

Vehicles D6 / REX Nuclear Assault Wa

REX Nuclear Assault Walker

The Rex is state of the art in Metal Gear design. One again equipped with manipulators and the magnetic grapplers this craft can go anywhere and do anything. It carries 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 altitudes 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

Type: Nuclear Assault walker

Scale: Walker

Height: 12 meters

Skill: Walker operation: REX

Crew: 1

cost: 160,000

Cargo Capacity: 4 kilograms

Cover: Full

Move: 50 ; 150 kmh

Body Strength: 5D

Strength: 6D+1

Weapons:

Hailstorm Railgun

Fire Arc: Front

Scale: Speeder

Fire Control: 2D

Skill: Vehicle firearms

Range: 10-50/200/350 km

Damage: 5D+2

"Widow maker" Nuclear Launcher

Fire Arc: Front

Scale: Starfighter

Fire Control: 3D

Skill: Missile weapons: nuclear launcher (-2d penalty without specialization)

Range: 390/630/990 km

Blast Radius: 2-4/7-10/12 km

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

3 AT-3 `Rain from Heaven` Missiles

Fire Arc: Front

Crew: 1 (pilot)

scale: speeder

Skill: missile weapons

Fire Control: 3D

Range: 25-40/80/120

Blast Radius: 8 meters

Damage: 6D

Dual 12mm Machine Guns

Fire Arc: Front

Crew: 1 (pilot)

scale: speeder

Skill: Vehicle Firearms

Fire Control: 2D

Fire Rate: 5

Range: 10-50/200/350 km

Damage: 5D

Heavy Pulse Laser Cannon (swings over shoulder)

Fire Arc: Front

Crew: 1 (pilot)

scale: walker

Skill: Vehicle Blasters

Fire Control: 1D

Fire Rate: 1

Range: 30-75/280/400 km

Damage: 6D

Cruise Missile Launcher

Fire Arc: Front

Crew: 1 (pilot)

Scale: Starfighter

Skill: Missile weapons: cruise missile

Ammo: 4

Fire Rate: 1

Fire Control: 4D

Range: 1-25/100/250 km

Blast Radius: 30/20/10 meters

Damage: 3D/2D/1D

Game Notes: Missiles in transit can be shot down by laser weapons (this is Heroic Difficulty). 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.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).