

Name: Surprise Flamethrower Emplacement
 Model: Authority Surprise Pop-Up Flamethrower Emplacement
 Scale: Speeder
 Skill: Blaster Artillery; Flamethrower
 Crew: 3; Skeleton 1/+5
 Cost: 10,000 (new); 5000 (used)
 Availability: 3, R or X
 Body: 3D up, 6d down
 Fire Rate: 1/2
 Fire Control: 2D
 Range: 30/70/100
 Damage: 5D, plus 4d/round for 5 rounds or until extinguished



Description: Made by Authority, makers of flame rifles and flame carbines, the Surprise Flamethrower Emplacement is a fixed defense featuring dual high output flamethrowers, and as an innovative feature, the turret raises and lowers to fit flush with its armored base when not in use, or when the flamethrowers are recharging (ROF 1/2).

Surprise's are commonly used to protect corporate bases on primitive worlds, to guard prisons against escape, and other uses where there scary presence is key but there lack of range and indiscriminate weapons are not major drawbacks. The Empire has occasionally deployed Surprise's with AT-ATs, as the surprise is unlikely to damage the AT-AT severely, but is very good for 'washing the scum from its feet', such as nimble speeders and infantry. Surprise's rely on an underground fuel reservoir, and when destroyed often burn for days.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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