

# ACPA (Assault Charged Particle Accelerator) Cannon

The Assault Charged Particle Accelerator, or ACPA Cannon, is a next generation weapons system designed to be employed by heavy VANDR-type units for anti-fortification and anti-ship purposes. It uses more massive accelerator systems that rapidly siphon the large amounts of particles required to make such massive weapons work. The matter is then excited and given an electrical charge before being fed into a [MASC-based](#) linear catapult. It is then fired out at supersonic speeds, where it inflicts heavy damage to most targets. On impact, the contained particle blast spreads out in a wide area, inflicting wide area splash damage to nearby surfaces. It is very effective versus conventional materials, and disrupts shielding and electronic systems thanks to the charged properties of the particles.

Location: Vehicle-Mounted Purpose: Heavy Anti-Mecha, Anti-Vehicle Secondary: Anti-Shield Damage: T9 (for 3 Seconds), Electrical Damage

Range: 5 KM in Atmosphere, 15 000 KM in Space Rate of Fire: One blast every 13 seconds of charging Area of Effect: 20 Meters Muzzle Velocity: .25c Ammunition 130 Particle Shots, Replenishes completely after 30 Minutes out of combat

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