Vehicles D6 / Scorp-Hog



M12WTF69 SCORP-HOG

Craft: AMG Transport Dynamics M12WTF69 Scorp-Hog
Type: Heavily modified M12 Warthog FAV
Scale: Speeder
Dimensions:
-Length: 4.2m
-Width: 2.4m
-Height: 3.2n
Skill: Ground vehicle operations: Warthog
Unskilled: -1D
Crew: 2
-Gunner: 1
Crew Skill: Firearms 4D+2, grenades 3D+1, ground vehicle operations 5D, ground vehicle repair 5D, vehicle weapons 4D+2, vehicle weapon repair 5D
Passengers: 1
Cargo Capacity: 10kg
Cover:
-Crew: 1/2 (driver, passenger)
-Gunner: Full
Cost: 30,155 cR (new), ????? (used)
Maneuverability:
-Standard: 0D
-With?+1D Skill Specialization:?+1D+2
Move: 38; 109kmh
Body Strength: 3D+2

WEAPONS:
?? M512 90mm High Velocity Cannon:
?? ? ?Location: Mounted on rear chassis
?? ? ?Fire Arc: Front (locked into position)
?? ? ?Crew: 1 (gunner)
?? ? ?Skill: Vehicle weapons
?? ? ?Scale: Speeder
?? ? ?Fire Control: 2D
?? ? ?Range: 15-50/200/1km
?? ? ?Damage: 6D/5D/4D
?? ? ?Blast Radius: 0/1/2
?? ? ?Ammo: 40 (90mm APBC shells)
?? ? ?Rate of Fire: 1 (per round, upgradable)

?? M247T Medium Machine Gun
?? ? ?Location: Front (Mounted in turret)
?? ? ?Fire Arc: Ftont

?? ? ?Crew: 1 (crew OR gunner)
?? ? ?Skill: Firearms/vehicle weapons
?? ? ?Scale: Character
?? ? ?Fire Control: 3D
?? ? ?Range: 5-30/100/1,000m
?? ? ?Damage: 5D+1
?? ? ?Ammo: 600 (7.62x51mm AP-T rounds)
?? ? ?Rate of Fire: 3 (Automatic)
Special: Automatic Weapon

DESCRIPTION:

The Scorp-Hog is a rough field modification, NOT a standard production model. In times of dire need in the UNSC's battles against the Covenant, field technicians and craft soldiers would do whatever they could to get their vehicles combat-worthy again.

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HISTORY

The first recorded instance of the Scorp-Hog's use in the field was not against the Covenant, but during an ongoing campaign against the United Rebel front (URF) during the Insurrection. The URF had demolished the UNSCs main armor, but had not focused as much of their efforts on the UNSC military's Warthogs, thinking them to be of little consequence in the greater campaign. One cunning and crafty UNSC Marine NCO had the idea to get a unit together from the survivors and get themselves back in the fight with the ability to still take out heavy Rebel armored units.

It took a couple of days, with the UNSC forces slowly being pushed back and the Warthog recon unit being left on the fringe of events. But just as the UNSC forces were in need of reinforcements, a dozen ramshackle Scorp-Hogs came rolling over the hills, cannons blazing into the URF's flanks.

The Scorp-Hogs turned out to be quite formidable. They carried the main cannons from the M808B Main Battle Tanks as well as the machine guns equipped to the turrets of some models. Even though they were slower than regular Warthog FAVs, they were still faster than M808B MBTs, with a smaller profile in size. Their speed, size and maneuverability, combined with their numbers and abundant ammunition, created an invaluable unit during the UNSC's engagement against the rebel URF at the time. The Scorp-Hogs were fully repaired after the battle, with their cannons left in place until the end of the UNSC/URF conflict on the planet, and were then retrofitted back to their standard model patterns.

While the Scorp-Hog has never been made a production model vehicle for the UNSC, the idea has been carried throughout the ranks of its soldiers since before the start of the Human-Covenant War. When soldiers find themselves in a dire situation with several smashed vehicles, lots of spare parts and a bit of technical know-how, Scorp-Hogs continue to pop up from time to time, surprising an enemy that expected no resistance in the form of highly mobile anti-armor weaponry.

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