

Craft: ATSP

Type: Imperial Light Walker, All Terrain Sensor Platform

Scale: Walker

Length: 6.4 Meters long, 8.6 Meters Tall

Skill: Walker Operation, Scout Walker

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

Cargo Capacity: 150 Kilograms

Cover: Full

Maneuverability: 1D

Move: 30, 90 kmh

Body Strength: 3D+2

### Sensors:

Passive: 20/0D (about 2,400 km)

Scan: 40/1D (about 4,800 km)

Search: 60/2D (about 7,200 km)

Focus: 3/3D

### Weapons:

Twin Laser Cannons (firelinked)

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-200/1/2km

Damage: 5D

2 Twin Light Blaster Cannons

Fire Arc: 1 Front/Left 1 Front/Right

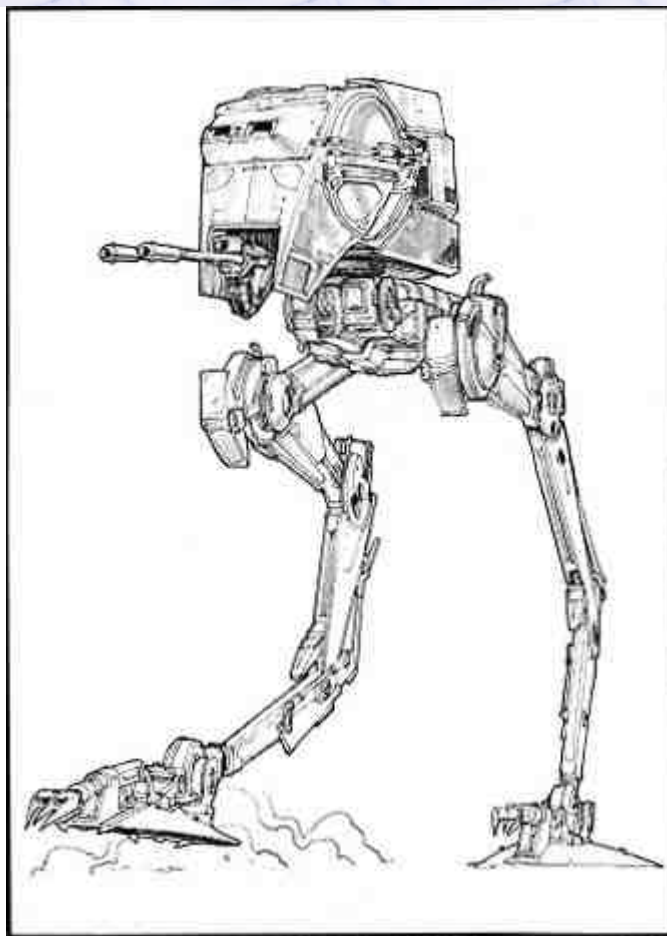
Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/500/1

Damage: 5D



Description: The ATSP is a scout walker with a number of additions to it, mainly the addition of a Tie Fighter sensor package. This allows this Scout Walker to be used as mobile sensor platform, helping to scan for starships landing in remote areas of planets, as well as to help in planetary based searches. The ATSP is also a sealed vehicle which has enough supplies to last its crew for 24 hours, and has the addition of an Infrared sensor package to the forward viewing ports. The forward viewing ports are also

enhanced NeuroSaav Sure-Sight systems, which give the occupants a +2D to Perception checks in low-visibility situations and a +2D to weapon attacks against targets that move more than 10 meters per round.

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