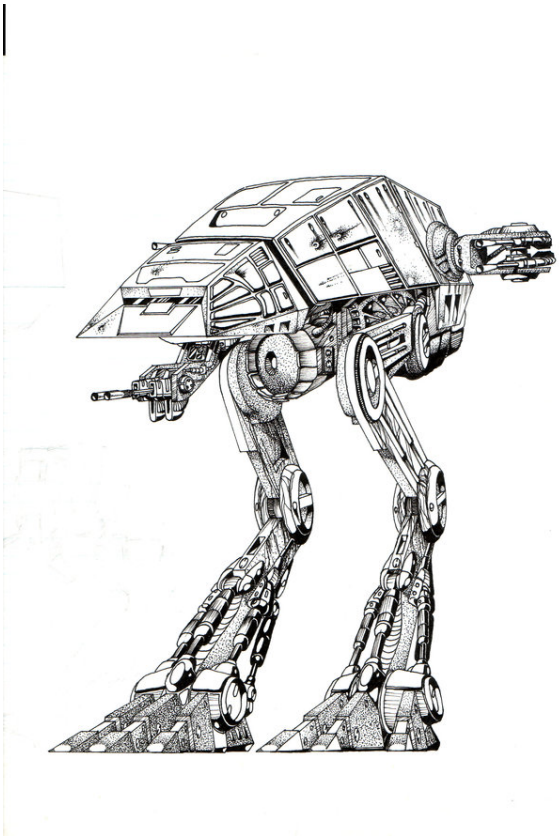
Vehicles D6 / Imperial All Terrain Super Scou

Craft: Super Scout Walker
Type: Imperial All Terrain Super Scout Transport (AT-SST)
Scale: Walker
Length: 10.9 Meters long, 12.2 Meters Tall
Skill: Walker Operation, AT-SST
Crew: 3 + 3 Gunners, Skeleton:1/+10
Passengers: 10
Cargo Capacity: 0.2 Tons
Cover: Full
Maneuverability: 0D+1
Move: 26, 80 kmh
Body Strength: 4D+1
Weapons:
3 x Twin Heavy Laser Cannons
Scale: Walker
Fire Arc: Turret
Crew: 1
Skill: Vehicle Blasters
Fire Control: 2D
Range: 50-500/1.5/3km
Damage: 6D



Description: The Super Scout Walker is a total reworking of the Scout Walker concept, using parts from full scale AT-AT walkers in an effort to reduce maintenance time and to ease its introduction into service. These walkers are larger and heavier vehicles than the standard scout walker, and faster and cheaper than AT-AT's.

In use, Super Scout Walkers can be used more independently than Scout Walkers which rely on resupply from their base. Super Scout Walkers can be used as their own small mobile base, carrying their troops and some survey equipment to map out new planets for use by the Galactic Empire. Because of their larger size and weight, they could not be deployed by standard Scout Walker dropships, a further reason why they were not widely brought into use. However their fully sealed environment, heavy weaponry and armour made them popular with troops, who were glad to see one of these mighty machines wade into battle.

Due to their late introduction, Super Scout Walkers were not produced in any great numbers, but those that were manufactured were put onto vessels exploring the unknown regions of the galaxy.

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