

## Weapons D6 / Merr-Sonn Munitions 37

### StormElite 37mm Anti-Starfighter Blaster Cannon

The 37mm Anti-Starfighter Blaster Cannon is an upgunned model of the widely successful 20mm Assault Blaster Cannon. Although the 20mm ABC was quite capable of taking out a starfighter, the 37mm is more well versed for anti-starfighter duties.

The 37mm Anti-Starfighter Blaster Cannon is used by Imperial StormElite, Imperial Army, and ground-stationed Imperial Navy defensive batteries. In the Imperial StormElite, for example, four batteries of two 37mm cannons are attached to each SE division's artillery regiment. Most 37mm Anti-Starfighter Blaster Cannons are used to defend StormElite field bases and medical aid posts.

It is not correct to say that the 37mm Anti-Starfighter Blaster Cannon cannot be used in an offensive, anti-personnel capacity. One such example would be SE-Captain Verdick Maraudey's use of the cannon against Rebel soldiers during an engagement on Chandrila. Maraudey's company approached a village that was held by a group of wilderness fighters and instead of assaulting them directly he opened up with his lone 37mm Anti-Starfighter Blaster Cannon. Alliance medical reports indicate that some dead soldiers had 8cm wide blast points in their backs where the blast bolt exited!

Model: Merr-Sonn Munitions 37mm Anti-Starfighter Blaster Cannon

Type: Anti-starfighter blaster battery

Scale: Speeder

Skill: Blaster artillery: 37m cannon

Crew: 4

Cover: 1/4

Fire Rate: 2

Cost: 8,000 credits (blast clips: 200)

Availability: 3, X

Body: 2D+2

Ammo: 500

Fire Control: 2D

Range: 50-350/2.5/5 km

Move: Stationary, unless mounted on wheels therefor making the Move 15

(requires a Moderate Strength roll from each crew member each turn they wish to move the weapon). The 37mm Anti-Starfighter Blaster Cannon can also be attached to vehicles for transportation between positions if mounted on wheels.

Damage: 3D+2 (starfighter-scale)

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