

Dune 2000 FAQ/Strategy Guide Final

by ATadeo

Updated on May 2, 2001

=====

D U N E 2 0 0 0

FAQ/Strategy Guide for IMB-PC Compatible

Version 1.0

By: "A" Tadeo

Created: April 10, 2001

Date last Updated: n/a

Mail me at: aaron20@edsamail.com.ph

Home Page: <http://surf.to/aaronph>

DISCLAIMER

This FAQ/Strategy Guide is created for personal use only. You must not use it for anything that gains profit. Specifically Magazines, Game Guides, Commercial Web Sites. You're also not allowed to rip off part/s of this FAQ/Strategy Guide and put it on your own Walkthrough/FAQ. Anyone doing this is guilty of "plagiarism", the act of stealing and passing off of ideas and words of another as one's own without crediting the source.

You also cannot use this FAQ/Strategy Guide as a guide for you to make your own FAQ/Strategy Guide, you must do everything there is to do in the game yourself or have others give info about your game and give them proper credit. You can copy the layout though.

You can put this FAQ/Strategy Guide on your non-commercial or non-profit web site provided that not a single character has been edited or removed. Don't worry though as you don't have to ask for my permission. You can also, print a copy of the entire guide or a part of it, provided you only use it for personal purposes. Remember "You don't have to steal, just ask." - B.O.F.III

INTRODUCTION

Hello again everyone! Welcome again to one of my guides. This will be the first time I'll be tackling a Strategy Game. The PC is the best platform to play strategy games because of the flexibility of the mouse and keyboard controls. Dune 2000 is such game that takes advantage of the PC's power. If you remember, Dune was released years ago as a DOS game. I was able to play it then and I really enjoyed it. When Westwood announced, after so many years, that they will bring back Dune as a Windows game. This includes cinematics, enhanced graphics and excellent music and sounds. The gameplay and strategy is almost the same between the two versions of Dune though. That's all. Let's get it on. By the way, take note that I'll be concentrating on the lists and the strategy elements of the game.

E-MAIL POLICY

=====

For the past few months, I've been receiving such a great number e-mails and some of them are quite annoying (just 2 of them though). So, I decided to put up this e-mail policy as a guide for you if you want to send an e-mail to me. Here are the things that you must do/must not do in sending an e-mail regarding this guide and any of my other guides:

Do's

1. Send me a question, which cannot be found on my guide. I will be more than happy to help you.
2. Try to be specific in order for me to understand what you're trying to ask me.
3. You can send in your questions/other e-mails in text or HTML format. No executables.
4. Check first the latest version of the guide before sending questions, contributions, etc. If you use later versions, the answer/s to your questions might have been answered already and will be most likely to be ignored. Check GameFAQs.com or vgstrategies.about.com for the latest updates.
5. If I happen to forget you, just e-mail me nicely and I'll respond to you ASAP.

Don'ts

1. Don't send any questions that can be answered from my guide. And don't be persistent in doing so.
2. Don't send nonsense e-mails like "I want to marry you!" "Can you buy me this or that?" etc.
3. Don't say bad words. F\$#k Y%u! and the likes.
4. And, don't send Chain letters! Please!
5. Don't send executable files (.exe, .com) as an attachment. I don't want any Trojans wandering around.
6. No spamming (repeated messages).

If you do any one of the "Don'ts", your e-mail will be ignored then deleted. Period.

Virus Info

There are still some people who are infected with the Snow White virus. You may receive an e-mail that is from hahaha@sexyfun.net that's all about Snow White and the seven dwarves. Here's what you can do to check if you are infected or not. Now, send a mail to yourself. This may sound crazy, but it works. If you receive another e-mail, which has the snow White virus, at the same time or a little later than the ones you send to yourself, it means that you are probably infected with the virus. To confirm this, check the IP Address and the STMP server indicated in the virus e-mail. Don't worry about infection, as long as you DON'T open the attachment, you're safe. But, if the IP Address and the STMP server in the virus e-mail is the same as the ones in your e-mail, you are 100% infected. So, run a virus scanner.

To prevent any virus from infiltrating, DO NOT open executable file such as (*.exe, *.com, *.scr, *.pif, *.bat) even if they're from a trusted friend or a family member. They may not know that they are infected. JPEGs and TXT files are safe. :)

=====

=====

- i. Introduction/E-mail Policy
- I. Game Overview
- II. The 3 Houses
- III. The Units/Buildings (per unit strategy)
- IV. Mission Strategies
- V. General Strategy
- VI. Credits/Acknowledgements

=====

GAME OVERVIEW

=====

=====

I. System Requirements

=====

IBM-PC Compatible 233 MHZ
Microsoft Windows 95/98
16 MB (32 MB recommended)
Video Cards with 4MB Video RAM
Sound Card

For more info about hardware for use with Dune 2000 for Windows, please check the "ReadMe" file at the Dune 2000 Start Menu Group. It's very long and it would be impractical to put it all up here.

=====

II. Game Information

=====

The PC has been the best platform for strategy games. You can play well using the mouse to gather your units and pummel your opponent's base. Not to mention, the keyboard interface where you can just press a key to command a unit in coordination with your mouse. This game's control is easy but it needs getting used to.

In Dune 2000, you'll choose between 3 houses. The Atreides, Ordos, and the Harkonnen. Each will vie for the spice-rich Dune. Each of them has their own mentats who will guide you. The houses have different styles of play, different storylines, different strengths and weaknesses, different units, and even different allies. But at the end, it will be your planning that will prove who is the best house among the 3.

Another thing you should know, and I think you'll like it, is the multiplayer option. You can Duke it out with your 5 other friends for fun. You can also set allies and enemies, and you can also give handicap to more experienced players to even up the battle. Onto the game!

=====

THE 3 HOUSES

=====

=====

HARKONNEN

=====

Mentat: Hayt DeVries

Harkonnen, the ruthless and the most devastating house of them all. In terms of units, they are superior to the other 2 houses. But Spice harvesting is their weakest point. They live on Gidi (GD) Prime and they pose threat to anyone, even the Emperor.

Strengths:

1. Powerful Units
2. Nuclear Weaponry

Weaknesses:

1. Spice Harvesting is poor

=====
ORDOS
=====

Mentat: Edric O

The Ordos are economical people. They plan their resources well and have lots of units to spare. But then, they get most of their equipments through smuggling and they work with deception.

Strengths:

1. Easy Spice Harvesting
2. Can build lots of units in a short time
3. Stealth Support

Weaknesses:

1. Weak Armored Units

=====
ATREIDES
=====

Mentat: Noree Moneo

Atreides, the weakest of the 3 houses who live on Caladan, the Water World. We can say that they are the good guys in this game. Their superiority is Air Combat. They also have the devastating Sonic Tank in their arsenal.

Strengths:

1. Air Superiority
2. Fremmen Support

Weaknesses:

1. Weak Units

THE UNITS/BUILDINGS (STRATEGIES)
=====

=====
BUILDINGS (in alphabetical order)
=====

ATREIDES PALACE

— — —
_	_	_
_	_	_
_	_	_

Requirement: IX Research Center

Armor: Heavy

Purpose: The Atreides Palace will enable you to summon the Fremen allies.

BARRACKS

— —
_	_
_	_
_	_

Requirement: Wind Trap

Armor: Medium

Purpose: Produces and Trains infantries

CONCRETE (Type 1)

— —
|_|_|
|_|_|

Requirement: Construction Yard

Armor: Medium

Purpose: Provides sturdy foundation for buildings

CONSTRUCTION YARD

— — —
_	_	_
_	_	_
_	_	_

Requirement: Construction Yard

Armor: Medium

Purpose: Provides sturdy foundation for buildings

GUN TURRET

—
|_|

Requirement: Barracks

Armor: Medium

Purpose: They will provide defense for your base by attacking any enemy unit within its range. It is very effective against vehicles but it is less likely to be effective against infantries.

HEAVY FACTORY

—
||_|
_	_	_
_	_	_
_	_	_

Requirement: Refinery

Armor: Heavy

Purpose: Heavy Factories will enable you to build heavy vehicles such as tanks and harvesters.

HIGH TECH FACTORY

```
  _  
_|_|_|  
|_|_|_|  
|_|_|_|  
|_|_|_|
```

Requirement: Outpost

Armor: Light

Purpose: High Tech Factories enable you to create airborne units

IX RESEARCH CENTER

```
  _  
_|_|_|  
|_|_|_|  
|_|_|_|  
|_|_|_|
```

Requirement: Outpost, Upgraded Heavy Factory

Armor: Light

Purpose: Enables the you to build more Advanced Units

LIGHT FACTORY

```
  _ _ _  
|_|_|_|  
|_|_|_|  
|_|_|_|
```

Requirement: Refinery)

Armor: Medium

Purpose: Produces Trikes and Quads

OUTPOST

```
  _ _ _  
|_|_|_|  
|_|_|_|  
|_|_|_|
```

Requirement: Barracks

Armor: Medium

Purpose: Enables you to see a map of the terrain. The Outpost needs power to operate so if there's no power, the map will be temporarily disabled.

REFINERY

```
  _ _ _  
|_|_|_|  
|_|_|_|  
|_|_|_|
```

Requirement: Wind Trap

Armor: Medium

Purpose: Refineries are where Harvested Spice are processed. Each Refinery can hold up to 2,000 Solaris worth of Spice.

REPAIR PAD

```
  _ _ _  
 |_|_|_|  
 |_|_|_|  
 |_|_|_|
```

Requirement: Upgraded Heavy Factory

Armor: Medium

Purpose: The Repair Pad can repair all your vehicles in the game. Just take note that repairing uses Spice. If you ran out of spice, the repaid pad will be useless.

ROCKET TURRET

```
  _  
 |_ |
```

Requirement: Upgraded Construction Yard and Outpost

Armor: Heavy

Purpose: They are the best defense for your base. They automatically targets your opponents and is very effective against any intruder. But, they need power to operate so try to keep your power level as high as possible.

SILO

```
  _  
 |_ |
```

Requirement: Refinery

Armor: Light

Purpose: Can hold extra Spice worth 1,500

STARPORT

```
  _ _ _  
 |_|_|_|  
 |_|_|_|  
 |_|_|_|
```

Requirement: Outpost and Heavy Factory

Armor: Heavy

Purpose: Starports will enable you to acquire reinforcement buy buying armaments from the merchant guild. You are allowed to buy 6 vehicles per order and it will take time for them to arrive. As for the vehicles, sometimes they will be cheaper than the ones you normally build on the factories, but sometimes there will be no stock of the vehicle/s you might need so you'll have to wait for a while.

WALL

```
  _
```

|_ |

Requirement: Wind Trap

Armor: Medium

Purpose: They provide defense against intruders, especially Saboteurs.
Just remember that they cannot be repaired.

WIND TRAP

_ _
_	_
_	_
_	_

Requirement: Construction Yard

Armor: Light

Purpose: Provides Power to the base

=====

UNITS (in alphabetical order)

=====

CARRYALL

House: All

Requirement: High Tech Factory

Weapon: none

Range: n/a

Speed: 96 km/h

Armor: Light

Note: none

Use/Strategy: Perhaps one of the most useful units in the game, the Carryalls will automatically transport your harvesters to the refineries thus making it a short trip. They will also transport units to the Repair Pad when instructed to.

COMBAT TANK

House: All

Requirement: Heavy Factory

Weapon: Shells

Range: Medium

Speed: 40 km/h

Armor: Medium

Note: none

Use/Strategy: Combat Tanks are the backbone of your army. They are versatile and are useful against almost all units in the game. They are also the best squishing weapon around.

ENGINEER

House: All

Requirement: Upgraded Barracks

Weapon: none

Range: n/a

Speed: 12 km/h

Armor: Light

Note: none

Use/Strategy: They are used to capture enemy buildings. If you plan on capturing one, give the Engineer some escort or simple clear a path for them to run because there are no transporters.

FREMEN

House: Atreides

Requirement: Atreides Castle

Weapon: 10mm Assault Rifle and Rockets

Range: Medium

Speed: 16 km/h

Armor: Medium

Note: none

Use/Strategy: The Fremmen have the uncanny ability to stealth themselves before assault. Use them wisely. They are effective against heavily armored units as well infantries. Keep them away from Siege Tanks though as the tank will need only 1 shot.

HARVESTER

House: All

Requirement: Heavy Factory

Weapon: none

Range: n/a

Speed: 12 km/h

Armor: Heavy

Note: One is included with a Refinery

Use/Strategy: Collects Spice. Can be used to squash infantries.

LIGHT INFANTRY

House: All

Requirement: Barracks

Weapon: 9mm Assault Rifles

Range: Short

Speed: 16 km/h

Armor: Light

Note: none

Use/Strategy: The most basic attack unit. Light Infantries are strong when in groups. They can destroy light armored units easily. But beware of the units with Heavy Armor that can crush them. Also, they are perfect for taking out Troopers.

MCV (Mobile Construction Vehicle)

House: All

Requirement: Heavy Factory and Repair Pad

Weapon: none

Range: n/a

Speed: 12 km/h

Armor: Medium

Note: none

Use/Strategy: MCV can be deployed to build a Construction Yard. If you have the option to build one, do so. This will make sure that you will always have a Construction Yard as enemies will try to destroy it first and foremost.

MISSILE TANK

House: All
Requirement: Upgraded Heavy Factory and IX Research Center
Weapon: Missiles
Range: Long
Speed: 36 km/h
Armor: Medium
Note: none
Use/Strategy: Tanks will be afraid when they see this Missile Tank. It can pierce through armor and can attack airborne units. But then, they are weak against infantries and troopers. What should you do then? Squish them.

ORNITHOPTER

House: Atreides
Requirement: Upgraded High Tech Factory
Weapon: 500 lbs. Bomb
Range: n/a
Speed: 168 km/h
Armor: n/a
Note: none
Use/Strategy: They drop the bombing site 3 times devastating anything below. It can only be damaged by anti-aircraft weapons, specifically missiles and rockets. They also need some time before they can be used.

QUAD

House: All
Requirement: Upgraded Light Factory
Weapon: Armor-Piercing Rockets
Range: Short
Speed: 54 km/h
Armor: Light
Note: none
Use/Strategy: They are fast and incredibly useful against almost any vehicle in the game. They can also take out bases but they are no match against turrets and Missile Launchers.

SIEGE TANK

House: All
Requirement: Upgraded Heavy Factory
Weapon: Heavy Shells
Range: Long
Speed: 30 km/h
Armor: Heavy
Note: none
Use/Strategy: The Siege Tanks are very useful against infantries. But it is very weak against heavily armored vehicles. Also, take into consideration their slowness in movement.

SONIC TANK

House: Atreides
Requirement: Heavy Factory and IX Research Center
Weapon: Sound Wave
Range: Medium
Speed: 12 km/h
Armor: Medium

Note: Damages everything in its path
Use/Strategy: The Sonic Tanks are very damaging indeed. They release sound waves or sonic booms in front damage everything in its path including your own units. They are best for defense support to the Turrets. They also prove to be very effective against infantries.

TRIKE

House: All
Requirement: Light Factory
Weapon: Heavy Machine Guns
Range: Short
Speed: 64 km/h
Armor: Light
Note: none
Use/Strategy: The Trike's advantage is speed. They can evade most attacks. Trikes are very useful against infantries as it can kill them easily with its machine guns. But then, Trikes are powerless against the heavily armored tanks.

TROOPER

House: All
Requirement: Upgraded Barracks
Weapon: Missile Launchers
Range: Medium
Speed: 12 km/h
Armor: Light
Note: none
Use/Strategy: They are very useful against armored tanks and vehicles. But don't let them go anywhere near infantries. Having troubles with turrets? They are the best units for the job.

=====

MISSION STRATEGIES

=====

Notes: Here are some things you should know about how I describe missions.
- When I talk about selection, it means what land you chose on the map of Dune for your next mission. Remember that before a new mission begins, you can select at least 2 places. This can help you out to choose which 2 maps you're going to choose.

=====

ATREIDES MISSION #1

=====

Objective: Collect 2,500 Solaris Worth of Spice
Map Size: Very Small

Starting Units:
Top Map: 5 Light Infantries, 3 Trikes
Bottom Map: 5 Light Infantries, 2 Trikes

New Units and Buildings:
Harvester, Concrete, Construction Yard, Wind Trap, Refinery, Silo

Strategy:

This mission will be ridiculously easy. All you need to do is build a Windtrap and a Refinery then collect spice. Defeat the few of the Harkonnen here if they come close. Beware of the worm!

=====
ATREIDES MISSION #2
=====

Objective: Destroy All Harkonnen Forces
Map Size: Small

Starting Units:
Top Map: 3 Light Infantries, 5 Trikes
Bottom Map: 4 Light Infantries, 3 Trikes

New Units and Buildings:
Light Infantry, Trike, Barracks, Light Factory, Outpost

Strategy:
In this mission, you'll have to build up your forces and attack the Harkonnen Base leaving no one alive. In the Top Map, the location of the base is to the south of your base. In the Bottom Map, the enemy base is located to the south, and a little bit to the west, of your main base. To win, build up at least 15 Trikes. Go to their base and destroy their Trikes and Infantries. Destroy the Barracks first and then destroy the Construction Yard. Destroy anything else.

=====
ATREIDES MISSION #3
=====

Objective: Harvest 5000 Solaris worth of Spice
Map Size: Medium

Starting Units:
Top Map: 2 Quads, 2 Trikes, 2 Light Infantries
Bottom Map: same

New Units and Buildings:
Trooper, Quad, Wall

Strategy:
On the top map, the location of their base is to the right of yours. At the Bottom Map, their base is located to the northwest. In this mission, you need to build up a large group of Trikes and Quads. Make 15 Trikes and 10 Quads. Number them separately. The Trikes should take care of the infantries and Troopers, while the Quads take on the enemies' Quads.

=====
ATREIDES MISSION #4
=====

Objective: Protect the Fremem Sietch and destroy the Harkonnen
Map Size: Medium

Starting Units:
6 Combat Tanks, 2 Trikes, 1 Quads, 3 Light Infantries

New Units and Buildings:
Engineer, MCV, Combat Tank, Heavy Factory, Repair Pad

Strategy:

The Fremmen Sietch is located to the southeast corner of the map. The enemy's base is just beside (to the left and a bit to the north) the Fremmen base. Now, that you have control of Combat Tanks, build a considerable amount of them, around 15, and support them with Quads and Trikes. You can also send some reinforcements to the Fremmen to protect their Sietch.

=====
ATREIDES MISSION #5
=====

Objective: Capture the Barracks at Sietch Tabr
Map Size: Medium

Starting Units:
1 Quad, 1 Trike, 3 Light Infantries, 1 Trooper, 2 Engineers

New Units and Buildings:
Missile Tank, Carryall, High Tech Factory, Gun Turret, IX Research Center

Strategy:
Once the mission begins, you'll need to capture the opponent's Starport within 10 minutes. Once you've captured it, you'll be given a MCV to start building your base. Now, build units until you have 5 Trikes and 5 Quads, now go directly to the north and capture the Starport with your Engineers. Then, bring the MCV back at the main base and strengthen your base. The main base of the opponent is to the northwest.

=====
ATREIDES MISSION #6
=====

Objective: Destroy all Ordos Forces
Map Size: Medium

Starting Units:
Left Map: 1 MCV, 2 Combat Tanks, 1 Siege Tank, 1 Missile Tank,
2 Light Infantries, 1 Trooper, 1 Trike, 1 Quad
Right Map: 2 Combat Tanks, 2 Trikes, 1 Quad, 3 Light Infantries,
2 Trooper

New Units and Buildings:
Siege Tank, Starport

Strategy:
First let's delve into the locations of the enemies. On the left map, the enemy would be to the north of the initial position of your MCV. There will be a smuggler's base at the northwest corner. In the right map, their main base is to the southwest of yours. And the Smuggler's base is directly to the south. All in all, you should build as many units as you can. 40 is the ideal number. It should contain mostly of Combat Tanks and Quads. You should also have some Siege Tanks, Missile Tanks, and Trikes.

=====
ATREIDES MISSION #7
=====

Objective: Destroy House Harkonnen
Map Size: Medium

Starting Units:

2 Combat Tanks, 1 Siege Tank, 1 Missile Tank, 2 Trikes, 7 Light Infantries,
5 Troopers

New Units and Buildings:

Sonic Tank, Ornithopter, Rocket Turret

Strategy:

The location of the enemy base is at the northwest corner of the map. Their second base is located to the northeast of your base. This time, build as many Combat and Missile Tanks as you can and support them with Quads. Send around 50-60 units to their base to make sure that you'll be able to penetrate their defense and eventually defeat the Harkonnen.

=====
ATREIDES MISSION #8
=====

Objective: Destroy all opposing forces

Map Size: Large

Starting Units:

1 Light Infantry, 1 Quad, 1 Trike, 1 Trooper, 5 Missile Tanks, 2 Combat Tanks, 2 Siege Tanks, 1 Sonic Tank

New Units and Buildings:

Fremen, Atreides Palace

Strategy:

This battle is a little bit tougher than the previous battles. You'll now have to fight Ordos and Harkonnen. The Harkonnen base is at the lower right and the Ordos is at the lower left. Now, here's what you might encounter. In the beginning of the battle, around 5 minutes after you start, an Ordos Saboteur will infiltrate your base. So, I suggest that you build Rocket Turrets as fast as possible and close all entry points. Trust me, those Saboteurs will be very annoying. There are 2 openings to your base, one on the top right and one at the bottom. Put numerous Rocket Turrets for base defense.

If you plan on attacking, I suggest that you attack the Ordos first. You can also destroy the Smuggler's base at the upper left corner of the screen if you want. This is because Ordos is much stronger than Harkonnen at this point. The Harkonnen won't be a threat because they will run out of spice early. So, build at 2 groups with at least 40 units each and attack Ordos from 2 sides. Beware of the Ordos Deviator, which will turn your units into theirs. Destroy them at once when you see them.

=====
ATREIDES FINAL MISSION
=====

Objective: Destroy everything!

Map Size: Extra Large

Starting Units:

All units with varying numbers

New Units and Buildings:

none

Strategy:

This will be the toughest battle among the Atreides' missions. You now have to take care of 2 enemies. The Ordos, Harkonnen, and the dreaded Sardaukar. With 3 enemies, you need to build your base fast. Either map you choose, the bases will be to the north. But I do suggest that you take on the map on the right because your 2 bases are near each other and can be easily defended. Your 2 bases on the left map will be quite far apart and most likely, one will fall to the enemy.

Now, here's what you should do. Try your best to put Rocket Turrets all over your base to defend against intruders. Then, build 80+ units (including Combat, Missile, Siege Tanks, including Quads and Trikes) and attack the Ordos first. Then, regroup and attack the Sardaukar. Beware that the Sardaukar's units are stronger than yours so your only advantage will be numbers.

Now, for the final attack. The house Harkonnen will be tough even with 80+ units. I suggest you attack Harkonnen with 100+ units because you'll be surprised when you attack them. They have tons of tanks including the most powerful tank in the game, the Devastator. Destroy the Devastators, then the Missile Tanks and then the Turrets. Take care of the other units as well. After penetrating their base, victory is now at hand. Congratulations on finishing the Atreides Missions!

=====

GENERAL STRATEGIES

=====

Here are some general strategies you can use against your opponents. May it be the CPU or a friend. I am using these strategies while I play and I think this will help you out too. I also tried to make it a little bit humorous.

BUILDING UP THE PACE

=====

Creating a base from scratch is really hard to do. You'll have to plan beforehand where to put your buildings. You'll also take into consideration the side of the land where you can put your buildings. Try to make a base that is not too crowded. This means that, your buildings should have spaces between them. This will be especially useful when an enemy sneaks in.

Another thing to remember is to have a few spaces on the outline of your base. This will be the place where you should put up those Turrets and Walls for defense. Scatter them throughout your base also, as this will minimize the damage you receive from Ornithopters of the Atreides.

Now, what should you do when you ran out of space and you really need some place to put your building up? Build a Mobile Construction Vehicle and deploy it where there are no enemies, and if it is possible, put your next base near your main base so that you can easily defend it when someone sneaks in. Or, the enemy might not attack your second base because it is near your Main Base and they're scared of reinforcements.

GETTING MORE UNITS

=====

To be able to win, you should have a sufficient number of units in your arsenal. If possible, always outnumber your opponent so that you'll have few

units to spare against their defenses (especially the turrets). To gain more units, a Starport is the best way. You can be delivered 6 units at a time and this won't prevent your building of units using the factories and barracks. Also, Spice should be abundant and you should build units (especially Tanks and Missile Launchers) all the time.

NUMBERING YOUR UNITS

=====

One of the most essential things you should do is to efficiently number your units. This way, you can easily call on groups of units and you don't have to select them all again.

To number a group of units, just select the group you want to be number then, press Control + the number you want to assign to them. To call the group, just press the number assigned to them. If you want to add new units to an existing group, first choose the unit or group of units you want to add. Then, press and hold Shift then press the number of the group where you want to add them. Finally, press Control + the number to make the group official.

KNOWING YOUR OPPONENT

=====

First and foremost, you must know what house your enemy is. This way, you can target their weaknesses (listed on the 3 houses section of this guide) to your advantage. Also, try to know the weak spot of their base where you'll find the less resistance (less turrets and units). And as a rule of the thumb, don't attack when the enemy is obviously stronger than you are. Example, don't attack 5 tanks with 5 Quads.

MORE STRATEGIES...

=====

I. Leave my Harvester alone!

This is, I think, the most effective way to loosen up your opponent. Target their Harvesters to prevent their Spice from accumulating, therefore halting production. It will weaken their army and you'll be able to win with your battalion.

II. So, there you are.

One of the hardest part in this game is scouting the area. The most effective way is to send a Trike to do the job. It is fast and agile and will evade most of the attacks by the enemy. If you plan on scouting through an enemy base, a good thing to do is to send at least 3 Trikes depending on the size of the base.

III. Spice, Spice, more Spice!

Getting sufficient Spice should be your main goal aside from beating your enemy. The most effective way to harvest spice is to put your refineries near them. If the spice is far away, spend some credits for CarryAlls. They will transport your Harvesters directly to the Refinery.

IV. Eeeek, a worm!

When you see a worm, don't panic. Stay on the safety of the land and it won't reach you. But then, you can make it disappear. How? By simply attacking it. Use infantries to defeat it. You can also provide support by using Missile Launchers as it has an excellent range.

V. Penetration

Now, how do you penetrate a well-defended base? If there are Gun or Missile Turrets, finish them off at once because they can be repaired. Next, target the light armored vehicles. After that, let your tanks squash the infantries, and finally, destroy the heavy artillery. Tada! You're in!

VI. My Legion will crush you Brigade

As usual, having advantage by the number of units will give you a 75% (approximately) chance of winning the battle. The only problem you'll have is when the path is narrow and you can only have a few units pass through at one time. This strategy isn't always true. A hundred light infantries can't beat 50 Tanks.

VII. Up or Down? Both!!!

Another good way of penetrating a base is to attack it from 2 opposite sides. This will ensure that you'll be able to go inside on either side or perhaps on both sides. This is a good strategy especially for Multiplayer games. Computer AI will not panic when you use this one. =)

VIII. Squish 'em

Tired of having hundreds of infantries in your way? Use Tanks and Harvesters to squish them. If they are running in packs of five, you can squish them all at once.

CREDITS/ACKNOWLEDGEMENTS

- Thanks to Westwood Studios for bringing one of the best classic strategy games to the Windows platform.

- Thanks to my Sis for waiting patiently for me (again) while typing and playing on my PC.

- And last but absolutely not the least, thanks to GameFAQs where you can view and download this walkthrough/FAQ. CJayC deserves all the credits given to him. Congratulations man, keep up the excellent work!

These are all that I would like to thank as of now. If I happen to forget anyone, please inform me. I'll check it out on my inbox if you really have something to be credited (I never delete important ones). Note, that if there are same info sent to me, it is on a first come first serve basis. Any suggestions, comments, additions, etc. will be duly credited to you once you've submitted one to me through my e-mail address written at the very top of this Strategy/FAQ. Thank you very much!

Dune 2000 (tm)
is a registered trademark of Westwood Studios

The Dune 2000 FAQ/Strategy Guide
Copyright April 2001
"A" Tadeo

This document is copyright ATadeo and hosted by VGM with permission.