



VerdanTech Incinerator

The verdant Technologies Incinerator Heat Cone Rifle is a new way of using flamethrowers. Rather than using dangerous fuel to emit a cone of actual flame it uses energy packs to emit a powerful cone of heat energy which will cause all flammable materials to catch fire and in itself can burn away flesh with the tremendous heat. Sometimes the heat becomes too much and the weapon has a 'melt down' which renders the weapon totally worthless, however it's one setback is made up for in the uniqueness of the weapon.

Model: Verdant Technologies Incinerator Heat Weapon

Type: Heat Weapon

Scale: Character

Skill: Flamethrower

Ammo: 10

Cost: 1,100 credits (energy packs: 100)

Availability: 2, X

Fire Rate: 1

Range: 3-4/10/25

Damage: 5D first round, 3D each round for the next five, unless extinguished

Game Notes: Everyone within a 45 degree arc of the shooter's front is hit with a successful use.

Characters within five meters of the blast cannot attempt to dodge; characters six to ten meters away may attempt to dodge, though all attempts are at a -1D penalty.

On a wild die re-roll of 6, the Incinerator overheats melting down the barrel and energy back making the weapon sueless and insalvageable.

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

All text and stats by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).