



# Vehicles D6 / RanCorp Scorpion All Terrain

## All Terrain Artillery Walker (AT-AW)

This walker is being pumped out on assembly lines to help RanCorp military forces in their war against MetaCorp. These were based off the old AT-AC model and are being augmented to deal with MetaCorp hunter killers.

Craft: RanCorp Scorpion All Terrain Artillery Walker

Type: Artillery assault walker

Scale: Walker

Length: 15.2 meters long; 7.5 meters tall.

Skill: Walker Operation

Crew: 2, gunners: 6

Crew Skill: Walker Operations 3D, Vehicle Blasters 4D , missile weapons 5D

Cargo Capacity: 200 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 1D

Move: 20; 60 kmh

Body Strength: 3D

Weapons:

Twin Blaster Cannon

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D

Range: 30-150/500/1.5 km

Damage: 4D

Heavy Repeating Blaster

Fire Arc: Front/left/right

Crew: 1

Scale: Character

Skill: Vehicle blasters: repeating blaster

Fire Control: 1D+1

Range: 3-75/200/500

Damage: 8D

Field Missile Launcher

Model: Bryn & Gweigth Leveler I

Type: Medium concussion missile launcher

Scale: Speeder

Skill: Missile Weapons: concussion missile launcher

Crew: 3  
Cover: 1/4  
Ammo: 28  
Cost: 55,000 (new), 25,000 (used)  
Availability: 2, R or X  
Body: 2D  
Fire Rate: 1, 7, or 28  
Fire Control: 2D  
Range: 20-600/3/16 km  
Blast Radius: 20 meters  
Damage: 7D

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