Minder1--BLUE

-England

AVAILABLE RESOURCES

Balance Sheet
Gross Income: $50
Upkeep: $43
Net Income: $7

Liquid Assets
$67
2 Unassigned Laser LMGs (built next turn)

Salvage
8 Zergling corpses
2 Sectoid corpses
3 drone wrecks
4 Sectoid weapons
16 Alien alloys
1 UFO navigation map

Facilities ($12 Upkeep)
1 Aircraft Hanger ($2 Upkeep)
1 Science Lab ($4 Upkeep)
1 Training Facility ($2 Upkeep)
1 Fabrication Plant ($3 Upkeep)
1 Radar ($1 Upkeep)

Vehicles ($7 Upkeep) (-3 from Mechanic)

2 Sparrow Interceptors ($4 Upkeep)
2 Skyrangers ($4 Upkeep)
2 SHIVs ($2 Upkeep)

Sparrow 1 (Pilot Camron Burke): (2+1 Speed, 1+1 Evasion, 1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage, +1 crit)
Modules: Afterburner x1
Sparrow 2 (Pilot Kristal Downer): (2 Speed, 1 Evasion, 1+2+1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Skyranger 1 (Pilot Vic Humphrey): (1 Speed, 0+1+1 Evasion, 0+1 Accuracy, 1 Armor, 6 Health)

Weapons: None
Modules: Afterburner x1, Troop transport x2
Skyranger 2 (Pilot Richardine Bates): (1 Speed, 0 Evasion, 0+2 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Afterburner x1, Equipment stockpile x1, Troop transport x1
SHIV 1: (2 Agility, 0 Evasion, 1 Accuracy, 1 Armor, 6 Health)
Equipment Loadout: level 1 Minigun
SHIV 2: (2 Agility, 0 Evasion, 1 Accuracy, 1 Armor, 6 Health)
Equipment Loadout: level 1 Minigun

Personnel ($27 Upkeep)
19 Corporals ($19 Upkeep)
4 Pilots ($4 Upkeep)
2 Science Teams ($4 Upkeep)

Soldiers
Corporal Tristan Jephson (2 Agility, 0 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, 1 Psionics, **2 Fatigue**)
Equipment Loadout: **Light gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Flashbang x1
Talents:
Corporal Pene Chancellor (2 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, 1 Psionics, **2 Fatigue**)
Equipment Loadout: **Light gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Flashbang x1
Talents:
Corporal Kaden Benjaminson (2-1 Agility, 1 Evasion, 0 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: **AW Trooper +Medkit** LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Flashbang x1, Smoke x1, Medkit x1
Talents:
Corporal Doria Stephens (1-1 Agility, 2 Evasion, 0 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: **AW Trooper +Breaching** LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Flashbang x1, Smoke x1, Breaching x1
Talents:
Corporal Sabela Simmons (1-1 Agility, 0 Evasion, 2-3 Accuracy, 0+4 Armor, 4+4 Health, 1 Psionics, **2 Fatigue**)
Equipment Loadout: **Frontline +Shield** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Shield* (-2 Accuracy, +2 Armor, +2 Health), Flashbang x1
Talents:

Corporal Fran Weaver (1-1 Agility, 1 Evasion, 0-3 Accuracy, 0+4 Armor, 4+4 Health, ? Psionics, **2 Fatigue**)
Equipment Loadout: **Frontline +Shield** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Shield* (-2 Accuracy, +2 Armor, +2 Health), Flashbang x1
Talents:
Corporal Genette Larson (1-1 Agility, 1 Evasion, 1-1 Accuracy, 0+2 Armor, 3+2 Health, 1 Psionics, **2 Fatigue**)
Equipment Loadout: **Heavy gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Frag x1, Tear gas x1
Talents:
Corporal Rosanna Bone (1-1 Agility, 0 Evasion, 1-1 Accuracy, 0+2 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: **Heavy gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Frag x1, Tear gas x1
Talents:
Corporal Lora Howard (1-1 Agility, 1 Evasion, 1-1 Accuracy, 0+2 Armor, 3+2 Health, 1 Psionics, **1 Fatigue**)
Equipment Loadout: **Frontline +Less-lethal** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Less-lethal, Flashbang x1
Talents:
Corporal Regina Crouch (1-1 Agility, 1 Evasion, 0 Accuracy, 0+2 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: **Grenadier** Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag x5, Tear gas x1
Talents:
Corporal Cailin Symons (1 Agility, 0 Evasion, 2+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: **Sniper** Sniper (long range, 6+ to hit, 2-4 damage, +1 crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1
Talents:
Corporal Randall Saunders (1 Agility, 1 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, 1 Psionics, **1 Fatigue**)
Equipment Loadout: **Sniper** Sniper (long range, 6+ to hit, 2-4 damage, +1 crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1
Talents:
Corporal Webster Pelley (1 Agility, 2 Evasion, 0 Accuracy, 0 Armor, 3 Health, 1 Psionics)
Equipment Loadout:
Talents:
Corporal Zoie Thrussell (2 Agility, 0 Evasion, 1 Accuracy, 0 Armor, 3 Health, 1 Psionics)
Equipment Loadout:
Talents:

Corporal Suzi Abbey (1 Agility, 2 Evasion, 0 Accuracy, 0 Armor, 3 Health, 1 Psionics)
Equipment Loadout:
Talents:
Corporal Dax Fairbairn (1 Agility, 1 Evasion, 1 Accuracy, 0 Armor, 3 Health, ? Psionics)
Equipment Loadout:
Talents:
Corporal Landon Garner (2 Agility, 0 Evasion, 0 Accuracy, 0 Armor, 4 Health, ? Psionics)
Equipment Loadout:
Talents:
Corporal Shanelle Ball (1 Agility, 1 Evasion, 1 Accuracy, 0 Armor, 3 Health, ? Psionics)
Equipment Loadout:
Talents:
Corporal Lucille Chase (1 Agility, 1 Evasion, 1 Accuracy, 0 Armor, 3 Health, ? Psionics)
Equipment Loadout:
Talents:
Pilot Camron Burke (Sparrow 1) (1 Speed, 2 Evasion, 0 Accuracy, ? Psionics)
Talents: Precise fire (+1 to crit)
Pilot Vic Humphrey (Skyranger 1) (0 Speed, 1+1 Evasion, 1 Accuracy, ? Psionics)
Talents: Quick (+1 Evasion)
Pilot Richardine Bates (Skyranger 2) (0 Speed, 0 Evasion, 2 Accuracy, ? Psionics)
Talent: Mechanic (-$3 Vehicle Upkeep, to a minimum of $0)
Pilot Kristal Downer (Sparrow 2) (0 Speed, 0 Evasion, 2+1 Accuracy, ? Psionics)
Talent: Hotshot (+1 Accuracy)
Level 1 Science Team (Sectoid autopsy)
Level 1 Science Team (Weapons tech)
Corporal Don Nowell--**KILLED IN ACTION; CANADA, WEEK 1**

Research Unlocks
Vehicles
SHIV (tank, combatant) $5/$1
-base stats of 2 Agility, 0 Evasion, 1 Accuracy, 1 Armor, 6 Health
-1 Weapon slot
-0 Module Slots

Personnel Equipment
Laser LMG (weapon) $1/-
-short range, 6+ to hit, 2-4 damage
-can**not** make 2 attacks per action; -1 agility)
Improved Light Ballistic Armor (armor)
-+2 Health
Nano-Fiber Vest
-+1 Health

<u>Bonuses</u>

Aerial Recon Drones: You employ small aircraft outfitted with cameras, which allow you a more complete viewpoint of a battlefield

UFO Evasion Maneuvers: UFOs have -1 when rolling to escape from combat against you

TAR-VI--BLACK

-Germany

AVAILABLE RESOURCES

Balance Sheet
Gross Income: $60
Upkeep: $59 (+$2 for training)
Net Income: $1 (-$2 for training)

Liquid Assets
$47

Salvage
3 Sectoid corpses
2 Drone wrecks
3 Spider corpses
1 captured spider
6 Zergling corpses
2 Alien gas canisters
11 Alien alloys

Facilities ($16 Upkeep)
1 Aircraft Hanger ($2 Upkeep)
2 Science Labs ($8 Upkeep)
1 Training Facility ($2 Upkeep)
1 Fabrication Plant ($3 Upkeep)
1 Radar ($1 Upkeep)

Vehicles ($3 Upkeep) (-3 from Mechanic)

2 Sparrows ($4 Upkeep)
1 Skyranger ($2 Upkeep)

Sparrow 1 (Pilot Simone Schwarz): (2+1 Speed, 1 Evasion, 1+1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Sparrow 2 (Pilot Marco Darca): (2 Speed, 1+2 Evasion, 1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Skyranger 1 Pilot Gregor Eisenmann: (1+1 Speed, 0+1 Evasion, 0 Accuracy, 1 Armor, 6 Health)
Weapons: None

Modules: Troop transport x3

Personnel ($39 Upkeep) (+$2 for training)
4 Sergeants ($4 Upkeep)
20 Corporals ($20 Upkeep)
3 Pilots ($3 Upkeep)
6 Science Teams ($12 Upkeep)
1 Science Team ($0 Upkeep)

Soldiers
Sergeant Dierk Denzel (2-1 Agility, 2 Evasion, 1-1 Accuracy, 0+2 Armor, 5+2 Health, ? Psionics)
Equipment Loadout: **Heavy gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Frag x1, Tear gas x1
Talents: Natural leader (minor bonuses to nearby allies)
Sergeant Christina Ingersleben (2-1 Agility, 3 Evasion, 1-3 Accuracy, 0+4 Armor, 4+6 Health, ? Psionics)
Equipment Loadout: **Frontline/S** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Shield* (-2 Accuracy, +2 Armor, +2 Health), Flashbang x1
Talents: CQB expert (+1 Accuracy and +1 Crit against enemies within Short range)
Sergeant Henrike Gerhard (3-1 Agility, 1 Evasion, 1 Accuracy, 0 Armor, 5+2 Health, ? Psionics)
Equipment Loadout: **AW Trooper** LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Flashbang x1, Smoke x1, Breaching x1
Talents: Spotter (allies attacking the same enemy as you receive +1 Accuracy)
Sergeant Heinrich Alt (2 Agility, 1 Evasion, 2+1 Accuracy, 0 Armor, 5+2 Health, ? Psionics)
Equipment Loadout: **Sniper** Sniper (long range, 6+ to hit, 2-4 damage, +1 Crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1
Talents: Snap shot (chance to get free attack against newly revealed enemies at -2 Accuracy)
Corporal Lilith Krumpf (1 Agility, 2 Evasion, 0+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: **Light gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+1 Health), Scope (+1 Accuracy), Medkit x1, Flashbang x1
Talents: Lucky defense (when suffering a critical hit, roll twice on the crit table and take the better result)
Corporal Succuk Abdelu (2-1 Agility, 0 Evasion, 0 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: Heavy gunner, **AW trooper/B** LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Flashbang x1, Smoke x1, Breaching x1
Talents:
Corporal Hans Adler (1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: **Light gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Flashbang x1

Talents:

Corporal Emilia Dorscht (3-1 Agility, 0 Evasion, 0 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: **AW trooper/M** LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Flashbang x1, Smoke x1, Medkit x1

Talents: Repairman (Repairkits used by this soldier heal +2 Health)

Corporal Nick Dreher (2-1 Agility, 1 Evasion, 0-1 Accuracy, 0+2 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: **Heavy gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Frag x1, Tear gas x1

Talents:

Corporal Nikolai Gorba (3-1 Agility, 0 Evasion, 0-3 Accuracy, 0+4 Armor, 3+4 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: **Frontline/S** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Shield* (-2 Accuracy, +2 Armor, +2 Health), Flashbang x1

Talents:

Corporal Nadja Dobler (2-1 Agility, 0 Evasion, 1-1 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: **Heavy gunner** Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Frag x1, Tear gas x1

Talents:

Corporal Anatoly Ruta (2-1 Agility, 1 Evasion, 0-3 Accuracy, 0+4 Armor, 3+4 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: Heavy gunner, **Frontline/S** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Shield* (-2 Accuracy, +2 Armor, +2 Health), Flashbang x1

Talents:

Corporal Jana Fritsch (1-1 Agility, 1 Evasion, 1 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: **Grenadier** Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag x5, Tear gas x1

Talents:

Corporal Dieter Weber (2 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: **Sniper** Sniper (long range, 6+ to hit, 2-4 damage, +1 crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1

Talents:

Corporal Alexander Schmidt (2 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: **Sniper** Sniper (long range, 6+ to hit, 2-4 damage, +1 crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1

Talents:

Corporal Kim Dahn (2-1 Agility, 1 Evasion, 2-1 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Gas mask (-1 Accuracy), Less-lethal, Flashbang x1
Talents:
Corporal Max Frohn (1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 4+4 Health, ? Psionics)
Equipment Loadout: **Light gunner/N** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+2 Health), Flashbang x1
Talents:
Corporal Muhammed Armadan (1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: **Light gunner/M** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Medkit x1
Talents:
Corporal Joachim Hirsch (1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: **Light gunner/M** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Medkit x1
Talents:
Corporal Miriam Diener (1 Agility, 2 Evasion, 0+1 Accuracy, 0 Armor, 3+4 Health, ? Psionics)
Equipment Loadout: **Light gunner/N** Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+2 Health), Flashbang x1
Talents:
Corporal Sebastian Gross (1 Agility, 0 Evasion, 0-2 Accuracy, 0+2 Armor, 5+6 Health, ? Psionics)
Equipment Loadout: **Light frontliner/S** Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Improved light armor (+2 Health), Gas mask (-1 Accuracy), Shield* (-2 Accuracy, +2 Armor, +2 Health), Nano-fiber vest (+2 Health)
Talents:
Corporal Isabelle von Hueber (2 Agility, 0 Evasion, 2+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics)
Equipment Loadout: **Sniper** Sniper (long range, 6+ to hit, 2-4 damage, +1 Crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1
Talents:
Corporal Maria DiFortta (1 Agility, 0 Evasion, 0 Accuracy, 0 Armor, 5+2 Health, ? Psionics)
Equipment Loadout: **Grenadier (light)** Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Flashbang x1, Frag x4, Smoke x1
Talents:
Corporal Ramet Randanaman (1 Agility, 0 Evasion, 0 Accuracy, 0 Armor, 5+2 Health, ? Psionics)
Equipment Loadout: **Grenadier (light)** Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Flashbang x1, Frag x4, Smoke x1
Talents:
Pilot Marco Darca (Sparrow 2) (0 Speed, 2 Evasion, 0 Accuracy, ? Psionics)

Talents: Lucky defense (when suffering a critical hit, roll twice on the crit table and take the better result)

Pilot Simone Schwarz (Sparrow 1) (1 Speed, 0 Evasion, 1 Accuracy, ? Psionics)
Talents: Escape artist (+2 Speed when Fleeing from combat)
Pilot Gregor Eisenmann (Skyranger 1) (1 Speed, 1 Evasion, 0 Accuracy, ? Psionics)
Talents: Mechanic (-$3 to vehicle upkeep)
Level 1 Science Team (Medical (+1 to roll this round))
Level 1 Science Team (Medical (+1 to roll this round))
Level 1 Science Team (Alien power (+1 to roll this round))
Level 1 Science Team (Spider autopsy)
Level 1 Science Team (Personal weapons (+1 to roll this round))
Level 1 Science Team (Spider behavior)
Level 2 Science Team (alien robotics (+1 to roll this round)) (Can be assigned to any Project regardless of staffing space; does not cost Upkeep))

Research Unlocks
Personnel Equipment
Laser LMG (weapon) $1/-
-short range, 6+ to hit, 2-4 damage
-can**not** make 2 attacks per action; -1 agility)
Improved Light Ballistic Armor (armor)
-+2 Health
Nano-Fiber Vest
-+1 Health

Bonuses
UFO Evasion Maneuvers: UFOs have -1 when rolling to escape from combat against you
Virtual Reality Training: Each Training facility costs $1 less Upkeep to train soldiers

Elofsson--YELLOW

-Sweden
-All Science Teams start at level 2
- +$15 every turn that can only be spent on vehicles/facilities/equipment; may not be used for upkeep

AVAILABLE RESOURCES

Balance Sheet
Gross Income: $50 (+$15)
Upkeep: $47
Net Income: $3 (+$15)

Liquid Assets
$67(+$15)
15 Unassigned Laser LMGs (built next turn)

Salvage
3 Drone corpses
4 Sectoid corpses
9 Zergling corpses
4 Sectoid weapons
5 Alien alloys

Facilities ($12 Upkeep)
1 Aircraft Hanger ($2 Upkeep)
1 Science Lab ($4 Upkeep)
1 Training Facility ($2 Upkeep)
1 Fabrication Plant ($3 Upkeep)
1 Radar ($1 Upkeep)

Vehicles ($8 Upkeep)

2 Interceptors ($4 Upkeep)
2 Skyrangers ($4 Upkeep)

Sparrow 1 (Pilot Karl Bernhardsson): (2+1 Speed, 1 Evasion, 1+1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage; +1 crit)
Modules: Afterburner x1
Sparrow 2 (Pilot Amalia Fredriksson): (2+1 Speed, 1 Evasion, 1+1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1

Skyranger 1 (Pilot Egil Hansson): (1+1 Speed, 0+1 Evasion, 0 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Afterburner x1, Troop transport x2
Skyranger 2 (Pilot Mikael Albinson): (1+1 Speed, 0+1 Evasion, 0 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Afterburner x1, Troop transport x2

Personnel ($28 Upkeep)
20 Corporals ($20 Upkeep)
4 Pilots ($4 Upkeep)
2 Science Teams ($4 Upkeep)

Soldiers
Corporal Artur Berglund (3-1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 3+3 Health, ? Psionics,
1 Fatigue)
Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light
armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1
Talents:
Corporal Pia Svensson (1 Agility, 1 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2
Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:
Corporal Marta Adolfsson (1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics,
1 Fatigue)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2
Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:
Corporal Urban Almstedt (1 Agility, 0 Evasion, 2+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1
Fatigue**)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2
Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:
Corporal Adam Stenburg (1 Agility, 1 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1
Fatigue**)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2
Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:
Corporal Christian Engstrom (2-1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 4+3 Health, ?
Psionics, **1 Fatigue**)
Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light
armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1
Talents: Precise fire (+1 to crit)

Corporal Ulrica Mattsson (1 Agility, 2 Evasion, 0+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (**long range**, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1

Talents: Marksman (range of weapon increased, or +1 Accuracy)

Corporal Rebecca Stefansson (2-1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 3+3 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1

Talents:

Corporal Rut Thomasson (2-1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 3+3 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1

Talents:

Corporal Roland Wuopio (2-1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 3+3 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1

Talents:

Corporal Ulla Patriksson (1 Agility, 0 Evasion, 0+1 Accuracy, 0 Armor, 5+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1

Talents:

Corporal Carl Jakobsson (1 Agility, 1 Evasion, 0 Accuracy, 0 Armor, 4 Health, ? Psionics)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1

Talents:

Corporal Elsa Alfsson (1 Agility, 0 Evasion, 2+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1

Talents:

Corporal Jannicke Stendahl (1 Agility, 0 Evasion, 0+1 Accuracy, 0 Armor, 5+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1

Talents:

Corporal Rasmus Klasson (2-1 Agility, 2 Evasion, 0+1 Accuracy, 0 Armor, 3+3 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1

Talents:

Corporal Rasmus Winter (2-1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 3+3 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1

Corporal Carin Hermansson (2 Agility, 0 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:

Corporal Marta Rundstrom (1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:

Corporal Gabriella Mattsson (2-1 Agility, 0 Evasion, 0+1 Accuracy, 0 Armor, 4+3 Health, ? Psionics)
Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), Scope (+1 Accuracy), Nano-fiber vest (+1 Health), Medkit x1
Talents:

Corporal Liselotte Ljungman (1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), NVGs, Medkit x1
Talents:

Pilot Mikael Albinson (Skyranger 2) (1 Speed, 1 Evasion, 0 Accuracy, ? Psionics)
Talents: Fast learner (gains Experience more quickly)

Pilot Egil Hansson (Skyranger 1) (1 Speed, 2 Evasion, 0 Accuracy, ? Psionics)
Talents: Fast learner (gains Experience more quickly)

Pilot Pilot Amalia Fredriksson (Sparrow 2) (1 Speed, 0 Evasion, 1 Accuracy, ? Psionics)
Talents: Fast learner (gains Experience more quickly)

Pilot Karl Bernhardsson (Sparrow 1) (1 Speed, 0 Evasion, 1 Accuracy, ? Psionics)
Talents: Precise fire (+1 to crit)

Level 2 Science Team (Alien alloys (+1 to roll this round))

Level 2 Science Team (Alien Tactics)

Corporal Helga Alexandersson--**KILLED IN ACTION; ICELAND, WEEK 1**

Research Unlocks
Personnel Equipment
Laser LMG (weapon) $1/-
-short range, 6+ to hit, 2-4 damage
-can**not** make 2 attacks per action; -1 agility)
Improved Light Ballistic Armor (armor)
-+2 Health

Nano-Fiber Vest
-+1 Health

<u>Bonuses</u>
UFO Evasion Maneuvers: UFOs have -1 when rolling to escape from combat against you

The Director--RED

-USA
-Purchasing soldiers costs 1 less per soldier
-Interceptors have half maintenance (round down)
-Soldiers are more likely to have… interesting... stat upgrades

AVAILABLE RESOURCES

Balance Sheet
<u>Gross Income:</u> $50
<u>Upkeep:</u> $47
<u>Net Income:</u> $3

Liquid Assets
$62

Salvage
4 Spider corpses
4 Sectoid corpses
2 Muton corpses
4 Sectoid weapons
2 Muton Weapons
21 Alien alloys
3 alien gas canisters
2 UFO weapons
1 UFO navigation map
1 UFO power source

Facilities ($12 Upkeep)
1 Aircraft Hanger ($2 Upkeep)
1 Science Lab ($4 Upkeep)
1 Training Facility ($2 Upkeep)
1 Fabrication Plant ($3 Upkeep)

1 Radar ($1 Upkeep)

Vehicles ($3 Upkeep) (Interceptors cost half, rounded down) (-3 from Mechanic)

2 Sparrow Interceptors ($2) ($4/2=$2)
2 Skyrangers ($4)

Sparrow 1 (Pilot Hammerfall): (2+1 Speed, 1 Evasion, 1+2 Accuracy, 0 Armor, 1/3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Sparrow 2 (Pilot Raven): (2 Speed, 1+1 Evasion, 1+2 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Skyranger 1 (Pilot Gospel): (1+1 Speed, 0+1 Evasion, 0+1 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Equipment stockpile x1, Troop transport x2
(Skyranger 2 (Pilot Glory): (1+1 Speed, 0+1 Evasion, 0 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Troop transport x3

Personnel ($32 Upkeep)
2 Lieutenants ($4 Upkeep)
20 Corporals ($20 Upkeep)
4 Pilots ($4 Upkeep)
2 Science Teams ($4 Upkeep)

Soldiers
Lieutenant Doe (2-1 Agility, 2 Evasion, 5 Accuracy, 0+2 Armor, 5+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag grenade x2, NVGs
Talents: Fast learner (gains Experience more quickly)
Lieutenant Freeman (4-1 Agility, 2 Evasion, 2 Accuracy, 0+2 Armor, 6+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag grenade x2, NVGs
Talents: Fast learner (gains Experience more quickly)
Corporal Abbot (2-1 Agility, 0 Evasion, 1 Accuracy, 0+2 Armor, 4+2 Health, **2 Fatigue**, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag x2, NVGs
Talents:
Corporal Roth (1-1 Agility, 1 Evasion, 1 Accuracy, 0+2 Armor, 3+2 Health, **2 Fatigue**, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), NVGs, Frax x2

Talents:

Corporal Stone (1 Agility, 2 Evasion, 0 Accuracy, 0 Armor, 3+2 Health, **2 Fatigue**, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Medkit x2, Smoke x1
Talents:

Corporal Parker (2-1 Agility, 0 Evasion, 3 Accuracy, 0+2 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag grenade x2, NVGs
Talents:

Corporal Kane (1-1 Agility, 0 Evasion, 1 Accuracy, 0+2 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), NVGs, Frax x2
Talents:

Corporal Thorn (1 Agility, 1 Evasion, 0 Accuracy, 0 Armor, 4+2 Health, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Medkit x2, Smoke x1
Talents:

Corporal Point (2-1 Agility, 0 Evasion, 1 Accuracy, 0+2 Armor, 3+2 Health, **2 Fatigue**, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag x2, NVGs
Talents:

Corporal Bates (1-1 Agility, 0 Evasion, 1 Accuracy, 0+2 Armor, 4+2 Health, **1 Fatigue**, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), NVGs, Frax x2
Talents:

Corporal Clark (1 Agility, 2 Evasion, 0 Accuracy, 0 Armor, 3+2 Health, **1 Fatigue**, ? Psionics)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Medkit x2, Smoke x1
Talents:

Corporal Dukes (1-1 Agility, 1 Evasion, 0 Accuracy, 0 Armor, 4+2 Health, **1 Fatigue**, ? Psionics)
Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), NVGs, Breach x1, Flashbang x1
Talents:

Corporal Sanders (1-1 Agility, 1 Evasion, 1 Accuracy, 0 Armor, 3+2 Health, **2 Fatigue**, ? Psionics)
Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), NVGs, Breach x1, Flashbang x1
Talents:

Corporal Dredd (3-1 Agility, 0 Evasion, 0 Accuracy, 0+2 Armor, 3+2 Health, **2 Fatigue**, ? Psionics)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Frag x2, NVGs

Talents:

Corporal Adams (1-1 Agility, 1 Evasion, 1 Accuracy, 0+2 Armor, 3+2 Health, **1 Fatigue**, ? Psionics)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), NVGs, Frax x2

Talents:

Corporal Smith (1 Agility, 2 Evasion, 0 Accuracy, 0 Armor, 4+2 Health, **1 Fatigue**, ? Psionics)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Medkit x2, Smoke x1

Talents:

Corporal Marshall (1-1 Agility, 0 Evasion, 2 Accuracy, 0 Armor, 3+2 Health, **1 Fatigue**, ? Psionics)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), NVGs, Breach x1, Flashbang x1

Talents:

Corporal Graves (1-1 Agility, 0 Evasion, 1 Accuracy, 0 Armor, 4+2 Health, ? Psionics)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), NVGs, Breach x1, Flashbang x1

Talents:

Corporal Lee (2-1 Agility, 1 Evasion, 0 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics)

Equipment Loadout: Shotgun (short range, 5+ to hit, 2-3 damage, +1 to crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Breach x2, Flashbang x1

Talents:

Corporal Sullivan (2-1 Agility, 1 Evasion, 0 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics)

Equipment Loadout: Shotgun (short range, 5+ to hit, 2-3 damage, +1 to crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Breach x2, Flashbang x1

Talents:

Corporal Daniels (2-1 Agility, 0 Evasion, 0 Accuracy, 0+4 Armor, 4+4 Health, ? Psionics)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 damage) Heavy armor (-1 Agility, +2 Armor, +2 Health), Shield* (+2 Armor, +2 Health), Less-lethal, Flashbang x1

Talents:

Corporal Mason (2-1 Agility, 1 Evasion, 0 Accuracy, 0+4 Armor, 3+4 Health, ? Psionics)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 damage) Heavy armor (-1 Agility, +2 Armor, +2 Health), Shield* (+2 Armor, +2 Health), Less-lethal, Flashbang x1

Talents:

Pilot Hammerfall (Sparrow 1) (1 Speed, 0 Evasion, 2 Accuracy, ? Psionics)

Talents: Hotshot (+1 Accuracy)

Pilot Raven (Sparrow 2) (0 Speed, 1 Evasion, 2 Accuracy, ? Psionics)

Talents: Hotshot (+1 Accuracy)

Pilot Gospel (Skyranger 1) (1 Speed, 1 Evasion, 1 Accuracy, ? Psionics)

Talents: Quick (+1 Evasion)

<u>Pilot Glory (Skyranger 2)</u> (1 Speed, 1 Evasion, 0 Accuracy, ? Psionics)
Talents: Mechanic (your Vehicle Upkeep is reduced by $3, to a minimum of $0)
<u>Level 1 Science Team</u> (Alien comms)
<u>Level 1 Science Team</u> (weapons)

Research Unlocks
<u>Personnel Equipment</u>
Laser LMG (weapon) $1/-
-short range, 6+ to hit, 2-4 damage
-can**not** make 2 attacks per action; -1 agility)
Improved Light Ballistic Armor (armor)
-+2 Health
Nano-Fiber Vest
-+1 Health

<u>Bonuses</u>
UFO Evasion Maneuvers: UFOs have -1 when rolling to escape from combat against you

Andrew Anderson--GREEN

-Czech Republic
-Start with experienced soldiers
-Political clout

AVAILABLE RESOURCES

Balance Sheet
Gross Income: $50
Upkeep: $49 (+$3 for training)
Net Income: $1 (-$3 for training)

Liquid Assets
$32
1 Training facility (built in 4 turns)

Salvage
2 Snake corpses
3 Muton corpses
16 drone corpses
11 Sectoid corpses
3 Spider corpses
11 Sectoid weapons
3 Muton weapons
1 UFO stasis pod
1 UFO navigation map
1 UFO energy source
16 alien alloys
2 alien gas canisters

Facilities ($12 Upkeep) (-$3 from Engineer)
1 Aircraft Hanger ($2 Upkeep)
1 Science Lab ($4 Upkeep)
1 Training Facility ($2 Upkeep)

1 Fabrication Plant ($3 Upkeep)
1 Radar ($1 Upkeep)

Vehicles ($8 Upkeep)

2 Sparrows ($4 Upkeep)
2 Skyranger ($4 Upkeep)

Sparrow 1 (Pilot Tomas Petracek): (2+1 Speed, 1 Evasion, 1+1 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Sparrow 2 (Pilot Kamil Voznaicka): (2 Speed, 1 Evasion, 1+2 Accuracy, 0 Armor, 3 Health)
Weapons: level 1 Missiles (short range, 6+ to hit, 1-2 damage)
Modules: Afterburner x1
Skyranger 1 (Pilot Vaclav Zima): (1+1 (+2) Speed, 0+1 Evasion, 0 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Troop transport x3
Skyranger 2 (Pilot Jan Kostka): (1+1 (+2) Speed, 0 Evasion, 0+1 Accuracy, 1 Armor, 6 Health)
Weapons: None
Modules: Troop transport x3

Personnel ($32 Upkeep) (+$3 for training)
4 Sergeants ($0 Upkeep) (Volunteer x4)
20 Corporals ($20 Upkeep)
4 Pilots ($4 Upkeep)
4 Science Teams ($8 Upkeep)

Soldiers
Sergeant Ondrej Plachy (3-1 Agility, 2 Evasion, 2 Accuracy, 0+2 Armor, 5+2 Health, ? Psionics,
1 Fatigue)
Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2
Armor, +2 Health), NVGs, Frax x2
Talent: Natural leader (gives minor bonuses to nearby soldiers), Volunteer (this soldier has no
upkeep)
Sergeant Viktor Novotny (3 Agility, 1 Evasion, 4+1+1 Accuracy, 0 Armor, 5+2 Health, ? Psionics,
1 Fatigue)
Equipment Loadout: Sniper (long range, 6+ to hit, 2-4 damage, +1 crit), Improved light armor
(+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1
Talent: Marksman (range of weapon increased, or +1 Accuracy), Repairman (Repairkits used by
this soldiers heal +2 Health), Volunteer (this soldier has no upkeep)
Sergeant David Hnizdo (2 Agility, 2 Evasion, 3 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1
Fatigue**)

Equipment Loadout: LMG* (long range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), NVGs, Medkit x1, Smoke x1

Talent: Marksman (range of weapon increased, or +1 Accuracy), Volunteer (this soldier has no upkeep)

Sergeant Edvard Klech (3 Agility, 1 Evasion, 2 Accuracy, 0 Armor, 6+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Handgun (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Frag x2, Flashbang x2, Tear gas x2

Talent: Explosives expert (improved effects when using grenades or breaching charges), Volunteer (this soldier has no upkeep)

Corporal Pavel Adam (2-1 Agility, 0 Evasion, 0+1 Accuracy, 0+2 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Heavy armor (-1 Agility, +2 Armor, +2 Health), Scope (+1 Accuracy), NVGs, Frag x1

Talents:

Corporal Igor Bachelka (1 Agility, 0 Evasion, 0+1 Accuracy, 0 Armor, 5+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Petr Cancourek (3 Agility, 1 Evasion, 0-2 Accuracy, 0+2 Armor, 3+4 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Shield* (-2 Accuracy, +2 Armor, +2 Health), Less-lethal, Tear gas x1

Talents:

Corporal Vaclav Dobrovsky (2-1 Agility, 0 Evasion, 1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: LMG* (medium range, 7+ to hit, 1-3 damage; -1 Agility), Improved light armor (+2 Health), NVGs, Medkit x1, Smoke x1

Talents:

Corporal Jan Eben (1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Karel Franc (1 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Jiri Grzner (1 Agility, 1 Evasion, 1+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, F rag x1

Talents:

Corporal Ivan Hornik (1 Agility, 0 Evasion, 2+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Sniper (long range, 6+ to hit, 2-4 damage, +1 crit), Improved light armor (+2 Health), Scope (+1 Accuracy), Medkit x1, Smoke x1

Talents:

Corporal Frantisek Ilinger (1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Krystof Jelinek (Talent training) (2 Agility, 1 Evasion, 0+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Gustav Kasal (2 Agility, 0 Evasion, 2+1 Accuracy, 0 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Daniel Mesner (1 Agility, 1 Evasion, 0-2 Accuracy, 0+2 Armor, 4+4 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 d amage), Grenade launcher, Improved light armor (+2 Health), Shield* (-2 Accuracy, +2 Armor, +2 Health), Medkit x2, Smoke x2, Tear gas x1

Talents:

Corporal Milan Neumann (3 Agility, 0 Evasion, 0-2 Accuracy, 0+2 Armor, 3+4 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health),Shield* (-2 Accuracy, +2 Armor, +2 Health), Less-lethal, Tear gas x1

Talents: Fast learner (gains experience more quickly)

Corporal Matej Oldrach (1 Agility, 0 Evasion, 0-2 Accuracy, 0+2 Armor, 5+4 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Shield* (-2 Accuracy, +2 Armor, +2 Health), Medkit x2, Smoke x2, Tear gas x1

Talents:

Corporal Tadeas Petracek (3-1 Agility, 0 Evasion, 0 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics, **2 Fatigue**)

Equipment Loadout: Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Breaching x1, Flashbang x1, Frag x1

Talents:

Corporal Ludvik Quido (1 Agility, 1 Evasion, 0-2 Accuracy, 0+2 Armor, 4+4 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Shield* (-2 Accuracy, +2 Armor, +2 Health), Medkit x2, Smoke x2, Tear gas x1

Talents:

Corporal Rudolf Rychly (3-1 Agility, 0 Evasion, 0 Accuracy, 0+2 Armor, 3+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Shotgun (short range, 5+ to hit, 2-3 damage, +1 crit), Heavy armor (-1 Agility, +2 Armor, +2 Health), Breaching x1, Flashbang x1, Frag x1

Talents:

Corporal Robin Sucky (1 Agility, 0 Evasion, 1+1 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Carbine (medium range, 6+ to hit, 2-3 damage), Improved light armor (+2 Health), Scope (+1 Accuracy), Flashbang x1, Frag x1

Talents:

Corporal Pavel Tomsky (2 Agility, 0 Evasion, 0 Accuracy, 0 Armor, 4+2 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Flashbang x2, Frag x2, Tear gas x2

Talents: Repairman (repairkits used by this soldier heal +2 Health)

Corporal Martin Urbanek (1 Agility, 2 Evasion, 1-2 Accuracy, 0+2 Armor, 4+4 Health, ? Psionics, **1 Fatigue**)

Equipment Loadout: Pistol (short range, 6+ to hit, 1-2 damage), Grenade launcher, Improved light armor (+2 Health), Shield* (-2 Accuracy, +2 Armor, +2 Health), Medkit x2, Smoke x2, Tear gas x1

Talents:

Pilot Vaclav Zima (Skyranger 1) (1 Speed, 1 Evasion, 0 Accuracy, ? Psionics)

Talents: Escape artist (+2 Speed when Fleeing from combat)

Pilot Tomas Petracek (Sparrow 1) (1 Speed, 0 Evasion, 2 Accuracy, ? Psionics)

Talents: Fast learner (gains Experience more quickly)

Pilot Jan Kostka (Skyranger 2) (1 Speed, 0 Evasion, 1 Accuracy, ? Psionics)

Talent: Escape artist (+2 Speed when Fleeing from combat)

Pilot Kamil Voznicka (Sparrow 2) (0 Speed, 0 Evasion, 2 Accuracy, ? Psionics)

Talent: Engineer (-3 Upkeep from Facilities)

Level 1 Science Team (vehicle armor (+1 to roll this round))

Level 1 Science Team (vehicle armor (+1 to roll this round))

Level 1 Science Team (Alien base location)

Level 1 Science Team (vehicle armor)

Research Unlocks

<u>Personnel Equipment</u>

Laser LMG (weapon) $1/-

-short range, 6+ to hit, 2-4 damage

-can**not** make 2 attacks per action; -1 agility)

Improved Light Ballistic Armor (armor)

-+2 Health

Nano-Fiber Vest

-+1 Health

<u>Bonuses</u>

UFO Evasion Maneuvers: UFOs have -1 when rolling to escape from combat against you