

<b>LEADER</b>		Status:
Name:		
Trait:		
Cost:	XP:	

CORE UNITS		
Cost:	XP:	<b>Fire Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Fire Team B</b> Name:
		Trait: Status:
Cost:	XP:	<b>Assault Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Assault Team B</b> Name:
		Trait: Status:
Cost:	XP:	<b>CQC</b> Name:
		Trait: Status:

SUPPORT UNITS		
Cost:	XP:	<b>Shotgun</b> Name:
		Trait: Status:
Cost:	XP:	<b>Sniper</b> Name:
		Trait: Status:
Cost:	XP:	<b>Heavy Weapon</b> Name:
		Trait: Status:
Cost:	XP:	<b>Zero-G Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Zero-G Team B</b> Name:
		Trait: Status:

VEHICLES		
Cost:	XP:	<b>Pilum</b> Name:
		Trait: Status:

**51<sup>ST</sup> COMPANY**

The 51st company was the first to deploy during the First Contact War. They have been involved in every major incident since then, and as such have been awarded more honors than any other company.

- COMPANY TRAITS**
- Bull Strength:** This unit has 1 extra wound.
  - Eagle Eye:** This unit may make one Fire Attack before Combat.
  - Deadly Strike:** This unit's Melee attack does two damage.
  - Parry:** Re-roll one enemy Melee attack per combat turn.

- SPACE INFANTRY TRAITS**
- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks.
  - Marksman:** This unit gains +1 AP to all Fire Skill Checks.
  - Brawler:** This unit gains +1 P to all Melee Skill Checks.
  - Runner:** This unit gains +2 AP to all Advance Skill Checks.
  - Tactician:** Modify the Range roll by 1, up or down.

- REINFORCEMENTS**
- Green Recruit**
  - Line Recruit**

<b>LEADER</b>		Status:
Name:		
Trait:		
Cost:	XP:	

CORE UNITS		
Cost:	XP:	<b>Fire Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Fire Team B</b> Name:
		Trait: Status:
Cost:	XP:	<b>Assault Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Assault Team B</b> Name:
		Trait: Status:
Cost:	XP:	<b>CQC</b> Name:
		Trait: Status:

SUPPORT UNITS		
Cost:	XP:	<b>Shotgun</b> Name:
		Trait: Status:
Cost:	XP:	<b>Zero-G Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Zero-G Team B</b> Name:
		Trait: Status:

VEHICLES
The 89th is not trained in the use of Vehicle Operation or Combat. If a mission requires a Vehicle, spend two STRATOP cards to take the Vehicle for that mission.

**89<sup>TH</sup> COMPANY**

The 89th company was formed during the tail end of the First Contact War. The descent into Tau-12s tunnel network necessitated a rapid alteration in tactics and training. They've been in continuous operations ever since.

**SPECIAL COMPANY RULES**

**Tunnel Rats:** While in a Hive, all Units gain +1 AP to their Advance and Scout Skill Checks.

**Advance Recon:** Ignore the Pitch Black rule.

**Training Focus:** Zero-G Teams cost 10 more Squad Points to purchase.

**COMPANY TRAITS**

- Lucky:** Reroll one skill check during Activation.
- First Strike:** This unit may make one Melee Attack before Combat.
- Active Camo:** Assign one enemy unit a -1 AP Modifier for an encounter. This Modifier may be moved after rolling for Range.

**SPACE INFANTRY TRAITS**

- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks.
- Marksman:** This unit gains +1 AP to all Fire Skill Checks.
- Brawler:** This unit gains +1 P to all Melee Skill Checks.
- Runner:** This unit gains +2 AP to all Advance Skill Checks.
- Tactician:** Modify the Range roll by 1, up or down.

**REINFORCEMENTS**

- Green Recruit**
- Line Recruit**

<b>LEADER</b>		Status:
Name:		
Trait:		
Cost:	XP:	

CORE UNITS		
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:

SUPPORT UNITS		
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:
Cost:	XP:	
		Trait: Status:

VEHICLES		
Cost:	XP:	
		Trait: Status:

**COMPANY**

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**COMPANY TRAITS**

**SPACE INFANTRY TRAITS**

**Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks.

**Marksman:** This unit gains +1 AP to all Fire Skill Checks.

**Brawler:** This unit gains +1 P to all Melee Skill Checks.

**Runner:** This unit gains +2 AP to all Advance Skill Checks.

**Tactician:** Modify the Range roll by 1, up or down.

**REINFORCEMENTS**

**Green Recruit**

**Line Recruit**

<b>LEADER</b>	Status:
Name:	
Trait:	
Cost:	XP:

CORE UNITS		
Cost:	XP:	<b>Fire Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Fire Team B</b> Name:
		Trait: Status:
Cost:	XP:	<b>Assault Team A</b> Name:
		Trait: Status:
Cost:	XP:	<b>Assault Team B</b> Name:
		Trait: Status:
Cost:	XP:	<b>CQC</b> Name:
		Trait: Status:

SUPPORT UNITS		
Cost:	XP:	<b>Shotgun</b> Name:
		Trait: Status:
Cost:	XP:	<b>Sniper</b> Name:
		Trait: Status:
Cost:	XP:	<b>Heavy Weapon</b> Name:
		Trait: Status:
Cost:	XP:	<b>Flamer</b> Name:
		Trait: Status:
Cost:	XP:	<b>Zero-G Team A</b> Name:
		Trait: Status:

VEHICLES		
Cost:	XP:	<b>Pilum</b> Name:
		Trait: Status:

**65<sup>TH</sup> COMPANY**

The 65th company are trained in close quarters combat and ranger tactics. Intended for the rural or agriculture colonies in the deep range, this company saw great success as forward scouts and targeted strike teams.

**COMPANY TRAITS**

- Bull Strength:** This unit has 1 extra wound.
- Charge:** The first Melee attack from this unit in each combat round gains +2 AP.
- Fearless:** This unit gains +2 AP on Morale Checks.
- Battle Fury:** Unit gains +1 AP to all Skill checks in combat for each wound it has.
- Weapon Master:** Unit can re-roll 1 failed Melee Skill Check each Combat Phase.

**SPACE INFANTRY TRAITS**

- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks.
- Marksman:** This unit gains +1 AP to all Fire Skill Checks.
- Brawler:** This unit gains +1 P to all Melee Skill Checks.
- Runner:** This unit gains +2 AP to all Advance Skill Checks.
- Tactician:** Modify the Range roll by 1, up or down.

**REINFORCEMENTS**

- Green Recruit**
- Line Recruit**