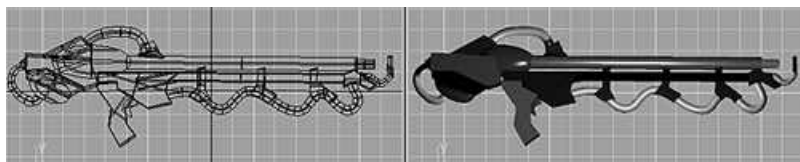


## Blackjack's Weapons #3 - Red Hot

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### Hellfire Flame-Thrower

Tired of blowing yourself up while using cheap ass flame throwers? Give the Hellfire a try!



Type: Special

Conceal: NA

Ammo: 50 (backpack) + 10 (internal)

Mode: SA/BF

Damage: 8M

Weight: 4 (10 with backpack)

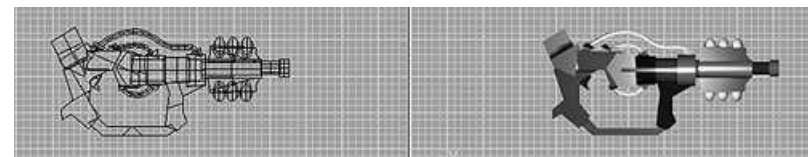
Cost: 27,500

Ammunition Cost: 500 per backpack refill.

NOTES: Use impact armor to resist initial damage. Utilize elemental effects of fire for additional effects. Use the Taser range table, with +1 to hit/-1 damage for each range step beyond Short. Normal BF rules apply for the raising of damage. Consider SA as a simple “spurt” from the weapon while BF implies “spray”. Internal ammunition is meant to imply that the weapon automatically loads 10 shots worth of fuel when hooked up to the backpack. This means if the backpack is detached the weapon can still fire another ten “shots”. So you actually have 60 shots total. The backpack is small and somewhat nondescript (i.e. you don’t have fuel tanks hanging off your back). While this weapon can still explode if shot, keep in mind that the fuel does not become flammable until it is mixed. This mixing occurs inside the weapon when the trigger is pulled. This weapon mounts no accessories.

### Dante’s Inferno Flamegun

Finally, a fire oriented weapon that gives you a little control over what you torch! The Inferno fires a “bolt” of plasma-like fire which keeps its cohesiveness over extended distances. It’s a weapon shipped straight from Hell



Type: Special

Conceal: 3

Ammo: 6 (ellipsoid), 24 (clip)

Mode: SA

Damage: 8S

Weight: 4.5

Cost: 45,500

Ammunition Cost: 50 per shot.

NOTES: Use impact armor to resist initial damage. Utilize elemental effects of fire for additional effects. Use Light Pistol range table, with +1 to hit/-1 damage for each range stop beyond Short. The ellipsoid “eggs” contain the actual flammable liquid, while the clip simply contains light pistol ammunition used to ignite the mixture (no special cost for the light ammo). When fired a “bolt” of plasma-like fire launches from the barrel, thus making this weapon’s visibility extremely high. It is nearly impossible to “blow up” this weapon by shooting it. This weapon mounts no accessories.

>>>>>This thing looks funny and weighs a ton. Why?<<<<<

-Slam (04:11:21/03-05-58)

>>>>>Well, here’s some tech info: The ellipsoids, more commonly called “eggs”, contain a high pressure, extremely flammable, napalm like substance which is injected into the barrel at high speeds and then immediately ignited by the firing of a simple light pistol round. Why such a weird system? Well, let me emphasize that the flammable stuff is EXTREMELY flammable. You don’t want it accidentally going off. It’s much safer to have a mechanical system which gets everything going than an electrical ignition system. The eggs are used because a sphere or ellipsoid is the safest and sturdiest structure in which you can hold a liquid. 80% of the egg is simply steel, protecting what’s inside. You can nail one of the eggs with a sniping round and the bullet will just ricochet right off, due to the curved surface and strength. It may seem stupid to have them sitting on the barrel but they’re so damn strong that burying them in the gun really doesn’t offer any more protection. After the egg injects its stuff it pops off by itself, like a spent shell. You can actually pop in another egg before all of them are spent. Just don’t lose track of how much light pistol ammo you’ve got left. No matter how many eggs you keep slamming in you still need a light round to start the fire.<<<<<

-Gun Girl (05:42:10/03-05-58)