

Vehicles D6 / Imperial WUT-AT Assault

Imperial WUT-AT Assault Walker

The Imperial WUT-AT was developed partially off the MT-AT design for a single purpose. that purpose was the siege of the planet Mon Calamari. Repeated attempts by the empire, after the battle of Endor, failed to bring the planet back in line. General Cauthron had the WUT-AT developed to siege the planet. The vehicle has a spiderlike body with a turret on it's thorax segment's back containing a heavy blaster. The vehicles can move at high speeds over the water. when it reaches a city legs unfold with powerful magnetic and grapple grips allowing them to climb completely vertical surfaces even such as walls. They can then employ their repeaters to wipe out enemy infantry and their grenade launcher to take down entire buildings.

Craft: Imperial Water/Urban Terrain Assault Transport (WUT-AT)

Type: Medium walker

Scale: Walker

Length: 10.9 meters long, 6.1 meters tall

Skill: Walker operation: AT-ST

Crew: 2, Gunners: 2 skeleton: 1/+15

Passengers: 30

Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D

Cargo Capacity: 200 kilograms

Cover: Full

Cost: Not available for sale

Manuverability: 2D (on water), 1D (unfolded)

Move: 30; 90 kmh (unfolded), 105; 300 kmh(on water)

Body Strength: 3D+1

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Scale: Speeder

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 50-200/500/1.5 km

Damage: 7D+1

Heavy Repeating Blaster

Fire Arc: Turret

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Rate: 5

Fire Control: 1D

Range: 20-150/300/800

Damage: 7D+2

Concussion Grenade Launcher

Fire Arc: Front

Scale: Walker

Crew: 1

Skill: Missile weapons: grenade launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D

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