



Weapons D6 / CCIR Defense Battery

CCIR Defense Battery

RanCorp's centurion defense photon cannon is state of the art. It utilizes several advanced technology not the least of which is the CCIR central control mechanism allowing entire networks of these batteries to be operated from one place. The unit, while in it's passive mode, seems to be a relatively flat, broad, disk with a small pylon sticking up in the center of it. When it detects an enemy target the center of it telescopes up revealing that the pylon is just the tip of it. The cannon is thus revealed and can open fire on ground or air targets with ease. When the immediate threats are gone it retracts again until more targets come within optimum targeting range again. This feature not only helps protect the cannon but makes it more cancelable as well. Not realizing what one of these in it's passive mode is, will ensure the inability to live long enough to find out. The one major disadvantage of these weapons is that they must be permanently installed in their location.

Model: RanCorp Centurion Defense Battery

Type: Photon Cannon

Scale: Speeder

Skill: Blaster Artillery: Centurion

Crew: CCIR main control unit

Ammo: Unlimited (power generator)

Cost: 50,000 (new), 29,500 (used)

Availability: 2, X

Body: 4D (retracted), 3D (extended)

Fire Rate: 2

Fire Control: 2D

Range: 20-600/3/16 km

Blast Radius: 8 meters

Damage: 5D

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

All text and stats by Dave Maloney, 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](#).