

Vehicles D6 / Imperial All Terrain Heavy

Craft: Imperial Heavy Walker
Type: Imperial All Terrain Heavy Transport (AT-HT)
Scale: Walker
Length: 7.3 Meters long, 9.5 Meters Tall
Skill: Walker Operation; AT-HT
Crew: 2 + 2 Gunners; Skeleton 2/+15
Cargo Capacity: 250 kilograms
Cover: Full
Maneuverability: 0D+2
Move: 20, 60 kmh
Body Strength: 5D
Weapons:

Twin Heavy Blaster Cannons

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 3D

Range: 50-200/1/2km

Damage: 6D

Light Blaster Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-300/500/1km

Damage: 4D

Concussion Grenade Launcher

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons: Grenade Launcher

Fire Control: 1D

Range: 10-50/100/200m

Damage: 4D



Description: Although the AT-ST was the most famous of the Imperial Light and Medium walkers and was produced in by far the largest numbers, the Empire fielded a number of different designs and variations. The AT-HT is a heavy twin legged walker used for combat and patrols, where the firepower and armoured capabilities of a heavy walker like the AT-AT were required, but the transport capabilities were not needed. Carrying enough firepower to deal with most other walkers, and a light cannon for defence against air speeders and lighter more agile vehicles, the AT-HT is a capable and powerful combat vehicle. It was only due to the Empire's large purchases and use of AT-AT Walkers that the AT-HT did not become more common, although the Empire did built and deploy massive numbers mainly to important installations where the walkers sheer power was felt to be needed.

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