



Vehicles D20 / All-Terrain Scout Transport

Imperial Engineering AT-ST/S (Swimmer)

The AT-ST/S is the Empire's second floating walker. It was designed, like the original AT-ST, to be carried by an AT-AT. This type was specially developed to fit in the inside of an AT-ST/S to further the rein of the Empire.

Craft: All-Terrain Scout Transport/Swimmer

Class: Walker [Ground]

Size: Huge (8.6 m tall)

Passangers: None

Cargo Capacity: 200 kg

Speed: 30 m

Max Velocity: 90 km/h

Cost: Not Available for Sale

Crew: 2 (Skilled +4)

Initiative: +2 (-2 size, +4 crew)

Maneuver: +2 (-2 size, +4 crew)

Defense: 13* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 60 (DR 5)

*Provides full cover to crew.

Weapons:

Twin Blaster Cannon

Fire Arc: Front

Attack Bonus: +4 (-2 size, +2 crew, +2 fire control)

Damage: 4d8

Range Increments: 200 m

Twin Light Blaster Cannon

Fire Arc: Front

Attack Bonus: +4 (-2 size, +2 crew, +2 fire control)

Damage: 2d8

Range Increments: 100 m

Concussion Grenade Launcher

Fire Arc: Front

Attack Bonus: +4 (-2 size, +2 crew, +2 fire control)

Damage: 3d8

Range Increments: 20 m (6 m)

Notes: Floats allow walker to stay above the water while the legs are not touching soil.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Brent Eager,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).