



Vehicles D20 / AT-CAT Command Walk

AT-CAT Command Walker

Developed not long after the Battle of Hoth in response to the rebel's tow-cable tactic. Also a superb fire-platform for 'quelling riots' and decimating enemy infantry.

Class: walker

Cost: Not available for sale

Size: colossal (-8, 20.6m long, 15.5m tall)

Crew: 11 (expert +8)

Passengers: 32

Cargo: 1 metric ton

Speed: 20

Altitude: n/a

Defense: 14 (-8 size, +12 armour)

Hull: 200

DR: 15

Weapon: 2 (fl) Heavy Laser Cannons

Fire Arc: 2 front *

Attack Bonus: +4 (-8 size, +8 crew, +4 fire control)

Damage: 6d10

Range Increment: 300 meters

Weapon: 2 (fl) medium blaster cannons

Fire Arc: f*

Attack Bonus: +4 (-8 size, +8 crew, +4 fire control)

Damage: 3d10

Range Increment: 100 meters

Weapon: 6 E-WEB turrets

Fire Arc: 1f*/2t/1r/1l/1b

Attack Bonus: +2 (+4 vs speeders) (-8 size, +8 crew, +2 fire control
(special: +4 vs speeders))

Damage: 6d8

Range Increment: 80 meters

Note: * = head mounted.

The E-WEBs are mounted in the following turrets;

1 on top of the head, 2 either side of the body, 1 belly turret, 1 spine

turret, and 1 rear gunner. Though it should be noted that not all AT-CATs have all 6 turrets, usually only 2 or 3 are present. Often the medium blasters on the sides of the head are replaced with E-WEB turrets instead. It has proven extremely capable at defending itself against rebel speeders and acting as a fire-base against enemy infantry.

AT-CAT's with only the belly turret have been taken down successfully by rebel speeder pilots by flying so that the walker's own legs block the turret's line of sight.

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

All text and stats by Jonathan Burnett, 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](#).