

COLONEL CRISTOBAL ALTA

COMMAND KOALA



ATT	3	DETECT	2
DEF	3	SENSORS	+0
EW	2	COMM	+1
LD	4	AUTO	4

	SPD	STOP	CBT	TOP
W	3 / 6	-3	-1	0
G	6 / 12	-3	0	+2
ATTACK	+2	0	-3	

ARMOR	SIZE	ACTIONS
16	7	1

DAMAGE	L	H	C
--------	---	---	---

PERKS / FLAWS
Reinforced Front (1) Improved Off-Road Large Sensor Profile (1) Airdroppable Satellite Uplink ECCM (3) Arms

NAME	ARC	ACC	RANGE	DAM	TRAITS	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	x12	RoF1, SNP	
MRP/18	FF	-1	3 / 6 / 12 / 24 / 48	x18	IF, RoF3	
MRP/18	FF	-1	3 / 6 / 12 / 24 / 48	x18	IF, RoF3	
LMG	F	0	2 / 3 / 6 / 12 / 24	x3	RoF4, AI	
HSKG	F	0		x14	M	OOOOOO
PHYS	F	0		x7	M	

TV COST: 130

SPECIAL ABILITIES

Colonel Cristobal must be added to one of the following units: Airborne Dragoon Squad, Airborne Squad, Ranger Squad, or Strike Squad. She counts toward the maximum number of Gears in that Combat group and may take any upgrades available to a Bear, Koala, or Grizzly. She automatically becomes the Army Leader if selected.

Airborne Tactical Mastery Upgrade (Cost 10 TV):

TAKEN



Alta's understanding of airborne tactics is so profound that she can predict the best times to initiate drops. When calling in airdropped reserves, the player can designate one combat group per turn to arrive without making a leadership check. This unit will arrive as if the first attempt to call was successful. The combat groups still make piloting rolls and follow the rules for arriving as covered on page 47 of the Locked and Loaded Rulebook.

Guardian Insight Upgrade (Cost 10 TV):

TAKEN



Over the cycles, Alta has developed a keen sense of survival both for herself and the soldiers under her command. Once per turn Alta receives an additional Command Point that may only be issued for a Defense reroll. She may issue this CP to herself or any member of her force within Auto Comm range of her Gear. If the CP is not spent that round it is lost.



Copyright © 2010 Dream Pod 9, Inc.

**HEAVY
GEAR**
BLITZ