Vehicles D6 / Umbaran Impeding Assault Cra



Name: Umbaran Impeding Assault Crawler Tank
Scale: Walker
Length: 54.78 meters
Width: 7.76 meters
Height/depth: 5.8 meters
Skill: Walker Operation, Umbaran Impeding Assault Crawler Tank
Crew: 1
Cargo Capacity: 250 Kilograms
Cover: Full
Maneuverability: 1D
Move: 33, 100 kmh
Body Strength: 4D
Shield Strength: 2D

Weapons:

10 double-ended blaster cannons (one per body segment)

Fire Arc: Turret
Scale: Character
Skill: Vehicle Blasters
Fire Control: 1D
Range: 5-20/100/500m
Damage: 5D

4 articulated turret guns (head segment)

Fire Arc: Front
Scale: Walker
Skill: Vehicle Blasters
Fire Control: 2D
Range: 50-200/1/2km
Damage: 5D

2 twin cannons (tail segment)

Fire Arc: Back
Scale: Speeder
Skill: Vehicle Blasters
Fire Control: 0D
Range: 50-150/700/1.5km
Damage: 5D

Description: The Impeding Assault Tank (IAT), more commonly known as the Umbaran crawler tank, was a centipede-like ground vehicle developed by the Umbaran militia.

The IAT was a shielded machine that could be piloted by a single Umbaran. It was armed with

blaster cannons-four at the front and two at the rear, while ten covered the segmented bodies.

The only action the IAT had experienced was during the Battle of Umbara between the Grand Army of the Republic from the Galactic Republic and the Umbaran militia that had sided with the Confederacy of Independent Systems. As the clone troopers of the 501st Legion patrolled the planet of Umbara, one IAT suddenly sprang out from under the ground, catching many clones off-guard. Following the arrival of additional crawler tanks, the Republic forces used rocket launchers and thermal detonators to destroy the vehicles.

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