



# Vehicles D6 / Harkonnen Armored Transport

## Harkonnen Armored Transport

Since Harkonnen 'thopters cannot transport troops, the Harkonnens invented the HAT, Harkonnen Armored Transport, as a non-'thopter solution. Sluggish and underpowered, the HAT can pose a threat if allowed to land. Since it carries 300 troops, it can turn the tide of a battle in the time it takes to offload its passengers. It also carries some Heavy Lasers and Blaster Cannons onboard, along with two concussion missile launchers. If the enemy has no anti-aircraft weaponry, the HAT can be used as an aerial assault platform. Even if the enemy does happen to have some, the HAT is very heavily armored and shielded, and can take quite a bit of punishment.

Craft: Harkonnen Armored Transport

Type: Armored Troop Transport

Scale: Starfighter

Skill: Repulsorlift Operation

Crew: 3, gunners: 18

Crew Skill: Repulsorlift Operation: 3D, Vehicle Blasters: 4D, Missile

Weapons: 1D

Passengers: 300 troops

Cargo Capacity: 150 kg

Altitude Range: 300, 1100

Cost: 45,000

Manueverability: 1D

Body Strength: 5D+2

Shields: 3D+2

Weapons:

4 Heavy Laser Cannons

Fire Arc: 2 Front, 1 Left, 1 Right

Crew: 2

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 4D

Range: 100/500/1/2 km

Damage: 6D

6 Blaster Cannons

Fire Arc: 2 Front, 1 Left, 1 Right, 2 Rear

Crew: 1

Scale: Speeder

Skill: Vehicle Blasters  
Fire Control: 2D  
Range: 50-200/500/1 km  
Damage: 2D

2 Concussion Missiles  
Fire Arc: Front  
Crew: 2  
Scale: Speeder  
Skill: Missile Weapons  
Fire Control: 1D  
Range: 25-50/100/250  
Damage: 5D

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