



# Vehicles D20 / 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.

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

Class: Speeder [Walker]

Size: Colossal (25.2 m long, 16.1 m tall)

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

Cargo Capacity: 1.2 ton

Speed: 21 m

Max Velocity: 60 km/h

Cost: Not available for sale

Crew: 3 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

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

Shield Points: 0

Hull Points: 150 (DR 10)

\*Provides full cover to crew and passangers.

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 6d10

Range Increments: 300 m

2 Medium Blasters (fire-linked)

Fire Arc: Front

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 3d10

Range Increments: 100 m

2 Repeating Blasters

Fire Arc: 1 right, 1 left

Attack Bonus: -5 (-8 size, +2 crew, +1 fire control)

Damage: 5d8

Range Increments: 60 m

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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