



Vehicles D6 / Trade Federation AAT

Trade Federation AAT

Model: Baktoid Armor Workshop's AAT

Type: Armored assault tank

Scale: Speeder

Skill: Repulsorlift operation: AAT

Length: 9.75 meters

Crew: 2 (droids); gunners: 2 (droids); skeleton: 1/+15

Crew Skill: Repulsorlift operation 4D, vehicle blasters 4D

Passengers: 6 (on outside using handholds)

Cargo Capacity: 50 kilograms

Cover: Full

Cost: Not available for sale

Altitude Range: Ground - 4 meters

Maneuverability: 0D

Move: 19; 55 kmh

Body: 4D (4D+2 in front)

Weapons:

Laser Cannon

Fire Arc: Turret

Crew: 1 (commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 200-1/3/5 km

Damage: 5D

2 Range-Finding Laser Cannons

Fire Arc: Front

Crew: 1 (gunner 1)

Skill: Vehicle blasters

Fire Control: 2D+2

Range: 100-300/500/1.5 km

Damage: 3D

2 Light Blaster Cannons

Fire Arc: Front

Crew: 1 (gunner 2)

Scale: Character

Skill: Vehicle blasters

Fire Control: 2D

Range: 100-300/500/900

Damage: 7D

6 Energy Shell Launchers

Fire Arc: Front

Crew: 1 (gunner 2)

Skill: Missile weapons

Fire Control: 1D

Range: 100-450/900/2.6 km

Damage: See below

Energy Shell Types:

Bunker Buster High Explosive Shells: 6D+2

Armor-Piercing Shells: 4D+2 (+1D against armored targets)

High Energy Shell: 4D+2

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