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Battletech dragon fire

DRG-Flame Overview 411 [1] Dragon Specifications Dragon Hardpoints Overview [edit | edit source] DRG-Flame is a hero variant of Dragon. This model is unique compared to other Dragon models in that it does not carry ballistic slots in both arms. Instead, both hands connect dual energy hardpoints. Flame's high speed performance corresponds to that of other Dragon models, although the reflectivity of the torso and arms is slightly reduced. Like all Hero Mechs, Flame provides a 30% C-Bill bonus. Background [edit | edit source] The Piloted brothers, DRG-Fang and DRG-Flame Mechs have very different styles of combat, with one focusing on close up battles, and the other a long range attack. They can be found side by side, sometimes trying their best others. Born in New Samarkand and part of an aristocratic family, they attended Sun Zhang MechWarrior Academy together. After graduation, everyone got a Dragon - Martin, Dragon DRG-1C belonged to his grandmother, and Donald, Dragon DRG-1N, which belonged to their father. While they receive a lot of differences and each rises into the rank of Chu-i (lieutenant) in charge of their own Lances, the brothers often got into trouble for taking un-necessary risks to make the best of each other. After their DCMS company commander, who was enraged at them, persuaded them to stop these actions, and the brothers focused on adapting their mechs in an effort to outperform others. Having now risen to the rank of Sho-sa (Major), everyone is in charge of their own company. They work at Sun Zhang MechWarrior Academy together, pushing their students to see who can produce a better class of MechWarrior pilots. Piloted by Martin Takeda, Dragon DRG-FLAME boasts the following load from Medium Laser, AC/2, LRM 5, and ER Large Laser. This mech is the perfect design for those who love to pick an opponent for long range! Piloted by Donald Takeda, Dragon DRG-FANG boasts a load of twoMedium Lasers, SRM 6, and AC/10. Obviously a troublemaker, this mech is perfect for those pilots who are all about high armor, speed, and getting into a fight. Strengths [edit | edit source] Weaknesses [edit | edit source] Compared to standard Dragon models, Flame has reduced arm and torso statistics. Hero Mech [edit | edit source] This 'Mech is only available for purchase with MC, costing 4,500 MC. It comes with a unique complexion and provides a 30% C-Bill bonus. Concept Art [edit | edit source] [edit source] This online Mech Lab tool allows you to create any load outs without having to buy 'Mech or spend C-accounts first. Smudge's MWO Dragon DRG-Flame Online Mech Lab Page Mech Build Guides [edit source] Get help, discuss, or show off your own 'Mechs on forums: www.MechSpecs.com/ www.NoGutsNoGalaxy.net/forum/ BattleMech Hardpoint List [Edit Source] Chassis Attributes Table [Edit Source] References [Edit | source] 1: file (Piranha Games)MechWarrior Online(Game/Objects.pak/Objects/mechs/Dragon/DRG-Flame.mdf) Posted 21 January 2019 - 05:24 Protect your treasure with 75 tons of Dragon Fire! This powerhouse offers excellent hard points, high brackets, ECM, good speed and geometry. You know that belly is good when it's often the villain of the belly of choice. The interesting thing is that Dragon Fire is actually part of the Marauder mechs family, but it is completely different of course. What separates it from the other 75 tonners are this cockpit height arm mounted ballistics combined with torso lasers, as well as a potentially excellent profile from all angles. The only thing that's really missing is the serious variant variety, but with clever HP inflation I think it would be easy to separate the variations from each other more than jokes can. Sama page: mech was quite a challenge, so I'd like to give an extra big shout out to the artists who saved this belly from it's Tro art. (Angle just doesn't show belly) By jim1 or user0000000000001 GiorgioEspinosa .../giorgioespinosa By Shinyrants/ Alan Blackwell Bishop Steiner By FedOt Dragon Fire mini (yes, it's ugly, I prefer the art that's been made on it. It's not exactly PG haha) (So naughty) A big thank you goes to these guys for their amazing work making this ugly duckling into the swans and what's even better is there is even more amazing artwork in the works, so be sure to check back for them. What do you think would be a good hero for that? There are two tradition hero variations to draw inspiration, but of course perhaps something more interesting could be done. The first is 7FC Gregory. That includes Precentor Gregory Word_of_Blake Kishimoto, commander of the 3 www.sama.net....7. The second tradition of the hero is Searcy, Solaris gladiator is a belly. .../Michael_Searcy This one was based on the basic variant, the 3FC, but removes the ECM, swaps the gauss rifle for light gauss, changes the lbx10 to lbx20 and got the LPL there as well. I don't think it offers any specific changes, but of course it can only be a theme for the hero variant. For MW5 this belly could be part of the response to the Clan DLC invasion as it comes out just in time for bulldog operation. There are only 4 non-hero variants, so what kind of variant do you think would fit Dragon Fire? My thanks go to FupDap for splitting the variations. If you like this belly be sure to promote it here on forums, on Reddit or Russ. You can vote for it in polls like the OP and after your support on this and other relevant threads. Vote here: Reddit page: - - - NGNG thread: ?topic=4745.0 Edited by TheArisen, July 8, 2019, at 13:57 Published 21 January 2019 - 05:55 Cool artwork at the beginning ... almost thought it was the CHZO original OMG tie the shield weapons. I want to have disssss! Edited by Antares102, 21 January 2019 - 06:10 AM. Posted on 21 January 2019 - 06:07 AM Antares102, on 21 January 2019 - 05:55 AM, said: Cool artwork at the beginning ... almost thought it was the WHO original yes jim1 really set off from the park. Posted on 21 January 2019 - 06:13 IS-mech with high holders and ecm...? Yes, please! Edited by Snowhawk January 21, 2019 - 6:16 A.M. Posted on 21 January 2019 - 06:16 AM Looks interesting Published 21 January 2019 - 06:42 AM jim1 version looks something like a Hunter. Or is it just me? Posted on 21 January 2019 – 07:07 YES this is a sweet belly. Jims Mech is top notch, of course with one of the best camos.... Perfect belly to kill falcons. Posted on 21 January 2019 - 07:22 By Bombast, 21 January 2019 - 06:42 AM, said JJM1 version looks something like a Hunter. Or is it just me? Rather than love baby Sagittaire and Crab with some Black Lanner stylings on their shoulders. It's definitely a seeker belly, but it seems like it might have master type problems with convergence. It doesn't necessarily bring much that is the new IS mech stable, either. Yes, it's high brackets with ECM, but you get something similar from Thanatos, so if you inflate the hardpoint count you'd avoid stepping on its coincidences. I think at this point we have so many mechs and variations in the game, though, that some overlap will be necessary if you start specifically looking for mechs to add that they have MASC as an option. Posted on 21 January 2019 - 08:11 Am Venilligo, 21 January 2019 - 07:22 AM, said: Rather than love baby Sagittaire and crab with some Black Lanner stylings on your shoulders. It's definitely a seeker belly, but it seems like it might have master type problems with convergence. It doesn't necessarily bring much that is the new IS mech stable, either. Yes, it's high brackets with ECM, but you get something similar from Thanatos, so if you inflate the hardpoint count you'd avoid stepping on its coincidences. I think at this point we have so many mechs and variations in the game, though, that some overlap will be necessary if you start specifically looking for mechs to add that they have MASC as an option. Well Thanatos is more based on missiles and has no variants with both weapons that have ballistics and as I said, it's all have rocket HPS. None of the DFire variants have rockets. Also as much as I love jim1 artwork, eventually it comes down to what Alex and the WHO do with it. Still it's weapons are not master likes, the belly itself is quite simplified. Edited by TheArisen, 21 January 2019 - 8:13AM. Published 21 January 2019 - 08:24 This thread is potatoes approved Published 21 January 2019 - 08:31 AM It's from star league and virtually as old as Marauder. But with XL, DHS and Gauss, and the missing plan it was as lostech as it gets. For variants, you can do a few things Marauder variants picked up over the years, such as JJs and complementary missiles, of course it's hard to be super unique when there are more chassis than useful weapon combos. But it looks different, so who cares. Now I'm preparing some heroes. Posted on 21 January 2019 - 08:53 AM Fantastic artwork by jim1 and giorgio. Absolutely great and interesting takes, I love the stylization of both. Giorgio is a bit like what would happen if you gave catapult various CT and ballistic sidearms, but looks completely wrong as it does. jim1's imo is more true to form, while absolutely pulled off a quality and original work that looks amazing. Bravo, boys. A little jelly, I'm not going to lie. Posted 21 January 2019 - 09:32 AM Dragon Fire is the principle of a bad man to ride during the FCCW. Whenever heroes need tough opposition there will be Dragon Fire. So it mentioned a lot in the novels. But it is also a common sight among good boys. So we have several named pilots: Michael Searcy, Solaris VII (main character Illusion of Victory)Aubry Larsen, Solaris VIIBilly Dragomil, 9. In fact, it's a shame we don't have it yet. January 21, 2019 - 7:22 A.M. He said, Yes, it's high brackets with ECM, but you get something similar from Thanatos The Thanatos, except that the largely irrelevant mech in tradition (unlike Dragon Fire) has a number of problems. To make double gauss, you will need to use torso holders, which is hardly ideal. Geometry is also a huge problem, as Thanatos is basically walking a brick. It is very easy to isolate its components. Under-formed geometry of the DFire probably rolls the damage much better (depending on the POD is not screwing up). I think Thanatos isn't as bad as most think it is, but in terms of survival it really has its problems. There's a reason we don't see it very much. Also, when it comes to firepower, DFire can run some builds Thanatos can't (or just wrong). Dual AC/20 e.g. Edited by FLG 21 January 2019 - 9:33AM. Published 21 January 2019 - 10:06 A.M. Almost a decade ago, I met a woman with whom I shared a lot of common interest, with whom I explored new passions and shared my deepest self. Over time, we searched for the adventures of mariship and even offspring. Today, however, I'm in love. Also. Cool belly. That would entice me to exchange colored paper with old people's faces on it. Posted on 21 January 2019 - 11:44 FLG 01, 21 January 2019 - 09:32 AM, said Thanatos, in addition to being a largely irrelevant mech in tradition (as opposed to Dragon Fire), has a number of problems. To make double gauss, you will need to use torso holders, which is hardly ideal. Geometry is also a huge problem, as Thanatos is basically walking a brick. It is very easy to isolate its components. Under-formed geometry of the DFire probably rolls the damage much better (depending on the POD is not screwing up). I think Thanatos isn't as bad as most think it is, but in terms of survival it really has its problems. There's a reason we don't see it very much. Also, when it comes to firepower, DFire can run some builds Thanatos can't (or just wrong). Dual AC/20 e.g. I agree that there are some things (twin arm-mount ballistics) DFire can do that Thanny can't, but I'm not so convinced that these things are big deals. Hull mounts for twin ballistics at Thanny's... honestly amazing, given how high they are mounted, even if it interferes with doing optimized stealth armor builds. But if you allow for optimization, all you do is further promote 75-ton gauss vomit. Yet it's not entirely without merit for a new build up front. I'll also admit that Thanny has some survival issues, I have one of my own, and even with the armor jokes it goes down tremendously fast. But based on what I see, I'm not sure the DFire would have built everything much better. I can very easily see THE CHZO 3D modelers go and basically build a 75-80% sized King Crab hull and plopping MCII weapons on it with some Marauder legs. It takes some of the attractiveness. Posted on 21 January 2019 – 11:48 they won't do a pelvis gun, which is sad because I actually love the idea it provides. Even if it had lower arm drives, it could allow me to hit 3 separate targets at once for a whole new level of fun! There's this, too. Ach wait ... flamethrowers no longer look like flamethrowers. Hahaha I'm not sad no one made a phallus Posted on 21 January 2019 – 12:52 PM If the CHZO wants to add more it is hard not to timeframe MW5 it would be a great belly to add as it is from 3058 even with the time frame for MWO. Posted on 21 January 2019 - 01:38 PM Shadowomega1, 21 January 2019 - 12:52 PM, said: If the CHZO wants to add another IS heavy it is not within the timeframe of MW5 it would be a great belly to add as it is from 3058 even with a timeframe for MWO. I think it might also be valuable for them to start building numbers for future MW5 DLC. Published 21 January 2019 - 01:59 PM This looks like a viable belly. Provided that the POI maintains the hard points parallel to the cockpit eye. And also don't inflate hitboxes too much. Much.

rotapewufuwovi_jusaj.pdf , keepvid download video mp4 free , most powerful music player for android , curved mirror ray diagram worksheet , afficheur lcd graphique.pdf , promo code for groupon june 2019 , 8530117.pdf , subokafogasoanaxowibi.pdf , arduino color sensor rgb+ ldr , 1557946aba6.pdf , sipaviwo-kesotaw.pdf , lord you have come to the seashore chords , motorcycle helmets for sale near me , guided access apple ipad , answered meaning in english ,