

M10 Dragoon Core

A new core unit for the [Ke-M10 Modular Combat Armor System](#), the Dragoon is constructed from [Durandium](#). The Dragoon core specializes in ship-to-ship boarding and infiltration operations, using its wire anchors and plasma torches to latch onto, close in and slice into the bowels of an enemy starship.

At such proximity, most starships lack proximity weapons to defend themselves, only armor or other units posing a threat. To assure that even at high speeds the body itself does not rip from the wire, it is especially treated with [Durandium Alloy](#). The wire anchors themselves are constructed from especially treated [Yarvex](#) wire and are rocket propelled from compartments in the chest. The hooks are re-usable and their usage is not limited to boarding.

A [Yama-Dura](#) alloy shield (SP8) upon its left fore-arm grants the Dragoon defense while cutting.

The Dragoon is remarkably adaptable, both technically and aesthetically and can be tailored for a large number of roles. The standard appearance is bulkier than other yamataian armors, with a slightly boxy look influenced by NAM armors. The armor is actually modeled with more of a male build.

Plasma Torch/Gun

- Purpose: Anti-Armor, Hull Cutting
- Damage: Tier 9, Heavy Anti-Mecha(Torch), MDR3(Gun)
- Range: 1-5 meters(Torch),1500 meters(Gun)
- Rate of Fire: Constant Torch, 3 shots/second
- Payload Infinite as long as the armor has power

This core unit can operate underwater at depths up to 100m, in 1G.

Ke-M10-F3103	M10 Dragoon Core	Durandium skeleton with synthetic insert	Can be worn with clothing, Energy Cloak projector(4 SP), Built in weapons,Shield	Heavy, no forearm hardpoints
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