Vehicles D6 / Kuat Drive Yards AT-ATQ



Name: Kuat Drive Yards AT-ATQ
Product Line: All Terrain Armored Transport (AT-AT)
Type: Assault walker
Scale: Walker
Length: 20 meters
Height/depth: 22.5 meters Undeployed (28 meters deployed)
Skill: Walker operation: AT-ATQ
Crew: 1, Pilot (1), Gunner/co-pilot (1), Seismic Charge Gunners (6), Commander (1), Deck officers (2)skeleton: 3/+15
Crew Skill: vehicle blasters 5D, walker operation 5D
Passengers: 0
Cargo Capacity: 0
Cover: Full
Cost: Not available for sale
Move: 21; 60 kmh
Body Strength: 6D
Weapons:

- 2 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
- 2 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
- 6 x Seismic charge dispensers
  - Fire Arc: Turret
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Ammo: 6
  - Atmosphere Range: 40-50/100/300m
  - Blast Radius: 10/20/30
  - Damage: 9D/7D/5D

Game Note: The AT-AT walker’s head is mounted on a pivoting neck, which can turn to face left,

front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left). The Seismic Charge Dispensers are deployed from the cargo area of the Walker, taking 1 turn to deploy before being able to fire. The deployment also creates a gap in the armour, lowering the body strength of the walker by 1D.

Background: The AT-ATQ was a type of All Terrain Armored Transport used by the Galactic Empire. The walkers had hatches that concealed arms with turrets, and they were also armed with seismic charges.

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