



# Vehicles D20 / RX-79G Land Combat M

## RX-79G Land Combat MS

This model was specialized for ground combat, and features more cargo capacity, slightly heavier shields, and greatly reduced maneuverability. Without the benefit of 0-gravity, MS thrusters max out after a 20-second burn. This means that it cannot turn or maneuver quite as well as its space comrades.

Craft: RX-79G Land Combat MS

Class: Speeder [Ground]

Size: Gargantuan (13.86 m long)

Passangers: 0

Cargo Capacity: 56 kg

Speed: 25 m/s for 20 seconds

Max Velocity: 25 m/s for 20 seconds

Cost: Not available for sale

Crew: 1 (Normal +2)

Initiative: -2 (-4 size, +2 crew)

Maneuver: -2 (-4 size, +2 crew)

Defense: 16\* (-4 size, +10 armor)

Shield Points: 200 (DR 10)

Hull Points: 130 (DR 10)

\*Provides full cover to crew.

Weapons: The G can be armed with a variety of weapons. However, it can only carry two optionals at one time, and it takes 10 seconds for the pilot to change. They are also armed with a beam saber and a 40mm chest vulcan.

### Weapons:

1 Beam Rifle

Fire Arc: Front

Attack Bonus: +0 (-4 size, +4 fire control)

Damage: Modified by proximity

Range Increments: 5 km

1 Bazooka

Fire Arc: Front

Attack Bonus: -1 (-4 size, +3 fire control)

Damage: 6d10x2

Range Increments: 2.5 km

1 Machine Gun

Fire Arc: Front

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 2d10x2

Range Increments: 3.5 km

1 MS Cannon

Fire Arc: Front

Attack Bonus: -1 (-4 size, +3 fire control)

Damage: 4d10x2

Range Increments: 5 km

Always equipped:

1 Beam Saber:

Fire Arc: Front

Attack Bonus: +2 (-4 size, +6 fire control)

Damage: 12d10x2

Range Increments: 10 m

40mm Chest Vulcans

Fire Arc: Front

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 3d10x2

Range Increments: 600 m

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