

## Vehicles D6 / Republic Scout Walker

### Republic Scout Walker

With the rise of the New Republic and the continuous fall of Imperial forces throughout the galaxy, the New Republic required capable and powerful ground units (both soldiers and vehicles) to help defend and protect member worlds without the resources to mount their own militia.

The New Republic Army, while harboring resentment against walkers, realized the offensive and defensive capabilities that the older Imperial walkers possessed. The New Republic contracted Kuat Drive Yards (who was recently suffering as Imperial business was continually dropping) to design a new version of their older AT-AT and AT-ST walkers. KDY took the task, desperate to strengthen their chances for future contracts with the Republic.

The AT-ST Mark II, known more commonly as the Republic Scout Walker, was the first of the "new" walkers to come off of the assembly lines. It's dimensions are only slightly different than that of the older AT-ST and it featured a new weapons configuration, effectively increasing the firepower that a single walker can bring to bear on a target. The new weapons configuration replaced the chin-mounted twin blaster cannon with a newer twin laser cannon. Other weapons include a concussion grenade launcher on either side of the walker's "head" as well as a repeating blaster mounted on top.

The inside of the walker was given more space and two seats were added just behind the pilots' chairs. One is designated for a gunner who mans the repeating blaster while the other can either seat a passenger (usually a commanding officer or another soldier) or can simply be removed to give the crew more room to move about.

AT-STs are small agile walkers used for scouting, perimeter defense, and support for Republic troops and heavy ground vehicles. AT-STs rely on agility rather than heavy armor for defense. Their two legged drive system means that they are more easily unbalanced than AT-AT walkers, but they are considerably faster, with a top speed of ninety kilometers per hour.

They are devastating in combat, especially against infantry troops and light repulsorcraft.

Model: Kuat Drive Yards AT-ST Mark II

Era Introduced: Endor + 10 years

Type: Scout/patrol walker

Scale: Walker

Length: 6.7 meters long, 8.8 meters tall

Skill: Walker operation: AT-ST

Crew: 2; gunners: 1; skeleton: 1/+15

Crew Skill: Missile weapons 4D+1, vehicle blasters 4D+2, walker operation 5D

Passengers: 1

Cargo Capacity: 150 kilograms

Cover: Full

Cost: Not available for sale

Move: 30; 90 kmh

Body Strength: 3D+1

Weapons:

Twin Laser Cannon

Fire Arc: Front

Crew: 1 (pilot)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.2/2.5 km

Damage: 4D+2

Repeating Blaster Cannon

Fire Arc: Turret

Crew: 1 (gunner)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-150/300/600

Damage: 8D

Game Notes: The repeating blaster cannon is mounted on top of the walker's "head" and can swivel to fire in any arc. Cover for gunner is only 1/2.

2 Concussion Grenade Launchers

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Missile weapons: grenade launcher

Ammo: 8 each

Fire Control: 1D

Range: 10-50/100/200

Damage: 5D

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