## 51st Company

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LEAD	ER	Status:		51 <sup>ST</sup> COMPANY
Name:			The 51st company was the first to	
Trait:			deploy during the First Contact War. They have been involved in every	
Cost:		XP:	major incident since than, and as such have been awarded more hon-	
CORE	UNITS			ors than any other company.
Cost:	XP: Fire Team A Name:			COMPANY TRAITS
		Trait:	Status:	Bull Strength: This unit has 1 extra wound.
Cost:	XP:	Fire Team B Nar		Eagle Eye: This unit may make
		Trait:	Status:	one Fire Attack before Combat.  Deadly Strike: This unit's Melee
Cost:	XP:	Assault Team A	Name:	attack does two damage.
		Trait:	Status:	Parry: Re-roll one enemy Melee attack per combat turn.
Cost:	XP:	Assault Team B Name:		SPACE INFANTRY TRAITS
		Trait:	Status:	Aide-de-camp: Squad Leader
Cost:	XP:	CQC Name:		gains +1 AP to all Command Skill Checks.
		Trait:	Status:	Marksman: This unit gains +1 AP
SUPP	ORT U	NITS		Brawler: This unit gains +1 P to
Cost:	XP:	Shotgun Name:		all Melee Skill Checks.
		Trait:	Status:	Runner: This unit gains +2 AP to all Advance Skill Checks.
Cost:	XP:	Sniper Name:		<b>Tactician:</b> Modify the Range roll
		Trait:	Status:	□ by 1, up or down.
Cost:	XP:	Heavy Weapon Name:		REINFORCEMENTS  Green Recruit
		Trait:	Status:	
Cost:	XP:	Zero-G Team A Name:		Line Recruit
		Trait:	Status:	
Cost:	XP:	Zero-G Team B Name:		
		Trait:	Status:	
VEHI	CLES			
Cost:	XP:	<b>Pilum</b> Name:		

Status:

Trait:

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LEAD	ER	Statı	JS:	89TH COMPANY
Name:				The 89th company was formed dur-
Trait:				ing the tail end of the First Contact War. The descent into Tau-12s tun-
Cost:		XP:		nel network necessitated a rapid
CORE	UNITS	5		alteration in tactics and training.  They've been in continuous operations ever since.
Cost:	XP:	Fire Team A	Name:	SPECIAL COMPANY RULES
		Trait:	Status:	<b>Tunnel Rats:</b> While in a Hive, all
Cost:	XP:	Fire Team B Name:		Units gain +1 AP to their Advance and Scout Skill Checks.
		Trait:	Status:	Advance Recon: Ignore the Pitch Black rule.
Cost:	XP:	Assault Team A Name:		Training Focus: Zero-G Teams cost
		Trait:	Status:	10 more Squad Points to purchase.
Cost:	XP:	Assault Team B Name:		COMPANY TRAITS
		Trait:	Status:	Lucky: Reroll one skill check dur- ing Activation.
Cost:	XP:	CQC Name:		First Strike: This unit may make
		Trait:	Status:	one Melee Attack before Combat.
	ORT U	NITS		Active Camo: Assign one enemy unit a –1 AP Modifier for an encounter. This Modifier may be
Cost:	XP:	Shotgun Name:		moved after rolling for Range.
		Trait:	Status:	SPACE INFANTRY TRAITS
Cost:	XP:	Zero-G Team	A Name:	Aide-de-camp: Squad Leader gains +1 AP to all Command Skill
	_	Trait:	Status:	Checks.  Marksman: This unit gains +1 AP
Cost:	XP: Zero-G Team B Name:		<b>B</b> Name:	to all Fire Skill Checks.
		Trait:	Status:	<b>Brawler:</b> This unit gains +1 P to all Melee Skill Checks.
				Runner: This unit gains +2 AP to all Advance Skill Checks.
				<b>Tactician:</b> Modify the Range roll by 1, up or down.
VEHIC	CLES			REINFORCEMENTS
			e of Vehicle Operation or Com	

cle for that mission.

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LEADER		Stat	:us:	COMPANY
Name:	:			]
Trait:				]
Cost:		XP:		]
CORE	UNITS			1
Cost:	XP:			]
		Trait:	Status:	]
Cost:	XP:			
		Trait:	Status:	<u> </u>
Cost:	XP:			COMPANY TRAITS
		Trait:	Status:	1
Cost:	XP:			
	<u> </u>	Trait:	Status:	<b>_   </b>  U
Cost:	XP:			<b>-   </b> 0
		Trait:	Status:	<b>₫  </b> ┌
SUPP	PORT U	NITS		
Cost:	XP:			
		Trait:	Status:	SPACE INFANTRY TRAITS
Cost:	XP:			Aide-de-camp: Squad Leader gains +1 AP to all Command Skill
		Trait:	Status:	Checks.
Cost:	XP:			Marksman: This unit gains +1 AP to all Fire Skill Checks.
		Trait:	Status:	Brawler: This unit gains +1 P to
Cost:	XP:			all Melee Skill Checks.  Runner: This unit gains +2 AP to
		Trait:	Status:	all Advance Skill Checks.
Cost:	XP:			<b>Tactician:</b> Modify the Range roll
		Trait:	Status:	Uby 1, up or down.  ■ REINFORCEMENTS
VEHI	CLES			Green Recruit
Cost:	XP:			Line Recruit
		Trait:	Status:	

LEAD	ER	Statı	IS:	65 <sup>™</sup> COMPANY
Name:				The 65th company are trained in close quarters combat and ranger
Trait:			tactics. Intended for the rural or ag-	
Cost: XP:				riculture colonies in the deep range, this company saw great success as
CORE	UNIT	5		forward scouts and targeted strike teams.
Cost:	XP:	Fire Team A Name:		COMPANY TRAITS
		Trait:	Status:	Bull Strength: This unit has 1
Cost:	XP:	Fire Team B	Name:	─────────────────────────────────────
		Trait:	Status:	from this unit in each combat
Cost:	XP:	Assault Team A Name:		round gains +2 AP.  Fearless: This unit gains +2 AP or
		Trait:	Status:	Morale Checks.
Cost:	XP:	Assault Team B Name:		Battle Fury: Unit gains +1 AP to all Skill checks in combat for each
		Trait:	Status:	wound it has.
Cost:	XP:	<b>CQC</b> Name:		Weapon Master: Unit can re-roll  1 failed Melee Skill Check each
		Trait:	Status:	Combat Phase.
SUPP	PORT U	NITS		SPACE INFANTRY TRAITS
Cost:	XP:	Shotgun Name:		Aide-de-camp: Squad Leader gains +1 AP to all Command Skill
		Trait:	Status:	Checks.  Marksman: This unit gains +1 AP
Cost:	XP:	Sniper Name:		to all Fire Skill Checks.
		Trait:	Status:	<b>Brawler:</b> This unit gains +1 P to all Melee Skill Checks.
Cost:	XP:	<b>Heavy Weapon</b> Name:		Runner: This unit gains +2 AP to
		Trait:	Status:	all Advance Skill Checks.
Cost:	XP:	Flamer Name:		<b>Tactician:</b> Modify the Range roll by 1, up or down.
		Trait:	Status:	REINFORCEMENTS
Cost:	XP:	Zero-G Team A Name:		Green Recruit
		Trait:	Status:	Line Recruit
VEHI	CLES			
Cost:	XP:	<b>Pilum</b> Name:		

Status:

Trait: