

Patrol Squad TV: 285

The Patrol Squad is, as the names suggests, designed as a long range patrol and reconnaissance Squad. Unlike most Polar equivalents, the Patrol Squad is also designed for airdropping, light to moderate skirmishing and does not contain many Target Designators unless the Regiment in question is “stuck” with the old stock of Polar Scout vehicles bought before the Protectorate Defense Plan was enacted.

Composition:

A Patrol Squad consists of five Skirmishers, all with standard Loadout.

Skills:

All members have Attack 2, Defense 2, EW 2. The lead Skirmisher has Ld 2 and is the Combat Group Leader.

Options

- Upgrade the Combat Group Leaders Skirmisher to a Chieftain IV for +35 TV per Unit.
- Upgrade up to two Units' LRFs to LACs (F, Reloads) for 0TV per Unit.
- Add a LMG (F, no Reloads) to any Unit +5 TV per Unit.
- Up to two Skirmishers may swap their LRP for ECCM 2 for 0 TV per Unit.
- One Skirmisher may swap its LRP for a Satellite Uplink for +10 TV per Unit.
- Up to two Skirmishers may add a Target designator (Rating 2) for +10 TV per Unit.
- Add a cloak (Camo Netting) to any member for +5 TV per Unit.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.

Veteran Options:

- Upgrade any Unit's Defense by 1 (to 3) for +15 TV per Unit.
- Upgrade any Unit's EW skill by 1 (to 3) +10 TV per Unit.
- Upgrade any LRF to a LAC (F, Reloads) for 0TV per Unit.
- Upgrade any LAC to a MAC for +5 TV per Unit.