

Loyalist Platoon (Provisional) Conscript

Equipment

Officers, NCOs, Team Leaders: TL8 power 1 helmet radio

All Soldiers: 5.5mm Assault Rifle, Flak jacket (AV 3)

ID	UNIT	INITIATIVE	EXPERIENCE (MORALE)	UNSPENT XP	WEAPONS	AMMO
PL	Plt Ldr	Average	10			
		Platoon Ldr	Veteran (11) +2	0	5.5mm Asslt Rfl	7:
PS	Plt Sgt	High	13			
		Plt Sgt	Elite (13) +3	4	5.5mm Asslt Rfl	7:
1st Squad						
11A	Squad Ldr	Average	10			
		Squad Ldr	Veteran (11) +2	0	5.5mm Asslt Rfl	7:
11A	Team 1	Average	7			
		Team Ldr	Regular (7) +1	1	5.5mm Asslt Rfl	7:
		Troop			5.5mm Asslt Rfl	7:
		Troop	Regular (7) +1	1	5.5mm Asslt Rfl	7:
		Troop	Regular (7) +1	1	5.5mm Asslt Rfl	7:
11A-	Team 2	Average	7			
		Team Ldr	Veteran (10) +2	3	5.5mm Asslt Rfl	7:
		Troop	Regular (7) +1	0	5.5mm Asslt Rfl	7:
		Troop	Regular (7) +1	0	5.5mm Asslt Rfl	7:
		Troop	Recruit (6) +0	0	5.5mm Asslt Rfl	7:
ST3	Stryker ICV	Average	8		Heavy MG	
		Cdr	Regular (9) +1	0	5.5mm Asslt Rfl	7:
		Driver	Recruit (5) +0	0	5.5mm Asslt Rfl	7:
2nd Squad						
21A	Squad Ldr	Average	10			
					5.5mm Asslt Rfl	7:
21A	Team 1	Low	6			
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:
23A	Team 2	Low	7			
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:
ST4	Stryker ICV	Average	8		Heavy MG	
					5.5mm Asslt Rfl	7:
					5.5mm Asslt Rfl	7:

Weapons:

Weapon	Shots	ROF	Effective	Long	Extreme	Targets	Signature
Heavy MG	100	40	50(6)+3	100(5)+2	150(3)+1	4	+2
5.5 mm Assault Rifle	30	-	18(3)+2	35(2)+1	60(1)+0	1/2	+2
TL7 Disposable ATGL	1	1	20(36)	40 (36)	60 (36)	1	+3

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Troop	Disposition	Position	Quality (Morale) +	Unspent XP

Notes:

1. Officers, 1; NCO's, 9; Troops, 14
2. Maintenance Points: Vehicle=2; Weapons=0; Electronics=40

Unit History:

1. Tarkine: Seek & destroy raid on Johnsonne farm.
2. Convoy Ambush: Suffered over 50% casualties.
3. Convoy Recovery
4. Fall of Tarkine, Defense of Dellis – 71% casualties suffered.