



Vehicles D20 / Trade Federation AAT-W

Trade Federation AAT-W

The AAT-W is the water variant of the Armored Assault Tank used by the Trade Federation. The differences are numerous, but the basic design is the same. Instead of a large turret atop the vessel, the AAT-W has a high-powered blaster cannon mounted in its nose. It also has two fragmentation torpedo launchers for heavy assaults - one forward, one aft.

Other modifications from the basic AAT design include a sonar search system, stronger hull, and the lack of a strong repulsorlift system.

In order to be taken back to base, the AAT-W lifts off of the surface approximately 0.5 meters, then is picked up by a specialized landing barge (type C-9877) which has a crane apparatus. The AAT-W also acts as a relay system between the aqua droids and the droid control ship - the drones are too small to carry high-power equipment such as that needed to pierce through the water and atmosphere all the way to the Droid Control Ship.

Craft: Baktoid Armor Workshop "Aqua Tank" Armored Assault Tank - Water

Class: Speeder [Ground/Submarine]

Size: Gargantuan (11.1 m long)

Passangers: 0

Cargo Capacity: 25 kg

Speed: 18 m

Max Velocity: 50 km/h

Cost: Not available for sale

Crew: 1 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

Defense: 16* (-4 size, +10 armor)

Shield Points: 0

Hull Points: 50 (DC 10)

*Provides full cover to crew.

Weapons:

High-Powered Blaster Cannon

Fire Arc: Front

Attack Bonus: +4 (-4 size, +2 crew, +6 fire controll)

Damage: 5d8

Range Increments: 20 m

2 Fragmentation Torpedo Launchers

Fire Arc: Front

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 7d8/4d8

Range Increments: 30 m (7 m)

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