**Unit Rosters**

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## Humans

### United Nations

#### Infantry

- Command Section : an infantry section including a commander and his aids. Deployment options are limited to ground and VTOL airborne vehicles.

- Professional Squad : an infantry squad of professional UN soldiers. Deployment options are limited to ground options.

- Reservist Squad : an infantry squad of reservists from the UN reserve lists. Deployment options are limited to ground options.

- Volunteer Squad : an infantry squad of volunteers from the UN, these can be contain both professional ex-soldiers and naïve teenagers. Deployment options are limited to ground options.

- Private Infantry : a private military company squad paid for by the UN to combat it’s enemies. Deployment options are limited to ground options and airborne vehicles.

- Assault Group : an infantry squad of elite professional UN soldiers with advanced deployment options. Deployment options are limited to ground vehicles, airborne vehicles, orbital insertion vehicles and one-use orbital deployment options.

- Commando Group : an elite infantry squad of UN soldiers with advanced deployment and specialised weapon options. Deployment options include ground, airborne and orbital insertion vehicles.

- Support squad : a smaller infantry squad of professional UN soldiers trained to use specialist weapons like anti-air and anti-tank weapons. Deployment options include ground and VTOL airborne vehicles.

#### Vehicles

- V-12L Raptor APC : a wheeled vechicle capable of carrying 12 soldiers into battle. The vehicle can mount light weapons and is amphibious. I can also be deployed in cargo planes, but cannot be para-dropped. Costs 3 Vehicle points.

- V-12 Armoured Personel Carrier : a wheeled combat vehicle that can mount light weapons.

- V-15 Seahorse : an amphibious wheeled combat vehicle that can mount light weapons.

- V-16 Armadillo : a wheeled combat vehicle that can mount light weapons, light infantry support weapons and light anti-armour weapons.

- M-22 Modular Combat Vehicle : a tracked combat vehicle that can be configured with infantry support weapons, mortars, light air defence weapons and anti-armour weapons.

- M-22L Light Modular Combat Vehicle : a version of the M-22 that was modified to be air deployed, but not para-dropped. It can handle similar weapons to it’s original version, but possesses less armour. Costs 5 Vehicle points.

- M-54 Infantry Fighting Vehicles : a tracked IFV that can carry 8 soldiers into battle, and can be configured with a number of lighter direct fire weapons and ATGMs.

- M-54S Infantry Support Vehicle : a version of the M-54 modified for infantry support, capable of mounting heavier weapons and armour than the M-54, and cannot carry infantry.

- KF101 MBT : a modular integrated tank capable of equipping high power railguns and/or advanced infantry support weapons and advanced networking.

- Tiger 3A5 : a cheaper previous generation armoured vehicles equipped with a smooth-bore cannon and a machine gun.

- Fighter M16 : a light tank that can still mount infantry support or tank weapons.

#### Aircraft

- F-177 Hawk Ground Attack Craft : a low manoeuvrability SSTO attack plane that can be equipped with advanced targeting and ground attack weapons designed for anti-armour and anti-infantry weapons such as ATGMs, glide bombs and air-launched ballistic missiles.

- C-700 Ostrich Supply SSTO : This heavy transport is able to carry up to 120 paratroopers or up to 3 vehicles (can turn 5 men into 1 vehicle point). This plane can only land on airstrips.

- S-520 Emu Supply Lander : This heavy transport is able to carry 40 soldiers and 12 vehicle points from orbit and land vertically (can turn 1 vehicle points into 5 man slots).

- S-550 Fighting Emu Supply Lander : This heavy transport is able to carry 20 soldiers and 8 vehicle points from orbit and land vertically (can turn 1 vehicle points into 5 man slots). However, this variant also mounts weapon turrets that can be equipped for ground support on landing or missile defence weapons.

- F-77 Multi-role Fighter : This state of the art stealth fighter can mount smaller amounts of air-to-air or air-to-ground weapons, or can reduce stealth to mount more or heavier weapons to external hard-points. It also mounts advanced ground and air targeting systems.

- F-76 Air Dominance Platform : This state of the art stealth fighter is designed to dominate the skies, mounting direct fire weapons and air-to-air weapons, as well as fine tuned air detection and targeting systems.

- F-92 Interceptor : A fast stealth fighter with miserable manoeuvrability and a large number of high speed and powerful missiles. It also mounts a powerful forward radar to detect enemy aircraft in its firing line.

- F-69 Multirole Fighter : This previous generation stealth fighter has lower capabilities than it’s later F-77 successor. But it is still a capable aircraft capable of mounting similar, but not quite as modern weapons.

- B-8 Supersonic Bomber : This heavy bomber drops precision munitions from high altitude on ground targets.

- B-72 Stratofortress : This heavy bomber drops ridiculous amounts of ordinance from high altitude.

- B-705 Ground Support Aircraft : This heavy transport is modified to fly over the battlefield and use heavy support weapons on ground troops below. Only to be used in air dominance areas.

- B-720 Air Detection Aircraft : This heavy transport is designed to hang back and detect enemy aircraft and coordinate air and ground forces. It is quite easily spotted and intercepted however.

#### Fire Support

- PzH 2200 : This tracked self-propelled artillery piece has advanced fire control, multiple-munition and simultaneous impact capabilities. It is also lightly armoured against counter-battery fire.

- Augustus : This wheeled self-propelled artillery piece has advanced fire control, multiple munition selection and simultaneous impact capabilities.

- Robotyne : This wheeled self-propelled artillery piece has advanced fire control, multiple munition selection and fire-on-the-move.

- M-999 : This towed artillery piece has autonomous loading, basic fire control, multiple munition types and simultaneous impact capabilities.

#### Air Defence

#### Electronic Warfare

### Resistance

#### Infantry

- Leader Section

- Resistance Squad

- Commando Squad

- People’s Squad

#### Vehicles

#### Aircraft

#### Fire Support

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

## Naëmu

### Naëmu

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

### Alfan

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

## Sprats

### Expansionists

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

### Collaborators

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

## Alvearium

### Alvearium

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

### The Cutaways

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

## The Network

### The Core

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft

### The Rogues

#### Command & Control

#### Logistics

#### Reconnaissance

#### Infantry

#### Mechanised

#### Armour

#### Fire Support

#### Air Defence

#### Electronic Warfare

#### Aircraft