

Name: Umbaran Impeding Assault Crawler Tank

Scale: Walker

Length: 54.78 meters

Width: 7.76 meters

Height/depth: 5.8 meters

Skill: Walker Operation, Umbaran Impeding Assault Crawler Tank

Crew: 1

Cargo Capacity: 250 Kilograms

Cover: Full

Maneuverability: 1D

Move: 33, 100 kmh

Body Strength: 4D

Shield Strength: 2D

Weapons:

10 double-ended blaster cannons (one per body segment)

Fire Arc: Turret

Scale: Character

Skill: Vehicle Blasters

Fire Control: 1D

Range: 5-20/100/500m

Damage: 5D

4 articulated turret guns (head segment)

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-200/1/2km

Damage: 5D

2 twin cannons (tail segment)

Fire Arc: Back

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 0D

Range: 50-150/700/1.5km

Damage: 5D



Description: The Impeding Assault Tank (IAT), more commonly known as the Umbaran crawler tank, was a centipede-like ground vehicle developed by the Umbaran militia.

The IAT was a shielded machine that could be piloted by a single Umbaran. It was armed with blaster cannons-four at the front and two at the rear, while ten covered the segmented bodies.

The only action the IAT had experienced was during the Battle of Umbara between the Grand Army of the Republic from the Galactic Republic and the Umbaran militia that had sided with the Confederacy of Independent Systems. As the clone troopers of the 501st Legion patrolled the planet of Umbara, one IAT suddenly sprang out from under the ground, catching many clones off-guard. Following the arrival of additional crawler tanks, the Republic forces used rocket launchers and thermal detonators to destroy the vehicles.

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