



Vehicles D6 / All-Terrain Scout Transport

Imperial Engineering AT-ST/S (Swimmer)

The AT-ST/S is the Empire's second floating walker. It was designed, like the original AT-ST, to be carried by an AT-AT. This type was specially developed to fit in the inside of an AT-ST/S to further the rein of the Empire.

Craft: All-Terrain Scout Transport/Swimmer

Type: Ocean Medium Walker

Scale: Walker

Length: 6.4 meters long, 8.6 meters tall

Skill: Walker Operation: AT-ST/S

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

Weapons:

Twin Blaster Cannon

Fire Arc: Front

Crew: 1 (Co-pilot)

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-200/1/2km

Damage: 4D

Twin Light Blaster Cannon

Fire Arc: Front

Crew: 1 (Co-pilot)

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/500/1km

Damage: 2D

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1 (Co-pilot)

Skill: Missile Weapons

Fire Control: 2D

Range: 10-50/100/200

Damage: 3D

Notes: Floats allow walker to stay above the water while the legs are not touching soil.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Brent Eager,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).