



# Vehicles D6 / Imperial AT-ST/A Assault

## Imperial AT-ST/A Assault Walker

A number of AT-ST walker variants have been produced over the years for any number of specialty missions that the Imperial Army may come across. Perhaps the most notable of these variants is the medium All Terrain Scout Transport Assault walkers (AT-ST/As).

The AT-ST/A is significantly larger than the standard AT-ST and is over ten meters tall. It carries a single chin-mounted heavy blaster cannon as the main weapon, replacing the the twin blaster cannon found on the standard AT-STs. The AT-ST/A also boasts reinforced leg braces as well as an upgraded gyro balance system.

Craft: Imperial All-Terrain Scout Transport/Assault Walker (AT-ST/A)

Type: Medium walker

Scale: Walker

Length: 6.9 meters long, 10.1 meters tall

Skill: Walker operation: AT-ST

Crew: 2, skeleton: 1/+15

Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D

Cargo Capacity: 200 kilograms

Cover: Full

Cost: Not available for sale

Move: 30; 90 kmh

Body Strength: 3D+1

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 50-200/500/1.5 km

Damage: 5D+1

Twin Light Blaster Cannon

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-300/500/1 km

Damage: 2D

## Concussion Grenade Launcher

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Missile weapons: grenade launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D

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