

SQUAD ID

1st Squad, 1st Platoon, 51st Company,
2nd Battalion, 3rd Regiment

LEADER

NAME

STATUS

NOTES

XP

CORE TEAMS

FIRE TEAM/A

Knight, James
García, Héctor

XP

FIRE TEAM/B

Kienmeier, Peter
Wu, Ming

XP

ASSAULT TEAM/A

Gates, Albert
Fedorov, Ivan

XP

ASSAULT TEAM/B

Duchovny, Basil
Adams, Bob

XP

CLOSE COMBAT

Sekibo, Atsu

XP

SUPPORT TEAMS

SHOTGUNNER

Platus, Mark

XP

ZERO-G TEAM/A

Sandersem, Pete
Admasu, Oba

XP

ZERO-G TEAM/B

Miller, Frank
Rogers, Evgeny

XP

SNIPER

Gomez, Carlo

XP

HEAVY WEAPONS

Ramirez, Alvar

XP

SUPPORT VEHICLE

PILUM ATV

COMPANY HISTORY








The 51st Company has always been deployed in the first line during the major conflicts since its creation. The 3rd Regiment has the highest number of medals and awards among the whole Space Infantry Divisions: only the best soldiers can hope to join the men of the 51st.

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:** one of your Units gains an additional Hit Point. Place 1 green HP counter on the Unit as a reminder.
- Eagle Eye:** one of your Units can always execute a Fire attack **before** the enemies.
- Deadly Strike:** the **Melee** attack of one of your Units causes 2 wounds instead of 1.
- Parry:** the Unit can cause a reroll of a successful enemy **Melee** attack. Draw a new RN and apply the new result to the attack.

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)