Weapons D6 / Golan Arms CR-1 Blaster Cann



CR-1 Blaster Cannon
Name: Rebel CR-1 Blaster Cannon
Model: Golan Arms CR-1 Blaster Cannon
Type: Modified heavy blaster cannon
Scale: Character
Skill: Blaster: blaster cannon
Ammo: 8
Cost: 2,200 credits
Availability: 2, R
Range: 2-4/12/30
Damage: 6D/4D/2D
Note: At point-blank range, every target in a 60? arc of the blaster cannon is attacked.

Description: With so many of the leading technological firms nationalized by the Galactic Empire, the Rebel Alliance is constantly on the trailing end of the weapons development race. However, this gap has prompted ingenuity in modification of older equipment. When Alliance agents infiltrated a Golan Arms supply depot in the Ac'fren Spur, they came across a wealth of Clone Wars-era weapons ready for use or upgrade.
One such weapon is the CR-1 blaster cannon, an extremely powerful piece of carried blaster artillery. The heavy weapon has a bloated energy chamber that generates a blast far more destructive than a heavy blaster rifle, and that erupts from the weapon's muzzle as multiple bursts per shot. The CR-1 is greatly prized by Rebel forces, but they are in short supply and require specific power requirements that have limited their proliferation among the Alliance ranks.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Weston, 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.