

## Gaming Units

Various terms are used to describe the function of a unit at the level of platoons or companies as those tend to be more homogeneous echelons than brigades or battalions. It is fairly obvious what a mortar platoon or drone company will be using as their primary weapon. The specifics will vary by tech level, but the primary role of the unit is not in doubt. More than one term may be applied to a unit, so aquatic cavalry or heavy amphibious units are absolutely possible.

**A-psi:** anti- psionic troops trained and equipped to overcome psionic soldiers or individuals

**A-rob:** anti- robotic troops trained and equipped to combat robotic enemies

**Aerial:** soldiers trained to fight while flying, including fighting other flying enemies

**Air Assault:** light infantry carried into combat and supported by short range VTOL craft

**Airborne:** very mobile light infantry carried to an attack by aircraft and left to carry out their mission

**Amphibious:** trained to attack from water, usually has fire support and logistics from the sea

**Aquatic:** underwater troops, either merfolk, SCUBA, or similar with weapons that work underwater

**Archer:** early ranged combat units firing many weaker projectiles using muscle power

**Armored:** heavily protected troops and vehicles which are used to directly engage enemy strongpoints

**Artillery:** heavy weapons for destroying enemy strong points, vehicles or formations at a distance

**Assault:** combat specialists, often first troops in on a particular attack, usually heavily protected

**Assisted:** human and robotic troops operating together; expanded force with less sophont risk

**Cavalry:** fast moving troops mounted on animals or vehicles, often used as scouts or skirmishers

**Close Combat:** troops prepared to fight in urban or enclosed environments; usually short range

**Command:** officer heavy unit which directs other elements to carry out their functions

**Commando:** elite light infantry trained in unconventional warfare, demolitions, and stealth

**CRAM:** counter rocket, artillery, mortar (missile) fire, defensive weaponry to intercept attacks

**Dragoons:** mounted infantry with medium to heavy firepower who fight dismounted

**Drone:** disposable remote controlled vehicle used to attack, distract or observe enemy forces

**Energy:** troops using weapons without ammo and limited only by amount of power available

**Engineer:** troops using machinery to build or destroy fortifications or structures; overlaps with sappers

**Enhanced:** soldiers bolstered by cybermods, genetic enhancement, or combat drugs

**Exo:** either alien troops or troops trained and specially equipped to fight aliens

**Fires:** general term for indirect fire weapons which may be of mixed range and type

**Frogman:** soldiers trained to travel and fight both underwater and on land

**Fusion:** unit armed with highest tech weaponry using fusing hydrogen for damage potential

**Gauss:** magnetically propelled slug thrower, high volume automatic weapon

**Gendarmes:** combined military soldier and police; work more on security and defensive missions

**Guards:** traditional infantry unit originally tasked with defending a person or place

**Grav:** use either grav vehicles or grav belts for maximum mobility and speed on the battlefield

**Grenadier:** soldier using small explosives such as RPGs, RAM grenades, mini- or thrown grenades

**Heavy:** uses more powerful weapons and generally include armored soldiers and/ or vehicles

**Headquarters:** smaller unit with command elements and supporting troops for a larger unit

**HET:** hostile environment troops trained and equipped to operate in deadly atmospheres

**Howitzer:** type of indirect fire cannon with medium arc to them; longer range than mortars

**Irregular:** soldiers fighting an unconventional battle; often snipers, saboteurs, etc

**Laser:** energy weapons using coherent light to cause damage; ammo limited only by power

**Light:** weaker armor and/ or firepower, typically requires less support than 'heavy' units

**Logistics:** non-combat unit for moving supplies

**Machine Gun:** high output slug weapons using chemical propellants

**Maintenance:** non-combat unit which repairs damaged or broken equipment

**Man Portable Artillery:** high tech deadly weaponry carried by a single soldier

**Marine:** troops specially trained to fight with naval forces (either wet navy or space navy)  
**Mechanized:** heavy armored vehicles with fire support, troops usually dismount during combat  
**Medical:** non-combat unit for healing or transporting wounded soldiers  
**Missile:** guided projectiles with explosives; weapons have fewer rounds but longer range than grenades  
**Mobile:** have lightly armored vehicles to provide mobility with limited fire support  
**Mortars:** indirect fire weapons with high arcs, may be grenade-like explosives or bigger  
**Motorpool:** group of vehicles provided for general irregular use to a larger unit  
**Mounted:** troops carried by animals or vehicles; combat takes place on or off mounts  
**Nominal Headquarters:** bureaucratic command unit for subunits loaned out to other echelons  
**Parachute:** transported by rotor or jet aircraft, very mobile long range light infantry troops  
**Partisan:** troops recruited from local people; light infantry that hides in the general population  
**Plasma:** high tech weaponry using charged ions for causing damage  
**Powered:** usually used for individuals, heaviest armor and destructive weapons; ie. battledress  
**Psionic:** troops trained to use psionic powers in combination with regular combat techniques  
**Pure:** single type of unit with subunits intended to be loaned to other units  
**Ranger:** elite small unit light infantry for long range recon and rapid deployment  
**Recon:** light fast moving unit to find and mark enemy troops for others to attack  
**Rifle:** standard troops with assault rifles, gauss rifles, lower firepower but many soldiers  
**Roasters:** troops prepared for and trained in combat on extremely hot worlds  
**Rocket:** unguided projectiles with classic explosives providing more power than grenades  
**Robotic:** infantry type unit made up of robots instead of grunts; expensive and expendable  
**Sapper:** demolitions expert, used to remove or set charges before, during, or after combat  
**Scout:** light fast moving unit to find and mark enemy troops for others to attack  
**Security:** protection details, usually close contact and focused on defending people and/or places  
**Shock:** elite assault troops intended to weaken enemy morale through effectively applied violence  
**Sniper:** concealed sharpshooter who specializes in recon and targeting individual enemies  
**Subarctic:** troops prepared for and trained in extreme cold combat  
**Suicide:** expendable fanatic troops who attack enemies and do not expect to survive  
**Suited:** equipped and trained for fighting in very hot, very cold or inhospitable atmospheres  
**Sustainment:** non-combat unit for moving supplies and giving troops what they need  
**Special Services:** unconventional warfare, usually clandestine, often anti-matter, nuclear or biological  
**Vacuum:** troops trained to fight without an atmosphere; requires special weapons and containment  
**Weapons:** unit more focused on deploying and supplying heavier weapons than typical infantry  
**Xeno:** troops composed of aliens or specially trained to fight (specific) alien species  
**Zegers:** Zero-G troops equipped to operate without gravity; weapons often won't penetrate ship hulls

## **Environments**

Humans and other species often live in more than one environment given the right vehicles and equipment. Races more equipped to handle a particular environment will have a distinct advantage during fighting under those circumstances. Below are a number of environments where troops today and in the far future might be asked to operate and survive.

**Land:** The most common environment historically for combat for terrestrial creatures. It is characterized by predominantly 2 dimensional movement and various terrains with constructed obstacles that inhibit movement. Getting around those obstacles is a key feature of land combat.

**Aquatic:** This domain may be separated into two very different regions, the surface and the depths. Combat on the water's surface is common between terrestrial forces as ships are a key form of transport in many low tech societies. Weapons that work on land also work on the surface, so combat between

floating forces is similar to what is seen on land. Vehicles and troops can often move between land and surface water. As much trade is carried out over water routes, controlling waterways is a very effective siege technique. Only at intermediate or high tech levels can terrestrials engage underwater. For races which live or breathe predominantly in water, combat is a very different experience. Underwater is a 3D environment, where soldiers are not restricted to 2 dimensions. Barriers are much rarer and harder to maintain. Water also slows down projectiles much more quickly than air, forcing combat to occur at relatively short range at low and medium tech levels. As water and electronics don't mix well, environmental sealing and airlocks for races unable to breathe underwater become important. Cutting off a breathable oxygen supply will make short work of troops unable to use dissolved oxygen.

**Air:** Air forces provide one of the most flexible environments for soldiers. Access to air transport allows terrestrial forces easy ways to bypass most terrain obstacles. Distance weapons that work on land also work in the air, and air provides little friction compared to water. Toxic air is an issue for some races, and cutting off filtration or air supplies is a very effective combat technique. For races that have easy access to air transport by flying themselves or having a common flying mount, constructing obstacles to limit land movement is typically rare because it is so ineffective. Races which have easy and regular access to air transport have a distinct tactical advantage over those who tend to think in terms of 2 dimensional land combat.

**Urban:** In this context, urban conflicts refer to areas where mobility and access are extremely restricted. Large vehicles are often unable to be used in confined areas, so individual soldiers and robots become much more important. This type of combat can be found on spacecraft, in larger cities, underground, orbital habitats or even in large vehicles. Moving through areas thought to be impassible, either through secret tunnels, excavated shafts, or through interior walls ('mouse-holing') is often very successful. Forcing attackers into constricted zones is a common technique for setting up an ambush. Lines of sight are generally quite short, so combat generally takes place in close quarters.

**Zero-G:** Many if not most primitive weapons rely on gravity and friction to operate properly. Without gravity, every action causes an equal and opposite reaction that is not counteracted by friction. Most firearms push the user backwards, hitting the enemy moves the attacker, etc. Specialized weapons designed to minimize the returned force give prepared troops a huge advantage. Stabilized weapons and self-propelled weapons dominate this sphere of conflict.

**Temperatures:** Extreme heat and cold are deadly. Fighting in temperatures above or below a race's efficient temperature requires protective clothing and environmental sealing. Disabling temperature control is one of the most effective techniques in fighting these opponents. Forcing the enemy to stay at a dangerous temperature longer than they have prepared for will often kill a substantial percentage of their soldiers, and definitely make them less combat effective.

**Hazardous Atmospheres:** fighting when the atmosphere is hazardous or absent (vacuum or trace atmospheres) requires extensive support. A breathable air supply, environmental protection, and airlocks to provide access between hospitable and inhospitable environments are a must. Many weapons and explosives require oxygen to work effectively, so will not work at all without air. Corrosive, insidious, and exotic atmospheres may interact very poorly with certain weapons, possibly to lethal effect. Combat in these environments are restricted to higher tech levels only, and many armor or protective options are not available for these extreme atmospheres.