

LIEUTENANT FRANCESCA FORTUNA

«Hey! Open the hatch! I'm on your side! Do you plan on leaving me out here, all alone? Hah! Thank you, that was nice. Well, get out: this is my AFV now!»

– Lieutenant Francesca Fortuna.

War reveals some of the most exceptional individuals and elevates their status. Heroes are often designated as the greatest defenders of a cause to which they sacrifice everything, even their own existence. Sometimes, though, no purpose other than fame, glory, or fortune motivates them: these individuals are known as mercenaries. The life of a soldier of fortune is not easy, but some succeed and, against all odds, carve themselves a niche, a reputation - and rise in fame through the latter. Lieutenant Francesca Fortuna is one of only a few legendary mercenaries.

Born on one of the few non-aligned human worlds, her life as a soldier was turned upside down on the day she met an eccentric Therian, one who his own people considered insane: Utu-Shamash - the famous weapon designer who envisioned the Baal Golgoth and developed the medium nucleus cannon 2.0. Nobody, not even Fortuna, knows why the Therian decided to engage in the odd experiment on which Fortuna's legend has been built.

Utu-Shamash captured the Lieutenant and grafted various nanotechnological devices to her body. These devices granted her the ability to pilot Therian AFVs but, curiously, left her unable to run their routines. He then used her to further his experimentation by forcing her to undergo various staged battles. After a year of testing, he released the captured Fortuna onto her home world. For some reason, Utu-Shamash had lost all interest in his experiment.

Francesca Fortuna immediately understood what awaited her if she allowed any army to uncover her potential. At best, her life would consist of endless days of interrogation in the depths of some high-security laboratory; more than likely, she would undergo a slow and agonizing death on a dissecting table. Thus, she made the only choice which would ensure her survival: she fled and became a mercenary.

Her experiences piloting human AFVs as well as Therian AFVs gave her a unique insight into how each AFV performs, and therefore what the different machines are capable of doing. Such experiences allowed her to quickly and easily comprehend how to pilot and operate basically any AFV. This has made her a highly valued resource for undertaking sensitive missions, during which "official" pilots are not allowed to take risks. If one considers the long leash given to the young woman in conjunction with her status as an "Ace" AFV pilot, it should come as no surprise that Lieutenant Francesca Fortuna is in high demand.

Standard ranged weapons				
LASER PISTOL (1)	4	1/0	-	4/1
LASER PISTOL (2)	4	1/0	-	4/1

TACTICS

Lieutenant Francesca Fortuna is an excellent commander able to survive using her "Good Luck" ability. She is able to keep her AFV operational far longer than any other officer. Even if her AFV is destroyed, she still has the chance to capture another AFV. Skilled as she is, she is able to use all of the weapons on any AFV she takes control of!

UNIT FORMATION

Lieutenant Francesca Fortuna can pilot any Type 2 AFV. The cost of the AFV is increased by that of a Lieutenant (35 A.P.). The AFV piloted by Fortuna constitutes a unit of its own.

She can only be recruited once by any army, including Red Blok GenCol and Cogs

When piloting an AFV, Lieutenant Francesca Fortuna's AFV retains the characteristics shown on the AFV's card with one exception: it gains the "Good Fortune" ability (see below) and its Authority, Numbers Bonus, and L.P. values are replaced by the following:

NUMBERS BONUS	-
AUTHORITY	5
L.P.	2

RECRUITING THE UNIT

Lieutenant Francesca Fortuna in a Type 2 AFV: + 35 A.P. .

Good Fortune: Once per round, the player controlling Lieutenant Francesca Fortuna (on foot or in an AFV) can force the opponent to re-roll all of the dice for any single test (Shooting, Damage, etc.) performed against Fortuna.

Give me the keys!: Lieutenant Francesca Fortuna can take control of an allied Type 2 AFV as long as she is in contact with it. The figure of Fortuna is removed from the game and her card is removed from the activation sequence. Now, the heroine is represented by the card of the AFV she has taken control of. This may allow her to activate a second time, if the AFV's card has not yet been activated. This ability can not target an AFV piloted by a hero.

Heroic pilot: When Lieutenant Francesca Fortuna's AFV is destroyed the miniature representing Lieutenant Francesca Fortuna on foot is deployed where her machine stood. She constitutes a new unit of her own.

HIRING LIEUTENANT FRANCESCA FORTUNA

First off, she is paid very well...many senior officers can only dream of her salary.

The human forces pay her in cash, in precious resources, or in military equipment.

The Therians pay her using their technology: the ageless woman does not adequately represent her true age, just shy of 40, and she owes this to the various contracts with the Therians who have already "rejuvenated" her more than once.

The Karmans pay her through teaching and wisdom: the few missions that she has carried out have indeed converted her to the karmic vision on life...However; she hasn't forgotten her financial interests. There is no doubt that the Lieutenant's good fortune is due, in part, to her karmic awakening.

There are also benefits. Francesca Fortuna is not an ordinary pilot and fights only as an intermediate grade officer (Lieutenant, Guru or Omicron). Finally, although she is perfectly capable of piloting light AFVs, she chooses to only pilot medium AFVs.

These are her conditions, and if one should want to hire this mercenary, they must play by her rules.