



## 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 & Gweighth 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

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga  
All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB  
Images stolen from an unknown website at some remote time in the past.  
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).