

Vehicles D6 / Mandalorian Empire Sco

Scorpion Tank Walker

Type: Mandalorian Empire Scorpion Tank Walker

Scale: Walker

Length: 14 Meters long, 13 Meters Tall

Skill: Walker Operation, Scorpion Tank Walker

Crew: 1 + 4 Gunners

Passengers: 0

Cargo Capacity: 200kg

Cover: Full

Maneuverability: 1D+1

Move: 36, 100 kmh

Body Strength: 5D

Weapons:

2 Laser Cannons

Scale: Character

Fire Arc: Front

Crew: 1 each

Skill: Vehicle Blasters

Fire Control: 2D

Range: 15-50/100/250m

Damage: 5D

Heavy Laser Cannon

Scale: Walker

Fire Arc: Turret *

Crew: 2 *

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-200/1/2km

Damage: 8D

Heavy Blaster Cannons

Scale: Speeder

Fire Arc: Turret *

Crew: 2 *

Skill: Vehicle Blasters

Fire Control: 2D



Range: 25-100/500/1km

Damage: 5D

Concussion Missile Launcher (5 Missile Magazine)

Scale: Walker

Fire Arc: Turret *

Crew: 2 *

Skill: Missile Weapons

Fire Control: 3D

Range: 100-500/2/5km

Damage: 7D

* : The Scorpion has a large main turret which three of its weapons are mounted onto, this means that they cannot be independently targetted or fired at the same time. The advantage however is that the 2 gunners in the turret can swap between the targets to take advantage of the range or power of the different weapons, making the walker more flexible than many others, and making good use of the small crew.

Description: Impressed with the effectiveness of Imperial Walkers, the Mandalorians copied the idea, however instead of just making the massive transports and scouts that the Empire uses, the Mandalorians adapted their own tank designs to take advantage of Walker technology. The Scorpion is a heavy walker with a heavy laser cannon capable of reducing most other walkers to scrap, as well as missiles to hit distant targets and smaller weapons to deal with Speeders and enemy troops. The legs are scimitar shaped allowing them to deal damage to opponents, even though they were not designed for this purpose, but some have reported that the lack of any cushioning foot has caused the walker difficulties in marshy terrain, but given the Mandalorians also have repulsorlift tanks and are capable of adapting their walkers to specific missions, this is at worst a logistical problem. Enemies of the Mandalorians have reported that facing Scorpion Tank Walkers in combat is terrifying, and that their speed, power and resilience in battle makes them very difficult to beat.

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