Vehicles D6 / Imperial WaveSkimmer Aquatic



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 manueverable 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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