

## Vehicles D6 / Imperial All Terrain Command Post

Craft: AT-CP

Type: Imperial Light Walker, All Terrain Command Post

Scale: Walker

Length: 6.4 Meters long, 9.4 Meters Tall

Skill: Walker Operation, Scout Walker

Crew: 3, Skeleton:1/+15 Passengers: NA

Cargo Capacity: 100 Kilograms

Cover: Full

Maneuverability: 1D

Move: 30, 90 kmh

Body Strength: 3D+2

### Sensors:

Passive: 20km/0D

Scan: 40km/1D

Search: 60km/2D

Focus: 300m/3D

### Weapons:

Twin Light Blaster Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-300/500/1km

Damage: 2D

Heavy Repeating Blaster Cannon

Fire Arc: Turret

Scale: Character

Skill: Vehicle Blasters

Fire Control: 2D

Range: 25-150/250/500m

Damage: 8D

Concussion Grenade Launchers

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons: Grenade Launcher



Fire Control: 1D

Range: 10-50/100/200

Damage: 3D

Description: The All Terrain Command Post is a small control and command vehicle designed to coordinate Imperial forces on a small scale, reusing the design and same stock of parts as the All Terrain Scout Transport, an economical and efficient practice. These vehicles were intended to replace Chariot Command Speeders in controlling battalions and small armoured columns, but after the Battle of Endor these plans were pretty much abandoned due to the need for the frames for these vehicles to be used for AT-ST's instead. A few AT-CP's remain in operation, and their advanced communication systems which can communicate across interstellar distances if necessary, and a sensor package which allows the commander aboard to scan a large area to detect enemy activities and plan friendly military action over an entire battle area.

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