SELF-DESTRUCT SYSTEM

This vehicle can be set to self-destruct; creating a massive explosion that obliterates the vehicle, but keeps it from falling into enemy hands. A character must spend a Story Point to activate the self destruct sequence, setting how long until the vehicle explodes. When it explodes, it causes Lethal damage with the Armour Penetration trait to everything within its undamaged Structure x 10m if of vehicle scale, or x 100m if of Spaceship Scale.

spaceship