Imperial WUT-AT Assault Walker

The Imperial WUT-AT was developed partialy off the MT-AT design for a single purpose. that purpose was the siege of the planet Mon Calamari. Repeated attempts by the empire, after the battle of Endor, failed to bring the planet back in line. General Cauthron had the WUT-AT developed to siege the planet. The vehicle has a spiderlike body with a turret on it's thorax segment's back containing a heavy blaster. The vehicles can move at high speeds over the water. when it reaches a city legs unfold with powerful magnetic and grapple grips allowing them to climb compeltely vertical surfaces even such as walls. They can then employ their repeaters to wipe out enemy infantry and their grenade launcher to take down entire buildings.

Craft: Imperial Water/Urban Terrain Assault Transport (WUT-AT)
Class: Speeder [Walker]
Size: Garguantuan (10.9 m long)
Passangers: 30
Cargo Capacity: 200 kg
Speed: 30 m (unfolded), 105 m (on water)
Max Velocity: 90 km/h (unfolded), 300 km/h (on water)
Cost: Not available for sale
Crew: 2 (Skilled +4)
Initiative: +0 (-4 size, +4 crew)
Maneuver: +0 (-4 size, +4 crew)
Defense: 11* (-4 size, +5 armor)
Shield Points: 0
Hull Points: 35 (DR 5)
*Provides full cover to crew and passangers.
Weapons:
  Heavy Blaster Cannon
    Fire Arc: Front
    Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)
    Damage: 7d8
    Range Increments: 150 m
  Heavy Repeating Blaster
    Fire Arc: Turret
    Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)
    Damage: 4d8
    Range Increments: 80 m

Concussion Grenade Launcher
 Fire Arc: Front
 Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)
 Damage: 3d10
 Range Increments: 20 m