



Vehicles D6 / HattMark Industries Outlaw

'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

Type: Light Turreted Walker

Scale: Walker

Height: 12 meters

Skill: Walker Operation: Turreted

Crew: 1

Cargo Capacity: None

Cover: Full

Cost: 75,000

Maneuverability: 2D+1

Move: 30; 90 kmh

Body Strength: 2D

Shield Strength: 1D

Weapons:

Two Blaster Cannons

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 3D

Range: 25-50/100/500

Damage: 4D

EMP Cannon

Fire Arc: Front

Skill: Vehicle Blasters: EMP

Fire Control: 2D

Range: 10-30/50/100

Damage: 5D

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

For every 5 damage over resist (rounded down), one random system is disrupted.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.