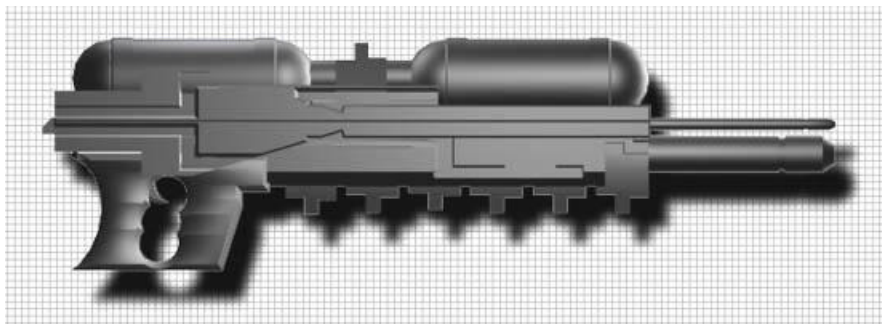




Blackjack's Weapons: Firedart Flame-Thrower

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The Firedart is designed to eliminate the messy collateral damage produced by most conventional flame-throwers. Its high pressure, concentrated firing action launches an isolated shot of two chemicals that don't ignite until they hit the target. Upon contact they mix and burst into flames. The result is increased range and no midstream burnout.

Type: Special

Conceal: 2

Ammo: 20 Stabilized Napalm (canister), 20 Catalyst (canister)

Mode: SA

Damage: 8S

Weight: 4.5

Cost: 24,500¥

Ammo Costs: Stabilized Napalm 250¥ per 10 shots, Catalyst 250¥ per 10 shots.

NOTES: Use light pistol ranges, impact armor to resist initial damage, and the elemental effects of fire for additional effects. Weapon expends 1 shot from each canister per pull of the trigger. The Firedart produces no recoil.