

Standby Squads

Record Sheets



Grunt: Standard Security Squad Professional Rating: 2

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	3	4	3	3	2	2	3	6	7	1

Skills

Dodge 2, Pistols 1, Automatics 3 Alt Init/IP: _____

Unarmed Combat 2 Armor (B/I): 6 / 4

Group Edge: 2

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
HK 227X	5P	-	SA/BF/FA	(1)	Standard	28(c)
Fichetti Security 600	4P	-	SA	-	Standard	30(c)
Stun Baton	6S(e)	-	Melee	1	-	10

Equipment/Cyberware/Spells:

Damage Tracks	-1	-2	-3	-4	-5	-6

Grunt: Lone Star Police Squad Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Skills

Clubs 3, Perception 2, Pistols 3, Alt Init/IP: _____

Unarmed Combat 3, Law Enforcement Armor (B/I): 8 / 6

(Professional Knowledge) 3. Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Colt American L36	4P	-	SA	-	Standard	11(c)
Defiance EX Shocker	8S(e)	-half	SS	-	Taser	4(m)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells:

Damage Tracks	-1	-2	-3	-4	-5	-6

Grunt: Knight Errant Security Squad Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Skills

Clubs 3, Perception 2, Pistols 3, Alt Init/IP: _____

Unarmed Combat 3, Corporate Law Armor (B/I): 8 / 6

(Professional Knowledge) 3. Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Predator IV	5P	-1	SA	-	Standard	15(c)
Defiance EX Shocker	8S(e)	-half	SS	-	Taser	4(m)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells:

Damage Tracks	-1	-2	-3	-4	-5	-6

Grunt: High Threat Response Team Professional Rating: 4

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	5	4	3	3	4	3	4	6	8	1

Skills

Dodge 3, Automatics 3, Alt Init/IP: _____

Unarmed Combat 3, Intimidation 2 Armor (B/I): 10 / 8

Group Edge: 4

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
AK-97 w/ Smartgun	6P	-1	SA/BF/FA	-	Standard	38(c)
Ares Alpha (Ares Troops)	6P	-1	SA/BF/FA	2	Standard	42(c)
w/ Grenade Launcher	12P(f)	+2	SS	-	Frag Grenade	6(c)

Equipment/Cyberware/Spells:

Full Body Armor (w/ RFID), Goggles (w/ Low-Light, Thermo, Smartlink)

Damage Tracks	-1	-2	-3	-4	-5	-6

Grunt: (Para)Military Squad Professional Rating: 5

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	5	5(6)	4	3	4	3	4	3.8	10	2

Skills

Athletics 2, Blades 3, Dodge 4, Alt Init/IP: _____

Firearms 5, Infiltration 3, Perception 3, Armor (B/I): 12 / 10

Unarmed Combat 4, Etiquette (Corp) 3 Group Edge: 5

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Alpha	6P	-1	SA/BF/FA	2	Standard	42(c)
w/ Grenade Launcher	10P	-2	SS	-	HE Grenade	6(c)
Katana/Mono Sword	5P	-1	Melee	1	-	-

Equipment/Cyberware/Spells:

Full Body Armor (w/ RFID), Helmet (w/ Low-Light, Thermo), Cyber Eyes (w/ Flare Comp, Smartlink), Wired Reflexes 1

Damage Tracks	-1	-2	-3	-4	-5	-6

Grunt: Special Forces Squad Professional Rating: 6

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	5	5(7)	4	3	6	4	5	2.6	13	3

Skills

Athletics 3, Demolitions 3, Dodge 4, Alt Init/IP: _____

Firearms 5, Perception 4, Stealth 5, Armor (B/I): 12 / 10

Unarmed Combat 5 Group Edge: 6

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
HK XM30 (w/ all modules)	6P	-1	SA/BF/FA	(1)	Standard	30(c)
w/ Grenade Launcher	12P(f)	+2	SS	-	Frag Grenade	8(c)
w/ Shotgun	7P(f)	+1	SA	(1)	Flechette	10(c)

Equipment/Cyberware/Spells:

Full Body Armor (w/ RFID), Helmet (w/ Low-Light, Thermo), Flare Comp, Commlink (Resp 6, Sys 5, FW 5, Sig 3), Smartlink, Wired Reflexes 2

Damage Tracks	-1	-2	-3	-4	-5	-6