

SPICE and BLOOD



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1. INTRODUCTION AND BASIC CONCEPTS

In "Spice and Blood," you control the destiny and growth of a noble House in the Dune universe. It is the year 10,140. Padishah Emperor Elrood IX of House Corrino sits on the Golden Lion Throne, and House Harkonnen holds the siridar fief of Arrakis. The Imperium stretches wide, its Houses noble and ancient, its intrigues lethal, its spice ever flowing. Amid this vast and treacherous web, your House ascends. You are the architect of its fortune, shaping its bloodline, commanding its legions, and weaving your will through diplomacy, assassination, marriage, and war. This is no game of chance. It is a test of cunning, memory, patience, and, above all, vision.

THE GAME SYSTEM

Players submit a set of orders for the game turn, detailing the actions of their House and its named members. When the turn deadline has passed, the GM processes the turn in the Order of Events. When the turn results are published, a new turn begins. A game turn represents five years in the game world.

VICTORY CONDITIONS

- A player wins the game if their House has at least 51% of the votes in the Landsraad at the beginning of any game turn.
- The player of the Breeding Mothers-faction of the Bene Gesserit wins the game if any character with the genetic markers of all the Houses in the game survives to the age of 15 (the Kwisatz Haderach).
- The player of the Mothers of Prescience-faction of the Bene Gesserit wins the game if all characters in the game have the Wyrd trait, and there are at least 30 living non-Bene Gesserit characters in the game.
- The player of House Wayku, employed by the Spacing Guild, wins the game if House Corrino is the lowest ranked House in the Imperium (not counting House Wayku).

ELIMINATION

If your House no longer controls any living individuals, it is eliminated. Its assets are returned to the Imperium.

2. JOINING THE Game and STARTING

Players may join the game at any time.

TO JOIN and create a HOUSE

To join, a player must submit:

- The name of your House.
- The name of your House's Home Planet.
- **Optional:** A list of (at least) ten male and ten female names for characters in your House. If no names are submitted, or the list later runs out, the GM will name the characters.
- **Optional:** Who of your two married House founders holds the Siridar Dukedom of your Home Planet.
- **Optional:** Your House's trait (Charisma, Sly, Constitution, or Wyrld). This provides a +1 modifier to relevant die rolls when determining attributes of characters born into the house.
- **Optional:** The name(s) of any special factions you'd like to play, in order of preference (Breeding Mothers, Mothers of Prescience, or House Wayku). If an eligible faction on your list is available, you will be granted it. The GM has the right to veto any name and asks that names feel true to the world and themes of Dune.

STARTING POSITION

Your House will begin with:

- Two married founders aged $30+1D6*5$.
- Their two children aged 15 (the heir) and 10.
- The siridar fief of your Home Planet.
- 1,000 Solari. The special factions have alternative starting positions.

NPC HOUSES

- **House Corrino** starts with 500 governorships, each defended by three Legions of Sardaukar. The Corrino House trait is Constitution. Its Home Planet is Kaitain.
- **House Atreides** starts with 200 governorships, each defended by two House Legions. The Atreides House trait is Charisma. Its Home Planet is Caladan.
- **House Harkonnen** starts with 200 governorships, each defended by two House Legions. The Harkonnen House trait is Sly. Its Home Planet is Giedi Prime. Additionally, House Harkonnen holds the siridar fief of Arrakis at the start of the game.

SPECIAL FACTIONS' STARTING POSITIONS

(For details, see respective faction sections below.)

- All Bene Gesserit factions have the Wyrld trait and start with 1,000 Solari, a Homeworld, two Reverend Mothers (aged 30 + 1D6*5), and three Sisters aged 10.
- House Wayku starts without any siridar fiefs, Landsraad vote, or Homeworld, but gains 100 Solari per turn as income.

3. CHARACTERS AND THEIR TRAITS

CHARACTER STATISTICS

When born, each character has the following statistics: Name, Age, Charisma, Sly, Constitution, Wyrd, and possibly one or more Genetic Markers. Later they may gain a Title, Profession, and/or an Imperial Office.

ATTRIBUTES

- **Charisma, Sly, and Constitution:** The values of these attributes are determined by 1D6 rolls on the following table:
 - 1D6 Attribute Value: 1 = -2, 2 = -1, 3-4 = 0, 5 = +1, 6 = +2.
- **Wyrd:** A character is Wyrd on a 6 on 1D6. A character possessing the Wyrd characteristic may become a Mentat, Guild Navigator, Bene Gesserit Sister, or gain the Wyrding Way.

HOUSE GENETIC MARKERS

Roll once for each parent's genetic markers. On a roll of 3+ on 1D6, the character inherits the marker. The result of these rolls is not disclosed to the player. It can only be determined by the action of a Reverend Mother of the Bene Gesserit. When entering the game, all four characters of the House will bear the House's genetic marker.

TITLES

- **Head of House:** The Head of a House also holds the title of Siridar Baron (of the House's Home Planet). The holder of the title gains +1 Sly.
- **Siridar Baron:** When a House conquers a planet, a character of the House must be given the title Siridar Baron of the planet, or else the planet will be under the control of the Landsraad.

LOCATION

A character is normally assumed to be on the House homeworld. Siridar fief holders, their spouses, and their children are on their governed planet. A character may also have an appointment or execute an action that indicates another location.

DEATHS AND SUCCESSION

DEATH CHANCE

After all character birth rolls are made, each character in the game (including those just born) ages five years and checks for death under their new age on the character death table, modifying this roll

by their Constitution. Characters taking spice subtract the amount of spice taken this turn from their age category. Thus, it is possible for a character with a high constitution and enough spice to live forever. This roll is Mentat modifiable.

Character Death Table (1D6):

- **Age Category 0-10 (Infant):** Death Chance 6+
- **Age Category 15-25 (Young):** Death Chance 8+
- **Age Category 30-45 (Middle Aged):** Death Chance 7+
- **Age Category 50-70 (Mature):** Death Chance 6+
- **Age Category 75-90 (Old):** Death Chance 5+
- **Age Category 95-110 (Venerable):** Death Chance 4+
- **Age Category 115-130 (Ancient):** Death Chance 3+
- **Age Category 135+ (Not Dead Yet):** Death Chance 2+

SUCCESSION

(The Bene Gesserit have their own rules of succession.)

- If a character dies, their legal heir takes over any siridar fief they may have.
- If there is no legal heir, the fief goes back into the pool to be reallocated by the Emperor.
- The firstborn child has the right of succession, then their children if they have any, before moving to the second-born child of the original holder of the post, and their children.
- A wife succeeds her husband, or a husband his wife, only if they have no living descendants.
- If a married couple are from different Houses, then when one legitimately succeeds the other, the siridar fief may change from House to House, as the formerly married character returns to their House of birth.
- If a character belonging to one House inherits the Head of House of a second House, the second House loses its Homeworld, but the Head of House position is inherited by the first character in the line of succession still a member of the second House.

4. Game Turn FLOW

ORDER OF EVENTS

The GM processes the turn in the following order:

1. **Bene Gesserit Reverend Mothers** may utilize their prescience.
2. **Bene Gesserit Sisters and Mothers of Prescience** may influence births.
3. **Births:** Children are born. They may be transferred to another House or Faction.
4. **Time advances** five years.
5. **Bene Gesserit Reverend Mothers** may examine characters.
6. **Appointments:** The Head of House may grant appointments to their family members.
7. **Recruitments:** Houses may recruit external Mentats and Suk Doctors.
8. **Mentats** may apply Straight Line Computation or perform an Analysis of a character or planet.
9. **Mentat Training:** Family members with the appropriate attributes may be trained as Mentats.
10. **Marriages:** Marriages can be arranged between player Houses or bids can be made to marry NPC characters.
11. **Concubines:** Bene Gesserit concubines can be assigned, recalled, or dismissed.
12. **Taxation and Revolts:** Siridar fief holders may specialize their planet's production. They can also raise taxes, increase Spice production, or even implement slavery, at the risk of revolts.
13. **Landsraad-meeting:** At the Landsraad-meeting, Houses can bid for siridar fiefdoms and Imperial Offices, as well as ask for Imperial Military Dispensation for invasions of planets. They may also declare a War of Assassins against another House.
14. **Duels:** Challenges are issued according to the Articles of Kanly, and duels are fought.
15. **Legions** may be transported by the Spacing Guild.
16. **Invasions:** Planets can be invaded and conquered.
17. **Assassinations:** Enemy House members can be eliminated, with the risk of inciting a War of Assassins.
18. **Spice:** Raiders may be sent to Arrakis to harvest Spice, reducing the amount raised by the siridar fief holder.
19. **Raising and Upgrading Legions:** Siridar fief holders may raise or upgrade various types of legions, as well as purchase special equipment.

20.**Deaths:** Characters can consume Spice to prolong their life.

ACTIONS OUTSIDE THE TURN ORDER

Deals between players not involving any activity listed in the turn order can take place at any time during the turn and will typically be dealt with immediately after time advances.

5. SPECIFIC RULES AND ACTIONS

BIRTHS AND FAMILY FORMATION

BIRTHS

- Each married couple (where both parties are at least 15 years old and present on the same planet) produce a child on 5+ on 1D6.
- Each unmarried female older than 15 bears a child on a 6+ with her Charisma adding to the dice roll and her Sly subtracting from it.
- The sex of children is determined randomly (exception see Bene Gesserit).
- Players may submit a list of potential names, or one will be assigned by the GM.
- Children of mixed House marriages gain the House trait modifier of both their immediate parents. They subsequently pass on only the House modifier of the House they were brought up in.

MARRIAGES

INTERNAL MARRIAGES

If a marriage is arranged within a House, it is subject only to the player's orders. It cannot take place between siblings (children sharing one or both parents).

EXTERNAL MARRIAGES

- External marriage must be agreed between both players, and can be upon any mutually agreeable terms.
- Both players must inform the GM of the terms of the contract. The marriage will not go ahead if these terms differ.
- The legal terms can include transfer of any assets from one House to the other, pledges of Landsraad votes, and the fate of any children produced by the couple.
- The legal terms are binding (but may have a limited binding term) and will be enforced by the Imperium.

NPC MARRIAGES

- Each turn, each of the three NPC Houses roll 1D6; on a 5+ they add a minor member of their house to a list of eligible wedding partners published in the Turn report.
- This personality has random statistics, is aged $10+1D3*5$, and will wed the first character to make a successful proposal (6+ modified by charisma).

- When the wedding takes place, the character becomes a permanent part of the player's House, which gains a dowry of 500 Solari.
- If more than one character successfully proposes in a turn, the NPC will wed the character with the highest modified dice roll. If the result is a tie, no proposal is accepted that turn.

WIDOWS AND WIDOWERS

A widow or widower will return to the House in which they were born. They will abandon any appointment, but keep any siridar fief.

CONCUBINES

- The Bene Gesserit may provide a Concubine to a male character, with the male character's House's approval the same turn.
- The concubine provides +1 Charisma to the male character.
- The concubine rolls for pregnancy each turn as per a wife.
- Agreements based upon the lending of a concubine are not legally enforceable.
- Both the male character's House and the Bene Gesserit may end the relationship at any time.

APPOINTMENTS AND RECRUITMENT

APPOINTMENTS WITHIN THE HOUSE

A character who is at least 15 years old and not a Siridar Baron can be given one of these appointments. The appointment is held until the character's death, until the character is promoted to Siridar Baron or Duke, or until they leave the House, for example as a consequence of marriage. A character already holding one of these appointments can not be given another.

- **House Warmaster:** A House may nominate one character as House Warmaster. In any turn after their appointment, when they are the military leader in a battle, the House Warmaster increases the enemy Legion's kill number by their Sly (to a maximum of 6+).
- **House Spymaster:** One character may be appointed as House Spymaster. The Spymaster modifies the chance of uncovering the character sponsoring an assassin attempt against their House by their Sly.
- **Master of Assassins:** One character may be appointed as the House Master of Assassins. Each turn they add their Sly-1 to the chance of a successful assassination attempt by assassins sponsored by their House. Additionally they may themselves attempt an assassination which is modified by their Sly. However, should the assassination fail, or they are discovered to have undertaken it (same chance as for sponsoring an assassination) they are eligible to be challenged under the Articles of Kanly.

MENTATS

- **Mentat Training:** A House may train a Mentat from one of their own characters with the Wyrd trait. This takes one turn, costs 100 Solari and adds +1 to the characters Sly.

- **Straight Line Computation:** A Mentat may, once per turn, add their Sly to the relevant statistic of another character taking an action. To do this the Mentat must consume the Juice of Sappho, which costs 20 Solari. Straight Line Computation must be ordered by the House player each turn that it is required.
- **Analysis:** Instead of performing Straight Line Computation, a Mentat may instead perform an Analysis. This can target a character or a planet. If it targets a character the Mentat's player receives a report showing the characters Sly, Charisma, Constitution and whether they are Wyrd. If targeting a planet the Mentat receives a report on how many Legions are present with what equipment, and any Planetary Specialisation.
- **Recruiting NPC Mentats:** A player may utilise an NPC Mentat for one turn at a cost of 50 Solari (which includes the Juice of Sappho). That Mentat may take any single action normally available to a player character Mentat. The Mentat is assumed to have a Sly of 1.

SUK PHYSICIAN

- A Suk Physician can be hired for 500 Solari per turn. Only one physician is needed no matter how many characters a House has.
- A House with a Suk Physician subtracts one from the dice roll on all death by aging rolls.
- A House with a Suk Physician adds one to the constitution of a character that is the target of an assassination.

Economy and Management

PLANETARY SPECIALISATION

A Siridar Baron may choose to specialise the production of the planet it governs. This change cannot be undone until the arrival of a new Siridar Baron.

- **Agriculture:** Cost to implement: 500 Solari. Increased Taxation on the world is reduced by 25% but the base chance of revolt is 7+.
- **Heavy Industry:** Cost to implement: 1,000 Solari. Increased Taxation is increased by 25%, but the base chance of revolt is changed to 5+.
- **Shield Production:** Cost to implement: 2,000 Solari. Reduces the cost of all shields produced on the planet by 20%.

TAXATION AND REVOLTS

INCREASED TAXATION

Each turn the Siridar Baron of a planet may apply additional taxation above that normally levied. Increased Taxation adds 1,000 Solari to a House treasury when successfully enforced on a planet. Without Increased Taxation the planet does not provide any Solari.

REVOLTS

- The risk of revolt is ever present on all planets. It occurs on a roll of 7+ on 1D6 with the following modifiers:
 - Increased taxation: +1.
 - Siridar Fief Holder's Charisma: A minus charisma makes it more likely, and vice versa.
 - Each House Legion on the planet: -1.
 - Each successful revolutionary: +1.
- If a revolt occurs, no taxation is produced, one half of the Legions on the planet are destroyed in the fighting (rounded up), and the governor, his partner and children must make a survival roll of 5+ modified by their constitution.
- If a revolt succeeds in removing the governor and all his immediate family, the siridar fief reverts to the Emperor.

FERMENTING REVOLT

- A House may attempt to ferment revolt upon another House's governorship (but not on another House's Homeworld).
- To do so, a character states they are raising revolutionaries on a specific planet.
- A character may raise as many revolutionaries in a turn as they have Sly. Each Revolutionary costs 50 Solari.
- For each revolutionary 1D6 is rolled; on a 5+ they increase the chance of a revolt by one point (4+ on a planet practicing slavery).
- More than one character may raise revolutionaries on the same planet in the same turn.
- The chance of a character being detected as the source of Revolutionaries is 6+ modified by their Sly (this chance is increased by the presence of a House Spymaster as per assassination). Being detected as a source of Revolutionaries is a cause for duel under the Articles of Kanly.

SLAVERY

A House may choose to practice slavery upon a world they govern. If they do so they automatically apply increased taxation which is raised by 50%. The base chance of revolt as per above is 4+ on planets where slavery is practiced.

SPICE

SIRIDAR FIEF OF ARRAKIS

- Each turn the Siridar Baron of Arrakis siphons ten units of Spice into their personal hoard, minus the total number of raiding points spent by all Houses this turn. They may do with this Spice as they wish.

- Instead of increasing taxation, the governor may try to increase Spice production. The revolt roll for this is the same as for increasing taxation.
- However, instead of Solari, the planet produces an additional 150 units of Spice for the Siridar Baron.
- The Siridar Baron of Arrakis may pay the Spacing Guild in spice instead of Solari. Each unit of Spice is in this case equivalent to 20 Solari.

SPICE RAIDING

- A House may order spice raiding. To do so it pays the guild 20 Solari per raiding point. 5% of this is payable to House Wayku.
- For each raiding point a House gets to roll 1D6-(number of Legions on Arrakis). This is the amount of Spice gained by the raid.
- There is a minimum of one Spice gained on the roll of a 6, no matter how many Legions are deployed on the planet.
- Each raiding point allocated also reduces the Siridar Baron's personal Spice income.

MILITARY AND CONFLICT

RAISING AND UPGRADING LEGIONS

A House may only raise Legions on worlds it governs (House Wayku is an exception to this). There is no limit to the amount of Legions that may be raised, or the amount of Legions that may be present on a planet. If a House runs into debt, Legions will be disbanded to rectify the situation.

- **Basic Legion:** These cost 50 Solari to raise, 10 Solari per turn to upkeep and have a kill number of 5+.
- **House Guard:** A House can nominate one unit as House Guard. This unit must have been involved in an invasion (either attacking or defending) in the previous turn. House Guard Legions can only be killed by a natural roll of 6 by opposing forces during a battle. A House can only ever have one House Guard unit. The upkeep cost of a House Guard Legion is 50 Solari per turn, and its kill number is 4+.
- **Air Assault Legions:** These units are trained for planetary assault. An Air Assault Legion is an upgrade to a normal legion costing 1000 Solari. It has an upkeep cost of 50 Solari per turn, and a kill number of 5+. When attacking during invasions, Air Assault Legions roll their kill dice first, and any unit killed does not then retaliate.
- **Sardaukar:** These are only available to House Corrino. They have a kill number of 3+.
- **Fremen:** These are raisable only on Arrakis by a governor with the Wyrding Way and cannot be moved from Arrakis. They are immune to the effect of Air Assault Legions. They have a kill number of 3+ and cost 20 Solari a turn upkeep.

EQUIPMENT

The following equipment is available for purchase.

- **Personal Shield:** A small, belt worn generator, which blocks all high speed attacks directed at a character. It reduces assassination chances by 2 (a 4+ becomes 6+). If worn during a duel, losing by less than 3 leaves a character injured, although they still lose the duel. Cost: 1,000 Solari.
- **House Shield:** Reduces the kill number of troops targeting Legions on a world by 1 to a minimum of 6+. Cost: 2,000 Solari to install on a planet and cannot then be moved.
- **House Frigate:** A medium sized space vessel. It requires transport by the guild to move from planet to planet but provides support to planetary forces. The first Legion involved in an invasion of a world protected by a House Frigate is automatically destroyed before landing. Additionally, the survival roll of family members in a revolt is reduced to 4+. Cost: 10,000 Solari. Costs 100 Solari to be transported to another planet by the Spacing Guild.

IMPERIAL MILITARY DISPENSATION

Before a military conquest can go ahead a House must get an Imperial Dispensation.

- The chance of obtaining this is a percentage chance, with each percentage point being bought for 5 Solari, or 10 Solari if the planet belongs to another House (player or NPC), or 20 Solari if it is another House's homeworld.
- If the target of an assault is House Atreides or House Harkonnen then these two will vote against each other. This translates as the non-target House paying for a portion of the percentage points, with each ten votes the House has counting as one percentage point.
- A previously unnamed planet must be named by the player the same turn as dispensation is sought, or the GM will name it.
- This must be ordered at least one turn before any military action takes place, and its success will be reported in the Imperial minutes.
- Once permission for a military assault has been given it remains valid until the House that gained permission successfully invades the planet.
- The Emperor will never give dispensation for an invasion of Arrakis or of any of House Corrino's worlds.

INVASIONS

A House may try to conquer planets by force of arms. A House that wants to invade a planet first needs an Imperial Military Dispensation.

- For the invasion, the invading House must land Legions on the target world (paying the Spacing Guild 100 Solari per Legion). At least one Legion must be landed.
- In addition the invading House may spend Solari to add up to two temporary rebel Legions on planet. Each of these costs 50 Solari and last only for the duration of the invasion.

- With the invading Legions on planet, battle is joined.
- Any Siridar Baron automatically leads the defence.
- The invading force may nominate a military commander, who travels for free with the attack force. A military commander modifies the kill roll of his troops downwards by his Sly (also modifiable by a Mentat).
- A previously unnamed neutral planet has a modifier from its Siridar Baron of 0 and only one standard Legion.

BATTLE

- Battle is fought in rounds. Each round each Legion rolls 1D6. If they roll equal to or higher than their modified kill number they eliminate one enemy Legion (exception see House Guard).
- If one side is completely eliminated, their opponent has won. If not, another round of battle is fought.
- If both sides are eliminated at the same time, the defender wins and the attack is repulsed.
- Rebel Legions are eliminated before any other attacking forces.
- Sardaukar are only eliminated after all other normal Legions.
- Fremmen are only eliminated after all other Legions.

CONSEQUENCES

- By default the Siridar Baron and their family on a conquered planet are eliminated, unless ordered otherwise by the invading player. If such orders are given their fate must also be specified.
- A defeated invading character escapes, but may subsequently be duelled.
- The Emperor will hand the siridar fief of the planet to the attacking leader of a successful invasion force, or to a character nominated by the invading player that turn.

ASSASSINATIONS

ASSASSINATION ATTEMPTS

- A House may pay for an assassination attempt. The House character sponsoring this assassination must be nominated by the player, and may have to take the repercussions if it fails.
- Each character can only sponsor one assassination attempt per turn, although a character may be the target of more than one assassination per turn.
- Assassination attempts costs 500 Solari and may target any character in play. It succeeds on a d6 roll of 4+ modified by the target's Constitution.

- On a d6 roll of 6+, modified by the sponsoring character's Sly, the identity of the sponsor of the assassination will become public knowledge. This will give cause for duels under the Articles of Kanly.

WAR OF ASSASSINS

- If a House loses three characters within the space of ten years to assassins or duels from a single other House which it can positively identify, it may declare a War of Assassins against that House. Notification is given in the Landsraad and the War commences on the next turn.
- The declaration must be made while there have been three deaths the previous ten years.
- A War of Assassins lasts exactly five years (one turn) during which each side may order up to five assassination attempts against one or more nominated members of the opposing House. Each attempt costs 500 Solari.
- Unlike normal assassination attempts these do not require to be sponsored, and cannot be retaliated against under the Articles of Kanly.
- When the turn is complete, the War is then considered over, and all current causes to duel between the two House are rendered null and void.

DUELS (KANLY)

Characters may fight duels for many reasons. NPC Houses will not initiate duels.

CAUSES FOR DUELS (KANLY)

- Killing a character's parent, sibling, or child (by any means).
- Paying for an assassination of someone in a character's House.
- Leading a failed invasion against a Siridar Barony means the Siridar Baron, their spouse, and/or children have cause.
- Raising Revolutionaries on a planet means the Siridar Baron, their spouse, and/or children have cause. Anyone with cause may issue a challenge to a duel to be fought the next turn. All duels take place on Kaitain.

REFUSAL OF DUELS

If a character refuses a legally sanctioned duel, their House must pay 100 Solari per turn to stop their reputation being totally sullied and to increase their personal protection.

DUELLING PROCEDURE

Each character rolls 1D6 modified by their Sly and Constitution. The loser is killed. If the result is a draw, honour is satisfied, and both duellists live. This result may be modified by either or both duellists wearing Personal Shields or possessing the Wyrding Way.

LANDSRAAD-MEETING

The Landsraad is the political body that represents all the Houses of the Imperium.

SIRIDAR FIEFS

- A Head of House may propose someone for the position of Siridar Baron of a vacant planet. Whether this succeeds or not is the matter of a vote taking place the following turn.
- Each player character House has a number of votes equal to the number of siridar fiefs it has, plus 10.
- Each NPC House has a number of votes equal to its number of siridar fiefs.
 - House Corrino starts with 500 votes, one per siridar fief. It will sell a vote for 1 Solari per vote.
 - House Atreides starts with 200 votes, one per siridar fief. It will sell a vote for 1 Solari per vote.
 - House Harkonnen starts with 200 votes, one per siridar fief. It will sell a vote for 0.5 Solari per vote but on a 6+ rolled on 1D6 will fail to apply those votes as requested.
- Player Houses may vote in whichever way they wish, and may trade votes as they see fit. Unless they specify otherwise in their orders, player Houses are assumed to vote against.
- The chance of a siridar fief being awarded is equal to the percentage of the total vote the House can apply, rolled as a percentage.
- A player should provide a reasonable name for the planet when they submit their orders.
- Each vote for a siridar fief is taken as an individual case, and proceeds in order of number of standing votes (decided randomly if there is a tie).
- There is an unlimited number of previously unnamed vacant planets. Such a planet must be named the same turn, or the GM will name it.
- **Arrakis:** The siridar fief of Arrakis is a special case. Due to its importance to the Imperium (and the Spacing Guild) it does not have to be vacant to be applied for.
 - To be handed the siridar fief of Arrakis, a House must put forward a candidate with at least +1 Charisma and +1 Sly.
 - The chance of success is as per the above rules.
 - However, the House holding Arrakis will always vote against the change, reducing the votes for, by their total vote.
 - No NPC House will sell votes for the vote to change their own governorship of Arrakis.

IMPERIAL OFFICES

- Imperial Offices are appointed every 10 years (on the turn with the year ending in 0).
- A House may nominate one character for each position, and the House with the highest number of votes has their character elected. Votes may be bought from the NPCs in the same manner as for siridar fiefs.

- **Imperial Planetologist:** An Imperial Planetologist generates income for his House equal to 10 Solari per siridar fief each turn. Additionally, once per turn they may declare a quarantine upon a planet. This means the planet will not raise any taxes on the following turn, but it may not be invaded either.
- **Imperial Truthsayer:** A Bene Gesserit faction may nominate one Reverend Mother to the position of Imperial Truthsayer. This position is held until the character's death. By spending the turn on Kaitain, the Imperial Truthsayer gains 20 votes from House Corrino to use as her player sees fit. If House Corrino has less than 20 votes, or not enough votes to provide to all the Imperial Truthsayers, they gain as many as are available. If more than one Imperial Truthsayer tries to use the votes, the one with the highest Sly gets them. If Sly is equal the older dominates, if this is still equal they get half each.

6. FACTIONS AND THEIR SPECIAL RULES

Bene Gesserit

General Rules

- There are two playable Bene Gesserit factions.
- The Bene Gesserit may not contain male characters. Any sons born to Bene Gesserit characters must be given away to another House (they may of course charge for this service). Any sons not transferred to another House the turn after their birth are claimed by House Corrino.
- The Bene Gesserit may not create or employ Mentats.
- The Bene Gesserit may not petition the Landsraad for siridar fiefs, or launch a military invasion. They may however gain siridar fiefs by the legal rules of succession.

STARTING POSITION

All Bene Gesserit factions have the trait Wyrd. A Bene Gesserit faction starts with 1,000 Solari, a Homeworld, two Reverend Mothers (age 30 + 1d6*5), and three Sisters aged 10. The Reverend Mothers automatically have the Wyrd trait. The three Sisters roll as per normal characters.

SUCCESSION

- The Bene Gesserit do not use the normal rules of Succession. Instead the siridar fief of the Homeworld passes to the oldest Reverend Mother still alive.
- Any other siridar fief is passed down the deceased's line to the oldest daughter or granddaughter without a siridar fief.
- If the deceased had no children that qualify, the siridar fief is passed to the next oldest Reverend Mother and down her family line, and so on.
- If there is no Bene Gesserit Sister to take the siridar fief it is lost.

Bene Gesserit Sisters

- Any Bene Gesserit sister may decide the sex of their children. They may also modify the birth roll by + or - 2.
- All Bene Gesserit characters with the Wyrd talent gain the Wyrding Way. This grants them +2 in a duel and subtracts 1 from the chance of a successful assassination attempt against them.

REVEREND MOTHERS

- Any female character within a Bene Gesserit faction (whether they were born there or not) may be appointed a Reverend Mother at the age of 30 if they have at least +1 Sly, +1 Charisma and the Wyrd trait.
- A Reverend Mother may spend one turn examining a character to determine what genetic markers, if any, they hold. This may be done in addition to holding a siridar fief.
- A Reverend Mother may not be the legal target of a duel (but a Bene Gesserit Sister may be).
- A Reverend Mother character's player is always informed of the sponsor of any assassination attempt against them, but has no right of reply under the Articles of Kanly unless it is discovered in the normal way.
- **Prescience:** A Reverend Mother may once per turn attempt Prescience. This consumes one unit of spice and must target a single dice roll being made that turn. The Reverend Mother decides whether to re-roll the dice roll once upon a failure, or re-roll it once upon a success. In either case the second roll must be kept.

BENE GESSERIT FACTIONS

- **The Breeding Mothers:** This faction automatically gives any children of its Reverend Mothers the Wyrd trait.
- **The Mothers of Prescience:** This faction is only playable if there are more than ten active players in the game. The faction may modify the childbirth chance of a specific couple (not necessarily in their faction) by + or - 2, and determine the sex of any child.

SPACING GUILD

- The Guild will pay 2,000 Solari for a House character with the Wyrd trait. That character is adopted into the guild and disappears permanently from the House list.
- Each adopted character gives that House a cumulative -1 Solari cost on guild transport fees.
- The Guild will transport an unlimited number of legions to another planet, charging 100 Solari per legion (5% goes to House Wayku). The cost to transport individuals is negligible.
- The Spacing Guild will never transport an invasion force to Arrakis (the Spice must flow!).

HOUSE WAYKU

General Rules

- Exiled from the Empire due to a past transgression, House Wayku may not possess any siridar fiefs, have no Landsraad vote, and no Homeworld.
- House Wayku gain 100 Solari per turn as income, along with 5% of all guild transportation fees.

- A member of House Wayku may marry into another House. However, either they permanently lose the House Wayku affiliation, or the character they marry permanently becomes a member of House Wayku.
- A widow or widower does not revert to its original House. The fate of any children is still the subject of the marriage contract and they may be assigned to either House at the point of birth.

REBELLION ABILITY

- House Wayku may foment rebellion on a planet raising as many rebel Legions as they wish (and can pay for) to allow them to conquer the planet.
- They do not require the sanction of the Landsraad to undertake this action, and only pay 50% of the normal Spacing Guild transport fees.
- They may nominate a leader to lead the assault, in addition to using their own Legions (which may be raised without the need for a siridar fief).
- If a planet is conquered it disappears from the Imperium, effectively becoming a permanent governorship of House Wayku. The Spacing Guild will report the tragic loss of the navigation path to the Emperor.
- The player of House Wayku may appoint any of its family members as governor of the conquered planet. Only if the governor and their immediate family is eliminated does the planet reappear to the Imperium.

DUEL IMMUNITY

A member of House Wayku may not be duelled under the Articles of Kanly, but may be assassinated.

7. APPENDIX: LIST OF ORDERS

Below follows a list of available orders, grouped by the role that can perform them.

ALL CHARACTERS

- CHALLENGE TO DUEL <character>
- CONSUME SPICE <amount>
- DISMISS CONCUBINE <concubine character>
 - Any character can dismiss a concubine assigned to them by the Bene Gesserit.
- DUEL <character>
- MARRY <character> <target house> <legal terms>
 - The target house is the House that the couple will belong to.
- PROPOSE <(NPC) character>
- PURCHASE PERSONAL SHIELD
- RAISE REVOLUTIONARIES <planet> <amount>
- SPONSOR ASSASSINATION <target>

Bene Gesserit Head of Faction

- APPOINT REVEREND MOTHER <character>
- PROVIDE CONCUBINE <concubine character> <target character>
- RECALL CONCUBINE <concubine character>
- TRANSFER SON <target House>

Bene Gesserit Mother of Prescience

- DECIDE SEX <couple's names> <male|female>
- MODIFY BIRTH ROLL <couple's names> <plus|minus> <1|2>

Bene Gesserit Reverend Mother

- EXAMINE CHARACTER <character>
- SHOW PRESCIENCE <character> <die roll> <reroll on failure|success>

Bene Gesserit Sister

- DECIDE SEX <male|female>
- MODIFY BIRTH ROLL <plus|minus> <1|2>

Head of House

- APPOINT HOUSE SPYMASTER <character>

- APPOINT HOUSE WARMaster <character>
- APPOINT MASTER OF ASSASSINS <character>
- APPROVE CONCUBINE <concubine character> <target character>
- BUY VOTES <issue> <house> <amount (Solari)>
- DECLARE WAR OF ASSASSINS <target House>
- DISMISS CONCUBINE <concubine character>
 - The Head of House can dismiss any concubine assigned to any member of their House.
- INVADE <planet> <legion ID(s)> <character (to become new fief holder)> <optional: military leader> <optional: # rebel legions>
- NOMINATE FOR IMPERIAL OFFICE <character> <imperial office>
- NOMINATE HOUSE GUARD <legion ID>
- PROPOSE SIRIDAR BARON <character> <planet>
- PURCHASE HOUSE FRIGATE <planet>
- PURCHASE HOUSE SHIELD <planet>
- RECRUIT MENTAT
- RECRUIT SUK PHYSICIAN
- SEEK IMPERIAL MILITARY DISPENSATION <planet|target NPC House> <amount (Solari)>
- SPICE RAIDING <amount (Solari)>
- TRAIN MENTAT <character>
- TRANSFER WYRD CHARACTER TO SPACING GUILD <character>
- TRANSPORT LEGION <legion ID> <target planet>
- VOTE <issue> <Yes|No>

MASTER OF ASSASSINS

- ASSASSINATE <character>

MENTAT

- STRAIGHT LINE COMPUTATION <character> <action>
- ANALYSIS <character|planet>

SIRIDAR FIEF HOLDER

- INCREASE TAXATION
- PRACTICE SLAVERY
- RAISE LEGION <type> <amount (Legions)>
- SPECIALISE PLANET <specialisation>

SIRIDAR FIEF HOLDER OF ARRAKIS

- INCREASE SPICE PRODUCTION

- PAY SPACING GUILD <amount (spice)>
 - For each unit of spice, 20 Solari paid to the Spacing Guild this turn is returned to the House.