

## 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

Class: Airspeeder

Size: Colossal (40 m long)

Hyperdrive: None

Passangers: 300 troops

Cargo Capacity: 150 kg

Maximum Altitude: 1.1 km

Cost: 45,000

Maximum Speed In Space: Not applicable

Atmospheric Speed: 300 (5 squares/action)

Crew: 3 (Normal +2)

Initiative: -6 (-8 size, +2 crew)

Maneuver: -6 (-8 size, +2 crew)

Defense: 12\* (-8 size, +10 armor)

Shield Points: 100 (DR 10)

Hull Points: 170 (DR 10)

\*Provides full cover to crew and passangers.

### Weapons:

4 Heavy Laser Cannons

Fire Arc: 2 Front, 1 Left, 1 Right

Attack Bonus: -4 (-8 size, +4 fire control)

Damage: 6d8

Range Increments: 200 m

6 Blaster Cannons

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

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 2d8

Range Increments: 100 m

2 Concussion Missiles

Fire Arc: Front

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: 5d8

Range Increments: 25 m

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