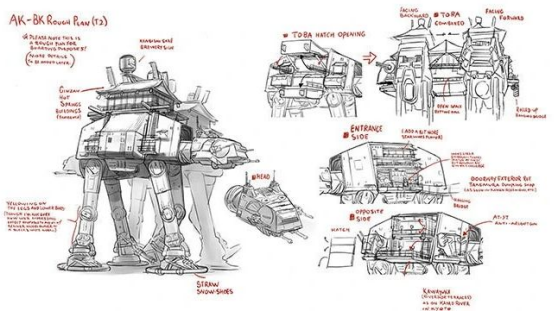
Vehicles D6 / AK-BK



Name: AK-BK
Type: 2 Modified Kuat Drive Yards All Terrain Armored Transports
Type: Mobile Facility
Scale: Walker
Length: 20 meters
Height/depth: 32.5 meters
Skill: Walker operation: AT-AT
Crew: 4, Pilot (2), Gunner/co-pilot (2), skeleton: 2/+10
Crew Skill: vehicle blasters 4D, walker operation 4D
Passengers: 150
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale
Move: 17; 50 kmh
Body Strength: 4D
Weapons:

- 4 Taim & Bak MS-1 fire-linked heavy laser cannons (fire-linked)
  - Fire Arc: Front
  - Crew: 1 (co-pilot or commander)
  - Skill: Vehicle blasters
  - Fire Control: 2D
  - Range: 50-500/1.5/3 Km
  - Damage: 6D
- 4 Piperii-Cerlurn R-90C medium blasters (fire-linked)
  - Fire Arc: Front
  - Crew: 1 (co-pilot or commander)
  - Skill: Vehicle blasters
  - Fire Control: 2D
  - Range: 50-200/500/1 Km
  - Damage: 3D

Game Note: The AK-BK is a mobile casino with living facilities for it's staff built across two AT-AT walkers, it is unstable and more fragile that the walkers were originally, but cobbled together from left over military hardware.

Background: An AK-BK was a type of walker. It was similar to an AT-AT with buildings on top of it. The Anzellan Que-Dama operated a gambling hall in an AK-BK.

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