Weapons D6 / Thermal imploder



Model: Thermal imploder
Type: Grenade
Scale: Character
Skill: Grenade
Cost: 450 credits
Availability: 2, X
Blast Radius: 0/3/6
Damage: 7D/5D/3D

Description: Thermal imploders were high explosives carried by Wookiee warriors, Imperial stormtroopers, and Rebel troopers during the Galactic Civil War. The imploder functioned by compressing and heating the surrounding atmosphere, thus creating a vacuum that provides a powerful implosion in a large radius. A thermal imploder could seriously damage a turret, an AT-ST, or kill a squad of infantry if properly used. When activated, there would be a timer of about 7-10 seconds before the first explosion erupted. The first wave was a non lethal wave of fire that would then come back to the epicenter causing a larger secondary explosion.

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