Vehicles D20 / REX Nuclear Assault Wa

REX Nuclear Assault Walker

The Rex is state of the art in Metal Gear design. One again equiped with manipulators and the magnetic graplers this craft can go anywhere and do anything. It carriers a single heavy duty pulse laser cannon over it's shoulder, twin machine guns under it's nose, and two very special features. The Railgun is what makes it incredibly dangerous. The railgun fires high speed burst of ammunition into a target at long range making it possible to punch through most armor. This isn't waht make the railgun so special. The widow mkaer nuclear launch tube attached to it is.It uses an old recycled design modified to be more efficient. The small nuclear warheads can travel at high speeds and low altititudes making firing much easier. Also the rain from heaven missiles tubes asre quite note worthy. They fire anti-troop mortar-type trajectory warheads up and into a group of targets causing massive damage. Also in a pod handing off the side of it's head is a cruise missile launcher with a rack of three scaled down cruise missiles. These launch up at slightly higher altitudes than the nuclear missiles but are much lower than the other metal gear nukes. It causes less damage as well but is more acurate and easier to use. The REX is a very dangerous craft, a wonderful addition to the MGS line.

Craft: RanCorp MGS-REX "REX" Walker
Class: Speeder [Walker]
Size: Garguantuan (12 m tall)
Passangers: 0
Cargo Capacity: 4 kg
Speed: 50 m
Max Velocity: 150 km/h
Cost: 160,000
Crew: 1 (Normal +2)
Initiative: -2 (-4 size, +2 crew)
Maneuver: -2 (-4 size, +2 crew)
Defense: 16* (-4 size, +10 armor)
Shield Points: 0
Hull Points: 110 (DR 10)
*Provides full cover to crew.
Weapons:
  Hailstorm Railgun
    Fire Arc: Front
    Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 5d8
Range Increments: 35 km
"Widow maker" Nuclear Launcher
Fire Arc: Front
Attack Bonus: -1 (-4 size, +3 fire control)
Damage: 6d10x2
Range Increments: 1.2 km (12 km)
3 AT-3 `Rain from Heaven` Missiles
Fire Arc: Front
Attack Bonus: -1 (-4 size, +3 fire control)
Damage: 6d8
Range Increments: 12 m (8 m)
Dual 12mm Machine Guns
Fire Arc: Front
Attack Bonus: -2 (-4 size, +2 fire control)
Damage: 5d8
Range Increments: 35 m (10 m)
Heavy Pulse Laser Cannon (swings over shoulder)
Fire Arc: Front
Attack Bonus: -3 (-4 size, +1 fire control)
Damage: 6d10
Range Increments: 40 m
Cruise Missile Launcher
Fire Arc: Front
Attack Bonus: +0 (-4 size, +4 fire control)
Damage: 3d10x2
Range Increments: 25 km
Notes: Missiles in transit can be shot down by laser weapons (Defense 30).
Missiles remain in the air one round for every 20 kilometers it crosses.
Missiles launched at different targets cannot be fired in the same round.

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