



# Vehicles D6 / HattMark Industries Ogre-

## 'Ogre' Walker

One of HMI's walker section's greatest breakthroughs, the Ogre is one of the heaviest walkers available on the market. One feature of the Ogre is that its chassis is mounted on a turret, which allows it to turn 90 degrees in any direction.

Craft: HattMark Industries Ogre-Class Heavy Walker

Type: Heavy Turreted Walker

Scale: Walker

Height: 25 meters

Skill: Walker Operation: Turreted

Crew: 1

Cargo Capacity: None

Cover: Full

Cost: 125,000

Maneuverability: 1D

Move: 18; 50 kmh

Body Strength: 3D+1

Shield Strength: 2D+1

Weapons:

Three Projectile Missile Launchers (Tri-Linked)

Fire Arc: Front

Skill: Missile Weapons: Projectile Missile

Fire Control: 2D

Range: 50-100/500/1000

Damage: 6D

(Note, one of these Missile Launchers could be replaced for a cost of 5,000 credits with an advanced targeting sensor, which boosts all fire control by +2D)

Four Heavy Particle Beam Generators (Quad-Linked)

Fire Arc: Front

Skill: Vehicle Blasters: Particle Beams

Fire Control: 1D

Range: 10-25/50/200

Damage: 4D

Two 50mm AutoCannons (Fire-Linked)

Fire Arc: Front

Skill: Vehicle Blasters: AutoCannons

Fire Control: +2

Range: 20-50/100/300

Damage: 4D

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