



Vehicles D20 / 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

Class: Speeder [Walker]

Size: Gargantuan (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 & Gweigh 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)

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](#).