

Vehicles D6 / AT-SM (All Terrain Scout

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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