

# TECH-COMMANDER KARA BLACK

The Spider Mammoth incident on Ashraf had left an entire colony world in shambles, settlements levelled, and thousands dead. Among the victims of the event, the Vanguard rescue teams had lost dozens. Kara Black was counted among them, her status remaining at MIA since her body had not been recovered.



Only a handful of weeks later, Kara Black managed to haul herself – ragged and torn – from the wreckage of the Ashraf colonies and muster a distress signal for rescue. While she had fought for survival amidst the wilds of the hostile world, her secondary back-up had already been uploaded into a cloned replacement and returned to active duty.

The life Primary of Kara Black went on to receive several commendations and a promotion to Captain. The secondary Kara, this Kara, was placed into the Vanguard reserve after declining a civilian discharge. Instead she went into Vanguard Technical Command. Now she spends her time coordinating fire-teams in combat. Her specialty is tactical network control. This training gives her an edge in optimizing Tac-Net operations for fire-teams.

Vanguard psyche assessments indicate that this Kara lifeline is much more reckless, driven, and prone to spontaneous action than her Primary. Perhaps out of a need to establish a strong and distinct identity. Kara is as much a force to be reckoned with, leveraging the focused and hardened training of her Primary with the keen insight of a Vanguard fire team leader.

## Tech-Comm Kara Black



This high quality resin miniatures is supplied in multiple pieces and unpainted.

FOR ASSEMBLY HINTS AND TIPS, VISIT:  
<http://studiomcvey.com/forums/index.php?/forum/29-assembly-guides/>

YOU WILL NEED A COPY OF  
SEDITION WARS: BATTLE FOR ALABASTER TO USE THIS GAME CARD.

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TRAIT	EFFECT
TECH-COM HELM	ADD +1 TACTICS COUNTERS TO THE TAC-NET EACH TIME IT IS REPLENISHED.
DAUNTLESS	WHEN KARA MAKES A STATUS CHECK, ROLL 2 DICE. USE THE BEST RESULT.
SMART LINK	WHEN KARA MAKES A SABRE KINESIS CARBINE ATTACK, ROLL +10%.
REFLEX TRIGGER	WHEN AN ENEMY MODEL MOVES WITHIN 5 SQUARES OF KARA, KARA MAY USE FAILURE DRILL AGAINST THAT MODEL.
ABILITY	EFFECT
THREAT ASSESSMENT	SPEND 1 TACTIC, PLACE 3 TARGET MARK COUNTERS ON ONE OR MORE ENEMY MODELS IN VECTOR.
TARGET MAPPING	SPEND 1 TACTIC, SELECT AN ENEMY MODEL WITHIN KARA'S VECTOR. DURING THIS VANGUARD ACTIVE MODE TARGET MARK COUNTERS ON THAT MODEL GRANT +1 DAMAGE STAGING INSTEAD OF A PMOD ATTACK BONUS WHEN USED.
FAILURE DRILL	SPEND 3 TACTIC, SELECT A TARGET UP TO 5 SQUARES AWAY WITHIN VECTOR. MAKE 3 SABRE KINESIS CARBINE ATTACKS AGAINST THAT TARGET.

### TECH-COM KARA BLACK

#### VANGUARD COMMANDER

COST: 20 TACTICS : 4 SIZE : N

ATTACK	MOD	RNG	D/S	EFFECT
SABRE KINESIS CARBINE	5	M	5/2	IF TARGET IS KILLED, TARGET MARK ALL ENEMY MODELS ADJACENT TO THE TARGETS SQUARE.
M-BLADE	6	C	3/1	-
KATAR PISTOL	4	S	4/1	A KATAR PISTOL CAN BE USED AS A CLOSE COMBAT WEAPON.

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"I'm not better, just different...  
In a better way."

Kara<sup>2</sup> Black, psyche evaluation.

