

## Vehicles D6 / Imperial WaveSkimmer A

Craft: Imperial WaveSkimmer  
Type: Imperial WaveSkimmer Aquatic Walker  
Scale: Walker  
Length: 14 Meters long  
Skill: Walker Operation, WaveSkimmer  
Crew: 3, Gunners:2 ; Skeleton:1/+10  
Passengers: 28  
Cargo Capacity: 0.5 Tons  
Cover: Full  
Maneuverability: 2D  
Move: 42, 120 kmh  
Body Strength: 6D  
Weapons:



### 2 Medium Laser Cannons (firelinked)

Scale: Walker  
Fire Arc: Front  
Skill: Vehicle Blasters  
Fire Control: 2D  
Range: 50-500/1.5/3km  
Damage: 5D

### 2 Light Blaster Cannons

Scale: Speeder  
Crew: 1 Each  
Fire Arc: 1 Front, 1 Back  
Skill: Vehicle Blasters  
Fire Control: 2D+1  
Range: 10-100/50/1km  
Damage: 5D

Description: The WaveSkimmer is a hydrofoil aquatic vehicle which is supported on two pontoons riding high above the water doing the same role as the AT-AT walker does for Imperial forces on land. Faster and more maneuverable than its land bound brother design, the WaveSkimmer has limited application on the battlefield but allows Imperial forces to dominate battles on water worlds. Produced in smaller numbers than the AT-AT, the WaveSkimmer is still a common vehicle on many Imperial worlds, carrying troops and providing armoured support to SeaTroopers.

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