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CULTIVATING DESERT POWER

Dune and Dune: Part Two have captivated long-term and new fans of the immersive universe created by Frank Herbert in his 1965 novel. Set in the year 10191, on the brink of an interstellar conflict, the story chronicles young Paul Atreides' rise to the calling of his noble heritage. By order of the omnipotent Emperor, Paul is thrust into unfamiliar territory on planet Arrakis, also known as Dune, which is inhabited by powerful desert warriors, the Fremen, and the only known planet to produce the precious spice. As the treacherous Baron Harkonnen turns against the Atreides family, Paul uncovers the deepest secrets of the planet, its people and his own destiny.

Riddled with gargantuan sandworms known to the Fremen as Shai-Hulud, the inhospitable desert world is perilous to travel by land. Flying vehicles are vital to survival. The ornithopter is built to withstand Arrakis' scorching heat, sandstorms and winds of more than 800 km/h (497 mph). It plays a pivotal role in several key sequences, starting with the Atreides family's arrival at the capital city of Arrakeen and Duke Leto's inspection of a spice-harvesting operation, where Paul first experiences the open desert. Reminiscent of a dragonfly, with no computer systems, the ornithopter's eight wings can fold up against its body while grounded or during quick dives, and flap rapidly when extended. The vehicle's landing legs retract to optimise its aerodynamic properties.



MEET THE MINIFIGURE CHARACTERS



PAUL ATREIDES

The son of a Duke, born into a destiny greater than his royal title, young Paul is thrust into an epic adventure of discovery that will take him across the galaxy to a barren and inhospitable world with danger around every corner. Paul must rise to conquer his fears as the fate of the galaxy rests on his young and untested shoulders.

DR. LIET-KYNES

Imperial Planetologist and Judge of the Change, assigned by the Emperor to oversee the smooth transition of power on Arrakis. An expert on the planet and the ways of its people, her connection to Dune goes beyond mere duty - she has forged a bond with the land and its inhabitants that has made her more Fremen than Imperial.

DUKE LETO ATREIDES

Duke Leto is a man guided by two watchwords: honour and duty. The noble and beloved head of House Atreides, he must lead his people in an exodus to a new world and protect his son, Paul, as malevolent forces gather, threatening to permanently erase the Atreides name from the pages of history.

LADY JESSICA

A mother and leader bonded unbreakably with her son - a royal heir with a fargreater destiny. In motherhood, what began as an act of duty became an act of love. Skilled at influencing others by wielding the mysterious powers of her Bene Gesserit voice and mind, she must prepare Paul to one day lead an army as the last light of hope to save a universe from falling into darkness.



GURNEY HALLECK

Trusted advisor of Duke Leto and Warmaster of House Atreides, Gurney Halleck is an irreverent and quick-witted artist with a sword, and is equally skilled at wielding a song with his chosen instrument, the baliset. Gurney will do whatever it takes to protect the Duke and his family — people as dear to him as the family he lost to the Harkonnens.

CHANI

A powerful Fremen warrior, Chani is a mysterious vision with haunting blue eyes who visits Paul's dreams, calling him to an unknown destiny beyond the far reaches of the galaxy. When she is revealed to be more than just a dream, Paul is haunted by a new mystery: how can two people who have never met know each other so intimately?

DUNCAN IDAHO

Known as the 'killer extraordinary', Duncan is a tactical combat expert and confidant loyal to House Atreides. The most gifted Swordmaster in the Known Universe, he is always watching the horizon in a world of unknown dangers. Forging a bond with young Paul and Duke Leto, Duncan is the first Atreides soldier sent by the Duke to scout out the forbidding planet of Dune.

BARON VALDIMIR HARKONNEN

A Machiavellian force of malevolence, determined to feed his addiction to brutality. A gravitydefying monster of a man, gliding through the air like a phantom of cruelty, the figurehead of House Harkonnen rules through fear, determined to take back the throne and reclaim the spice-rich sands of Dune from House Atreides. While this black-blooded tyrant breathes, no one is safe.





FROM THE LEGO® DESIGN TEAM

"This LEGO" model is a minifigure-scale recreation of the House Atreides Royal Ornithopter from Dune. That design stayed very true to the description in Frank Herbert's novel and we thought it would be exciting to recreate it in a LEGO version. We received a cornucopia of reference material from Legendary and the film's award-winning production designer, Patrice Vermette, that showed details of how all the functions worked and how the model should look. The film version was built on set by Patrice and his team, including full-scale models with wings. It was our job to make them 'real'. And, of course, we had to include the wings' flapping and folding mechanisms. Those were some of the trickiest functions, in part because of how they needed to fit and unfold in so many ways around the model. For the landing legs' extend/retract function, we used specialised LEGO Technic elements to get them working exactly how we wanted. They are all linked and need to fit inside the tight spaces in the body of the vehicle. We hope you enjoy building (and flying) your own ornithopter!"

Mike Psiaki, LEGO[®] Icons Design Master

































































































































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These four 'wing roots' form the foundation for the flapping mechanism of the ornithopter.











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The two cockpit seats are built as a removable section to make it easier to place your minifigure characters in the cockpit.

















































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