

## Republic Armored Assault Walker

Instead of redesigning the old Imperial AT-AT for the New Republic, Kuat Drive Yards opted to go ahead and use a new walker design that they had originally created around the time of the downfall of the Empire.

The design, the I-AAW (Imperial Armored Assault Walker) is somewhat larger than the AT-AT, offers greater firepower and stronger armor, but the same troop carrying capacity of the AT-AT. The I-AAW was renamed the R-AAW for obvious reasons.

The main weapons on the R-AAW are the same as that on the AT-AT, a pair of fire-linked heavy laser cannons and a pair of fire-linked medium blaster cannons. However, the R-AAW's arsenal is augmented with a pair of repeating blasters which are able to lay down antipersonnel fire along the right and left fire arcs.

R-AAWs are giant four legged Imperial assault vehicles. They are virtually impervious to all but heavy artillery weapons. They form the core of only a handful of Republic heavy ground assaults (due to their cost, they are rare), and are often the first vehicles to leave their transport shuttle barges or drop ships and enter a combat zone. R-AAW walkers are used to crush and demoralize enemy forces. They also act as transports for Republic ground troops and light vehicles.

Model: Kuat Drive Yards R-AAW "Republic Armored Assault Walker"

Era Introduced: Endor + 11 years

Type: Heavy assault walker

Scale: Walker

Length: 25.2 meters long, 16.1 meters tall

Skill: Walker operation: R-AAW

Crew: 3; gunners: 2; skeleton: 2/+5

Crew Skill: Vehicle blasters 5D, walker operation 5D

Passengers: 40 (troops) and 8 speeder bikes/swoops or 2 light tanks

Cargo Capacity: 1.2 metric tons

Cover: Full

Cost: Not available for sale

Move: 21; 60 kmh

Body Strength: 6D+2

Weapons:

## 2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.5/3 km

Damage: 6D

## 2 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

## 2 Repeating Blasters

Fire Arc: 1 right, 1 left

Crew: 1 (gunner)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-150/300/600

Damage: 8D

Note: The R-AAW walker's head is mounted on a pivoting neck, which can turn to face the left, front and right fire arcs.

---

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.