Weapons D6 / Grenade, Napalm



NAPALM GRENADE

"Burn, baby, burn!"
-Anonymous E-2/BAG/1/7 serviceman.

???The Napalm Grenade was a type of incendiary grenade used by UNSC forces during 2552. Not much is known about them, other than that they were used by Colonel James Ackerson in testing the MJOLNIR Mark V armor on Reach, hidden amongst the Pillars of Loki and used in conjunction with Sonic Grenades.

Model: UNSC Napalm Grenade
Type: Incendiary grenade
Scale: Character
Skill: Grenade: Napalm
Cost: 55 cR
Availability: 3, X
Range: Thrown
Range Difficulty: Easy/Moderate/Difficult
Damage: 6D/5D/4D
-Blast Radius: 0-1/2/4

GAME NOTES:

-DAMAGE (BURNING, NAPALM): Similar in function to the Type-3 Incendiary Grenade (Flame Grenade), this weapon is activated/primed, thrown and explodes either on contact or after the timed fuse detonator expires. ?The contents explode in the given blast radius (see above), with anything/one in this area being covered by the napalm and being put on fire. ?The fire burns for 2D+2 rounds (due to the "napalm" effect added to the burning, otherwise it would be 3 rounds), doing damage every round. Damage is that given for the blast radius (see above), indicating how much flaming napalm hit the target. Armor may work the first round of damage, by the flaming substance will damage armor as it burns, and also get between any opening to contact the skin if not fully sealed over the body. Energy shields are active against burning damage, but the burn is not penalized.

The flames cannot be doused by normal means(stop, drop and roll, etc.), and must be smothered by either specific kinds of flame retardant (fire extinguisher) or by fully submerging in water or some other substance that will suffocate the flames (and hopefully wash away the napalm).

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BACKGROUND

???Historically, Napalm is a mixture of chemicals which, when mixed with gasoline and compressed, makes a sticky incendiary gel. Developed by the U.S. in World War II by a team of Harvard chemists led by Louis Fieser, its name is a combination of its original ingredient's names:

-Aluminum salts of naphthenic and palmitic acids.

?? The name has since evolved from just the gasoline and Napalm gel, to mean any substance that causes intense fires upon ignition.

TRIVIA
-In the real world, international law does not necessarily prohibit the use of napalm or other incendiaries against military targets. However, use against civilian populations was banned by the United Nations.
-The Type-3 Grenade, used primarily by Brute Stalkers in Halo 3 and Halo 3: ODST is possibly similar in function to a napalm grenade.
-Despite it being mentioned that it was used in the Battle of Reach, it will likely not appear in Halo: Reach, due to Bungie stating that the only grenades that would appear in the game would be the Plasma Grenade and Fragmentation Grenade.

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