

Vehicles D6 / Atreides Desert Ornithopter

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

Type: Desert Air Transport and Attack Vehicle

Scale: Speeder

Length: 7.3 meters

Skill: 'Thopter Operation

Crew: 1, gunners, 2

Crew Skill: Varies

Passengers: 2 troops, maximum of 6, results in a -1 Manueverability pip penalty/extra trooper

Cargo Capacity: 30 kg

Altitude Range: 2, 1200m

Cost: 10,000

Manueverability: 3D

Body Strength: 3D+1

Shields: Due to the effect of shields on Arrakeen sandworms, namely, driving them into a killing frenzy, Atreides 'thopters were unshielded on Arrakis.

Offworld, however, the thopters, carried a maximum of 1D+2 shielding.

Weapons:

3 Laser Cannons (Fire-Linked)

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/800/1.5 KM

Damage: 4D+2

2 Proton Torpedoes

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 2D+1

Range: 25-100/300/500

Damage: 8D

1 Concussion Missile Launcher

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 1D+2

Range: 25-50/100/250

Damage: 5D

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