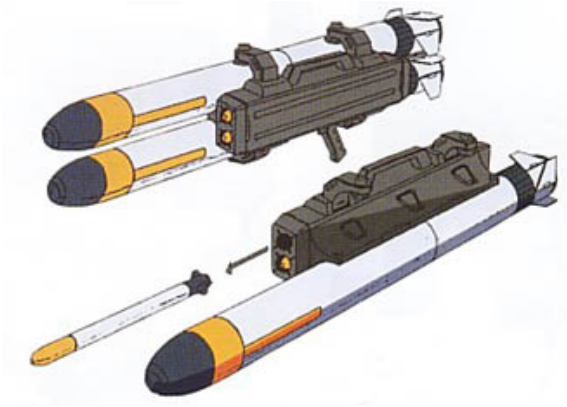
Starships D6 / M66 CANUS Missile Launchers



Model: M66 "CANUS" Missile Launchers
Type: Optional Mobile Suit Heavy Assault Package
Skill: Mecha Gunnery (OR can use Starfighter/Aircraft Gunnery)
Scale: Starfighter AND Capital
Cost:
-Launchers: 10,000 Zaft Credits
-Anti-Starfighter Missiles: 5,000 per missile
-Anti-Capital Missiles: 7,000 per missile
Fire Control: 1D
Space Range: 1/4/8, 8 per round.
Atmosphere Range: 50-100/400/800, 800 per round
Damage: 7D (anti-starfighter warheads); 7D (anti-capital warheads)
Ammo: 2 anti-starfighter warheads per launcher, 2 anti-capital warheads per launcher (4 each, 8 total), used in hand-held pairs.
Rate of Fire: 1 per attack, or volleys up to maximum payload (usually of only one type of missile, but all can be fired at once if needed).
Game Notes: The CANUS weapon system was meant as an easy grab-and-go optional weapons package for heavy assaults. Their payload is a mix of both anti-starfighetr and anti-capital ship ordnance, allowing the equipped mobile suit to engage a mix of various targets with the system, and still have options open to its combat role, instead of being limited to just one kind in battle. With several missiles loaded up, the MS can easily fire off it's payload, then drop the launchers (since they are simply hand-held and controlled by wireless communications), then use standard weaponry to engage the enemy further, should the need arise.

The CANUS weapons system could, with a little modification, be adapted for use with a properly modified starfighter (if its hull is long enough or has a shape that will support the launchers), space transport, or capital class ship. With the right modifications, they could easily be attached as both box missile launchers (anti-starfighter) and missile hardpoints (anti-capital), all in one neat package.

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