

## Vehicles D6 / AT-AT2

### AT-AT2

The AT-AT2 has nothing in common with the original. First, the "2" has eight legs and knee-blasters like the MT-AT. The legs are mounted four to a side on a box-shaped body. Second, it has no head. The command compartment is in the body and the primary weapons are mounted on a scorpion-like tail. Third, it has no passenger space. Troops ride in a removable passenger compartment that sits atop the body. In addition, the troop compartment can be replaced with a mount for any Imperial heavy artillery weapon. Fourth, the "2" is 30kmh faster than its predecessor. The AT-AT2 appeared suddenly during the Yuuzhan Vong invasion. It was a rush design by the Department of Military Research on Bastion using components from the MT-AT and AT-AT. Thus far it has only been seen in armoured regiments also equipped with the MT-AT.

### D6

Craft: Imperial All-Terrain Armoured Transport 2

Type: Assault Walker

Scale: Walker

Skill: Walker Operation: AT-AT2

Crew: 2 gunners:2

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

Passengers: Varies by dorsal payload

Cover: Full

Cargo Capacity: 2 metric tons (dorsal payload)

Move: 30;90kmh

Maneuverability: 1D

Body Strength: 8D

Weapons:

2 Heavy Laser Cannons(fire linked, mounted on tail)

Fire Arc: Left/Front/Right

Crew: 1

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-500/1.5/3km

Damage: 6D

8 Twin Blaster Cannons (mounted on each leg joint)

Fire Arc: Turret

Crew: 1

Skill: Vehicle Blasters

Scale: Speeder

Fire Control: 1D

Range: 50-200/1/2km

Damage: 4D

Dorsal Payloads:

Troop Compartment

Passengers: 40 (troops)

Body Strength: 6D

Note: Troops board and exit the compartment via a ramp which extends over the command compartment.

For artillery mounts, use stats given with desired weapon.

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