

Craft:

Imperial Ground Tank (IGT)

Type: Tracked Ground Assault Vehicle

Scale: Walker

Length: 7.3 Meters

Skill: Ground Vehicle Operation; IGT

Crew: 1 + 1gunner

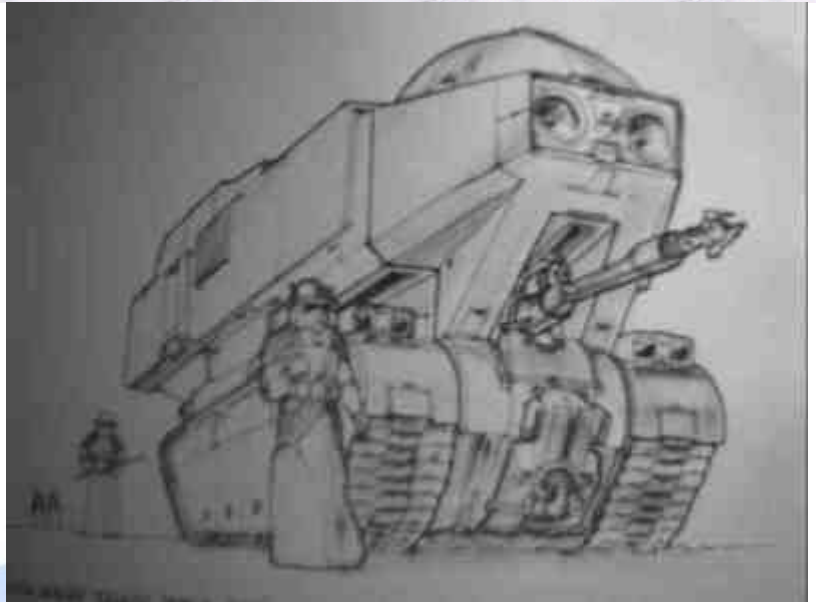
Passengers: 12 Cargo Capacity: 450 kilograms

Cover: Full

Maneuverability: 0D

Move: 15, 45 kmh

Body Strength: 4D



Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-300/500/1km

Damage: 2D

Twin Concussion Grenade Launchers

Fire Arc: Front

Scale: Speeder

Skill: Missile Weapons: Grenade Launcher

Fire Control: 1D

Range: 10-50/100/200m

Damage: 6D

Description: Although the Republic made extensive use of high technology solutions to problems, such as using Repulsor Tanks as rapid combat vehicles, the Empire preferred the cheaper, more easily mass produced solutions necessary for the quantity of vehicles they wanted in use. The Imperial Ground Tank is one of the early versions of this solution, and was developed to fill the gap before the AT-AT and AT-ST walkers were introduced. Although slower than the AT-XT and AT-TE walkers that predate it, it was far cheaper and therefore available in greater numbers. The IGT however never fulfilled the Imperial doctrine of striking terror into their enemies hearts, so was used only as a temporary solution until the newer walkers were completed. However the number produced, and the reliance on common parts has meant the AGT has lasted well, although only used on the fringes, it has been forced into use once more as supplies of walkers has dried up since the Battle of Endor, and while far inferior to almost any other

battlefield vehicle, it is better than nothing.

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