

Vehicles D6 / AT-SM (All Terrain Scout Mecha)

Name: AT-SM (All Terrain Scout Mecha)

Type: Medium Walker

Scale: Walker

Length: 6.7 Meters long, 8.4 Meters Tall

Skill: Walker Operation; ATSM

Crew: 2; Skeleton 1/+15

Cargo Capacity: 150 kilograms

Cover: Full

Maneuverability: 4D

Move: 50, 150 kmh

Body Strength: 3D

Weapons:

- Blaster Cannon

 - Fire Arc: Front

 - Scale: Walker

 - Skill: Vehicle Blasters

 - Fire Control: 4D

 - Range: 50-200/1/2km

 - Damage: 4D

- Twin Light Blaster Cannon

 - Fire Arc: Front

 - Scale: Walker

 - Skill: Vehicle Blasters

 - Fire Control: 1D

 - Range: 50-300/500/1km

 - Damage: 2D

- Concussion Grenade Launchers

 - Fire Arc: Front

 - Scale: Walker

 - Skill: Missile Weapons: Grenade Launcher

 - Fire Control: 1D

 - Range: 10-50/100/200

 - Damage: 3D

- Heavy Gatling Blaster Cannon

 - Fire Arc: Front

 - Scale: Speeder

 - Skill: Vehicle Blasters

 - Fire Control: 2D

 - Range: 50-300/500/1km

 - Damage: 6D



Description: In the years after the Battle of Endor all sorts of variant equipment was manufactured by the various warlords and factions that the Galactic Empire had fractured into. The All Terrain Scout Mecha was one of these, a more agile variant of the Scout Walker, designed to leap around

in combat dodging attacks and traps which had caused the doom of the Imperial forces on Endor. Equipped with a powerful gatling blaster cannon capable of firing a spray of deadly blasts at an enemy, the AT-SM was lethal in combat, but suffered from two disadvantages. Firstly it was massively expensive, so no faction could afford to field them in large numbers. And Secondly, the crew would often become injured if they were not secured properly when the mecha made its speedy maneuvers.

Stats and Descriptive Text by FreddyB.

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