

# CAPTAIN VASSILY GREGOV

HC-3A COMMAND CAR



	SPD	STOP	CBT	TOP
H	13/25	-1	+1	+2
ATTACK		+1	0	-1

ATT	4	DETECT	6
DEF	4	SENSORS	+1
EW	3	COMM	+2
LD	3	AUTO	5

ARMOR	SIZE	ACTIONS
12	4	2

DAMAGE	L	H	C

OVERKILL	36
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- PERKS / FLAWS**
- Exposed Movement
  - Exposed Aux
  - Airdroppable
  - Satellite Uplink
  - NAI Matrix
  - ECM (3)
  - ECCM (3)
  - Jump Jets (6)

NAME	ARC	ACC	RANGE	DAM	TRAITS	ROUNDS
SLC	F	+1	30 / 120 / ∞	x12	MB1	
AGM	F	+1	18 / 72 / ∞	x15	IF, G	OOOO

## SPECIAL ABILITIES

Vassily is fielded as a CEF or PAK Army Commander and must always be fielded as part of a veteran HC-3 Reconnaissance and Patrol Squad. This squad does not count towards the maximum number of veterans fielded by priority level. He may not take any further Army Commander upgrades, but may take any combat group upgrades if he does not already possess the upgrade.

**Command and Coordinate (Cost: 10TV):**

TAKEN



Vassily's HC-3 may forward observe one additional target per combat turn. This may not be used in the same turn as 'Mobile Defense Expert'.

**Mobile Defense Expert (Cost: 10TV):**

TAKEN



Vassily has been a scout for over a decade and his instincts have kept him and his soldiers alive over the years. Once per turn Vassily receives an additional Command Point that may only be used for a Defense reroll. He may issue this CP to himself or any member of his force within Auto Comm range of his HC-3 unit. If the CP is not spent that round it is lost.

**Drone Control Expert (Cost: 5TV):**

TAKEN



Vassily may control 2 additional N-KIDU [C] drones at the cost of +30TV each for a maximum of four drones. These drones may take any additional upgrades including veteran options available on the HC-3 Reconnaissance and Patrol Squad list at the listed TV cost.

