

'Outlaw' Walker

This walker's cockpit and chassis, unlike most walkers, isn't fixed in place, and therefore can rotate horizontally 135 degrees, and vertically 45 degrees, adding to it's combat suitability. It is also able to 'jump' small distances. It is able to jump up to 20 meters horizontally and 10 meters vertically.

Craft: HattMark Industries Outlaw-Class Light Walker

Class: Speeder [Walker]

Size: Gargantuan (12 m long)

Passangers: 0

Cargo Capacity: 0

Speed: 30 m

Max Velocity: 90 km/h

Cost: 75,000

Crew: 1 (Normal +2)

Initiative: -2 (-4 size, +2 crew)

Maneuver: -2 (-4 size, +2 crew)

Defense: 11* (-4 size, +5 armor)

Shield Points: 20 (DR 5)

Hull Points: 40 (DR 5)

*Provides full cover to crew.

Weapons:

Two Blaster Cannons

Fire Arc: Front

Attack Bonus: -1 (-4 size, +3 fire control)

Damage: 4d10

Range Increments: 50 m

EMP Cannon

Fire Arc: Front

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 5d10

Range Increments: 10 m

The EMP Cannon is capable only of damaging shields and disrupting systems.

For every 5 damage over DR, one random system is disrupted.

All text and stats by Paul Hattrem,OverLord, HTML and logos done by FreddyB

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