

Vehicles D6 / Kuat Drive Yards All Terrain

Name: Kuat Drive Yards All Terrain Armored Cannon (AT-AC)

Manufacturer: Kuat Drive Yards

Line: All-terrain vehicle, Urban suppression walker

Type: Combat walker

Scale: Walker

Skill: Walker operation: AT-AC

Crew: 3 (1 Pilot, 2 Gunners), skeleton: 1/+15

Crew Skill: Vehicle Blasters 4D+2, Walker Operation 5D

Cargo Capacity: 200 kilograms

Cover: Full

Cost: Not available for sale

Manoeuvrability: 1D

Move: 27; 80 kmh

Body Strength: 3D+2

Weapons:

Chin-Mounted Dual Cannons (optional)

Fire Arc: Front

Crew: 1 (pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-200/1/2 Km

Damage: 4D

2 x Dual Barrelled Blasters

Fire Arc: Front

Crew: 1 each (Gunner)

Scale: Speeder

Skill: Vehicle blasters

Fire Control: D

Range: 50-300/500/1 Km

Damage: 5D



Description: The All Terrain Armored Cannon (AT-AC) was a bipedal walker used by the ground forces of the Galactic Empire during the early Imperial Era. The walker was a part of the all-terrain vehicle line and an early model in urban suppression walker production, and would pave the way towards the eventual production of the All Terrain Scout Transport.

Description

The All Terrain Armored Cannon, or AT-AC, was a model of all-terrain vehicle walker produced by Kuat Drive Yards and used in the early days of the Imperial Era by the reigning Galactic Empire. Further, the walker was an early entry into the urban suppression walker line and acted as a step in the evolution towards the All Terrain Scout Transport of the all-terrain line. The AT-AC contained one set of chin-mounted dual cannons, a large cabin surrounded by armor plating, and a forward view slit along with two large windows equipped with dual-barreled blasters.

History

First Deployment

During or after 18 BBY, several AT-ACs were deployed by the Imperial Advanced Science Division on the planet Ord Mantell during a raid to capture the rogue clone Omega of Clone Force 99. As Imperial forces filled the streets of Ord Mantell City, AT-ACs helped establish Imperial rule over the city by marching through its streets. As the AT-ACs patrolled the streets near Cid's Parlor, where Imperial clone commandos were conducting the raid, one of the walkers was hijacked by Echo and AZI-3. Echo used the walker to ambush a Low Altitude Assault Transport that was being prepped to ship his captured squad members off-world. In response, a second AT-AC destroyed the hijacked walker by shooting at its reversed knee brace, causing it to topple over. The AT-AC continued to fire at the Bad Batch as the rogue clones fled the scene.

Janix Patrol

Somewhere between 17 BBY and around 13 BBY, AT-ACs were later utilized on the Mid Rim planet Janix during the Empire's hunt for the renegade Sith Lord Maul when the Tactical Defense Force failed to report and capture him.

Several AT-ACs began to patrol Janix city, along with the TK stormtroopers around Janix Civil Defense HQ and The Mark and Claim casino.

At the height of the hunt, Maul and his companions attempted to escape Janix city through a power station, but found the complex guarded by numerous TK stormtroopers as well as an AT-AC. Not wanting to wait for the Imperials to move on, Maul ignited his lightsaber and charged the walker as it began to fire its cannons at him. After dodging several blasts, Maul sliced through the AT-AC'S left foot before subsequently throwing his lightsaber into the backside of the armored cabin. As Maul retrieved his lightsaber via The Force, the AT-AC stumbled forward and collapsed before exploding due to the damage it had sustained. A TK Stormtrooper Commander inspected the damage walker but found no signs of the fugitives, before two Inquisitors the First Brother and Eleventh Brother, arrived at the power station.

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