

## Vehicles D20 / Metal Gear Nuclear Assault

### 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

Class: Speeder [Walker]

Size: Huge (8 m tall)

Passangers: 0

Cargo Capacity: 4 kg

Speed: 10 m

Max Velocity: 30 km/h

Cost: 100,000

Crew: 1 (Normal +2)

Initiative: +0 (-2 size, +2 crew)

Maneuver: +0 (-2 size, +2 crew)

Defense: 13\* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 100 (DR 5)

\*Provides full cover to crew.

Weapons:

Trinity Nuclear Warhead Launcher (6 carried)

Fire Arc: Ballistic

Attack Bonus: -1 (-2 size, +1 fire control)

Damage: 6d10x5

Range Increments: 45 km (11 km)

40mm ChainGun

Fire Arc: Front

Attack Bonus: +0 (-2 size, +2 fire control)

Damage: 20d10

Range Increments: 250

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