Vehicles D20 / 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 it's chassis is mounted on a turret, which allows it to turn 90 degrees in any direction.

Craft: HattMark Industries Ogre-Class Heavy Walker
Class: Speeder [Walker]
Size: Colossal (25 m long)
Passangers: 0
Cargo Capacity: 0
Speed: 20 m
Max Velocity: 60 km/h
Cost: 125,000
Crew: 1 (Normal +2)
Initiative: -6 (-8 size, +2 crew)
Maneuver: -6 (-8 size, +2 crew)
Defense: 12* (-8 size, +10 armor)
Shield Points: 45 (DR 10)
Hull Points: 70 (DR 10)
*Provides full cover to crew.
Weapons:
  Three Projectile Missile Launchers (Tri-Linked)
    Fire Arc: Front
    Attack Bonus: -6 (-8 size, +2 fire control)
    Damage: 6d10
    Range Increments: 100 m
(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 +2)
  Four Heavy Particle Beam Generators (Quad-Linked)
    Fire Arc: Front
    Attack Bonus: -7 (-8 size, +1 fire control)
    Damage: 4d10
    Range Increments: 20 m
  Two 50mm AutoCannons (Fire-Linked)
    Fire Arc: Front
    Attack Bonus: -7 (-8 size, +1 fire control)
    Damage: 4d10

Range Increments: 30 m

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