



Fremen Assault Transport

SPECS

Class: Capital Ship
In Service: 10450
Point Value: 470
Ram Factor: 210
Jump Delay: n/a

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Acc/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Pen: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, C, I, or Z.
Rate of Fire: 1 per turn

Vulcan Railgun
Class: Matter
Modes: Standard
Damage: 1d6+5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept Rating: -2 (Ballistic Only)
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Class-D Missile
8-10: Matter Cannon
11-12: Troop Barracks
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Vulcan Railgun
8-9: Class-D Missile
10-11: Hangar
12-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Matter Cannon
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Sensors
13-15: Hangar
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES

Antiquated Sensors
16 Fremen Marine
Contingents

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

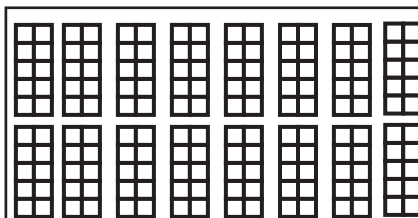
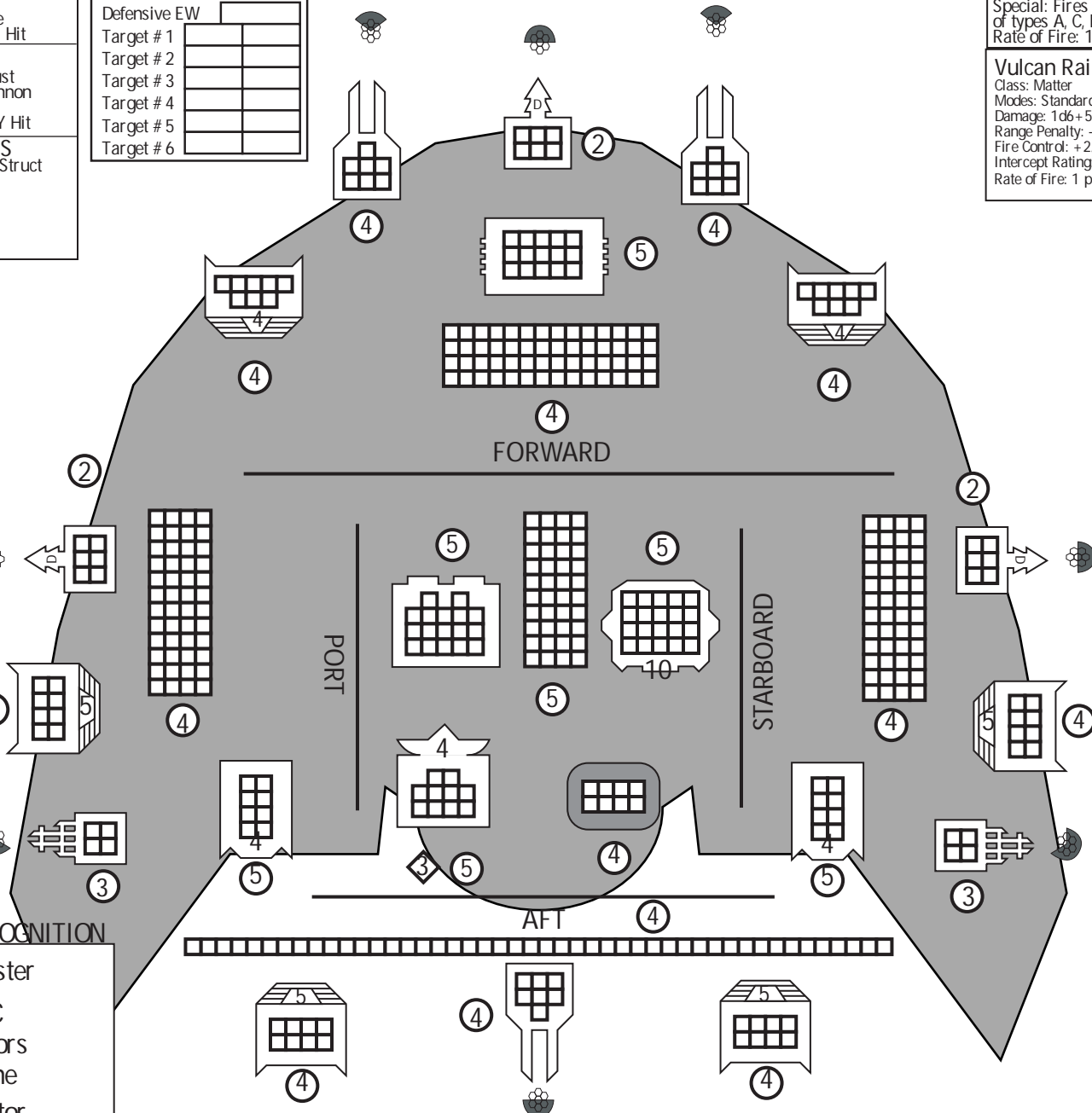
Target # 4

Target # 5

Target # 6

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-D Missile
- Vulcan Railgun
- Matter Cannon
- Marine Barracks



JIHAD ASSAULT SHUTTLE

Cost: 40 Defense: 8/8
Thrust: 6 Offense: +4
Armor: 2 Initiative: +10
2 Inferno Guns (linked)
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4

