

Craft:

Roche Hive Scorpion Light Walker

Type: Medium Walker

Scale: Walker

Length: 7.1 Meters long, 7.1 Meters Tall

Skill: Walker Operation; Scorpion

Crew: 3; Skeleton 1/+10

Cargo Capacity: 150 kilograms

Cover: Full

Maneuverability: 1D+1

Move: 30, 90 kmh

Body Strength: 3D+2

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D

Range: 30-500/1/2km

Damage: 7D

Concussion Missile Launcher

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons: Missile Launcher

Fire Control: 3D

Range: 50-300/500/1km

Damage: 5D



Description: The Scorpion Walker is the New Republics answer to the ATAT and ATST walkers, smaller than the ATAT, but better armed than the ATST, the Scorpion is a medium walker which is devastating to behold in battle. Design and built by the Verpine of the Roche Hive, the Scorpion can only be supplied in small numbers, and the continued conflict throughout the galaxy has led to demand far outstripping the production capability of the Verpine.

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

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