

## Equipment D6 / Rebel AstroMech Battle

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.

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Happy April the 1st.

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