SQUAD ID

3rd Squad, 1st Platoon, 65th Company,
1st Battalion, 4th Regiment

LEADER

NAME

STATUS

XP

NOTES

CORE TEAMS

FIRE TEAM/A
Sharper, Hank
Brown, Greg
XP

FIRE TEAM/B
Zhu, Chong
Harding, Lucius
XP

ASSAULT TEAM/A
Bascue, Stevens
Jang, Mingzhu
XP

ASSAULT TEAM/B
Watson, Quentin
Ivanov, Adrik
XP

CLOSE COMBAT
Seiz, Aurelius
XP

SUPPORT TEAMS

SHOTGUNNER
Bao, Ping
XP

ZERO-G TEAM/A
Solana, Felix
Admasu, Oba
XP

FLAMER
Anropov, Fyodor
XP

SNIPER
Velazco, Hugo
35SP
XP

HEAVY WEAPONS
Velders, Bertram
XP

SUPPORT VEHICLE

PILUM ATV

COMPANY HISTORY

The soldiers of 65th Company are trained on planets with extreme weather conditions in order to create the best units for the ground warfare. A strong focus on short-range tactics and close combat weapons is the *credo* of the 65th.

SPECIAL COMPANY RULES

Talents: at the beginning of a new Campaign, you can choose one of the following Talents (you can assign the Talent to any of your Units):

- ☐ **Bull Strength**: the Unit gains an additional Hit Point. Place 1 green HP counter on the Unit as a reminder.
- ☐ **Charge**: the first **Melee** attack of this Unit in each Combat Phase gains a +2AP modifier
- ☐ **Fearless**: the Unit gains a +1AP to the Morale Checks
- ☐ **Battle Fury**: +1AP for each Wound suffered by the Unit
- ☐ **Weapon Master**: the Unit can reroll an unsuccessful **Melee** attack. Draw a new RN and apply the new result.

Sniper Team costs 35 Squad Points instead of 30.

LEADER AWARDS

☆ **Blood Cross**
(First Type III Enemy that is killed)

☆ **White Cross**
(Mission completed with no incapacitated Units)

☆ **Iron Fist**
(Mission completed using 80 Squad Points)

☆ **Black Comet**
(Mission completed using only 4 Resources)

☆ **Red Comet**
(Mission completed using no Resources; also gain 1 additional Talent for free)

☆ **Lucky Star**
(Mission completed in fewer than 12 turns)

☆ **Purple Star**
(More than 20 Enemies killed during a single mission)