

Dragonbike

Originally designed for engagements within the dark, water-filled caverns of Mercury, the Dragonbike has since been adapted by local keiretsu on other planets to provide a fast response against massed infantry and armoured threats alike. The front of the bike is sculpted to have the appearance of a dragon, whose open mouth belches flame, lead, and death to its enemies. Once their enemy is wounded, the pack will descend upon it and use specially crafted swords augmented with Cybertronic technology that enables the blade to slice through thick plating with ease.

STATISTICS

SP	CC/DEF	RS	WP	LD	RIDER A/W	WPNS A/W	DRIVE A/W	ENG A/W	A-REAR	SZ	PTS
7	14/3	13	14	16	25/2	25/2	25/2	25/2	-4	3	50

TYPE: Light Vehicle, Jetbike, Flyer, Large Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1-4 Dragonbikes

EQUIPMENT: Dragonfang HMG, Windrider SMG, Molecular-edged Titanium Katana, Kirin Ceramic Armour Plating

SQUAD OPTIONS:

Up to two models may replace the Tambu No.45 Dragonfire HMG with a Tambu No.88 Demonfang Rocketgun for free. A single squad of Dragonbikes may be taken as a Support slot. If this is chosen, a Dragonbike squad may not be taken as a Light Vehicle slot (it is one or the other).

MAIN WEAPONS:

TAMBU NO.45 DRAGONFIRE HMG			
R	ST	ROR	TYPE
24	12	4	H

TAMBU NO.88 DEMONFANG ROCKETGUN			
R	ST	ROR	TYPE
18	14	1	ML
Armour-Piercing (6), Critical Force (2)			

SECONDARY WEAPONS:

TAMBU NO.4 WINDRIDER SMG			
R	ST	ROR	TYPE
18	9	2	A
Short-Ranged Burst			

CLOSE COMBAT WEAPON:

MOLECULAR-EDGED TITANIUM KATANA			
R	ST	ROR	TYPE
1	12	1	CC
Armour-Piercing (6), Slow to Reload			

ABILITIES: Agile Handling, Blaze of Glory, Hard to Hit (4), Tankusutoraiiku

Agile Handling: This model may pivot as many degrees as desired during a Movement action.

Blaze of Glory: When this model's Rider is destroyed, roll a die. On a 1-10, it immediately makes a Ram action. At the end of the action, it counts as destroyed and becomes terrain.

Tankusutoraiiku: When engaged with a vehicle, the model may make a Battle Focus action for AP(0).