



Vehicles D6 / Harkonnen Air Superiority

Harkonnen Ornithopter

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.

Oftentimes referred to as "the flying wing", the Harkonnen ornithopter from a distance bears resemblance to a great albatross, since it is in effect a pair of slightly bowed wings joined together at the cockpit. Weapons are mounted under each wing. Harkonnen 'thopters are far sleeker, and therefore, look to be more maneuverable than Atreides 'thopters. However, since the Atreides design uses a more efficient engine and a better wing design, their thopter is the better. Harkonnen thopters also have a smaller payload than their Atreides cousins, due to the limited room under the wings. Also, Harkonnen 'thopters can't carry personnel.

Craft: Harkonnen Air Superiority Ornithopter

Type: Air Superiority Ornithopter

Scale: Speeder

Skill: Ornithopter Operation

Crew: 2, gunners, 1

Crew Skill: Varies Widely

Passengers: 0

Cargo Capacity: 20 kg

Altitude Range: 100, 800

Cost: 12,000

Manueverability: 2D

Body Strength: 2D

Shields: 1D

Weapons:

1 Blaster Cannon

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-200/1/2km

Damage: 2D

2 Concussion Missile Launchers

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 2D

Range: 25-50/100/150

Damage: 5D

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

All text and stats by Geoff DeWitt, OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.