



## Vehicles D20 / 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

Class: Airspeeder

Size: Huge (5 m long)

Hyperdrive: None

Passangers: 0

Cargo Capacity: 20 kg

Maximum Altitude: 800 m

Cost: 12,000

Maximum Speed In Space: Not applicable

Atmospheric Speed: 800 km/h (13 squares/action)

Crew: 2 (Normal +2)

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

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

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

Shield Points: 10 (DR 5)

Hull Points: 20 (DR 5)

\*Provides full cover to crew.

Weapons:

1 Blaster Cannon

Fire Arc: Front

Attack Bonus: -1 (-2 size, +1 fire control)

Damage: 2d8

Range Increments: 200 m

2 Concussion Missile Launchers

Fire Arc: Front

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

Damage: 5d8

Range Increments: 15 m

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