

## Jump Infantry Platoon 3/A/6/4518 (Tech Level 15) Picked Troops

Equipment, All Soldiers: Tech Level 14 Heavy Battledress (AV 18)

ID	UNIT	INITIATIVE	EXPERIENCE (MORALE)	UNSPENT XP	WEAPONS	AMMO
A3-PL	<b>Plt Ldr</b>	<b>High</b>	<b>12</b>			
		Platoon Ldr	Elite (13) +3	0	FGMP-14	∞
		Troop	Veteran (10) +2	0	FGMP-14	∞
A3-PS	<b>Fire Spt</b>	<b>High</b>	<b>12</b>			
		Platoon SGT	Elite (13) +3	0	FGMP-14	∞
		Missile	Veteran (10) +2	0	Tac Missile	
<b>1<sup>st</sup> Squad</b>						
A31	<b>Squad Ldr</b>	<b>Average</b>	<b>10</b>			
		Squad Ldr	Elite (13) +3	0	FGMP-14	∞
		Team Ldr	Regular (7)	0	FGMP-14	∞
A311	<b>Team 1</b>	<b>Average</b>	<b>7</b>			
		Team Ldr	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-15	∞
A312	<b>Team 2</b>	<b>Average</b>	<b>7</b>			
		Team Ldr	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-15	∞
<b>2nd Squad</b>						
A32	<b>Squad Ldr</b>	<b>Average</b>	<b>10</b>			
		Squad Ldr	Elite (13) +3	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
A321	<b>Team 1</b>	<b>Average</b>	<b>7</b>			
		Tm Ldr	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-15	∞
A322	<b>Team 2</b>	<b>Average</b>	<b>7</b>			
		Team Ldr	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-15	∞
<b>3<sup>rd</sup> Squad</b>						
A33	<b>Squad Ldr</b>	<b>Average</b>	<b>10</b>			
		Squad Ldr	Elite (13) +3	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
A331	<b>Team 1</b>	<b>Average</b>	<b>7</b>			
		Team Ldr	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-15	∞
A332	<b>Team 2</b>	<b>Average</b>	<b>7</b>			
		Team Ldr	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-14	∞
		Troop	Regular (7)	0	FGMP-15	∞

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Weapons:

<b><i>Weapon</i></b>	<b><i>Shots</i></b>	<b><i>Effective</i></b>	<b><i>Long</i></b>	<b><i>Extreme</i></b>	<b><i>Targets</i></b>	<b><i>Signature</i></b>
4.7cm FGMP-14	∞	45(34)	90(22)	150(4)	1	Auto
5.1cm FGMP-15	∞	45(34)	90(22)	150(4)	1	Auto

Notes:

1. Officers: 1, Troops: 33
2. Maintenance points required:
  - a. Each platoon: vehicle = 0; weapons = 0; electronics = 102 (battledress)
  - b. Organic maintenance: none, provided by battalion support platoon
3. Medical requirement: 1 medic. Provided by the Navy.

Unit History:

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