

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 devastatiung 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.

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](#).