

New Republic Assault Walker

Throughout the Rebellion and even the days of the New Republic speeders have typically made up the bulk of all combat assault vehicles used in ground actions. However, at the Battle of Hoth the Rebel airspeeders were pitted against much larger and more powerful Imperial walkers and thus speeders came out on the losing end. The need for such powerful weaponry in the Alliance became clear but the Rebellion didn't have the funds to invest in such weaponry.

When the Empire began to crumble following the Battle of Endor the Republic inversely began to flourish and the funds required to invest in combat walkers soon became available.

In the beginning the project was heavily debated throughout the New Republic's military hierarchy with many stating that using such powerful vehicles would only cause fear and intimidation - something the New Republic did not want. However, the need for the walkers became blatantly clear following several assaults by rogue Imperial Grand Admiral Thrawn and the project was finally approved following the Battle of Bilbringi.

The finished New Republic Assault Walker (NR-AW) greatly resembled the Imperial AT-ATs which first inspired its creation. It boasts a considerable amount of weaponry including medium blaster cannons covering both side fire arcs on the walker, greatly reducing vulnerability to enemy attack. It can carry up to twenty New Republic ground troops and six speeder bikes or swoops for support.

The project was more or less abandoned after only five hundred of so NR-AWs were produced after massive public protest against using such Imperial weapons of war. However, the New Republic intends on running several public relations campaigns explaining the need for the walkers and once again resume construction once popular opinion increases.

Craft: New Republic Assault Walker

Class: Speeder [Walker]

Size: Colossal (20.6 m long)

Passangers: 20 (troops) and 6 speeder bikes

Cargo Capacity: 1.5 ton

Speed: 26 m

Max Velocity: 80 km/h

Cost: Not available for sale

Crew: 3 (Normal +2)

Initiative: -6 (-8 size, +2 crew)

Maneuver: -6 (-8 size, +2 crew)

Defense: 12* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 100 (DR 10)

*Provides full cover to crew and passengers.

Weapons:

2 Heavy Blaster Cannons

Fire Arc: Front

Attack Bonus: -5 (-8 size, +3 fire control)

Damage: 6d10

Range Increments: 300 m

4 Medium Blaster Cannons

Fire Arc: 2 front, 1 right, 1 left

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 3d10

Range Increments: 100 m

Concussion Grenade Launcher

Fire Arc: Front

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: 4d10

Range Increments: 20 m

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