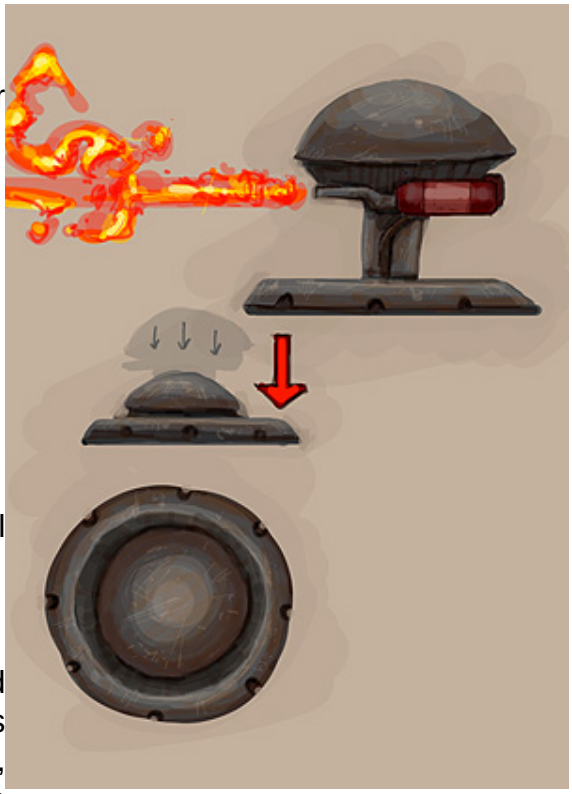
Weapons D6 / Authority Surprise Pop-Up Fla



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.

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