

Vehicles D6 / Trade Federation Heavy

HAT

Craft: Trade Federation Heavy Assault Tank (HAT)

Type: Speeder

Scale: Speeder

Length: 10.2m

Skill: Repulsorlift operation: Repulsor Tank

Crew: 1+1Gunner

Passengers: 0

Cargo Capacity: 25kg

Cover: Full

Altitude Range: Ground level-7m

Maneuverability: 1D

Move: 40; 120kmh

Body Strength: 4D+1

Weapons:

Heavy Projectile Launcher

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 2D

Range: 30-100/200/500m

Damage: 6D



Description: As the Clone War destroyed the resources of the Trade Federation, they were forced to use more low technology solutions to their problems. The Heavy Assault Tank is an example of these low tech solutions, being a modified Armoured Assault Tank (AAT) with most of the difficult to produce parts stripped away and replaced with more simple and easier to produce parts. The weapons have been removed and replaced with a simple projectile launcher, which while a powerful weapon, is clumsy to use and target. The armour has been replaced with heavier but cheaper composites, which account for the slower top speed and lower altitude range although the repulsorlift drive has survived almost unmodified. These vehicles were the last attempt by the Trade Federation to produce tanks in large numbers, and were only used during the last couple of months of the Clone Wars. This means that although they were only used in small numbers, many of the surrendering Trade Federation forces were equipped with these vehicles. Most were scrapped by the Empire, but a few have survived in primitive worlds defence forces, and certain warlords arsenals.

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