

SQUAD ID

LEADER

NAME

STATUS

NOTES

XP

COMPANY HISTORY

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):

CORE TEAMS

FIRE TEAM/A

XP

FIRE TEAM/B

XP

ASSAULT TEAM/A

XP

ASSAULT TEAM/B

XP

CLOSE COMBAT

XP

SUPPORT TEAMS

SHOTGUNNER

XP

ZERO-G TEAM/A

XP

FLAMER

XP

SNIPER

XP

HEAVY WEAPONS

XP

SUPPORT VEHICLE

PILUM ATV

LEADER AWARDS

