Confederation Mechanised Infantry

JSM

July 4, 2025

1   Description

The Mechanized Infantry is one the primary reasons for the continued existence of the Confederation in these troubled times. They constitute a package of deadly force on a highly mobile platform with the ability to perform everything from full scale assualts and armoured support to pinpoint actions in densely populated civilian areas.

In the MI, there are no armchair officers. When the time to do some ground pounding comes around the officers are right there with their men. An officer in many respects is a very skilled individual simply because he must be able to direct the action and defend himself at the same time.

The chain of command is painfully simple.

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The Commander General ( Marion Sutaken )
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Legion        1,011,101
 Battalion Commander
 100 Jump Battalions

Jump Battalion     10,111
 Division Commander
    10 Jump Divisions

Jump Division                1,011
 Field Commander
 10 Jump Plexes

Jump Plex       101
 Sargent Commander
    10 Jump Squads

Jump Squad or Hand    10
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1 Sargent
   9 Infantryman
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A simple schema but fairly effective.

The MI have a need for men or women that are tough, flexible and capable of learning. As a result they have raided jails for potential troopers as well as normal recruiting. If an confed citizen can pass the examinations and initial training then he has a clean record. Any criminal record possessed up to that point is eradicated. By the same token the MI has a far more stringent set of laws and codes with fairly harsh penalties.

All troopers enter a two year training program. This boot camp process is expensive but effective. They are exposed to a wide range of technological skills and are given Bacterial Augmentation injections to improve response speed.

The MI get their name from the powered battle suits which they use almost to the exclusion of all other equipment.

1.1 Types of suits

- Spook

- Scout

- Command

- Marauder

- Mauler