

Vehicles D6 / Imperial All Terrain Medium

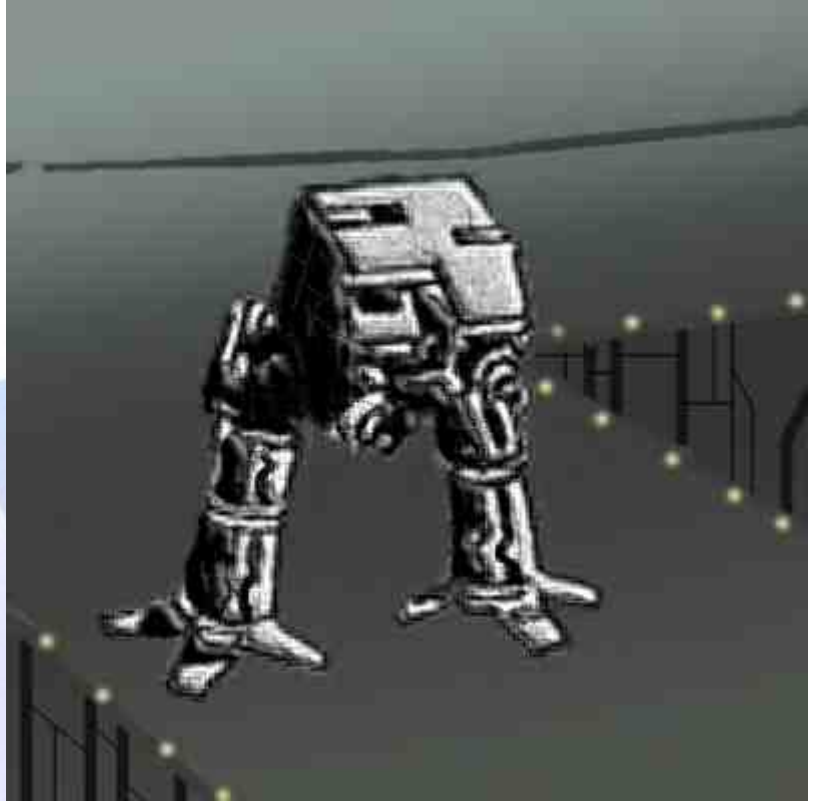
Craft: Imperial Medium Walker
Type: Imperial All Terrain Medium Assault Walker (AT-MAW)
Scale: Walker
Length: 7.2 Meters long, 9.3 Meters Tall
Skill: Walker Operation; AT-MAW
Crew: 2 + 1 Gunner; Skeleton 1/+15
Cargo Capacity: 250 kilograms
Cover: Full
Maneuverability: 1D
Move: 20, 60 kmh
Body Strength: 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 havok 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.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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