

Vehicles D6 / AK-BK

Name: AK-BK

Type: 2 Modified Kuat Drive Yards All Terrain Armored Transports

Type: Mobile Facility

Scale: Walker

Length: 20 meters

Height/depth: 32.5 meters

Skill: Walker operation: AT-AT

Crew: 4, Pilot (2), Gunner/co-pilot (2), skeleton: 2/+10

Crew Skill: vehicle blasters 4D, walker operation 4D

Passengers: 150

Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale

Move: 17; 50 kmh

Body Strength: 4D

Weapons:

4 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

4 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

Game Note: The AK-BK is a mobile casino with living facilities for it's staff built across two AT-AT walkers, it is unstable and more fragile that the walkers were originally, but cobbled together from left over military hardware.

Background: An AK-BK was a type of walker. It was similar to an AT-AT with buildings on top of it. The Anzellan Que-Dama operated a gambling hall in an AK-BK.

