

Vehicles D6 / All Terrain Anti Aircraft (ATAA)

ATAA

Type: All Terrain Anti Aircraft

Scale: Walker

Length: 12 Meters long, 5 Meters Tall

Skill: Walker Operation, ATAA

Crew: 2 + 1 Gunner

Passengers: 1

Cargo Capacity: 200kg

Cover: Full

Maneuverability: 1D

Move: 18, 50 kmh

Body Strength: 3D

Weapons:

Concussion Missile Launcher

Scale: Speeder

Fire Arc: Front

Crew: 1

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-200/1/2km

Damage: 8D



Description: Although the Battle of Hoth was an overwhelming success for the Empire, with many Rebel troops being slain, and a massive capture of supplies and resources, the loss of a number of ATAT walkers to airspeeders was a blow to the Empire's image of the walkers as almost undefeatable in combat. In an effort to avoid the repeat of this happening, the Empire developed and introduced the ATAA, design to take on Air Speeders at extreme ranges and to take them out before they could make attack runs on the Empires ATAT and ATST walkers. Although the ATAA was hailed as a success, it was never really tested out in reality, since there were no other huge Imperial/Alliance ground battles before the Emperors death at the battle of Endor. After Endor, the Empires resource base was severely crippled that producing new ATATs became a priority rather than auxilary craft such as the ATAA, so few more were built.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by LucasArts, copyright resides with them.

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

