

## US Army Packages - 2

### Infantry and Special Operations

One Station Unit Training		Total Value	180
Military Science	25	Package Course	165
Infantry Tactics	10	Infantry attend a combined basic and advanced training at Fort Benning with the same drill instructors which is unique among the US military.	
Medicine	20		
Aim	30		
Autofire	5		
Longarm	10		
Hiding	10	<b>Option:</b> During OSUT soldiers destined to be 11C receive additional training. Add Artillery 30/Mortar 15 (new Value 230/Cost 210).	
Navigation	15		
Land	5	<b>Option:</b> During OSUT soldiers destined to be 11H receive additional training. Add Aim/Guided Weapon 15 and Electrics 10 (new Value 205/Cost 185).	
Survival	10		
Armed HTH	10		
Unarmed HTH	20		
Grapple	5		

Mechanized (11M)		Infantrymen destined to be Bradley crew members go on to receive additional vehicular training after OSUT. Requires <b>OSUT</b> package.	
Military Science / Armor Tactics	10		
Electrics	10		
General Mechanics	20		
Internal Combustion Engine	10		
Gunnery	25		
Gun	10		
Missile	10		
Drive	15		
Track	15		
Total Value	125		
Package Cost	115		

Anti-Tank (11HE9)		Total Value	125
Military Science / Armor Tactics	10	Package Cost	115
Electrics	10	The M901 provides a significant anti-tank capability for armored and mechanized units. Requires <b>OSUT</b> package with 11H option.	
General Mechanics	20		
Internal Combustion Engine	10		
Gunnery	30		
Missile	15		
Drive	15		
Track	10		

Airborne	
Parachute	30
Static Line	15
Total Value	50
Package Cost	45

This quicky three week course is designed to teach the basics of parachuting to the masses of troops that are needed to maintain the 82<sup>nd</sup> Division and 18<sup>th</sup> Corps. This course is also used by the US Navy and a variety of foreign countries for their airborne training. Requires **Infantry** or **OSUT** packages.

Sniper	
Military Science / Hardware	10
Medicine / Emergency Medicine	5
Aim	50
Longarm	15
Hiding	25
Concealment	15
Creeping	5
Navigation	25
Land	15
Survival	10
Total Value	210
Package Cost	190

Despite wartime experience, it has only been since the mid-80s that the Army has maintained a “peacetime” sniper capability. With real world experience from all of the recent regional conflicts the training has really evolved. Requires **OSUT** package.

Long Range Surveillance	
Military Science / Hardware	10
Photography	20
Electrics	10
Medicine / Emergency Medicine	10
Aim / Longarm	5
Forward Observer	20
Hiding	25
Concealment	15
Creeping	5
Navigation	40
Land	15
Survival	10
Total Value	200
Package Cost	180

These small infantry units are attached to Division and Corps military intelligence units and provide mid-range reconnaissance capability (between battalion scouts and strategic recon assets). They maintain little direct action capabilities. Requires **OSUT** package.

Ranger		Thrust	10
Military Science	20	Climbing	15
Hardware	5	Rappelling	5
Infantry Tactics	5	Unarmed HTH	15
Medicine / Emergency Medicine	10	Combat Throw	5
Aim	10	Grapple	10
Autofire	5	Punch	10
Longarm	5	Parachute	20
Smallarm	5	Static Line	5
Demolitions	20		
Hiding	10	Total Value	255
Concealment	10	Package Cost	230
Creeping	5	The US Army's elite light infantry formation is at a midpoint between infantry and special operations forces. Though capable of small unit patrolling, their main mission is the company strength raid. Requires <b>OSUT/Airborne</b> packages.	
Navigation	20		
Land	10		
Survival	5		
Armed HTH	10		
Swing	5		

Q-Course, Phase 1,3		Climbing	5
Military Science	10	Rappelling	5
Hardware	5	Parachuting / Freefall	15
Infantry Tactics	5	Diplomacy	20
General Mechanics	10		
Medicine	15	Total Value	145
Emergency Medicine	5	Package Cost	135
Aim	10	Special Forces selection Q-Course consists of three phases. Phases 1 and 3 are conducted by all troops consisting of selection (1) and team training (3). Requires <b>Ranger</b> package to best represent skills and one of the following <b>Phase 2</b> packages	
Longarm	5		
Smallarm	5		
Forward Observer	10		
Hiding	5		
Creeping	5		
Survival	10		

Phase 2, Weapons		Total Value	185
Military Science / Hardware	10	Package Cost	170
Miniature Mechanics	30	Weapons specialists are trained to know and handle most light and medium arms, and be able to train others in their use. They also get some training in heavy artillery. Requires <b>Q-Course</b> package.	
Gunsmithing	15		
Aim	15		
Autofire	5		
Artillery	20		
Demolitions	15		
Forward Observer	45		

Phase 2, Medic		Total Value	245
Dentistry	30	Package Cost	225
Medicine	50	Medic Phase 2 is the longest of any specialty and consists of not just advanced emergency medicine, but also humanitarian aid and basic dentistry. Medics are a key part of the “hearts and mind” policy. Requires <b>Q-Course</b> package.	
Emergency Medicine	10		
General Practice	15		
Pharmacy	40		
Surgery	30		
Diplomacy / Persuasion	10		

Phase 2, Engineer		Engineering	30
Carpentry	20	Civil	10
Electrics	20	Engineers are trained in both demolition and construction, everything from building wells to building wells to blowing dams. Requires <b>Q-Course</b> package.	
General Mechanics	25		
Internal Combustion Engine	5		
Mechanical Systems	15		
Metal Working	10		
Demolitions	35	Total Value	
Construction	5		
Military	20		
		Package Cost	190

Phase 2, Communications		Total Value	155
Electrics	40	Package Cost	140
Electronics	20	Staying in contact is staying alive and it is the job of the Commo Specialist to maintain the teams variety of advanced communications systems. Requires <b>Q-Course</b> package.	
Wiring	15		
Systems Operations	20		
Forward Observer	35		

Phase 2, Intelligence		Persuasion	15
Military Science / Hardware	5	Total Value	
Strategy	5		
Police Science	20		
Sociology	20		
Photography	30		
Forensics	20	Package Cost	145
Diplomacy	15	The team intelligence specialist is responsible for handling classified materials, preparing most reports, supervising surveillance operations, and doing much of the contact work. Requires <b>Q-Course</b> package.	
Coercion	15		
Lying	10		

Combat Application Group	
Military Science	30
Infantry Tactics	5
Police Science	20
Research	15
Photography	10
General Mechanics	15
Miniature Mechanics	20
Locksmithing	10
Aim	30
Longarm	5
Smallarm	15
Demolitions	15
Military	10
Hiding	30
Concealment	5
Creeping	10
Survival	10
Armed HTH / Thrust	5
Climbing	15
Rappelling	5
Unarmed HTH / Combat Throw	5
Punch	5
Forensics	20
Diplomacy	15
Total Value	340
Package Cost	310

CAG is the current military jargon for Delta Force. As America's premiere hostage rescue and high risk special operations force, training is intense and varied. Requires any **Special Forces** packages to best represent appropriate skills.