



Vehicles D6 / Republic Armored Assault

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.

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

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