



## Vehicles D20 / 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.

Craft: Imperial All-Terrain Armoured Transport 2

Class: Walker [Ground]

Size: Colossal (24.6 m long)

Passangers: Varies by dorsal payload

Cargo Capacity: 2 tons (dorsal payload)

Speed: 30 m

Max Velocity: 90 km/h

Cost: Not available for sale

Crew: 2 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

Defense: 12\* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 250 (DR 15)

\*Provides full cover to crew and passangers.

Weapons:

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

Fire Arc: Left/Front/Right

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 6d8

Range Increments: 300 m

8 Twin Blaster Cannons (mounted on each leg joint)

Fire Arc: Turret

Attack Bonus: -5 (-8 size, +2 crew, +1 fire control)

Damage: 4d8

Range Increments: 200 m

Dorsal Payloads:

Troop Compartment

Passangers: 40 (troops)

Hull Points: 150 (DR 15)

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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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Brent Eager,Overlord, HTML and logos done by FreddyB

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