Vehicles D20 / RanCorp Scorpion All Te

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
Class: Speeder [Walker]
Size: Garguantuan (15.2 m long)
Passangers: 0
Cargo Capacity: 200 kg
Speed: 20 m
Max Velocity: 60 km/h
Cost: Not available for sale
Crew: 2 (Normal +2)
Initiative: -2 (-4 size, +2 crew)
Maneuver: -2 (-4 size, +2 crew)
Defense: 11* (-4 size, +5 armor)
Shield Points: 0
Hull Points: 60 (DR 5)
*Provides full cover to crew and passangers.
Weapons:
  Twin Blaster Cannon
    Fire Arc: Turret
    Attack Bonus: -3 (-4 size, +1 fire control)
    Damage: 4d8
    Range Increments: 150 m
  Heavy Repeating Blaster
    Fire Arc: Front/left/right
    Attack Bonus: -3 (-4 size, +1 fire control)
    Damage: 5d8
    Range Increments: 50 m
  Field Missile Launcher
    Craft: Bryn & Gweigth Leveler I
    Size: Huge (6 m long)
    Cost: 55,000 (new), 25,000 (used)
    Crew: 3 (Normal +2)
    Initiative: +0 (-2 size, +2 crew)
    Defense: 11* (-2 size, +3 armor)
    Hull Points: 20 (DR 5)

*Provides one-quarter cover to crew.
Attack Bonus: +0 (-2 size, +2 fire control)
Damage: 7d8
Range Increments: 1.6 km (20 m)

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