

# HQ, Internal Security Police Platoon (Tech Level 10)

## Picked Troops

All Soldiers: Combat environment suit with chameleon surface (Armor Value = 6), 20-power helmet radio, and thermal image goggles.

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Platoon Leader</b>	<b>High</b>	<b>Elite (13)</b>	<b>0</b>	TL 9 Laser Pistol	50:
				Incendiary Smoke Grenade	2: 00
				Map Box	
<b>V150C</b>	<b>High</b>	<b>13</b>		<b>None</b>	
Commander	High	Elite (13)	1		
Driver	Average	Regular (7)	1		
Medic	Average	Regular (8)	0	Medical Kit	

## Campaign Record

1. Dostoevsky Campaign: Assassination attempt on Premier Ko
2. Dostoevsky Campaign: Retributive strike on rebel stronghold. Unit massacred and not available unit after Dostoevsky Campaign.

# 1<sup>st</sup> Squad, Internal Security Police Platoon (Tech Level 10) Picked Troops

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<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE</u>	<u>UNSPENT</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<u>E</u>	<u>(MORALE)</u>	<u>EXPERIENCE</u>	<u>POINTS</u>		
<b>1st Squad</b>					
<b>Team 1</b>	<b>High</b>	<b>11</b>			
Squad NCO	High	Elite (13)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Veteran (10)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Veteran (10)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Veteran (10)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
<b>Team 1 V150</b>	<b>High</b>	<b>13</b>		<b>VRF Gauss Gun</b>	<b>23:</b>
Commander	High	Elite (13)	0	TL 9 Laser Pistol	50:
Driver	Average	Regular (7)	0	TL 9 Laser Pistol	50:
<b>Team 2</b>					
<b>Team 2</b>	<b>Average</b>	<b>9</b>			
Trooper	High	Elite (13)	1	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Veteran (10)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (7)	1	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (7)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
<b>Team 2 V150</b>	<b>High</b>	<b>13</b>		<b>VRF Gauss Gun</b>	<b>23:</b>
Commander	High	Elite (13)	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7)	1	TL 9 Laser Pistol	50:

## 2<sup>nd</sup> Squad, Internal Security Police Platoon (Tech Level 10) Picked Troops

All Soldiers: Combat environment suit with chameleon surface (Armor Value = 6), 20-power helmet radio, and thermal image goggles.

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>2nd Squad</b>					
<b>Team 1</b>	<b>Average</b>	<b>10</b>			
Squad NCO	Average	Elite (13)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Veteran (10)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (8)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (8)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
<b>Team 1 V150</b>	<b>Average</b>	<b>10</b>		<b>VRF Gauss Gun</b>	<b>23:</b>
Commander	Average	Veteran (10)	0	TL 9 Laser Pistol	50:
Driver	Average	Regular (7)	0	TL 9 Laser Pistol	50:
<b>Team 2</b>	<b>Average</b>	<b>9</b>			
Trooper	Average	Veteran (10)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (8)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (8)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (8)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
<b>Team 1 V150</b>	<b>Average</b>	<b>10</b>		<b>VRF Gauss Gun</b>	<b>23:</b>
Commander	Average	Veteran (10)	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7)	1	TL 9 Laser Pistol	50:

# 3<sup>rd</sup> Squad, Internal Security Police Platoon (Tech Level 10) Picked Troops

All Soldiers: Combat environment suit with chameleon surface (Armor Value = 6), 20-power helmet radio, and thermal image goggles.

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>3<sup>rd</sup> Squad</b>					
<b>Team 1</b>	<b>High</b>	<b>9</b>			
Squad NCO	High	Elite (13)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper		Regular (7)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper		Regular (7)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper		Regular (7)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
<b>Team 1 V150</b>	<b>High</b>	<b>13</b>		<b>VRF Gauss Gun</b>	<b>23:</b>
Commander	High	Elite (13)	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7)	0	TL 9 Laser Pistol	50:
<b>Team 2</b>	<b>Average</b>	<b>9</b>			
Trooper	High	Elite (13)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	High	Regular (7)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (7)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
Trooper	Average	Regular (8)	0	9 mm ACR 4 cm RAM	DS: 00 00 00 00 00 00 00 00 00 00: HE HEAP HEAP HE
<b>Team 1 V150</b>	<b>Average</b>	<b>10</b>		<b>VRF Gauss Gun</b>	<b>23:</b>
Commander	Average	Veteran (10)	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7)	1	TL 9 Laser Pistol	50:

## Equipment and Notes, Internal Security Police Platoon (Tech Level 10)

- **9 mm ACR:** The weapon has the following direct fire characteristics:

<i>Type</i>	<i>Effective</i>	<i>Long</i>	<i>Extreme</i>	<i>Targets</i>	<i>Signature</i>
DS	45(6)	90(3)	-	1	-
DS (auto)	45(6)+2	90(3)+1	-	2	-
HE	30(3)	60(3)	90(3)	1	-
HE (auto)	30(3)+2	60(3)+1	90(3)	2	-

- **4 cm RAM Grenades:**

<i>Ammo</i>	<i>Direct Fire</i>	<i>Characteristics</i>	<i>Targets</i>	<i>Signature</i>
HEAP	37/75/150	Contact penetration: 32	1	+2
HE	37/75/150	Contact pen./burst size/fragmentation pen.: 9/1/2	1	+2

- **TL 9 Laser Pistol:**

<i>Effective</i>	<i>Long</i>	<i>Extreme</i>	<i>Targets</i>	<i>Signature</i>
9(4)	18(2)	90(0)	1	+0