Equipment D6 / Rebel AstroMech Battle Unit



Name: Rebel AstroMech Battle Unit
Scale: Walker
Height: 3.3 meters
Skill: Walker Operation; Rebel AstroMech Battle Unit
Crew Skill: As per AstroMech driver
Crew: 1 AstroMech
Cargo Capacity: 70 kg
Cost: New: 230,000 credits
Cover: 1/2
Maneuverability: 2D
Move: 30, 90 kmh
Body Strength: 2D+2
Weapons:

- Repeating blaster cannon
  - Fire Arc: Front
  - Scale: Walker
  - Skill: Vehicle Blasters
  - Ammunition: 15 shots (4 spare clips carried)
  - Fire Control: 1D
  - Range: 50-300/500/1km
  - Damage: 4D
- Missile launcher
  - Fire Arc: Front
  - Scale: Walker
  - Skill: Missile weapons: Missile Launcher
  - Ammunition: 3 Shots
  - Fire Control: 2D
  - Range: 10-500/1km/2km
  - Blast Radius: 1-10/20/30
  - Damage: 7D/6D/5D
- Mortar launcher
  - Fire Arc: Front
  - Scale: Speeder
  - Skill: Missile weapons: grenade launcher
  - Ammunition: 8 Shots
  - Fire Control: 1D
  - Range: 10-50/100/200m
  - Blast Radius: 2-21/32/50
  - Damage: 5D/4D/3D
- Energy Blade
  - Fire Arc: Front
  - Scale: Speeder
  - Skill: Melee Weapons: Energy Blade
  - Fire Control: 2D

Range: Melee
Damage: 7D

Description: The Rebel Alliance grew tired of fielding Air Speeders against Imperial Walkers and losing them, so utilising something they had a lot of, they created Walker Sized Mechanical bodies to send AstroMech's into battle alongside the fast moving Speeders.
Construction of these bodies was fantastically expensive, costing far in excess of the Walkers they were supposed to fight, however in testing against targets they were incredibly effective, slashing up captured Scout Walkers, and engaging targets at very long ranges.
However, the first time they were actually fielded in combat their weakness was discovered . . . their AstroMech Pilots. The standard R2 and R5 units had no combat skills at all, having almost no ability in shooting guns or dodging attacks, leading to them being easily defeated and the programme cancelled with their destruction at the hands of the Empire.

Happy April the 1st.
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