Vehicles D6 / AT-IC All Terrain Ion Cannon



Imperial AT-IC - All Terrain Ion Cannon

The All Terrain Ion Cannon, or AT-IC as it was known, was a short-lived
variant of the common All Terrain Armored Transport (AT-AT), featuring
a massive heavy ion cannon mounted in the rear section.

In order to accomodate such a massive weapon, the storage space and
passenger areas had to be sacrificed in order to fit in the weapon itself
along with the obligatory cooling systems and power generators. This turned
the once formidable surface troop transport into a powerful piece of mobile
artillery, to supplement the heavy assaults on outposts and garrisons.

The original designs for the AT-IC called for it to be the same size as
the AT-AT, off which it was based. However, seeing an opportunity to cut
the high production cost, Kuat opted to slightly scale down the AT-IC's
size in order to save on durasteel costs.

The command "head" of the walker is identical to that seen on the earlier
AT-AT, giving the AT-IC, with its smaller size, a rather awkward appearance.
However, the decision to use the AT-AT command module would later be praised
by the Imperial Army, who could rely on their already trained AT-AT pilots
to operate the AT-IC with no additional training.

During a combat operation, the AT-IC would back into a firing position,
often times kneeling down in the same fashion that an AT-AT would to release
its troops. Once in firing position, the gunner would be able to lay down
heavy fire upon the target - which could even be a medium sized vehicle
given the superb fire control systems incorporated into the ion cannon.

Most AT-ICs which were pressed into service were painted a tan-brown, for
no reason other than quick recognition of the vehicle class by an Imperial
commander observing a conflict from a distance. Battle worn AT-ICs often
lost their coat of paint or featured dull grey patches of exposed durasteel.

The AT-IC never saw production in mass numbers, but orders did remain steady
for several years, up to when the New Republic showed interest in a more
modern design variant with interchangable artillery mounts - such a variant
was never produced.

Craft: Kuat Drive Yards' All Terrain Ion Cannon
Type: Assault walker

Scale: Walker
Length: 15.7 meters long, 13.5 meters tall
Skill: Walker operation: AT-IC
Crew: 3, gunners: 1, skeleton: 2/+10
Crew Skill: Vehicle blasters 5D, walker operation 5D
Passengers: None
Cargo Capacity: 100 kilograms
Cover: Full (crew), 3/4 (gunner)
Cost: Not available for sale
Maneuverability: 0D
Move: 21; 60 kmh
Body Strength: 5D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front *
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 km
Damage: 6D
2 Medium Blasters (fire-linked)
Fire Arc: Front *
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 km
Damage: 3D
Heavy Ion Cannon
Fire Arc: Back
Crew: 1 (gunner)
Skill: Vehicle blasters
Fire Control: 3D
Range: 50-500/2.5/5 km
Damage: 6D

* Note: The AT-IC's head is mounted on a pivoting neck, which can turn to face the left, front and right fire arcs. An AT-IC may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).

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