



It's...a nuke.

With enough explosive power to make the 500KG bomb look like a firecracker, this little papi will absolutely obliterate anything in its explosion radius. Additionally, the detonation area will be covered by radioactive fallout that damages anyone close enough.

It only has ONE Charge for the entirety of the mission.

The AOE is roughly that of a 120MM Barrage, with the explosive power of a Hellbomb.

- Design Talk & Balance

I wanted players to have a BIG bomb in their arsenal, providing them immense destructive power for large bases, bug nests and massive enemies (especially those to come : D).

It doesn't really "Compete" with anything, it's just the "Silver Bullet" Stratagem.

The nerfs to the 500KG were justified, as due to its ability to be used many times, it can't be as strong. For that reason, and to have enough powerbudget for this monstrosity, I've opted to make the Nuke an "Orbital", and just like the "Orbital Laser" give it limited uses, well, 1 Use.

The "Fallout" overtime damage is a later, but i think quite fitting addition, that helps it be more than just a "big boom", but also limits its usability, as it makes the Stratagem basically impossible to use in small maps.

#### Fun Facts

1. The stratagem name is based on the Hellbomb one, which is NUX-223, and "PUX-239" references the bomb using Plutonium 239 as Fuel
2. "HA" stands for "High Altitude", as the bomb does not explode on the ground, but fairly high up in the air.
3. "HISH" stands for "High intensity Short Halflife", as the fallout created by the bomb has a very short but extremely interactive lifespan, due to the enhancements done to the plutonium core.
4. Its input code is a mix of the Hellbomb and 380MM barrage, as it effectively mixes both, and it was quite fitting.
5. The Lore reason it has only 1 Charge, is that unlike normal Hellbombs, it is extremely unstable and dangerous to store, and has to be kept at Cryogenic temperatures, as such, no single Super Destroyer is allowed to carry more than one at a time during missions, also why "Normal Hellbombs" are used instead for "routine blowupery"