



Vehicles D6 / Metal Gear Nuclear Assault Walker

Metal Gear Nuclear Assault Walker

First of the MGS, or Metal Gear Solid, line the Metal Gear is a fierce weapon of destruction. The metal-gear are single trooper walkers which carry short range arsenal and pack a payload of various kinds of nuclear warheads. the Metal Gear is the prototype with it's six short-range trinity fusion warheads and 40mm chaingun. The craft is actually more like a mech than a walker and has strong manipulators, which while not very dexterous, are quite powerful. The metal gear brand of mech-walkers have the ability to go through where regular walkers and repulsor vehicles can not, because of special magnetic grapplers in their feet, making them an incredible commodity in harsh terrain. Because of the Metal Gear's success more of the MGS series are being designed.

Craft: RanCorp MGS-M "Metal Gear" Walker

Type: Nuclear Assault walker

Scale: Walker

Skill: Walker operation: Metal Gear

Crew: 1

cost: 100,000

Cargo Capacity: 4 kilograms

Cover: Full

Move: 10 ; 30 kmh

Body Strength: 4D

Strength: 5D

Weapons:

Trinity Nuclear Warhead Launcher (6 carried)

Fire Arc: Ballistic

Scale: capital

Fire Control: 1D

skill: missile weapons: nuclear launcher (-2d penalty without specialization)

Range: 180/290/450 km

Blast Radius (in km): 2-4/6-9/11

Damage: 6D/5D/4D+2

40mm ChainGun

Fire Arc: Front

Crew: 1

Scale: Walker

Skill: Vehicle Firearms

Ammo: 500

Fire Control: 2D

FireRate: 50

Range: 50-500/1.5/2.5 km

Damage: 5D

Game Notes: Each 'shot' is really a burst of 4 so if one shot hits all the other shots in the burst hit as well, doing damage each.

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All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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