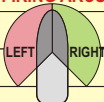




Mk IIIa Ogre

15MM

Mk IIIaOgre

Type	Elite: 3+	FIRING ARCS
Move	Slow, Heavy Tracked: 8cm	
Defence	F 14, S 12, R 11, T 10	
Weapons	<p>Primary Weapon: 25cm Powergun: Sh EVERY OTHER TURN, FP 4/9. Farc only.</p> <p>Secondary Weapons:</p> <p>3 x 22cm DS Rail Gun: each Sh 1, FP 2/7 firing Left arc only</p> <p>3 x 22cm DS Rail Gun: each Sh 1, FP 2/7 firing Right arc only</p> <p>Tertiary Weapons:</p> <p>2 x Heavy Rapid Fire Coil Gun: each Sh 4, FP 1/4 firing Left arc only </p> <p>2 x Heavy Rapid Fire Coil Gun: each Sh 4, FP 1/4 firing Right arc only </p> <p>1 Dual Feed auto Cannon: Sh 4, FP 4/5 firing Left arc only</p> <p>1 Dual Feed auto Cannon: Sh 4, FP 4/5 firing Right arc only</p> <p>Missile systems:</p> <p>Heavy ATGW Launcher. Sh 2, FP 3/8 (no short-range). May fire all weapons systems in a turn.</p>	
Defence Systems	Drozd, Sh 1 all up to <i>Close</i> 8cm, FP 2/1(4+)	

CONTROL SYSTEM

AI system

LV12

LPs is 2d6 + 12

Elite skills:

Command Material