

# 7.6cm Sunderer Cannon

The Sunderer 7.6cm cannon is the main gun of the [Universal Medium Tank](#) and serves as the middle ground of the Iron Company's three principal cannons/autocannons.

## About the Sunderer




The Sunderer 7.6cm cannon was purpose-built for the [Universal Medium Tank](#) when the need for a dedicated weapon for the vehicle was needed. The cannon was later made into an automatic variant and a towed piece to give units extra firepower, though the single-shot variant is still in common usage.

## History

During his first time in Kikyo, [Albert Steiner](#) was in the process of designing the Universal Medium Tank and needed a relatively cheap, yet effective weapon against power armor and most common vehicles. Rather than shell out money for the many, many complex high-tech systems available he settled on creating a conventional design for internal production.

The result was a cannon of middling performance adequate for both the battlefields of Valhalla and during the [Craethel War](#). Eventually, both Automatic and towed versions of the single-shot model bolstered anti-tank capabilities. While the weapon's performance is a little lackluster compared to other weapons found in the sector; the variety of ammo does allow for a high degree of flexibility in terms of what the operators can engage. Of course, all that flexibility goes out the window if you select the wrong ammo and wind up against a target that may just be a little too hard for what you're packing. Most natives of the Sector would likely say that this weapon belongs in a museum; of course, those on the receiving end realize real quick that even a museum piece can still kill you.

## Nomenclature Information

| 7.6cm Sunderer Cannon |  |
|-----------------------|--|
| Year Introduced       | Full Production <a href="#">YE 43</a> .  |
| Class/Nomenclature    | <a href="#">IC-K1-W4500</a> (Current Production Version)   |
| Alt Nomenclature      | IC-S-76  |
| Designers             |  <a href="#">Iron Company</a> |
| Manufacturer          |  <a href="#">Iron Company</a> |
| Fielded By            |  <a href="#">Iron Company</a> |
| Weapon Type           | Chemical Projectile Propulsion   |
| Weapon Role           | Main Tank Cannon, Towed Field Gun  |

| 7.6cm Sunderer Cannon |   |
|-----------------------|---|
| Length                | 24 feet including mechanism   |
| Width                 | 7.5 feet(for towed piece, including gunshield and spades when deployed) |
| Height                | 4.1 feet(For towed piece)   |
| Weight                | 3086lb, or 1400 kilograms(mounted) or 3333lbs or 1512 kilograms(towed)  |
| Production            | Mass Production   |
| Pricing               | Starting at 1500KS  |

Appearance

A long-barreled gun, with a large, heavy breech and trigger mechanism, the towed pieces have angled gunshields and rough rubber wheels. The Autocannon variant has an ammunition drum and a flexible metal feed to keep dust and dirt out of the ammunition bins.

Discharge Information


- Muzzle Flash: The muzzle flash of the Sunderer is a brief, massive 10ft yellow cone-the shockwave can kick up a massive dust cloud.
- Retort: A roar
- Projectile Appearance: If one were to be able to catch a glimpse of the projectile it would be a brief, black blur accompanied by a loud whizzing sound as the round passes by.
- Effective Range: 2675 meters (Direct Fire) 7920 Meters Indirect Fire)
- Rate of Fire: 12 to 16RPM (single shot) 120 to 180RPM (automatic)
- Recoil: The weapon has large amount recoil, sending towed variants backward and rocking combat vehicles upwards, while the automatic variant has recoil compensation it still travels upwards.

Ammunition

- Ammunition: [7.6cm Sunderer](#) 🗡️ [HEAP Ammunition](#)
- [Purpose](#): Heavy Anti-Armor
- Round Capacity: Single Shot or 70-round drum or by internal ammo bin

| 7.6cm Sunderer Ammunition                            |                   |
|--|-------------------|
| Type   | Purpose           |
| 7.6cm 🗡️ <a href="#">HEAP</a>                        | Heavy Anti-Armor  |
| 7.6cm Armor Piercing                                 | Light Anti-Mecha  |
| 7.6cm HEP(High Explosive Plasma)                     | Medium Anti Mecha |
| 7.6cm 🗡️ <a href="#">High Explosive Canister</a>     | Light Anti-Armor  |
| 7.6cm 🗡️ <a href="#">Flak</a>                        | Light-Anti Mecha  |
| 7.6cm "Purifier" 🗡️ <a href="#">Incendiary</a> round | Medium Anti-armor |

## Weapon Mechanisms

- **Firing Mechanism:** The firing mechanism for the single shot variant is a button that one must give a hard smack-this button is attached to a mechanical connector, which releases the firing pin and fire-the weapon possess an automatic ejector system which ejects the shell from the back of the gun. The autocannon variant is a recoil-operated design, with spent casings being ejected out the bottom of the breach.
- **Loading:** Loading the single shot variant is a fairly simple process-the gun possesses a  [horizontal sliding breech block](#), open the breech, insert the shell, the breech automatically closes, smack the button. The automatic version requires that one mount the ammo bin on the side of the gun, connect the ammo belt charge it via the charging lever, and it is good to go.
- **Mode Selector:** The single-shot version a simple locking lug serves as the safety, preventing the gun from firing. The automatic variant has a simple button safety.
- **Firing Modes:** This weapon has no alternate firing modes
- **Weapon Sight:** Both versions have a pair of wheels that operate the traverse and elevation, and a simple telescopic sight is used to sight in targets, with markers giving range, though the electronic systems of a combat vehicle may be used to augment this.

## Pricing

- 7.6cm Sunderer, Single Shot: 1500 KS
- 7.6cm Sunderer, Autocannon: 3000 KS





## Replaceable Parts and Components

- Barrel: 300 KS
- Breech: 450 KS
- Traverse Mechanism: 250 KS
- Firing Mechanism: 200 KS
- Optical Telescopic Sight: 30 KS
- Carriage: 150 KS
- Gun Shield: 200 KS

## Optional Attachments

- **Short Barrel:** a short barrel, roughly 8 ft in length. Reduces the range, but reduces the weight of the weapon. Ideal for an infantry support unit Price: 25 KS
- **Mecha Rifle Conversion:** Adds the ability for a mecha to wield and fire the weapon in its hands. Price: 50 ks.

## Ammunition

| 7.6cm Sunderer Ammo Price Quickchart  |                      |
|---|----------------------|
| Type  | Price (10 Round Box) |
| 7.6cm  <a href="#">HEAP</a>                        | 150KS                |
| 7.6cm Armor Peirceing   | 250KS                |
| 7.6cm HEP(High Explosive Plasma)  | 2500 KS              |
| 7.6cm  <a href="#">High Explosive Canister</a>     | 100 KS               |
| 7.6cm  <a href="#">Flak</a>                        | 200 KS               |
| 7.6cm “Purifier”  <a href="#">Incindiary</a> round | 175KS                |

## OOC Notes

[Commissar Farzi](#) created this article on 2022/11/11 20:23.

This article was approved by [Andrew](#) on 2023/09/19<sup>1)</sup>.

<sup>1)</sup>  
<https://stararmy.com/roleplay-forum/threads/7-6-cm-sunderer-cannon.70875/#post-440332>

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