

# LANCE COMMANDER MORGAN WILDEN

ARMIGER CO-101



	SPD	STOP	CBT	TOP
W	4 / 8	-2	0	+2
H	9/18	-3	+1	+2
<b>ATTACK</b>		+2	0	-3

ATT	4	<b>DETECT</b>	3
DEF	4	<b>SENSORS</b>	+1
EW	3	<b>COMM</b>	+2
LD	3	<b>AUTO</b>	5

ARMOR	SIZE	ACTIONS
14	6	1

DAMAGE	S	L	H	C

## PERKS / FLAWS

Backup Sensors  
Exposed Aux  
Sensor Dependent  
Arms  
NAI Matrix (x3)  
Stealth (2)

NAME	ARC	ACC	RANGE	DAM	TRAITS	ROUNDS
HGLC	F	+1	3 / 6 / 12 / 24 / 48	x16	ROF1, AA, MB3, R	
AGM	F	+1	5 / 9 / 18 / 36 / 75	x15	IF, G	OOOO
APGL	F	-1	2 / 3 / 6 / 12 / 24	x4	IF, AI, AE3	OOOOOO
VB	F	0		x8	M	
PHYSICAL (PUNCH\KICK\RAM)				x6	M	

BASE TV: 220

## SPECIAL ABILITIES

Morgan is fielded as part of a veteran Armiger Commando Troupe. She takes the place of the Combat Group Leader. In addition, Morgan is considered the force's Army Commander but may not take further Army Commander upgrades..

**Drone Mastery (Cost: 0 for base, additional costs for added drones):**

**N-KIDU [C] 'Polly':** VLRP/9 (F, No Reloads), Stealth (2), NAI Matrix.

**N-KIDU [C] 'Artie':** ECM (3), ECCM 3, Stealth (2), NAI Matrix.

**N-KIDU [C] 'Dio':** Remove all weapons, add AGM (F, Limited Ammo 4), Stealth (2), NAI Matrix.

In addition to these three drones, up to six more drones may be added at the TV cost specified in the Commando Troupe lists on page 16. These drones may take any upgrades available to them including ones on the veteran list at the cost listed.

Polly, Artie, and Dio may detach and form individual SIN clusters with any other drones attached to Morgan's unit. Drones under Polly, Artie, and Dio are under NAI control for the purposes of determining skill level. If any of the command drones are destroyed, then the drones revert to normal rules for skills.

**Armiger Mastery (Cost: 10 TV):**

TAKEN



Morgan generates a single CP per turn that may be used only for herself. If she does not use the CP before the end of the turn the free CP is lost. In addition to rerolling Attack or Defense rolls, the CP can be used to push her Armiger's performance, increasing its movement by 4 MPs at top speed and gaining +1 to the defense value at top speed.

