



# Vehicles D6 / Trade Federation AAT-W

## Trade Federation AAT-W

The AAT-W is the water variant of the Armored Assault Tank used by the Trade Federation. The differences are numerous, but the basic design is the same. Instead of a large turret atop the vessel, the AAT-W has a high-powered blaster cannon mounted in its nose. It also has two fragmentation torpedo launchers for heavy assaults - one forward, one aft.

Other modifications from the basic AAT design include a sonar search system, stronger hull, and the lack of a strong repulsorlift system. In order to be taken back to base, the AAT-W lifts off of the surface approximately 0.5 meters, then is picked up by a specialized landing barge (type C-9877) which has a crane apparatus. The AAT-W also acts as a relay system between the aqua droids and the droid control ship - the drones are too small to carry high-power equipment such as that needed to pierce through the water and atmosphere all the way to the Droid Control Ship.

Craft: Baktoid Armor Workshop "Aqua Tank" Armored Assault Tank - Water

Type: Medium hydrotank

Length: 11.1 meters

Scale: Speeder

Skill: Water vehicle ops: AAT-W

Crew: 1; gunners: 1

Crew Skill: Vehicle weapons 4D, water vehicle ops 4D+2

Cover: Full

Cargo Capacity: 25 kilograms

Move: 18; 50 kmh

Manuverability: 1D

Body: 5D

Weight (unloaded): 9.6 metric tons

Max Weight (loaded): 11.7 metric tons

Depth Range: Sea level - 3,500 meters (Ground level - 0.5 meters)

Sensors:

Search (sonar): 1km/2D+1

Weapons:

High-Powered Blaster Cannon

Fire Arc: Forward

Crew: 1

Skill: Vehicle weapons

Fire Control: 3D

Range: 10-40/65/110

Damage: 4D+2

## 2 Fragmentation Torpedo Launchers

Fire Arc: 1 forward, 1 aft

Crew: Pilot

Ammo: 6 (each)

Skill: Vehicle weapons

Fire Control: 1D

Range: 2-20/80/160

Blast Radius: 1-10/15/30

Damage: 7D/4D/1D (shrapnel and concussion damage)

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