Weapons D6 / Grenade, Flame



FLAME GRENADE
"It sure don't seem like it was meant for burnin' material, seems more like it was meant for burnin' personnel."
-Anonymous E2-BAG/1/7 serviceman..
The Type-3 Antipersonnel/Antimaterial Incendiary Grenade,[1][2] colloquially known as the "Firebomb," or "Flame Grenade," is a Brute grenade.
Model: Covenant Type-3 Antipersonnel/Antimaterial Incendiary Grenade
Type: Incendiary grenade
Scale: Character
Skill: Grenades: Flame/Incendiary
Rate of Fire: 1
Ammo: 1
Cost: ?
Availability: 3, X
Range: Thrown
-Difficulty: Easy/Moderate/Difficult
Damage: 6D/5D/4D/3D, see Game Notes (Blast Radius: 0-1/2/3/4)
GAME NOTES:
-BURN: When this grenade shatters, the contents immediately combust. Anything hit by the grenade is covered by its contents, and continues to burn for 1D+2 rounds, causing full damage every round until the flames go out (no known substance can extinguish the flames). Anything/one within 1 meter (pretty much adjacent to the point of impact) also catch fire and take damage every round until the flames go out. This is true for anything that comes into contact with the flames before they burn out, and these will burn until the flames go out (but the 1D+2 has already been rolled, and the time remaining is all that is left to burn). Anything or one in the further blast radius past 1 meter only takes normal damage without burning every round.
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DESCRIPTION
It is a multi-purposed infantry explosives munition, and can be thrown 10 meters (32.8 feet) by the average soldier, but is mainly used by Brute Stalkers. Upon impact with a hard surface, the casing converts to liquid form, burning at around 2200 °C (3992 °F), and causing significant damage to vehicles and infantry alike, automatically killing all nearby infantry in a 3.4 meter (8 foot) radius. The gel-like filler substance also escapes from the burning casing, splashing over nearby objects and causing significant damage as it burns for 4.5 seconds. Killing someone in multiplayer with this grenade will award the player with the Incineration Medal.
In campaign, it is a very effective weapon against the Flood. It can kill up to three Flood Combat Forms or Flood Pure Forms in a close group. They are also useful against large swarms of Infection Forms. When stuck to a Flood Carrier Form, the resulting fire will burn thoroughly and not release any Flood Infection Forms from the Carrier.
QUOTES
The following are observations of the Type-3 Incendiary Grenade from servicemen of the UNSC Marine Corp unit E2-BAG/1/7.

-"The filler seems to be a liquid or a gel or something; it dissipates pretty rapidly under water—I don't know how it would behave in hard vacuum."
-"It doesn't burn under water, unless it's already on something and burning. A "thermite", otherwise heat, grenade will burn under water and that crap has been around forever. Hey, is it just me or does Brute tech seem to be all over the map? Either there's no info sharing on Brutonia or something bad happened."
-"Baby Kongs use 'em exclusively as AP grenades. Kongs tend to capture or abandon material more often than they deny it."
-"None of the other alien foxtrots use 'em. Either the bravo kilos don't trust 'em with 'em or the rest of 'em ain't as keen on burnin' folk as kilos are."
OTHER INFO
Technical Specifications:
-Manufacturer: Jiralhanae
-Model: Covenant Type-3 Antipersonnel/Antimaterial Incendiary Grenade
-Type: Flame Grenade
-Cost: ?
-Size:
--Length: 30.48cm/12"
--Weight: 3.63kg/8lbs
-Damage Per Hit: Very High or Lethal
-Maximum Ammunition: 3 (ODST); 2 (Spartan/Elite)
-Fire Mode: Thrown
-Ammunition Type: Incendiary gel which burns on contact with air
-Accuracy: Depends on throw
-Range: Depends on throw (Can be thrown 10m/32.8ft in game)
--Blast radius: 3.66m/12ft
-Eras: Human-Covenant War
-Affiliation: Covenant Empire (Jiralhanae, Covenant Loyalists)

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