

KNIGHTMUN XXI



November 4th - 6th, 2022

Hello! My name's River Wylie and I'll be your chair for this committee. I am a sophomore at UCF currently undecided but leaning towards a degree in computer science. I have always been a huge fan of science fiction, so being able to do a crisis on one of the best science fiction franchises ever written is pretty exciting I'm formatting this committee with the primary intention that you guys not only have the opportunity to practice your public speaking abilities, but also have a positive experience with something that's supposed to be fun before anything else. For anyone who's nervous about doing a crisis committee for the first time, remember you have to start somewhere, and we'll do our best to ensure you get something positive out of it.

- River Wylie (wylia99@knights.ucf.edu)

Crisis Guide

Welcome to the Dune: The Desert War of 10,191 a.g. crisis committee! These committees typically represent a very different strain of Model United Nations than the formality of the General Assembly. The committee will operate as a faster-paced version of a standard MUN committee. The sense of urgency that usually accompanies an unmoderated caucus will pervade the atmosphere of the room throughout the day. After short introductory speeches, you will be in moderated or unmoderated caucus for the majority of the conference. Crisis should feel free-flowing and dynamic, as you embody a diverse group of officials concerned about your interest groups' future. Delegates will receive a crisis update approximately every twenty minutes, but the frequency will vary depending on the flow of the committee.

There will be two main forms of action that can be taken in committee: Committee Directives and Crisis Notes. Committee directives force the entire committee to take unified action, and they require a 3:5 majority to pass. This is the most powerful form of action your committee can take. Crisis notes can be used for a multitude of purposes. Delegates may use crisis notes to ask the crisis staff for information, arrange private meetings with other delegates, or take unilateral action. Requests will only be fulfilled in accordance with the given delegate's portfolio powers and will be sent to crisis staff without committee debate. If a select group of individuals would like to take joint action without committee approval, they may submit a single note with the signatures of all participants.

Committee History

The history of Dune and its world is incredibly dense and filled with history, in order to keep this committee entry level and easy to understand I will only be referring to the information that is necessary, however any additional information regarding your characters history that you may find through your own research is still entirely valid, the wiki page and other resources will be included in this document. The most relevant point to start this timeline are the years known as the Great Dark Ages, the time that predated most known history within the Dune universe. A couple thousand years in the future humanity has reached the point where civilizations exist all across the known universe, however due to rebellion of humanities capital on the planet Ceres, no singular form of government existed. There was no galactic empire or guilds to maintain order, but rather thousands of smaller governments spread across the universe.

This time of chaos came to an end however, due to the invention of the Holtzman effect, which by folding space time allowed for instant communication between worlds, and instant travel thanks to the invention of the Holtzman Drive. Over the next couple thousand years Ladislaus the Great reunited the lost worlds and established a new empire within the known universe, starting what is known as the rise and fall of the first and second golden ages. Around the year 200 B.G. (Before Guild), a universe wide war known as the Butlerian Jihad had begun. Intelligent A.I. had advanced too quickly, and as a result they attempted to overthrow humanity and take its place. Following the events of the civil war that established house corino as the ruling house, the spacing guild was founded. The spacing guild establishes itself within the known universe as the only source of interstellar

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space travel with the use of a resource known as spice. After the destruction of all intelligent machines during the jihad, a resource known as spice was discovered on the desert planet Arakis, otherwise known as Dune. The guild found that by injecting spice into human beings they can be transformed into omnipotent mutants known as navigators, who were capable of directing spacecraft during the Holtzman effect. The destruction of all intelligent A.I. turned the universe of Dune into a strange combination of medieval and science fiction.

The period in which this crisis will be taking place is known in Dune's history as the Desert War taking place in 10,191 AG (After Guild), in which the entire known universe is ruled over by a governing body known as the Landsraad, which was created to act as a representative of all the great houses. The three most prominent being the militaristic house Harkonnen, the peace faring house Atreides, and the current ruling house Corrino. Transportation between planets is managed solely by the Spacing Guild, who arrange navigators and the proper vessels for long distance space travel, and all commerce within the galaxy is regulated by a company known as CHOM (think of them as an intergalactic Amazon). There are other major players during the time of the Desert War such as the Bene Gesserit Sisterhood and the inhabitants of Arrakis that I will elaborate on later in the background guide, for now just understand humanity is living in a feudal, space faring civilization in a scope that none of us could begin to comprehend fully.

Important Factions

Tleilaxu: A highly advanced society of genetically enhanced humans living on the planet Tleilax, acting as sort of the male alternative to the Bene Gesserit, while the Bene Gesserit are skilled at psychic manipulation the Tleilax are capable of complex genetic enhancements, if the situation looked favorably upon them they could even be convinced to give some of this knowledge to house atreides, allowing us to enhance our soldiers or even create clones of ourselves known as Gholas.

Ixians: The most technologically advanced faction within the dune universe, they were able to work around the use of intelligent a.i. and managed to create a much cheaper alternative to long distance space travel than the spacing guild navigators, bringing them on our side could result in not only military advantages but also commercial advantages as we'd be able to move off and on world more frequently with navigation systems that don't require the spacing guild.

The spacing guild: Currently the only legal source of long distance space travel within the empire, any and all long distance space travel will need to be done through the spacing guild, so any off world moves will require a hefty fee to obtain a navigator from the spacing guild.

Bene Gesserit: One of the most influential groups in Dune's lore, consisting only of women, they have the ability to manipulate those around them using psychic abilities, and act as advisors to a lot of high profile personnel, including the emperor himself.

State of the Committee

Ever since the destruction of all intelligent machines, Spice had become the most important resource in the galaxy, without the creation of navigators to ensure safe long distance space travel there would be no way for humanity's massive society to function without putting itself into another dark age. For centuries the great houses have fought over control of the singular planet that produces spice, planet Arrakis, as whoever has rule over the planet gains a majority of the profits from spice production. For centuries control over Arrakis was given to house harkonnen, who constantly found themselves at conflict with the Fremmen (the native inhabitants of planet Arrakis). That was until the current emperor gave control over the planet to house Atreides, who up until this point were gaining popularity amongst the Landsraad, making the emperor feel threatened. The Atreides have to deal with many challenges such as the mobilization of the Arrakis, the cost of moving their entire military and royal family to planet Arrakis, the adjustment to the planets soul crushing heat, and the attempts to make peace with the local fremmen who up until this point had only known genocide from the Harkonnen.

This committee will take the role of Duke Leto Atreides war council, as you all will try to build house Atreides from the ground up on this new planet. You will have to be careful as many of the houses within the landsraad look to this weakness as an opportunity. Currently House Atreides has just landed on planet Arrakis, and has begun to occupy the capital city, relations with the local Fremmen are tense but neutral as Duke Leto has reached out in good faith to Fremmen leaders. We are facing an uphill battle as we find ourselves in a weakened state, our soldiers are not yet trained to adapt to heat of the

desert and it will take time for them to be able to fight in this terrain, food and water supplies for our people are running low as we could only bring so much from our homeworld, so establishing underground farms and relations with CHOM company to transport supplies is imperative. Most importantly, we must begin production of spice, as the sooner we are able to get the supply flowing the sooner we'll have the funds to address a lot of these supply issues.

Questions to Consider:

- How can we begin spice production as soon as possible? As doing so will allow a massive inflow of resources.
- How can we prevent conflict with the native Fremmen and establish ourselves as allies?
- How can we prepare for the inevitable Harkonnen invasion as we know that they wouldn't take this shift in power so easily.
- What other houses could we potentially seek to ally ourselves with?
- We must keep in mind that traveling to Arrakis from our homeworld through the spacing guild has put a huge dent in our pockets, what can we do to ration out resources.
- What can we learn from the Fremmen? They've managed to survive in these unforgiving conditions for thousands of years, only good can come of learning their ways.

Characters:

Lady Jessica: Paul's mother. Jessica is the concubine of Duke Leto Atreides. Though she acts like a wife to Leto and he has no other concubines, she is not married to Leto. Jessica is a member of the Bene Gesserit, a school that teaches and practices what many others think of as witchcraft. The Bene Gesserit are a secret organization of advisors within the empire, who are capable of using their unique psychic abilities to bend others to their will and read the intent of others.

Thufir Hawat: Duke Leto's master of assassins. Hawat is a well-known Mentat, or a person trained to act completely logically. He serves as Leto's main strategist and confidant. Hawat is old, having served three generations of Atreides. He has also trained Paul in combat and tactics. Being Duke Leto's main advisor, you will have a lot of connections within the duke's inner circle and greater insight on the duke's plans. Being a mentat also means you are essentially a living computer, meaning you have most information of the known universe at your fingertips.

Gurney Halleck: Duke Leto's master of arms, or war master. Halleck is well trained in the use of numerous weapons, and he is particularly good at swordplay with the use of personal electronic body shields. Being the main commander of the Atreides army, you will have the most connections to artillery and arms, responses to native fremmen attacks or potential offworld invasions will be your primary concern. Has a strong hatred for the

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Harkonnen's as he was once a slave on their heavily industrialized homeworld glies prime, very few warriors from fellow houses have been able to match his skills in combat.

Duncan Idaho: Swordmaster of Duke Leto and master pilot, no one is as deadly in the sky or in hand to hand combat. Well known within the Atreides army and royal family, very well respected amongst fellow houses as a powerful warrior.

Yueh: A doctor trained by the Suk School, you are trained to never cause any form of harm to anyone, you have plenty of connections within the medical world and considering how the situation on arrakis is bound to turn into conflict, your expertise in keeping everyone healthy and spreading that knowledge to potential allies could be key in house atreides survival on arrakis.

Stilgar: A leader of the Fremmen, the native inhabitants of Arrakis, the Fremmen are a heavily religious civilization that have been slaughtered by Harkonnen rule for centuries, your role on this council is to ensure justice is brought to your people under this new rule, and that the same treatment isn't brought upon you by the Atreides, your place on this council being the first step towards solidarity between house atreides and the Fremmen.

Liet-Kynes: Planetologist for the fremmen, you have studied planet Arrakis for your entire life and have a deep understanding of its ecology. You dream of one day terraforming the desert world into a lush green paradise, but before then you intend to help house Atredies

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navigate the terrain of this world and the dangers it presents, such as the massive sandworms which roam the deserts.

Shadout Mapes: A Fremmen soldier who intends on creating peace between house Atreides and the Fremmen, it was thanks to you that Fremmen personal were put onto this council and unifying the two factions is your goal. You act as a servant to the Atreides, being the Fremmen eyes and ears for Atreides operations, but also as a communicator to the royal family on Fremmen customs and religion.

Esmar Tuek: Arrakis smuggler, a life of smuggling goods in and out of Arrakis has given you many connections in illegal channels that may be useful in creating an edge against any rival house. You also have good relations with the Fremmen and have lived under their customs your entire life.

Paul Atreides: The heir apparent of House Atreides, you have been trained from birth to be skilled combatant and as a mentat your brain is that of a computer. You hold a great deal of responsibility as you will one day fill in your fathers role as duke of house atreides, you occasionally have visions of the future, a future in which restore house atreides to its former glory with the help of the Fremmen. You hold authority within the Atreides institutions as a member of the royal family, and you are believed by a lot of the Fremmen population to be the savior Mua'dib, whether you live up to those expectations is yet to be seen.

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Bindikk Narvi: Retainer of House Ecaz, known for their crop production throughout the galaxy, you have been put on Duke Leto's council as a favor to house Atreides, and have the necessary connections to establishing food networks to Arrakis, as crops can't be grown on Arrakis due to the environment.

Ammon: Mentat of House Ordos, sent to Duke Leto's council to establish good relations with the newly promoted House Atreides. House Ordo is a mercantile house known for trading Ixian technology through illegal channels, a resource which may be of utmost importance in survival on Arrakis.

Aerdan Boris: Retainer of House Thorvald, sent by the current Emperor to act as a set of eyes in Duke Leto's Council, you will be working closely with the spice production efforts on Arrakis and ensuring that House Atreides stays in line with the will of the emperor.

Farad'n Corrino: Heir apparent of House Corrino and son of the emperor, was sent to Duke Leto's council in order to ensure the treaty agreed upon by the emperor is met. You represent the interests of the emperor and want to ensure spice flow continues safely while tempering house atreides role in its production to keep face for the empire.

Feyd Rautha: Heir apparent of House Harkonnen, and a famous gladiator on the brutal Harkonnen homeworld of Gliese-Prime. Your role in Duke Leto's council is to represent Harkonnen interests and represent the remaining Harkonnen forces on Arrakis, you also

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have direct communication with the current Baron Vladimir Harkonnen. You have a rivalry with Paul and see yourself as the one who will one day be his undoing.

Chani (Zendaya in the movie): A representative of Fremen society on Arrakis, you wish to prevent further conflict with the empire and believe Paul to be the fated Muad'Dib who will bring liberation to the Fremen people and Arrakis as their birthright. You have deep connections with the Fremen and the millions of underground tunnels that many of them reside in, you also understand the effects of spice and how it alters the human condition.

Otheym: A leader amongst Fremen society, you have distinctly blue eyes due to your usage of spice, and because of that you have a number of physical altercations that make you an incredibly dangerous combatant and connects you to Arrakis in a way those without spice wouldn't understand. You have a sense of worm movement on the planet and can weaponize that sense by directing worms in certain directions and even using them for transportation.

Gomu Hoid: A delegate within Choam Company, you are to ensure that spice production is moved from Arrakis and distributed across the galaxy, that means maintaining relationships with the spacing guild and the representatives of other houses. You have the say as to what can be shipped in and out of Arrakis, and an obligation to ensure no illegal transactions take place in order to ensure the integrity of the empire.

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Keraos Kralizec: As a representative of the spacing guild, you are in charge of all off world transportation, such as providing navigators for long distance navigation and sending requests for freighters that can carry large portions of cargo in and out of Arrakis.

Aramsham: You are a strayed member of the Sardaukar, the emperor's private army who are put through torture in order to become the deadliest force in the known universe, you have a number of advanced weaponry such as the Hunter Seeker rifles, one of the few long distance weapons in dune that can penetrate energy shields, your role on Duke Leto's council is to act as muscle and insider knowledge on how the Sardaukar operate in the case of betrayal of the empire. You have lived on Arrakis for a while and are knowledgeable of its underworld, meaning you will be useful for illegal operations.

Additional Information

[https://dune.fandom.com/wiki/Timeline_\(Expanded_Dune\)](https://dune.fandom.com/wiki/Timeline_(Expanded_Dune))

<https://dune.fandom.com/wiki/House>