



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 & 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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All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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