

RESISTANCE SENECA

DETONATOR

22 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SENECA	4"	2"	12"	2	4+	1	1-3	L	ATMOSPHERIC, LAUNCH, OUTLIER

LOAD	LAUNCH	SPECIAL
FIRE SHIPS	3	-

EXPLOSIVE: When this ship is destroyed, it suffers Catastrophic Damage as if it had Hull 6 (D3"). Additionally, note that Fire Ships do not count toward's your fleet's Launch capacity.

Recorded ships of the class: *Surprise, Abra Kadabra, Boombbox (Independents) DS-1, DS-2 etc, (Kallium, no prose names bestowed)*

Though lacking in military resources, most fleets scattered by the Scourge invasion had a high proportion of merchantmen - rightly more likely to run than engage. Forced to be inventive, ragtag Resistance groups sought to repurpose civilian vessels to military ends. Haulers often make poor gun platforms but offer capacious internal holds. When combined with 'repurposed' shuttles, yachts and small transports, a formidable weapon can result: the Detonator, a hive of remote-operated, explosive-packed fire ships. The most common vessel is a Seneca class - unweildy and utilitarian, it offered pre-war traders the largest storage for the lowest cost, although many other patterns are in service in this unlikely role.

Crewing a repurposed flimsy brick fizzing with improvised time bombs is not for the sane and/or skittish. These individuals are treated with wary respect when on shore leave, notable in the bar due to singed hair - if they've survived to douse their burns in booze. In the service of Kallium, Detonators are employed in an altogether more sinister, regimented fashion, which says a lot of how much the Kabal values flesh and blood.

SENECA
DETONATOR

LENGTH: 470M

DISPLACEMENT:
3,441,000M³