Weapons D6 / M7057/DP Flamethrower



M7057/DP

The M7057/DP, is a standard chemical flamethrower, which projects and ignites a stream of a volatile, semi-liquid fuel. Flamethrowers are cumbersome and relatively difficult to tactically employ. Referring to the M7057/DP as a weapon is a bit of a misnomer as the "DP" in its nomenclature indicate that it is a 'Defoliant Projector' ? to be used to rapidly clear away heavy foliage for in-theater construction projects and to destroy new or persistent growth from emplacements and/or hardened military assets. It is normally used with a cart, instead of being carried.

It has a built in failsafe system that stops the weapon firing when it reaches a certain temperature. If the weapon is fired while overheated, it would melt or explode, and the heat and the flames would harm the user. The Flamethrower will overheat if used non-stop when depleting 40% of the fuel.

Model: UNSC M7057/DP
Type: Flamethrower
Scale: Character
Skill: Flamethrower
Ammo: 50
Cost: 3300 credits
Availability: 3, X
Fire Rate: 1
Range: 3-4/10/25
Damage: 5D+4 first round, 3D each round for the next five, unless extinguished

Weight: When using this weapons with out tripod support, the character must make a Moderate Lifting roll each round in order to support the weight of the gun.

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