

# LIEUTENANT JAMES HAREN

COMMAND KOALA 'KIKI'



ATT	4	DETECT	2
DEF	4	SENSORS	+0
EW	2	COMM	+1
LD	2	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
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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
HBZK	F	0	3 / 6 / 12 / 24 / 48	x25		
MRP/18	FF	-1	3 / 6 / 12 / 24 / 48	x18	RoF3, IF	
MRP/18	FF	-1	3 / 6 / 12 / 24 / 48	x18	RoF3, IF	
LMG	F	0	2 / 3 / 6 / 12 / 24	x3	RoF4, AI	
HSKG	F	0		x14	M	OOOOOO
VA	F	-1		x11	M, AC	
PHYS	F	0		x7	M	

TV COST: 150

## SPECIAL ABILITIES

As a duelist, Karen operates alone, though she can contribute to any one squad per turn for purposes of concentrated fire and crossfire.

**Duelist (Cost: 0TV):**

As a regimental duelist, Lt. James Karen can issue or receive challenges from any other regimental duelist (noted by having the Duelist ability). To issue a challenge, the unit must be within Auto Comm Range of the opposing duelist and declare a challenge during the Miscellaneous Phase of a turn. If the challenge is accepted, then in the beginning of the next round the duelists must move to engage. No other unit may participate in the ensuing combat between the two duelists including using AE weapons on other targets near the duelists that might clip the participants. The only exception to this is deviated IF attacks. Duelists defend as normal and continue fighting. If a duelist receives critical damage or is destroyed by a deviated IF attack then the duel is finished and is considered unresolved. The winner of the duel is determined by crippling or destroying the opponent. The winner of the duel earns 1 VP for their side. If a challenge is declined then every Combat Group of the force which declined must make a Leadership check against a threshold of 4 or be at a -1 to all rolls next turn. Only one challenge may be issued per game.

**Pride of the 08th (Cost 10TV):**

TAKEN



As the regimental duelist, Karen strives for perfection and leads by example. While within twice her unit's Auto Comm range, any member of the 08th is considered to be fanatical and immune to any morale effects; however, if her unit is destroyed or crippled every member within twice her Auto Comm range must make a morale check or be considered Broken.

**Master Duelist (Cost: 10TV):**

TAKEN



Karen generates a single CP per turn that may be used only for herself. If she 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 her Gear's performance. If she 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.

