Name: AT-AC

Scale: Walker

Skill: Walker Operation, AT-AC

Crew: 1 Pilot + 2 Gunners, Skeleton:1/+5

Cargo Capacity: 10 Kilograms

Cover: Full

Maneuverability: 1D

Move: 25, 75 kmh

Body Strength: 3D

Weapons:

      Chin-mounted Taim & Bak MS-4 blaster cannon

            Fire Arc: Front

            Skill: Vehicle Blasters

            Fire Control: 2D

            Range: 50-200/1/2km

            Damage: 5D

      2 x dual barrelled blasters

            Fire Arc: Front

            Scale: Speeder

            Skill: Vehicle Blasters

            Fire Control: 2D

            Range: 25-100/500/1km

            Damage: 4D

Description: The AT-AC, was a bipedal walker used by the ground forces of the Galactic Empire during the early Imperial Era. The walker was an early model in the production line that would eventually produce the AT-ST and AT-DP.

Description

The AT-AC contained one chin-mounted Taim & Bak MS-4 blaster cannon, a large cabin surrounded by armor plating, and a forward viewslit along with two large windows equipped with dual-barreled blasters. Almost as tall as the AT-DP, the feet were much larger with a more pronounced bracket on top. The cabin was bulkier with an angular cubic appearance compared to the later smaller AT-ST. Communications gear such as antennas could be attached to the walker.

History

Around 18 BBY, at least two AT-ACs were deployed by the Imperial Advanced Science Division on Ord Mantell during a raid to capture the rogue clone Omega of Clone Force 99. As the AT-ACs patrolled the streets near Cid's Parlor, where Imperial clone commandos were conducting the raid, one of the walkers

was hijacked by Echo and AZI-3. Echo used the walker to ambush a Low Altitude Assault Transport that was being prepped to ship his captured squad members off-world. In response, a second AT-AC destroyed the hijacked walker by shooting at its reversed knee brace, causing it to topple over. The AT-AC continued to fire at the Bad Batch as the rogue clones fled the scene.