

SQUAD ID

2nd Squad, 1st Platoon, 89th Company,
4th Battalion, 2nd Regiment

LEADER

NAME

STATUS

NOTES

XP

CORE TEAMS

FIRE TEAM/A

Hendriks, Max
Ballerini, Erik

XP

FIRE TEAM/B

Fuentez, Julio
Bernhard, Mathew

XP

ASSAULT TEAM/A

Byford, Tyrone
Sekulski, Lance

XP

ASSAULT TEAM/B

Lowenthal, Nelson
Olesen, Jamie

XP

CLOSE COMBAT

Wikoff, Allan

XP

SUPPORT TEAMS

SHOTGUNNER

Desautels, Alain

XP

ZERO-G TEAM/A

Kimoro, Nai
Gamino, Fernando

30SP

XP

ZERO-G TEAM/B

Gagliano, Dan
Kowalewski, Brent

30SP

XP

The Tunnel Rats Company doesn't include Heavy Weapons or
Sniper Units.

SUPPORT VEHICLE

The Tunnel Rats Company doesn't include a Pilum ATV. If required by the
mission briefing, you can acquire an ATV by trading in both of your Strategic
Options for that mission.

COMPANY HISTORY

The 89th is known as the "Tunnel Rats." It's a very
specialized group of soldiers, mainly involved in
underground operations. The need for having a specialized
Unit emerged during the Jovvian War, while dealing with
the subterranean network created by the Enemies on the
planet and in the main asteroids near the Nexus.

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):


- ☐ **Lucky:** the Unit can draw a new RN during
the Activation Phase – you must keep the
second result.
- ☐ **First Strike:** the Unit can always execute a
Melee attack before the Enemies.
- ☐ **Camouflage:** the Unit can place a single "-1 AP"
counter on an Enemy before its activation. The
counter can be moved to a different Enemy
during a later combat turn.

Hive Operation Bonuses: While in a Hive, every
Tunnel Rat Unit applies a "+1 AP" modifier for all
Advance and *Scout* skill checks.

Tunnel Rats operate normally in Pitch Black sectors
(no need to use Light Resources).

Zero-G Teams costs 30 Squad Points instead of 20.

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)