

Name:

Cip-Quad

Model: Merr-Sonn Reciprocating Quad
BlasterScale: Walker (for damage), Speeder (for
firing)

Skill: Blasters; Cip-Quad

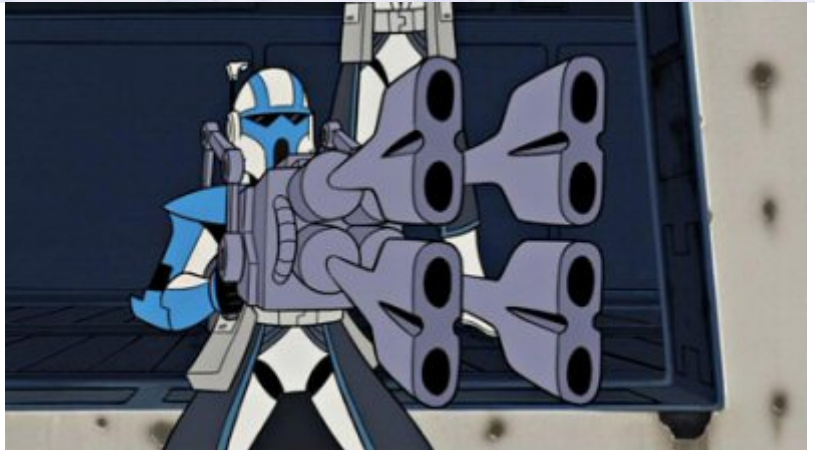
Ammo: 50

Cost: 7500, (Power/Coolant Packs 250)

Availability: 1, F

Range: 5-50/100/500

Damage: 4D (Single Shot), 5D(Firelinked Twin Shot)



Description: An experimental weapon field-tested during the Clone Wars, the Merr-Sonn Reciprocating Quad Blaster, or Cip-Quad, transforms a single soldier into a mobile piece of anti-personnel and anti-armor blaster artillery. The quad blaster is mounted on an articulated and powered harness, fitted with microrepulsorlift buoyancy cells that help reduce the overall weight of the heavy cannon.

The four twin-barreled cannons draws power from a heavy duty backpack-mounted power cell. The sleeved barrels vent excess heat with each recoil, drawing coolant from a built-in tank with each barrel's return. Each double-barrel fires one at a time, or two at a time, following a rotation pattern selected by the gunner.

Clone troopers assigned as heavy Cip-Quad gunners often wear specialist armor, with targeting feeds that connect the helmet HUDs and the articulated harness, giving the trooper exceptional control of the heavy cannon. Cip-Quads are best at taking out slow-moving targets, like AAT or Corporate Alliance tanks; nimble targets can regularly outmaneuver the manually-maneuvered cannon harness.

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