



Vehicles D6 / 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

Type: Land Combat Superiority

Scale: Starfighter

Height: 13.86 meters

Skill: MS Piloting, MS Gunnery, MS Shield, MS Fencing

Crew: 1

Cargo Capacity: 56 kgs

Consumables: 5 days

Hyperdrive: Can't go into space

Maneuverability: 2D+1

Atmosphere: 25 meters/second for 20 seconds.

Hull: 4D+2

Shield: 6D+1

Sensors:

Passive: 10/0D

Scan: 15/1D

Search: 25/2D+2

Focus: 50/4D+2

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.

1 Beam Rifle

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 4D+2

Atmospheric Range: 1-25km/35/50

Damage: Modified by proximity, 1-25?, 35m, 50=

1 Bazooka

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 3D+1

Atmospheric Range: 1-5km/13/25

Damage: 6D

1 Machine Gun

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 2D

Atmospheric Range: 1-10/20/35

Damage: 2D+2

1 MS Cannon

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 3D

Atmospheric: 1-25/40/50

Damage: 4D

Always Equipped:

1 Beam Saber:

Fire Arc: Front

Skill: MS Fencing

Fire Control: 6D

Atmospheric Range: .01-.13/0/0

Damage: 12D

40mm Chest Vulcans

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 2D

Atmospheric Range: 1-5/6/0

Damage: 3D

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

All text and stats by Geoff DeWitt, OverLord, HTML and logos done by FreddyB

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