

US Army Packages – 1

Basic Training	
Military Science	10
General Mechanics	10
Medicine	10
Aim	10
Armed HTH	10
Unarmed HTH	10

Total Value	60
Package Cost	55

Army basic training churns out masses of personnel, giving them the basic skills of a soldier and preparing them for Advanced Individual Training.

Armor	
Military Science	25
Armor Tactics	15
Hardware	5
Electrics	10
General Mechanics	15
Internal Combustion Engine	10
Gunnery	40
Gun	20
Navigation	20
Land	10
Drive	15
Track	15
Total Value	215
Package Cost	195

The M1 Abrams is the armored juggernaut of the US Army, and the life of the crewman is geared towards keeping it running and the gun pointed at the enemy. Requires **Basic Training** package.

Artillery	
Military Science	10
Armor Tactics	5
Electrics	10
General Mechanics	10
Internal Combustion Engine	10
System Operations	20
Artillery	40
Howitzer or Rocket	20
Navigation	20
Land	5
Drive	15
Track	10
Total Value	190
Package Cost	175

The Army uses towed 105 and 155mm, and self propelled 155mm guns (Gun subskill) and MLRS (Rocket subskill) as the main weapon systems. Requires **Basic Training** package.

Air Defense Artillery	
Military Science	15
Armor Tactics	5
Hardware	5
Infantry Tactics	5
Electrics	20
General Mechanics	10
Mechanical Systems	10
Aim	25
Autofire	5
Guided	15
Longarm	5
Hiding	10
Navigation	20
Land	10

Survival	10
Drive	15
Automobile	5

Total Value	190
Package Cost	175

Defending maneuver formations against attack helicopters and strike aircraft has finally become a major concern of the US Army. ADA personnel can be found with all elements of force from the forward deployed scouts to the support elements in the rear. This package represents Stinger crew members with either MANPAD or Avenger systems. Requires **Basic Training** package.

Patriot Air Defense	
Military Science	10
Electrics	30
Electronics	15
General Mechanics	10
Mechanical Systems	10
System Operations	40
Land Weapons	15
Radar	10
Navigation	10

Total Value	170
Package Cost	155

The Patriot missile serves as the Army's theatre air defense system with a questionable secondary role as an anti-ballistic missile system. Crews are much more tech oriented than other ADA fields. Requires **Basic Training** package.

Forward Observer	
Military Science	25
Armor Tactics	10
Hardware	10
Infantry Tactics	5
Electrics	15
General Mechanics	10
Internal Combustion Engine	10
Aim	5
Longarm	5
Forward Observer	40
Gunnery	20
Missile	10
Hiding	10
Navigation	25

Land	10
Survival	10
Drive	15
Automobile	5
Track	10

Total Value	265
Package Cost	240

Attached to artillery units, it is the job of the forward observer to go forward and direct artillery fire, naval gunfire and air strikes. They also illuminate targets for precision guided munitions. Requires **Basic Training** package.

Cavalry Scout	
Military Science	25
Armor Tactics	15
Hardware	15
Infantry Tactics	5
Electrics	10
General Mechanics	15
Internal Combustion Engine	10
Medicine / Emergency Medicine	5
Aim	10
Longarm	10
Demolitions	20
Forward Observer	20
Gunnery	25
Gun	10
Missile	10
Hiding	15

Concealment	5
Navigation	30
Land	10
Survival	20
Drive	15
Autofire	5
Track	15
Total Value	325
Package Cost	295

Performing scouting, flanking and forward area operations Cavalry Scouts act as the eyes of armor formations. Operating primarily from the M3 Bradley or M1114 HMMWV they also receive extensive training for dismounted operations. Requires **Basic Training** package.

Medic	
Medicine	45
Emergency Medicine	20
Pharmacy	20
Surgery	20
Diplomacy	10

Total Value	140
Package Cost	130

Army medics can find themselves with assignments ranging from hospital wards or light infantry battalions, but their job is always to look after the physical well being of the soldiers. Requires **Basic Training** package.

Combat Engineer	
Military Science	10
Armor Tactics	5
Infantry Tactics	5
Carpentry	20
Electrics	10
Equipment Operations	20
General Mechanics	25
Internal Combustion Engine	5
Mechanical Systems	15
Heavy Equipment Operations	20
Metal Working	20
Aim	5
Longarm	5
Demolitions	25
Construction	10

Military	10
Gunnery	10
Navigation	15
Land	5
Drive	15
Automobile	5
Track	10
Engineering	25
Civil	10
Total Value	305
Package Cost	275

Combat engineers perform missions ranging from building bridges to breaching fortifications. Requires **Basic Training** package.

Explosive Ordnance Disposal	
Electrics	20
General Mechanics	25
Mechanical Systems	15
RC Operations	20
Demolitions	40
EOD	20
Military	10
Engineering	30

Chemical	10
Civil	5
Total Value	215
Package Cost	195

It takes a rare breed to go in and dispose of often unstable explosives. They also receive extensive training in the disposal of chemical weapons. Requires **Basic Training** package.

Crew Chief	
Military Science	10
Hardware	10
Electrics	20
General Mechanics	25
Jet	5
Mechanical Systems	10
Aim	25
Autofire	15
Navigation	15
Land	5
Survival	10

Total Value	150
Package Cost	135

Crew chiefs keep an eye on the mechanical systems of the helicopter, supervise the load (whether cargo or troops), man the machine guns, and are the only eyes to the sides and rear of the helicopter. Requires **Basic Training** package.

Military Police	
Military Science	10
Infantry Tactics	5
Law	10
Criminal	5
Military	5
Police Science	25
Aim	15
Autofire	10
Longarm	5
Smallarm	10
Navigation	15
Land	5
Survival	10
Armed HTH	10
Block	5
Swing	10

Unarmed HTH	10
Block	5
Combat Throw	5
Grapple	10
Drive	15
Automobile	5
Diplomacy	15
Persuasion	5

Total Value	225
Package Cost	205

Army MPs perform standard police duties during police time and in wartime handle prisoners and perform rear area security. Requires **Basic Training** package.

Special Reaction Team	
Military Science	5
Infantry Tactics	5
Police Science	10
Tactics	15
Aim	30
Longarm	10
Smallarm	10
Demolitions	20
Hiding	20
Creeping	10
Climbing	25
Rappelling	10
Total Value	175
Package Cost	160

Most larger bases have a part time SWAT-type team to deal with the same type of scenarios as civilian units. Requires **Military Police** package.