

# U-1 Weapons

## More about U-1 Weapons

### Shot Cannon

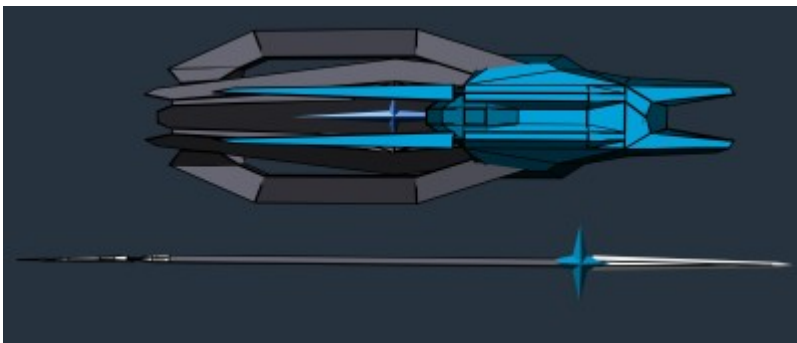


The Shot Cannon is a weapon structurally similar to a giant rifle scaled for operations by a frame. Its purpose is to serve as a heavy strength anti-mecha weapon to replace the [semi\\_gauss\\_torpedo\\_launcher](#) used by one of the USO's pilots. It is held in the hands of the frame and manipulated like a normal rifle. It is fired computer control systems.

It fires by accelerating a shell out of the barrel with gauss magnetic accelerators before a rocket motor takes over and propels the shells toward their targets.

- Purpose: Medium Anti-Starship
- Damage: [Tier 10, light anti-ship](#)
- Range: 50,000 Meters in atmosphere, theoretically unlimited in space
- Rate of Fire: Gauss accelerators take 1 second to charge between shots
- Ammunition Capacity: 12 Rounds
- Ammunition Type: 100 mm directed anti matter shells.
- Length: 5 Meters

### Spear and Shield



The spear and shield options for the U-1 are designed for combat with enemy frames. As such they are constructed out of hardened [Durandium Alloy](#).

The basic construction of the spear and shield are somewhat more complex than normal, because they have been forged with a [molecular knit](#) to harden them and make them more sturdy. As well as this, the spear has a [monomolecular tip](#).

Purpose: Medium Anti-Mecha Damage: Medium Anti-Mecha damage Length: 9 Meters

## OOC Notes

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