Vehicles D6 / Superlaser siege cannon



Name: Superlaser siege cannon
Scale: Capital
Length: 200 meters
Crew: 62 Gunners
Passengers: 0
Cargo Capacity: 500kg
Cover: Full
Altitude Range: Ground level-5m
Maneuverability: 0D
Move: Towed
Body Strength: 3D
Weapons:

- Super-Laser *
  - Fire Arc: Front
  - Scale: Capital
  - Skill: Capital Ship Gunnery
  - Crew: 54
  - Fire Control: 0D *
  - Space Range: 1-2/5/20
  - Atmosphere Range: 200-400m/1km/20km
  - Damage: 6D
- Topside Defense Turrets x4
  - Fire Arc: Turrets
  - Scale: Walker
  - Crew: 2 (each)
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Range: 50-500/1.5/3km
  - Damage: 4D

*: The Superlaser charges 2D damage every minute, and can only fire when charged to full power. The vehicle must also drop it's stabilizing outriggers before firing, which takes 2 rounds. When fired the beam takes some time to build to it's full effectiveness, building 1 scale each round until it reaches full power when it cuts off. (First Round 6D Character Scale, Second Round 6D Speeder Scale, Third Round Walker Scale, Fourth Round Starfighter Scale, Fifth Round Capital Scale). Each during firing it gains 1D Fire Control, up to 5D during it's final firing phase, as the beam can be used to help target the weapon.

Description: A superlaser siege cannon was a heavy artillery weapon deployed by the First Order, capable of penetrating enemy defenses.

The superlaser siege cannon was a piece of miniaturized Death Star technology capable of firing a devastating energy pulse along a targeting tracer beam to cause a powerful detonation upon impact. The two-hundred-meter cannon required support vehicles to maneuver it into position

during sieges; the weapon was airlifted onto battlefields, and was towed on ultra-dense cables by All Terrain Heavy Haulers. When positioned, the cannon deployed retractable stabilizing outriggers to ground its bulk, and was armed with topside defense turrets for protection while charging.

A siege cannon was deployed by the First Order during the Battle of Crait, used to blow a hole in the blast door of the Crait outpost sheltering Resistance personnel. V-4X-D ski speeders attempted to destroy the weapon, and Finn set out on a kamikaze run into the cannon's barrel, but was intercepted by Rose Tico at the last second. The cannon fired unopposed, breaching the Resistance's defenses and ultimately allowing Kylo Ren entry into the outpost.

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