

Name: Kuat Drive Yards AT-ATQ

Product Line: All Terrain Armored Transport (AT-AT)

Type: Assault walker

Scale: Walker

Length: 20 meters

Height/depth: 22.5 meters Undeployed (28 meters deployed)

Skill: Walker operation: AT-ATQ

Crew: 1, Pilot (1), Gunner/co-pilot (1), Seismic Charge

Gunners (6), Commander (1), Deck officers (2)skeleton: 3/+15

Crew Skill: vehicle blasters 5D, walker operation 5D

Passengers: 0

Cargo Capacity: 0

Cover: Full

Cost: Not available for sale

Move: 21; 60 kmh

Body Strength: 6D

Weapons:

2 Taim & Bak MS-1 fire-linked heavy laser cannons (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.5/3 Km

Damage: 6D

2 Piperii-Cerlurn R-90C medium blasters (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 3D

6 x Seismic charge dispensers

Fire Arc: Turret

Skill: Vehicle Blasters

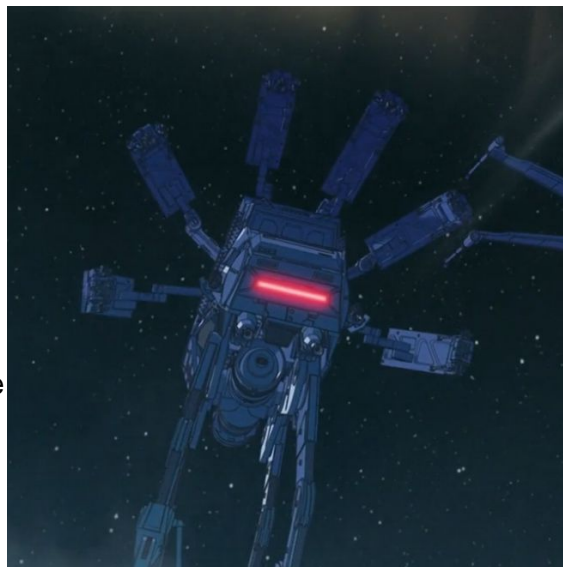
Fire Control: 2D

Ammo: 6

Atmosphere Range: 40-50/100/300m

Blast Radius: 10/20/30

Damage: 9D/7D/5D



Game Note: The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left). The Seismic Charge Dispensers are deployed from the cargo area of the Walker, taking 1 turn to deploy before being able to fire. The deployment also creates a gap in the armour, lowering the body strength of the walker by 1D.

Background: The AT-ATQ was a type of All Terrain Armored Transport used by the Galactic Empire. The walkers had hatches that concealed arms with turrets, and they were also armed with seismic charges.

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