

AAT

Craft: Trade Federation Armoured Assault Tank (AAT)

Type: Speeder

Scale: Speeder

Length: 9.75m

Skill: Repulsorlift operation: Repulsor Tank

Crew: 1+1 Gunner

Passengers: 0

Cargo Capacity: 50kg

Cover: Full

Altitude Range: Ground level-8m

Maneuverability: 1D

Move: 50; 140kmh

Body Strength: 5D

Weapons:

Twin Light Blaster Cannon (fire independantly)

Fire Arc: Front

Scale: Character

Skill: Vehicle Blasters

Fire Control: 1D

Range: 10-100/200/500m

Damage: 5D

Light Laser Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 20-200/1/2km

Damage: 5D

Energy Projectile Launcher

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons

Fire Control: 2D

Range: 10-50/100/200m

Damage: 5D



Description: The AAT is the standard Trade Federation Repulsor Tank, and was used from the Battle of Naboo until the Trade Federation was defeated during the Clone Wars. Although the Trade Federation

used a variety of different Repulsor Tanks until the AAT was developed, these were all mothballed in favour of the AAT which was better armed and cheaper than its ancestors. Compared to newer Imperial and Republic designs, the AAT is slow, unweildy and weak, however the quantities that these were deployed in made up for their weaknesses and what they lacked in power they made up for in disposability.

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