

## Vehicles D6 / All Terrain Assault Scout

Craft: All Terrain Assault Scout Transport

Type: Medium Walker

Scale: Walker

Length: 6.4 Meters long, 8.6 Meters Tall

Skill: Walker Operation; ATST

Crew: 2; Skeleton 1/+15

Cargo Capacity: 200 kilograms

Cover: Full

Maneuverability: 1D

Move: 30, 90 kmh

Body Strength: 3D

Weapons:

Gatling Blaster Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 4D

Range: 50-200/1/2km

Damage: 6D

Twin Light Blaster Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-300/500/1km

Damage: 2D

Concussion Grenade Launchers

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons: Grenade Launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D



Description: This is an upgraded version of the standard ATST, designed to help where Imperial supplies were beginning to run low. So that when ATAT walkers could not be provided where needed, these walkers were used as a stop gap measure.

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

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