

# 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) +3</b>	<b>0</b>	TL 9 Laser Pistol Incendiary Smoke Grenade Map Box	50:
<b>V150C</b>	<b>High</b>	<b>13</b>		<b>None</b>	
Commander	High	Elite (13) +3	1		
Driver	Average	Regular (7) +1	1		
Medic	Average	Regular (8) +1	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.
3. Independence on Tarkine Alliance raid on depot. IoTA defeated. (16 October 2010)

# 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 (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>1st Squad</b>					
<b>Team 1</b>	<b>High</b>	<b>11</b>			
Squad NCO	High	Elite (13) +3	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) +2	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) +2	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) +2	1	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	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7) +1	1	TL 9 Laser Pistol	50:
<b>Team 2</b>					
<b>Team 2</b>	<b>Average</b>	<b>10</b>			
Trooper	High	Elite (13) +3	2	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) +2	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 (8) +1	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) +1	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) +3	2	TL 9 Laser Pistol	50:
Driver	Average	Regular (7) +1	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 XP</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) +3	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) +2	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) +1	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) +1	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) +2	0	TL 9 Laser Pistol	50:
Driver	Average	Regular (7) +1	0	TL 9 Laser Pistol	50:
<b>Team 2</b>	<b>Average</b>	<b>9</b>			
Trooper	Average	Veteran (10) +2	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) +1	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) +1	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) +1	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) +2	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7) +1	1	TL 9 Laser Pistol	50:

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

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<u>UNIT</u>	<u>INITIATIVE</u>	<u>EXPERIENCE (MORALE)</u>	<u>UNSPENT EXPERIENCE POINTS</u>	<u>WEAPONS</u>	<u>AMMUNITION</u>
<b>3rd Squad</b>					
<b>Team 1</b>	<b>High</b>	<b>9</b>			
Squad NCO	High	Elite (13) +3	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) +1	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) +1	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) +1	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) +3	1	TL 9 Laser Pistol	50:
Driver	Average	Regular (7) +1	0	TL 9 Laser Pistol	50:
<b>Team 2</b>	<b>Average</b>	<b>9</b>			
Trooper	High	Elite (13)+3	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)+1	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	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)+1	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

- **VRF Gauss Gun**

<b>Shots</b>	<b>ROF</b>	<b>Effective</b>	<b>Long</b>	<b>Extreme</b>	<b>Targets</b>	<b>Signature</b>
30,000	1280	150 (21) +8	300 (19) +6	450 (17) +3	16	+4