



Weapons D6 / RanCorp W4-4mp Mega

RanCorp W4-4mp MegaCannon

This cannon is an ultraheavy megacannon capable of bringing down any fortress with a single blast. It was originally designed as a defensive weapon. It would be mounted on special craddles which also housed energy mechanisms and pumps to cool the barrel of the powerful weapon.

During a conflict with MetaCorp, the cannon at one base was dismantled and attached to a hovertrain in a makeshift carriage. After that special train cars were designed to carry the weapons. The hovertrains could then pull up within range of an enemy stronghold, range in, and release a single devastating blast capable of opening the defenses wide.

The one major draw back to the weapon is the long cool down rate.

Model: RanCorp Munitions' W4-4mp MegaCannon

Type: Super heavy cannon

Scale: Walker

Skill: Blaster artillery

Crew: 7

Ammo: Unlimited (power generator)

Cost: 800,000

Availability: 3, X

Body: 2D

Fire Rate: 1/10

Fire Control: 1D

Range: 400/1.4/2000 km

Blast Radius: 40m

Damage: 11D

Game Notes: Must be mounted on a specilized hover-tain or put in a permanant ground fixture which is very hard to dissassemble for transport of the cannon.

Design Notes: Based partialy off the Junon Cannon in Final Fantasy 7.

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