



# Vehicles D20 / AT-CAT Command Walk

## AT-CAT Command Walker

Developed not long after the Battle of Hoth in response to the rebel's tow-cable tactic. Also a superb fire-platform for 'quelling riots' and decimating enemy infantry.

Class: walker

Cost: Not available for sale

Size: colossal (-8, 20.6m long, 15.5m tall)

Crew: 11 (expert +8)

Passengers: 32

Cargo: 1 metric ton

Speed: 20

Altitude: n/a

Defense: 14 (-8 size, +12 armour)

Hull: 200

DR: 15

Weapon: 2 (fl) Heavy Laser Cannons

Fire Arc: 2 front \*

Attack Bonus: +4 (-8 size, +8 crew, +4 fire control)

Damage: 6d10

Range Increment: 300 meters

Weapon: 2 (fl) medium blaster cannons

Fire Arc: f\*

Attack Bonus: +4 (-8 size, +8 crew, +4 fire control)

Damage: 3d10

Range Increment: 100 meters

Weapon: 6 E-WEB turrets

Fire Arc: 1f\*/2t/1r/1l/1b

Attack Bonus: +2 (+4 vs speeders) (-8 size, +8 crew, +2 fire control  
(special: +4 vs speeders))

Damage: 6d8

Range Increment: 80 meters

Note: \* = head mounted.

The E-WEBs are mounted in the following turrets;

1 on top of the head, 2 either side of the body, 1 belly turret, 1 spine

turret, and 1 rear gunner. Though it should be noted that not all AT-CATs have all 6 turrets, usually only 2 or 3 are present. Often the medium blasters on the sides of the head are replaced with E-WEB turrets instead. It has proven extremely capable at defending itself against rebel speeders and acting as a fire-base against enemy infantry.

AT-CAT's with only the belly turret have been taken down successfully by rebel speeder pilots by flying so that the walker's own legs block the turret's line of sight.

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