



THE LAWMASTER

The iconic bike of the Judges, the Lawmaster motorbike is a formidable piece of equipment.

Armed with the Cyclops Laser and bike cannon it provides a Judge with enough firepower to deal with almost any situation. The bike's computer allows it to run independently, so it can be used as a decoy or even to tackle perps head on while its rider can concentrate on other tasks.

COST	WEIGHT	OCCUPANTS	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENCE
500MCR	650LB	1	30	5	2	25	10	+12

WEAPON	DAMAGE	TYPE	RANGE	COST	SIZE	WEIGHT	AVAIL.	SPECIAL
BIKE CANNON	2D6+3	BALLISTIC	20	2,000CR	L	30LB	M	AUTO, BURST 2
CYCLOPS LASER	2D6+4	HEAT	30	2,500CR	L	50LB	J	ANTI-VEHICLE 3, BEAM
LAWROD	2D6+3	BALLISTIC	30	300CR	M	5LB	J	-

Using the Lawmaster's inbuilt weaponry uses the *gunnery* skill. Vehicle-mounted weaponry can only be fired once per round, and the Lawmaster cannot fire its bike cannon and Cyclops Laser in the same round.

Bike Cannon (gunnery). A powerful twin cannon which is the most used armament on the Lawmaster bike.

Cyclops Laser (gunnery). Mounted on the front of the Lawmaster bike, the Cyclops Laser is the most effective weapon a Street Judge would normally have for use against vehicles and other large targets.

Lawrod Rifle (rifles). This is the standard rifle carried by Street Judges in a side-holster of their Lawmaster cycles. It is a highly accurate long-range rifle capable of great penetration and accuracy.

Automatic Mode. When ordered to by its rider, a Lawmaster can operate on automatic. When doing so, it makes all checks with a 3d6 dice pool.

SPEED	TURN
1-2	1
3-5	2
6-7	3
8-10	4
11-12	5
13-15	6
16-17	7
18-20	8
21-22	9
23-25	10
26-27	11
28-30	12

DEFENCE. The Lawmaster's DEFENCE is equal to its current SPEED plus 12. While riding a Lawmaster, the Judge gains the vehicle's DEFENCE if it is higher than his own. As an open vehicle, the rider does not gain its SOAK of 10.

