

# Fremen Assault Transport

## SPECS

Class: Capital Ship  
In Service: 10020  
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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## 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  
15 Fremen Marine  
Contingents

## SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

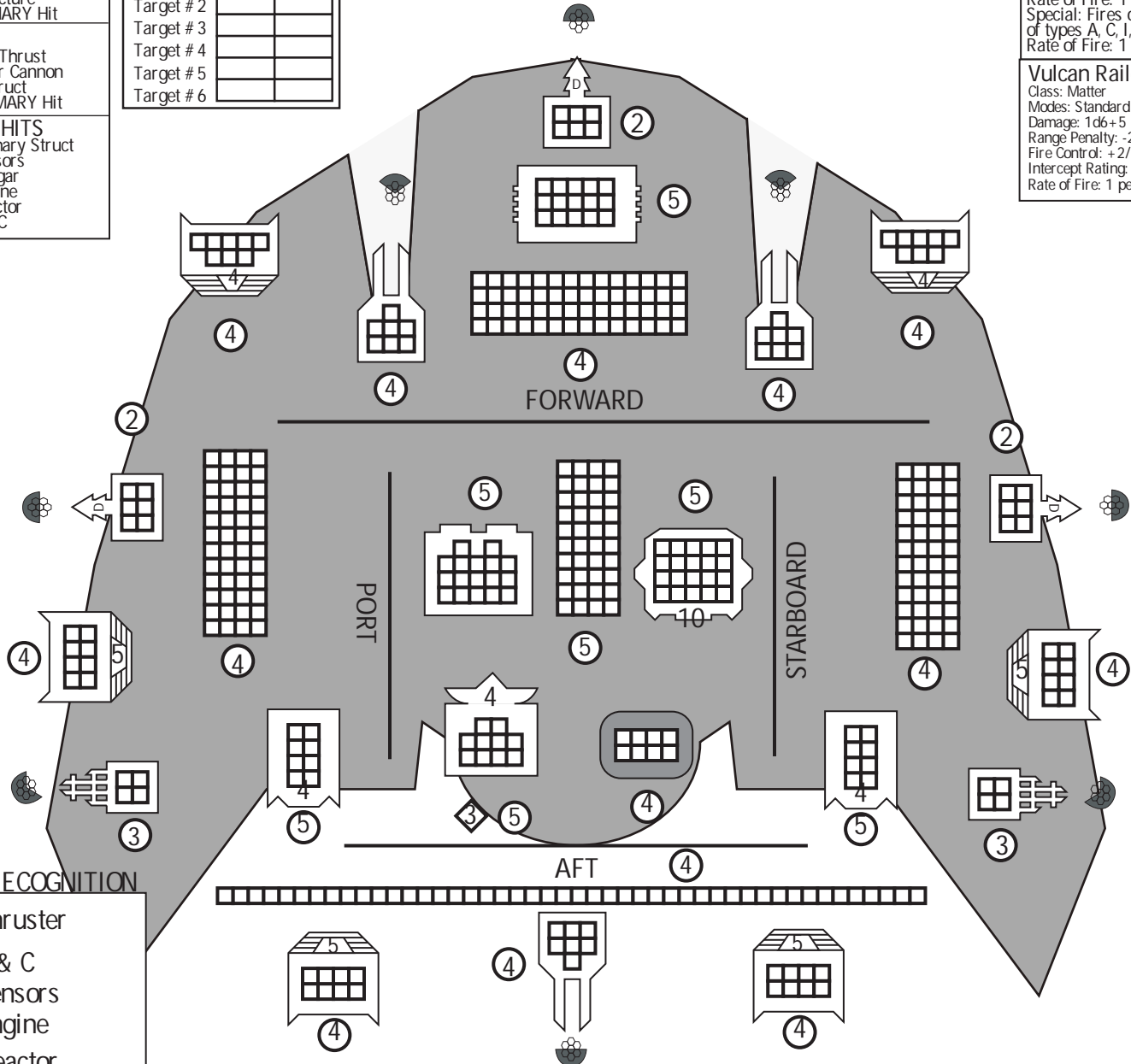
Target # 6

## 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)  
Rate of Fire: 1 per turn



## ICON RECOGNITION

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