Vehicles D6 / AT-SM (All Terrain Scout Mecha



Name: AT-SM (All Terrain Scout Mecha)
Type: Medium Walker
Scale: Walker
Length: 6.7 Meters long, 8.4 Meters Tall
Skill: Walker Operation; ATSM
Crew: 2; Skeleton 1/+15
Cargo Capacity: 150 kilograms
Cover: Full
Maneuverability: 4D
Move: 50, 150 kmh
Body Strength: 3D
Weapons:
- Blaster Cannon
  - Fire Arc: Front
  - Scale: Walker
  - Skill: Vehicle Blasters
  - Fire Control: 4D
  - Range: 50-200/1/2km
  - Damage: 4D
- Twin Light Blaster Cannon
  - Fire Arc: Front
  - Scale: Walker
  - Skill: Vehicle Blasters
  - Fire Control: 1D
  - Range: 50-300/500/1km
  - Damage: 2D
- Concussion Grenade Launchers
  - Fire Arc: Front
  - Scale: Walker
  - Skill: Missile Weapons: Grenade Launcher
  - Fire Control: 1D
  - Range: 10-50/100/200
  - Damage: 3D
- Heavy Gatling Blaster Cannon
  - Fire Arc: Front
  - Scale: Speeder
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Range: 50-300/500/1km
  - Damage: 6D

Description: In the years after the Battle of Endor all sorts of variant equipment was manufactured by the various warlords and factions that the Galactic Empire had fractured into. The All Terrain Scout Mecha was one of these, a more agile variant of the Scout Walker, designed to leap around

in combat dodging attacks and traps which had caused the doom of the Imperial forces on Endor. Equipped with a powerful gatling blaster cannon capable of firing a spray of deadly blasts at an enemy, the AT-SM was lethal in combat, but suffered from two disadvantages. Firstly it was massively expensive, so no faction could afford to field them in large numbers. And Secondly, the crew would often become injured if they were not secured properly when the mecha made its speedy maneuvers.

Stats and Descriptive Text by FreddyB.
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