# 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)

---

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.