

SENIOR RANGER VALE DERRICK

DARK KODIAK



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

	SPD	STOP	CBT	TOP
W	3 / 6	-3	-1	0
G	6 / 11	-3	0	+2
ATTACK	+2	0	-3	

ARMOR	SIZE	ACTIONS
23	7	1

DAMAGE	S	L	H	C
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PERKS / FLAWS

Improved Rear Defense
 Rugged Movement
 Large Sensor Profile (1)
 Airdroppable
 Stealth (2)
 Satellite Uplink
 Arms

NAME	ARC	ACC	RANGE	DAM	TRAITS	ROUNDS
HBZK	F	0	3 / 6 / 12 / 24 / 48	x25		
HMG	FF	0	2 / 3 / 6 / 12 / 24	x4	RoF3, AI	
HMG	FF	-1	2 / 3 / 6 / 12 / 24	x4	RoF3, AI	
AGM	FF	+1	5 / 9 / 18 / 36 / 72	x15	IF, G	
VA	F	-1		x11	M	
PHYS	F	0		x7	M	

TV COST: 70

SPECIAL ABILITIES

As commander of the section that tested the Dark Kodiak units, Vale must be fielded as part of Vale's Squad. If Vale is used, then he replaces the Combat Group Leader of that squad. Vale can be designated as the Army Commander, but may not take any further upgrades on skills.

Ghosts in the Sun (Cost 10 TV):

TAKEN



Vale Derrick's nickname, Ghost Taker, is a reflection of his prowess on the battlefield and his expert stealth techniques. Any friendly unit within Auto Comm range including Vale adds 1 to their concealment bonus.

Master Duelist (Cost: 10 TV):

TAKEN



Vale generates a single CP per turn that may be used only for himself. If he does not utilize the CP before the end of the turn the free CP is lost. In addition to re-rolling attack or defense rolls, the CP can be used to push his Gear's performance. If he pushes the Gear's performance for one turn she may gain an additional 4 movement points and add an additional +1 to the top defense bonus.



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**HEAVY
GEAR**
BLITZ