

Atreides Ornithopter

Adapted to use in the extremely dry climate of Arrakis, the Atreides 'thopter is a very good machine, though utilises an old-style engine system. 1/2 jet, and 1/2 helicopter, the 'thopter uses jet engines to propel itself when speed is the necessity, and is often used in combat. It uses its twin fan-like rear engines when stealth is required, or to conserve fuel. Used by the Atreides in the conflict on Arrakis, and later by smugglers and Fremen, the Atreides 'thopter was an acknowledged success on Arrakis and usually outperformed the sleeker Harkonnen machines.

Craft: Atreides Desert Ornithopter

Class: Airspeeder

Size: Huge (7.3 m long)

Hyperdrive: None

Passangers: 2 (max 6 with -2 to Pilot checks)

Cargo Capacity: 30 kg

Maximum Altitude: 1.2 km

Cost: 10,000

Maximum Speed In Space: Not applicable

Atmospheric Speed: 300 km/h (5 squares/action)

Crew: 1 (Normal +2)

Initiative: +0 (-2 size, +2 crew)

Maneuver: +0 (-2 size, +2 crew)

Defense: 13* (-2 size, +5 armor)

Shield Points: 0 (on Arrakis), 15 (DR 5)(off Arrakis)

Hull Points: 35 (DR 5)

*Provides full cover to crew and passangers.

Weapons:

3 Laser Cannons (Fire-Linked)

Fire Arc: Front

Attack Bonus: +0 (-2 size, +2 fire control)

Damage: 5d8

Range Increments: 150 m

2 Proton Torpedoes

Fire Arc: Front

Attack Bonus: +0 (-2 size, +2 fire control)

Damage: 8d8

Range Increments: 50 m

1 Concussion Missile Launcher

Fire Arc: Front

Attack Bonus: +0 (-2 size, +2 fire control)

Damage: 5d8

Range Increments: 25 m

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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