Starships D6 / MM/VerdanTech Spontoon Ultr

MM/VerdanTech Spontoon Ultra-Heavy Missile

Merilli Munitions was a Merisee armament corporation founded in the dying breaths of the Old Republic. Merilli, or MM, did fairly well but they were overshadowed by the MM from the Palvar Sector, Mestic Munitions. Merilli became known for being very efficient and having high quality products instead of cheaply mass produced models. Merilli was later boguht out by Verdant Technologies where the two's methods were combined as well as their resources and ideas, furthering Verdant greatly.

One of the first MM/VT designs was the Spontoon Series Anti-Armour Missile. These missiles were manufactured totally within single dedicated facilities. The building materials would be refined and processed, then shaped and set together. The circuitry would be built and components fit together. Fuel would be mixed and formed and stored in tanks and fit in with the rest of it. All of this took place in a single building at each factory.

Part of what make the spotoon series so special though is that all the leftover materials are put through a molecular furnace. Hydrogen and Nitrogen atoms are pulled out and stored in special tanks while the rest is recycled.

The missiles are then established with guidance systems at the very tip of the nose, drive section at the very rear, fuel right in front of the drive section, and a directed thermal detonator warhead right behind the guidance system. Then between all that would be heavier duty explosives surrounded by the small tanks of Hydrogen and Nitrogen. The effect is that when the warhead hits, the directed thermal detonator funnels it's charge straight forward ripping a gap in the armour of whatever it strikes. The Hydrogen and Nitrogen tanks between the first detonator and the main explosive packages then rupture, causing them to expand out in a cloud as the first heavy explosives go off, the hydrogen and nitrogen cloud feeding the explosion with fuel. The other Hydrogen/Nitrogen tanks padding the explosives are ruptured by the blast adding a secondary explosive 'boost' to the blast. So in effect there are three exlosions. One to open up the armour, a second to rip things to shred, and a third final one to take out anything left over.

In the case of the Ultra-Heavy, most warhead launchers cannot accomodate the large warhead so a specialized one must be made or bought. A fourty thermal detonator payload serves as the armour piercer. The heavy explosives are heavy fusion, three stage warheads. The Nitrogen tanks are replaced to make room for Tritium injectors which triple the energy in the fusion reaction while the extra hydrogen tanks still add extra fuel to allow the blast to expand outward. In the case of the ultra heavy this is important because it is used almost exclusively in space and needs the extra fuel to cause signifigant damage.

This warhead is very expensive and is technically illegal for any non-miltiary organization to have.

Model: Merilli Munitions/Verdant Technologies Spontoon Heavy Missile
Type: Heavy Anti-Armour Missile
Scale: Capital
Cost: 50,000 credits
Fire Control: 3D
Range: 100-900/7/16 km
Space Range: 1-15/50/80
Blast Radius: 10km
Damage: 14D

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