When playing Sengoku Monster Hunter you can add this new possible encounter to your games. A very fierce monster to encounter indeed! Written by Steve Danes.

DRACONS IN MONSTER HUNTER

This new monster is added to the game in the same matter as any other as a chance encounter. Though we use DRG5 Ki-Shu the Oriental Dragon as our example this profile applies to any Dragon found in mythical Japan.

This writhing deadly serpent is a lethal opponent to any hunter. It often appears in a smoking mist or cloud which often obscures the monster when targeted. The thickness of this cloud will depend on the creatures reaction score, a score of 1 indicates a Defence of 10, 2 means Defence 9, 3 is Defence 8 and 4 or more is Defence 7. If the creature has not had a reaction test this turn, its Defence will be 7.

All dragons have a jewel encrusted hide, if the dragon suffers a Suppression hit, one of these jewels will be dislodged and will benefit the Hunter that instigated the attack (if inflicted by a Follower - the Hunter will still receive it). When this occurs the dragon will ignore the Suppression effect but the jewel will give the Hunter a +1 CP bonus. This can happen a maximum of two times.

If the creature is slain without a Suppression hit, no jewels will be dislodged and the Hunter will gain 3CP for the kill.



Move	Combat	Shooting	Defence	Number	Character Points
5	6	3	7 to 10	1	3 to 5

For the Sengoku miniature range and books please visit the Alternative Armies <u>website</u>.



The dragon has a deadly breathe attack, this has a maximum range of 12 and a short range of 6. The attack will be delivered against the nearest human figure and will have an area of effect which spreads out a distance of 5 in all directions (from the initial target). Anything in this area of effect will suffer the same attack (see Shooting Skill).

This dragon will writhe, leap, twirl - one moment on the ground, one moment in the air. It will always land to attack and will be considered to be grounded when attacked by humans in close combat.





