



Vehicles D20 / 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)

Class: Walker [Ground]

Size: Gargantuan (10.1 m tall)

Passangers: None

Cargo Capacity: 200 kg

Speed: 30 m

Max Velocity: 90 km/h

Cost: Not available for sale

Crew: 2 (Skilled +4)

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

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

Defense: 11* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 65 (DR 5)

*Provides full cover to crew.

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 5d8

Range Increments: 150 m

Twin Light Blaster Cannon

Fire Arc: Front

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 2d8

Range Increments: 100 m

Concussion Grenade Launcher

Fire Arc: Front

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 3d8

Range Increments: 20 m (6 m)

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