of the Resonator, doing normal damage.

Of Endings

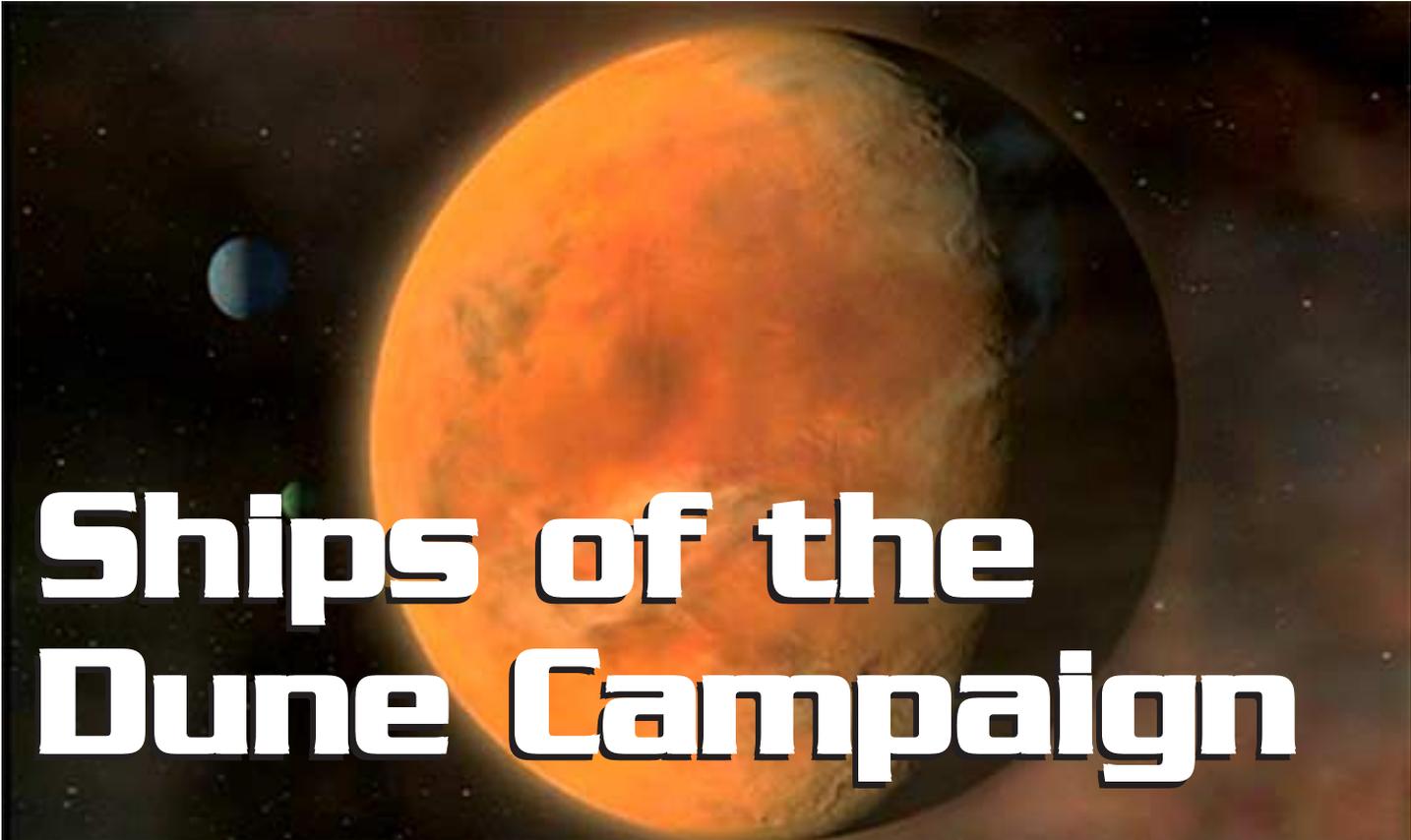
“I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past I will turn the inner eye to see its path. Where the fear has gone there will be nothing. Only I will remain.”

Bene Gesserit Litany Against Fear

Yes, that time again, as the latest installment of Dune Wars ends, blown into the sandy wastes as if born by the Coriolos Storm! Hope these ships and technologies add to your gaming experience. Next up, we'll analyze the tactical campaign of the Red Crescent Rotue, the last major border flash prior to the rise of Maud'dib, that showcased both the technology and the intrigue that marks the conflicts of the Imperium as so unique. And in the near future I hope to extend work on Dune into Crossovers, with specific rules for tech interactions with other universes, highlighting the Holtzman shield and its various interactions. And also I'll introduce the Bleed, a campaign artifice intended to allow interactions between multiple sci-fi genres in a neutral ground between them all.

Make sure your stillsuit is fastened properly, and beware of Worm sign!

* * *



Ships of the Dune Campaign

The Battle for Dune Continues

By Christian Meador

Introduction

Welcome! Here are some ships suitable for campaigns for the Dune Wars net supplement, as well as some of the core concepts behind the upcoming Dune Red Crescent tactical campaign. Enjoy, and comments are always welcome at my Yahoo Group <http://games.groups.yahoo.com/group/b5wcrossovers/>

I hope these are helpful, and that you enjoy them either as stand alone vessels or part of an ongoing Dune or Crossover campaign.

Ships of the Dune Campaign

CHOAM

CHOAM Super Freighter Limited Deployment 33%

When the *Baroness Katrina* was brought forth from the Magyara Shipyards in 9485, it was the rebirth of the grand majesty of the super-freighters of the seventh millennium. The style had gone out of vogue some nearly three millennia ago due to the risk involved in concentrating so much of the wealth of individual houses into these majestic ships.

But with the Butlerian Jihad an ever present but no longer immediate memory, and with the best wishes of the Guild Bankers and CHOAM merchant empire, by Imperial decree the super-freighter was reborn.

However, little of such an investment is left to chance any more, with every calculation and risk manipulated and extolled by endless mentats and the finest Ixian architects. The current super freighters, while vulnerable as only a cargo ship can be, are far from toothless. Pirates operating from the cover of gravity shadows and nebula have much to fear from the twin heavy blast cannons mounted in the front of the ponderous vessel, and many a sirat fighter has gone down in flames after a strafing run against the flak canons and triple chainguns that guard the perimeter of this gargantuan craft.

Many spacers consider the

Super Freighters to be nearly fleets unto themselves. Two dozen cargo shuttles flit about the massive ship, and there are four hard docking points that can fit anything from Owl Scouts to Cargo Lighters or even combat Cutters.

CHOAM Customs Corvette **Unlimited Deployment**

The mainstay of the CHOAM inspection fleet, the Customs Corvettes are a ubiquitous sight in the Imperium. Wherever trade and commerce bring the merchantile spirit, CHOAM follows to ensure the laws of the Imperium, their laws that innately contained the concept of CHOAM fair advantage, are maintained. The endless game of hide and seek between the Smugglers and CHOAM find their expression most often in the cramped C&Cs of this vessel and the small piloting pod of the Smuggler Lighter.

While adequately armed for its intended mission, the Customs Corvette is not a true warship. However, it does maintain a quartet of CHOAM Breaching Pods. While most often used in traditional docking functions, the Breaching Pods can burn through a fleeing smugglers hull to deposit its Inspection marines just as well as any Sardaukar craft. Or so the marines tell themselves.

The standard customs corvette has spawned several variants. Unfortunately the corvette is often placed in a role more appropriate for a dedicated warship, but the designers rightfully point out that in its intended use the design performs well, and that its shortfalls against the successes of the smuggler trade often have to do with the frailties – and the greed – of its crew. However, while the thrusters

on the Customs Corvette are reasonably powerful and efficient, they are frail, the true weakness of the craft.

CHOAM Customs Pursuer

Uncommon Customs Corvette Variant

Often assigned as the third part of a triad of Customs Corvettes, the Pursuer is there to chase down errant vessels, and does its job well. While not quite capable of staying even with the smaller lighters dedicated specifically for acceleration, most other ships are quickly born down under the momentum of the medium vessels superior thrust.

The weapons on the Pursuer are minimal in order to devote the most possible weight to speed. That being said, it does contain a Grappling Claw, and the onboard contingent of Inspection Marines is generally more than sufficient to capture the smuggling vessels that are their natural prey.

CHOAM Customs Leader

Uncommon Customs Corvette Variant

When the CHOAM Battle Destroyer was declared by the Spacing Guild as to exceed their mandate as an Inspection Fleet and merchantile interest, CHOAM design bureau #23 scrapped its plans to develop a new warship capable of dealing with the emergent pirate threat and decided to reevaluate their situation. What they came up with was the zenith of the Customs Corvette design lineage.

The Customs Leader was stated as a command, communications and control ship. However, its capability in that vein was limited. Instead it was retrofitted to be more easily adapted to a heavier combat load. Instead of a

control ship, the Customs Leader was slowly, painstakingly refitted into a Battle Leader. By the time the Spacing Guild saw the end result, the matter was a fait accompli.

The Custom Leader is a dedicated warship, and as such fields the best weapons array of the Inspection Fleet. A single Heavy and Medium Blast Cannon to the fore of the ship provides significant firepower, while the Vulcan Railguns provide a considerable upgrade from the normal dual and triple chainguns mounted on corvettes. Finally, the Holtzman shield on the weapon is considered an acceptable risk, and against non-laser armed foes the Customs Leader is a truly formidable opponent.

CHOAM Breaching Pod

Unlimited Deployment

Most often employed by the Customs Corvette, this Breaching Pod is designed for speed and maneuverability more than strength. The hull is considered weak by military standards, but the small craft is outfitted with a single chaingun providing it some self-defense capability as it travels toward its destination.

The CHOAM Breaching Pod loses 1 thrust for every 3 points of damage it takes. In addition, the chaingun is disabled on the sixth point of damage.

Imperium Merchant Vessels

The lifeblood of the million worlds, merchant vessels fly under all house crests, and may even be

privately owned. With so many fascinating and insular goods in the Imperium, individual traders, moderate co-ops, even CHOAM industries and noble houses are invested in the day to day give and take of the greatest market mankind has ever known. For all of this, only one thing binds the Empire together; the Spice Melange. For this reason, the transport of unique goods that can only be found in the disparate corners of the galaxy, the Spice must flow.

Known trade goods of the Imperium:

The poisons Chaumas and Chaumurky, so popular in the War of Assassins between the noble houses of the Imperium; Cutterrays, small lasguns that can cut to the micrometer; the Dew Collectors, so vital to life on Arrakis; Distrans, that hide nearly undetectable codes within the neural systems and voices of avians; Dump Boxes, protected by suspensor fields and ablative coatings, designed to drop from orbit to planetary surfaces; the Elacca drug, that removes the instinct of self-preservation; Fanmetal, metal formed by the growing of jasmium crystals in duraluminum, noted for extreme tensile strength in relationship to weight, its name derived from its common use in collapsible structures that are opened by "fanning" them out; Fogwood, from the planet Ecaz, its growth defined solely by human thought; the suspensor guided Glowglobe, illuminated by organic batteries; the virtually indestructible Metaglass, that shields against radiation; the Hufuf Oil Lens, Pundi Rice; the super-stimulant Rachag, the mutable Shigawire, that has replaced books as the chief way of storing knowledge, the Solido

Projectors that can create holographic images stored on said Shigawire; Family Atomics; Holtzman Fields and Lasguns; Stillsuits and Balisets; and uncountable other wonders spread out through the million worlds that mankind has made their own.

And, of course, the Spice Melange. Always the Spice. Forever the Spice.

Some of the most prevalent merchantile vessels of the Million Worlds are the following:

Modulon Ore Transport

Unlimited Deployment

The Modulon Ore Transport is the primary ore hauler in the Imperium. It has light defenses and armor, as befitting a merchant ship. The Modulons, like the names indicates, has a modular design, and can be quickly and rapidly redeployed with several different types of components.

A modified Modulon was later transformed by the Jihad into the Fremen Transport.

Bulk Freighter

Unlimited Deployment

The basic Freighter of the Imperium, the Bulk Freighter can be found in numbers anywhere trade exists in the Million Worlds. These ships lack any substantial defenses, though the standard armament of three Vulcan Railguns may give pirates pause.

Passenger Liner

Unlimited Deployment

When comfort is the goal, and the trip matters less than in the manner that one arrives, the Passenger Liners of the Million Worlds are often the choice of the wealthy. Dedicated to the

experience of travel, these vessels are used for incursions into the pleasure planets of the interior. Carrying ten passenger shuttles and three passenger ferries (an LCV sized craft), the Passenger Liners cater to the most jaded of Imperial sophisticates.

Cargo Lighter

Unlimited Deployment

The single most common ship in the Imperium, Cargo Lighters flit through the galaxy in the millions. Small vessels intended to maximize their cargos as they travel between Heighliner and the trade meccas found in every system, Cargo Lighters are so inexpensive families and even individuals are often found at their helm.

Ix

Ix Asteroid HS Base

Unlimited Deployment

The last line of defense for the ninth planet in the homes system of House Vernius, this base provides for both the command and control of the Ixian Hunter-Seeker. Housing up to six flights of the dreaded devices, the existence of this forbidden technology along with how quickly they've managed to deploy it would come as a great surprise to the Landsraad and the Emperor. However, it has not yet come to pass that Ix must show its hand in this matter, and should the Emperor scheme against them once again their will be little regret in the halls of Vernius should the need for the weapon be felt.

Landsraad

Landsraad Veritas Scout Tender

Unlimited Deployment

The Veritas Scout Tender provides a vital role in Fleet affairs. It was built to address a technical limitation, as the Great Proscriptures against creating a machine in the image of the mind of a man aborted computerization. This in turn caused computerized imagery enhancement and detection capability to stagnate in the Million Worlds. The Scout Tender carries 3 Owl Scouts to deploy to search out enemy deployments in system, in order to provide accurate intelligence to the House Mentats for fleet deployments.

The Veritas ("Truth") Scout Tender carries 3 fighters for local defense in addition to the three catapults to launch and recover the Owls, a Super Heavy Fighter design.

Landsraad Owl Scout Fighter

Unlimited Deployment

A super-heavy reconnaissance craft, the Owl seeks out enemy fleets and hopes to live through the experience. The Owl is well equipped for its job, with extended endurance (in Campaigns that use endurance give it the same rating as a Medium Ship), long range scanners (increased searching capabilities), and an unusual defense - the DF Missile Rack.

The DF Missile Rack holds 9 missiles of type C, I, Y or Z. In the Owl's case, three of these are mounted in the forward magazine, and six to the rear.

Landsraad Perimeter Base

Unlimited Deployment

A common defense asteroid hollowed out to shelter the Class-B Missile silos, the Perimeter Base is designed to discourage incoming aggressors through long range superiority fire. And it is a common axiom that the Perimeter Base is never found alone, as it is almost always deployed in groups.

The Dune Campaign

While originally intending to present a full Tactical Campaign for the Dune Universe, I realized that I would not have time to adequately play test this project. Instead, I wish to present some ideas on how the specific scope of Dune Wars campaign play is significantly modified to most B5 Wars players' expectations. The following are some of the specific alteration I plan to include in the Red Crescent campaign when time allows for a more thorough examination.

The Bid System a general overview

Production in the Dune universe is quite different than the normal tactical campaign for the B5 Wars system. This is because of the lack of diversity in production capabilities. While Major Houses and the assorted great powers of mankind's empire have the ability to create shipyards, most production is done at several institutionalized locations, such as Ix and Richese. What this means to the different

factions competing in the universe of Dune is facing the open market when trying to expand their fleets.

In campaign terms, each faction can build the vessels that are considered specific to them. Again, in tactical campaign terms this means that there will be a build list for each faction, listing the number of turns it takes to produce a ship. And there will be an economic list, both in terms of general production ability and specific rewards for getting trade vessels to certain locations. This will be specific for each tactical campaign depending on the premise and strategic situation. In general though build times for the factions will be considerably slower than those of other settings.

However, the bulk of fleets in Dune are still comprised of the vessels shown in the Landsraad section. These ships are common designs employed by all of the factions in the galaxy. The rather mediocre build rates of the individual factions is then supplemented by what is available in the bid!

Depending on the scope of your campaign, you'll need to assign a bid impulse. This is the number of campaign turns between a new allotment of units that are brought to the bid pool. For a campaign the scale of those in Showdowns 6, it is suggest a bid impulse of 10 turns as a good starting point. Though this may be modified if an expanded Bid chart is used - this would include more than just what hulls were available, but also elite characters, campaign specific items, Imperial Offices, and other such goodies that modify game play in the player's advantage. Each bid impulse consult the chart to determine what of interest is being offered in the CHOAM markets. The information in the chart is laid out as follows:

Unit Type No of Units Under Bid No of Impulses available

For example, if you roll the dice and consult the chart you'll see something similar to this:

Shielded Cutters d4+1 75 EP per Cutter 3 impulses

Unit Type is self-explanatory. Number of units may be either a specific number or a range represented by a die roll. If the number of units is for a fighter then that represents the number of flights available. Number of Impulses available represents how long it will be up for bid. The Under Bid chart represents the chance of a non-campaign faction beating any player bid for the resource in question. It is in effect a minimum cost in order to purchase the resource. The Under Bid cost will be modified by the number of players in the game. The more players, the lower the Under Bid modifier, as this tends to naturally drive up the price of available resources.

running on active or passive sensors. He must announce the total search strength, and the number of ships, its type, and the number of fighter flights searching. If sensor buoy clusters are deployed he may note that instead of the ship type.

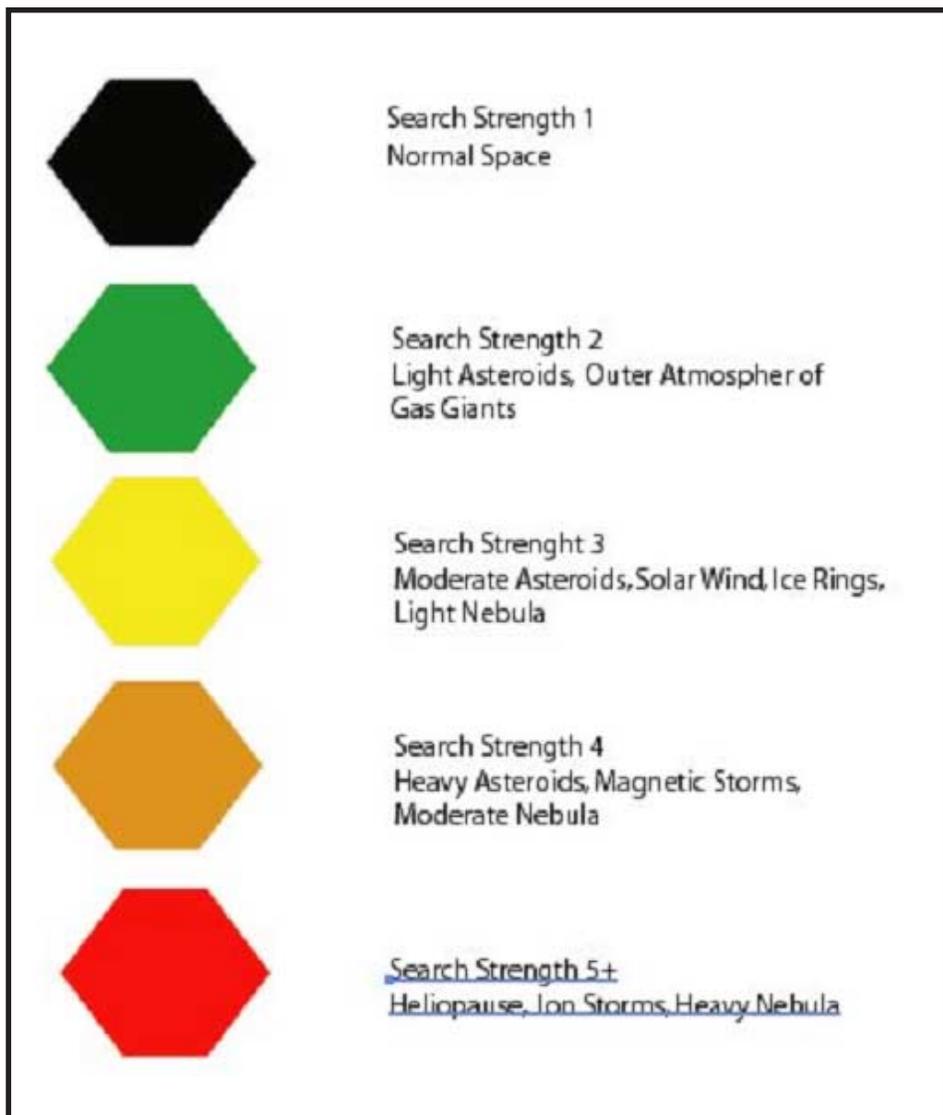
In the case of active sensors, the other player must reveal the ship types he has in that location if the search strength of the ships searching the location is equal or greater to the search strength required to detect the ship.

In most cases, the easiest way of showing the required search strength is a color-coding system on the map. An example follows:

Concealed Movement

Without the churning computers and expert systems that sift through data patterns and analyze sensor readings, the admirals of the Dune universe have to deal with the vagaries of the fog of war. This allows for terrain and hidden movement to be a much larger factor when determining the course of battles. When added to the stealth technologies spear headed by the elusive Bene Tleilax, the limits of the Imperium's ability to analyze sensor information can become a serious source of concern. However, as in all things where the mental training orders sought to find surrogates for the banished machine minds, the Order of Mentats found a way.

In game terms, a scenario employing the search game is run on a separate map for each player. After movement but before combat another sequence is played. Each player announces the locations where that player has his units searching, and whether they are



In addition, there may be certain modifiers to the search costs indicated. Ships running on passive sensors, ships powered down entirely, the stealth coating used by the Bene Tleilax and the Spice Smugglers, specific mapped pathways through asteroid fields, or specific current flows through nebula that are known, all of these things can increase or decrease the value of the search strength.

The search strengths of the ships vary as follows:

Shuttle, Breaching Pod, OSAT:	No search value
Fighter Flight:	0 (1 with Search order)
LCV	0.5 (1 with Search order)
MCV/HCV (sensors <6)	1 (2 with Search order)
MCV/HCV Owl SHF (sensors >=6)	1.5 (3 with Search order)
Capital (sensors <6)	1.5 (3 with Search order)
Capital (sensors >=6)	2.0 (4 with Search order)
Sensor Mines	1.0 (automatically in Search order mode)

Note that Scout/ELINT ships (ie Ix Overseer Scout and the Guild Heighliner) and ships with the Mentat Analyst Elite character on board double their search values in their hex, and halve their search value every hex out. Therefore it is possible for them to detect ships from several hexes away, especially in open space.

In the late 94th century Richese architects developed a phased relay system that allowed for ships to deploy sensor buoy clusters. This allowed ships to create a localized system of sensor buoys nearby their own ships, giving them the advantage of active sensors without giving away the exact position of the ship. This allows ships to make an active sensor search while remaining up to two hexes away from the buoy cluster, as long as the ship itself did not move during the search turn. This provided for a fairly effective picket system, and the cluster itself can be repositioned by 1 hex every turn as long as the ship itself doesn't move, and the buoy cluster remained within the 2 hex limit.

Passive sensors were also deployed. These were only effective in open space (hexes with a search strength requirement of 1), and they use the normal detection rules for Tactical Campaigns on Showdown-6, p16. Note that Dune ships don't have Sensors over 10, so several of the rows simply don't apply.

Most Dune Tactical Campaigns will also have variant search capabilities depending on the situation in the campaign. Sensor warning nets were often deployed in

Prescient viewing, name a ship class, and either a destination or point of departure, and it would be revealed on the game map for him from that point forward.

Mentat Calculation: And given the proper data and parameters the more capable House Mentats can calculate the chances of finding ships at certain locations by finding hidden energy sources or gravitic mass displacement. While less powerful than employing prescience, the Mentat can name a hex and detect any ships within 1 hex of that area, regardless of the search strength required for such a search. It is often easier to find a ship due to its interaction with other particles such as ice crystals, nebula displacement or asteroid gravitic shift, but it requires a Mentat to do so with alacrity.

This should create an interesting fog of war aspect to the game, making the finding of the enemy the first and most important step in the battle! This is particularly effective in scenarios based on commerce raiding or surprise attack.

Mines in the Million Worlds

Very little antagonizes the Spacing Guild like mine warfare. As such, it is considered an extravagant risk most often not worth the chance of interdiction to use them. Indeed, only one faction has employed them extensively in modern times; House Vernius of Ix, whose technological

systems of potential hostility. Many campaigns will include Spies that could be placed in ports of call and give an accurate count of the ships leaving that world. And the human mind as always was the most dangerous weapon in the Dune universe. These unique searches include but are not limited to:

Prescient Viewing: The Spacing Guild Navigator's prescience can filter all-space to find specific ships in space-time. While expensive to bribe and almost impossible to coerce, a Navigator's abilities could often tip the scales from ignominy to glory for an aspiring House Admiral. In game terms once the bribe was met or the diplomatic pressure was sufficient, a player could request a

prowess allows them to skirt the edge of the wrath of the Guild, especially considering the wave of sympathy that swept through the moderate houses when it was discovered the duplicity involved in the false jihad called on them under the flimsiest of pretenses.

However, for the right price and with the right connections mines can be acquired. But actually laying a minefield can have a price to be paid in diplomatic terms in all tactical campaigns. If the Spacing Guild deems the area strategic, the smallest response that can be expected is the increase in the cost in spice to pay for Heighliner access. Over time, such rate hikes can bleed even the wealthiest Great House dry. The problem is the Guild keeps its own council as to what it considers a strategic area. It is best to proceed with caution.

The following mines are available to all factions:

Trallis-1 Proximity Mine: Cost 8, Damage 10, Signature 3.

Trallis-2 Proximity Mine: Cost 13, Damage 18, Signature:4

Zenith-1 Proximity Mine: Cost 18, Damage 25, Signature: 5

Shai-Hulud Proximity Mine: Cost 25, Damage 40, Signature 4

Coriolis-1 Captor Mine: Cost 15, Range 6, Accuracy +3, Damage 18, Signature 4

Coriolis-2 Captor Mine: Cost 20, Range 5, Accuracy +6, Damage 20, Signature 3

Only Ix and their allies may deploy DEW weapons. However, as some of these may fire lasgun blasts, their affect on shielded ships may be totally out of proportion to their normal effectiveness.

Sunfire-1 DEW Mine: Cost 60, Range 8, Accuracy +5, Signature 3

(1), Armor 3, Structure 8. Fires a heavy lasgun.

Hailfire-1 DEW Mine: Cost 38, Range 6, Accuracy +5, Signature 4 (2), Armor 2, Structure 5. Fires a Gauss Cannon.

Hailfire-2 DEW Mine: Cost 45, Range 5, Accuracy +6, Signature 3 (0), Armor 2, Structure 6. Fires 2 Vulcan Railguns. Includes the Multiple Target Enhancement.

All Major Houses have the capability to create Family Atomic mines. So far none has dared to use them in combat, but should the occasion provide the will, the affect would be most... illuminating.

Family Atomic Mine: Cost 300, Damage 250 in the detonation hex, 100 out to 1 hex, 50 out to 3 hexes, 25 out to 6 hexes, and 10 out to 10 hexes. This effects each unit in that radius. Radiation and EMP requires critical checks on Sensors for those ships within 10 hexes at +10, ships out to 20 hexes at +6, and those out to 50 hexes at +3. Any fighter facing the blast within 40 hexes of the blast has a 50% chance of dropping out. Signature 2.

Spacing Guild Routes

All FTL travel between systems in Dune is handled by the Spacing Guild. The Guild Peace prevents conflict of any type on a Heighliner between opposed factions. While FTL travel is instantaneous in the Imperium, most such activity is standardized and follows specific routes between systems. These do not always make sense in astronomical terms, but instead follows the political and

economic mandates of the day combined with the obscure flow of space-time between locales. In other words, the shortest distance between two places is not a straight line, but instead the non-euclidean geometry of the vagaries of space time.

Most Dune tactical maps will have boxes on the edges of the map representing the specific heighliners in operation in that sector of the universe. Each one will have a specific route designated, with destination times at certain locations. For example, the Heighliner on route A may travel to Salusa Secundus on turn 2, Wallach IX on turn 7, and Giedi Prime on turn 10, and Arrakis on turn 15, then start the entire process over again. Once you've paid the cost of passage, simply place your ship on the Heighliner box for all to see.

While on a Heighliner no combat as allowed, all ships and armies being carried are automatically identified and must be announced, and when they depart they are considered spotted on the first turn of their new location. It is quite common for the most vitriolic rivals to be moored within visual distance in a Guild Heighliner. Almost no goal is worth antagonizing the Spacing Guild to invite interdiction – that is how even Great Houses die.

Conclusion

That's all for now, though more Dune campaign ships and rule systems will be forthcoming. Remember, slow and steady gets the Crysknife's point under the Shield!

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