

# A/4/302<sup>nd</sup> Cavalry Troop (Tech Level 8) Conscript

## Notes:

- Officers= 6; Enlisted=124
- Required Maintenance Points: Vehicles=228; Weapons=82; Electronics=292
- Organic Maintenance Points: Vehicles=300, Weapons=100; Electronics=300
- Medical: Medics Required=4 + 1 with company casualty clearing station
- Organic Medics: 5 + company clearing station

## Equipment:

All Soldiers: 5.5mm Assault Rifle, 5 magazines (10 phases/5 full auto), Cloth Armor (AV 5), Filter Mask

- **5.5mm Assault Rifle:** The weapon has the following direct fire characteristics:

<i>Magazine</i>	<i>ROF</i>	<i>Effective</i>	<i>Long</i>	<i>Extreme</i>	<i>Targets</i>	<i>Signature</i>
30	20	18(3)+2	35(2)+1	60(1)+0	1/2	-

## Campaign Record

- None

## HQ, A/4/302<sup>nd</sup> Cavalry Troop

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Black 6, Mk1 AFV</b>	<b>High</b>	<b>13</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
CO	High	Elite (13)		Commander's HMG	20:
Gunner	Average	Regular (7)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>Black 3, TOC, Mk557</b>	<b>Low</b>	<b>4</b>		<b>None</b>	
XO	Low	Recruit (4)			
Intel NCO	Low	Recruit (4)			
Clerk	Low	Recruit (4)			
Runner	Low	Recruit (4)			
<b>Black 4, Supply, Mk35 Truck</b>	<b>Low</b>	<b>4</b>		<b>HMG</b>	<b>5:</b>
E6, Supply Sgt (Admin)	Low	Recruit (4)			
E4 (Driver, Admin)	Low	Recruit (4)			
<b>Black 9, Mk113 Ambulance</b>	<b>Average</b>	<b>7</b>		<b>None</b>	
E5. Section Leader (Medic)	Average	Regular (7)			
E4 (Medic)	Low	Recruit (4)			
E4 (Medic)	Low	Recruit (4)			
E4 (Medic)	Low	Recruit (4)			
E3 (Medic, Driver)	Low	Recruit (4)			

## Mortar Section, HQ/A/4/302<sup>nd</sup> Cavalry

### Notes:

- Crew Initiative raised to High for indirect fire when in communication with TOC (which has a fire direction control center).

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Black 2, Mk106 Mortar APC</b>	<b>Average/High</b>	<b>7</b>		<b>10 cm Mortar</b>	<b>150:</b>
E6, Section Leader	Average	Regular (7)		HMG	20:
E4, Mortar	Average	Regular (7)			
E4, Mortar	Average	Regular (7)			
E3, Driver	Low	Recruit (4)			
<b>Mk106 Mortar APC</b>	<b>Average/High</b>	<b>7</b>		<b>10 cm Mortar</b>	<b>150:</b>
E5. Crew Leader	Average	Regular (7)		HMG	20:
E4, Mortar	Average	Regular (7)			
E4, Mortar	Low	Recruit (4)			
E3, Driver	Low	Recruit (4)			

## Maintenance Section, HQ/A/4/302<sup>nd</sup> Cavalry

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Black 8, Jeep</b>	<b>Average</b>	<b>4</b>		<b>None</b>	
1SG	Average	Regular (7)			
E5 (Armorer)	Low	Recruit (4)			
E4 (Armorer)	Low	Recruit (4)			
<b>Black 7, Mk 88 Recovery Vehicle</b>	<b>Low</b>	<b>4</b>		<b>HMG:</b>	
E5, Recovery Op (Mech)	Low	Recruit (4)			
E5 (Mech)	Low	Recruit (4)			
E4 (Electronics)	Low	Recruit (4)			
E3 (Mech, Driver)	Low	Recruit (4)			
<b>Black 7, Mk35Truck</b>	<b>Low</b>	<b>4</b>		<b>HMG</b>	<b>5:</b>
E6, Maintenance Sgt (Mech)	Low	Recruit (4)			
E4 (Electronics)	Low	Recruit (4)			
E3 (Mech)	Low	Recruit (4)			
E3 (Mech, Driver)	Low	Recruit (4)			
<b>Black 7, Mk35 Truck</b>	<b>Low</b>	<b>4</b>		<b>HMG</b>	<b>5:</b>
E5 (Electronics)	Low	Recruit (4)			
E4 (Electronics)	Low	Recruit (4)			
E4 (Electronics)	Low	Recruit (4)			
E3 (Driver, Electronics)	Low	Recruit (4)			

# 1<sup>st</sup> Platoon (SCOUT), A/4/302<sup>nd</sup> Cavalry

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Red1, Mk3 ARFV</b>	<b>High</b>	<b>13</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER( ): KEAP( ): HE( ):</b>
PL	High	Elite (13)		2x TOW Launcher	12:
Gunner	Average	Regular (7)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Red 2, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Red 3, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Average	Regular (7)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Red 4, Mk3 ARFV</b>	<b>High</b>	<b>13</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
PSG	High	Elite (13)		2x TOW Launcher	12:
Gunner	Average	Regular (7)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Red 5, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER( ): KEAP( ): HE( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Red 6, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			

## 2<sup>nd</sup> Platoon (TANK), A/4/302<sup>nd</sup> Cavalry

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>White 1, Mk1 AFV</b>	<b>High</b>	<b>13</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
PL	High	Elite (13)		Commander's HMG	20:
Gunner	Average	Veteran (10)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>White 2, Mk1 AFV</b>	<b>Average</b>	<b>10</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		Commander's HMG	20:
Gunner	Average	Veteran (10)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>White 3, Mk1 AFV</b>	<b>Average</b>	<b>10</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		Commander's HMG	20:
Gunner	Average	Regular (7)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>White 4, Mk1 AFV</b>	<b>Average</b>	<b>10</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
PSG	Average	Veteran (10)		Commander's HMG	20:
Gunner	Average	Veteran (10)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			

## 3<sup>rd</sup> Platoon (SCOUT), A/4/302<sup>nd</sup> Cavalry

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Blue 1, Mk3 ARFV</b>	<b>High</b>	<b>13</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
PL	High	Elite (13)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Blue 2, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Blue 3, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Average	Regular (7)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Blue 4, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
PSG	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Average	Regular (7)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Blue 5, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			
<b>Blue 6, Mk3 ARFV</b>	<b>Average</b>	<b>10</b>		<b>2.5 cm auto cannon</b>	<b>KEAPER ( ): KEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		2x TOW Launcher	12:
Gunner	Low	Recruit (4)		Coax LMG	20:
Driver	Low	Recruit (4)			
Scout	Average	Regular (7)			
Scout	Low	Recruit (4)			

## 4<sup>th</sup> Platoon (TANK), A/4/302<sup>nd</sup> Cavalry

<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>Green 1, Mk1 AFV</b>	<b>High</b>	<b>13</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
PL	High	Elite (13)		Commander's HMG	20:
Gunner	Average	Regular (7)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>Green 2, Mk1 AFV</b>	<b>Average</b>	<b>10</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		Commander's HMG	20:
Gunner	Average	Regular (7)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>Green 3, Mk1 AFV</b>	<b>Average</b>	<b>10</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
TC	Average	Veteran (10)		Commander's HMG	20:
Gunner	Average	Regular (7)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			
<b>Green 4, Mk1 AFV</b>	<b>Average</b>	<b>10</b>		<b>11 cm HV cannon</b>	<b>KEAP ( ): HEAP ( ): HE ( ):</b>
PSG	Average	Veteran (10)		Commander's HMG	20:
Gunner	Average	Regular (7)		Coax LMG	20:
Loader	Low	Recruit (4)		Loader's LMG	20:
Driver	Low	Recruit (4)			