Starships D6 / MM/VerdanTech Decimator Sp

MM/VerdanTech Decimator Space Denial Missile

The fairly large success of the Spontoon series spawned the idea for this Merilli/VerdanTech warhead. Merilli engineers rearaagned the original Spontoon concept and used advanced fusion warheads along with more volatile substances than just hydrogen and nitrogen. Technology from the MCPS array designs were also incorporated into the missiles. The purpose of the Decimator was a space denial warhead. That is, a warhead capable of rendering an area of space temporarily too dangerous for an enemy ship to enter. This is accomplished by farily normal Spontoon warhead means using the fusion warheads, but the nose warhead is set as a spread instead of a focus.

The warheads release a powerful omni-directional blast capable of destroying or disabling most ships in the blast. It also leaves an intense kind of radiation field which uses MCPS type energy and causes ship hulls to quickly fall apart disentegratng as their very molecular structure falls under attack. Though this is handy if enemy ships actually walk into it, the idea is that they won't and thusly cannot fly through that area of space. Therefor, a volley of Decimators can put up a very convient barrier between enemy fleets and the users of the warheads.

Model: Merilli Munitions/Verdant Technologies Decimator Super Missile
Type: Space Denial Warhead
Scale: Death Star
Cost: 56,000 credits
Fire Control: 3D
Space Range: 1-25/100/250
Atmosphere Range: 2-50/200/500 km
Blast Radius (space): 25/12/7/3
Blast Radius (atmopshere): 50/25/15/5 km
Damage: 2D/1D+2/1D+1/1D
Game Notes: Leaves intense radiation cloud in blast radius for 10 rounds after explosion. Any ships entering this cloud lose 1D from their hull code each round they are in the cloud.

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