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Thermite Plasma Incenidary System

The Imperial Weapons Research Program on the backwater world of Zanthrop IX insitutes new aerial weapons under the command of Moff Dekuun. One of the many experimental programs started before the Battle of Endor resulted in the development of thermite plasma.

Thermite plasma was discovered by accident, but once its effects were realized it was converted into a special program. It was hoped that the weapon could burn hotter than napalm, the standard incenidary unit used by Imperial forces; many systems in modern times, including structures and weapons, have been specifically designed to withstand napalm.

Normal aerial bombs explode on impact, leaving their targets and surroundings in ruins. Thermite plasma, in addition to exploding, produces a fireball effect that consumes and destroys everything in the weapon's blast radius at the molecular level. Wood is instantly turned to ash, plastic is reduced to puddles, and steel is broken clean off.

While a few prototype bombs were produced, thermite plasma is still in the developmental stage. The Empire hopes to equip TIE and Scimitar assault bombers with specilized bomb units containing thermite plasma systems, but the weapon is unlikely to be brought into service any time soon.

Model: Zev'Lon Armaments Thermite Plasma Aerial Attack Bomb
Type: Incenidary bomb unit
Scale: Walker
Cost: Not available for sale
Blast Radius: 0-25/50/75 meters
Damage: 5D+2/4D+2/3D+2
Game Notes: Targets within the blast radius take character-scale damage every round after the first due to the intense heat of the bomb; 5D within 0-25m, 4D within 26-50m, and 3D within 51-75m. The intense heat lasts for 2D rounds.

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