

Brawn	2
Agility	4
Mind	2
Sensors	2
Maneuver	4
Inertia	6
Size	2

Name: Gyr Falcon			
Designation: Pembroke Arms Heavy Ornithopter			
Crew	2; +3 passengers	Volume/Cargo	4/2
Piloting Modifier +1 DB		Breach Threshold 25	
Atmospheric Speed 150		Subspace Flight 12	
Spike Jump - NO		Cruising Speed - 0	

Power	notes	cost
Extra Hull Strength	+5 to Breach threshold	1
Fast	+1 Speed= +30 atmospheric, +1 subspace	1
2 Medium LR Lasers	X5 DMG, Range 15, -2 result mod to hit	8
Mach Speed	Mach two	2

Advantages	Disadvantages
Atmospheric Flight	Half Passenger Capacity
Hover	Half Cargo Volume



The Gyrfalcon Heavy Ornithopter, a product of Pembroke Arms Manufactory, is patterned after the magnificent gyrfalcons that soar the skies of the Homeworld of Humanity – Pembroke. Legend tells that the raptor is descended from genestock from Terra Progenitas, but the climes of its adoptive world have treated the creature well. Where once a gyrfalcon could comfortably land on a man's arm, now the great birds are far too large, with wingspans approaching 4 meters and dominate the skies of the airy planet.

Pembroke Arms' Gryfalcon attempts to provide the power, grace and maneuverability of the famed winged predator, and succeeds admirably. The mobile wings are capably of minute shifts and adjustments, making the craft extremely responsive under the hands of a good pilot. The twin Merlin engines provide admirable acceleration and top speed, in atmosphere or beyond, and, coupled to the advanced venting system, allow hover capability, mid-air braking and exceptional agility in flight.

In accordance with the Gyrfalcon's role as Pembroke's primary planetary defence fighter, standard load-out is a pair of medium-sized long-range lasers courtesy of DeLacy Smithworks, allowing engagement at distances outside of many similar sized fighters. The disdain held by Pembroke for missiles and bombs is well known, and thus the lack of either armament on the Gyrfalcon is not surprising. The paired LR lasers are intended to more than make up for the lack, allowing accuracy not seen at comparable ranges, even the ability to come out well trading fire with heavy guns. They also allow the ship to function without resupply as long as fuel is available. In truth, the design offered so little in the way of cargo and crew space that ammunition, especially in the form of missiles or bombs was impractical.

If there is a fault in the Gyrfalcon's design, it is the relatively weak sensor and targeting array. Space is probably the main factor in the decision to install Ricard Synthetics processors, but on-planet availability must certainly have played a role as well. How great a limitation this choice will be has not really been tested, but recent Sithik attacks on the Human border near Carlow might change that.