

Craft:

Imperial Medium Walker

Type: Imperial All Terrain Medium Assault Walker (AT-MAW)

Scale: Walker

Length: 7.2 Meters long, 9.3 Meters Tall

Skill: Walker Operation; AT-MAW

Crew: 2 + 1 Gunner; Skeleton 1/+15

Cargo Capacity: 250 kilograms

Cover: Full

Maneuverability: 1D

Move: 20, 60 kmh

Body Strength: 4D

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-200/1/2km

Damage: 5D

Quad Concussion Grenade Launchers

Fire Arc: Front

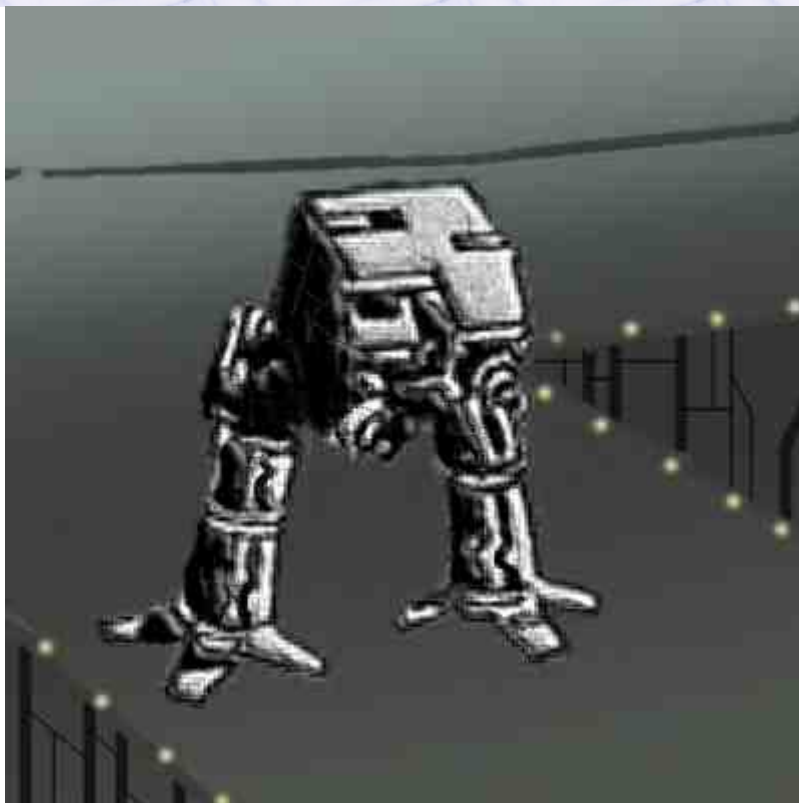
Scale: Walker

Skill: Missile Weapons: Grenade Launcher

Fire Control: 2D

Range: 10-50/100/200m

Damage: 6D



Description: Although the AT-ST was the most famous of the Imperial Light and Medium walkers and was produced in by far the largest numbers, the Empire fielded a number of different designs and variations. The AT-MAW is a medium walker designed for combat and assault in many of the same conditions as the AT-ST, however the AT-MAW actually has more in common with the AT-AT than the lighter Scout Walker. Although used in a variety of different terrain types, the AT-MAW proved its usefulness in urban combat especially, where heavy firepower was still desirable, but the AT-AT couldn't fit or maneuver due to its large size. AT-MAW's could still be used where the ground wouldn't support heavier Walkers, but had enough firepower to wreak havoc with enemy vehicles and armoured divisions. The Quad Concussion Grenade Launcher is designed specifically for use against infantry, where it can tear through squads with great ease, and the Heavy Blaster Cannon is a good anti-walker weapon, although does have reported difficulties in dealing with smaller and more agile speeders.

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