

Arituidez Royal Army

The command structure of the Arituidez Royal Army (ARA) are based on the Imperial structure on a smaller level. The ARA are based on that each system government can handle its defence on its own until relief forces can be mustered.

The Arituidez Army can be divided into two branches. First of all the true Royal Army. It is a mobile army ready to respond to threats anywhere the high command deems necessary.

The other branch are the System defence forces. The thy system defence forces are then divided into necessary forces depending on planets.

Arituidez Royal Army

Chain of Command

At the top of ARA are the Grand General and his staff. The Grand General are appointed by the ruler of the Arituidez sector.

Infantry

The infantry branch is the largest of the ARA. It also includes the support arm of the ARA. Since the ARA are an mobile strike force most of the infantry are mechanized or motorized.

Mostly tracked vehicles are used but some elite elements use anti-grav vehicles.

Regular infantry.

The regulars are organized i platoons divided into four or more squads. Each squad can be divided into two fire teams. A platoon are commanded by a Lieutenant and each squad are led by a sergeant.

The base small arm is a (MAC-144) assault rifle. The MAC-144 is highly modifiable and can use different kind of attachments.

Each squad are generally equipped with a (TAC-12) Missile launcher and (SMART-56) Squad Assault Weapon.

The soldiers gets a basic combat armour (CA-4223) consisting of helmet, chestplate and knee and elbow protection.

Almost all regular infantry use the Scimitar for deployment.

Heavy infantry.

Heavy infantry fills another role than ordinary infantry. The most common

role for them is assaulting. Therefore they get special training and weapons.

The main weapon for a heavytrooper is the MAC-144 often with attachments like grenadelauncher, flashlight and smartsights for increased accuracy. Just as the regulars they have access to TAC-12 and SMART-56 weapons.

Unlike the regulars they use the (CA-96) full body armor. It covers the whole body and the helmet comes with IR, low light and airsupply for 30 minutes.

Power armored troops

The PA squads are the elite of the ARA. Their role is to assault heavily fortified enemy structures. They are organized in the same way as the regular infantry with the differens that the fire team consists of three soldiers.

To be assigned the PA troops each individual must have served in the Heavy infantry and been awarded a commendation or medal. This means that only veterans need to apply. If the soldier are accepted a hard training awaits them until they are considered ready to go into combat as a PA trooper.

Scimitar APC



This picture shows a Scimitar equipped with a light autocannon

The Scimitar are the most common APC within ARA and the SDFs. IT is manufactured on almost all systems and are very versitale. The most common version are without turrets called "Scimitar A". At that configuration it can carry a full squad.

It may also come equipped with some kind of weapon turret, the two most common being a Short range missile launcher or a light autocannon. To mount a turret it is necessary to use a large part of the troop compartment. A less common turret option is a long range scanner.

If the scimitar comes equipped with a turret it may only carry one fire squad.

Armor

the armor branch of the ARA mostly consists of ordinary tracked vehicles. But some elite detachments come equipped with anti-grav vehicles. Unlike most system defense forces the armor branch also includes the artillery. This is because the ARA only use mechanized artillery.

Light tank "PUMA"

The Puma are designed by the same team who designed the Scimitar APC. The ARA ordered them both to complement each other. Both were meant to be cheap, modular and to use the same equipment standard to ease logistics.

The Puma are mainly used by the SDFs since it really can't go up on a battlefield facing main battle tanks. But it still has its uses. It is primarily used in support of mechanized infantry and in urban combat. It is fast and can keep up with the APCs for quick pushes. A secondary role is equipping it with a Long range missile launcher for hit and run combat.

The most common armament of the Puma is a medium autocannon, but it is as versatile as the Scimitar and comes with many options.

System defence forces

The command structures of each System Defence Force SDF in the Arutidez sector are based on the ARA command structure. Unlike the navy the noble of the sector doesn't consider serving in the army as very "noble". This in turn has led to that it is quite common that men of lesser birth serve high up in the command structure. It also means that competence rather than birth is a reason for advancement.

It has served the army well, and the army runs much more smoothly than the navy most of the time.

Militia.

The SDF militia are locals who get some military training. They are organized in the same way as the regular infantry. Among their officers there are some who are retired officers, but mostly they are just prominent members of the society.

The combat rediness and morale are often weak and the soldiers are not battle hardened. The militias job is to defend and hold on until the regular SDF arrives at the scene.

They use the same armament as the regulars, but seldom any combat armor.

The milita are never assigned any APCs, at best they use civilian vehicles for rapid deployment.

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The regular infantry of the SDF are mounted in Trucks or local APCs. If they use APCs the most common are The Scimitar.

ARMY LIST

The Arituidez Royal Army

Infantry:

UNIT	RA	CA	DV	R	M
Power armoured infantry	6	6	6	1	1
Heavy infantry	5	5	4	1	1
Regular infantry	4	4	3	1	1
Rangers	5	3	3	2	1

Infantry equipment and traits

Equipment	RA	CA	DV	R	M
Missile launcher	+2				
Machine gun		+2			

Infantry fighting vehicles

UNIT	RA	CA	DV	R	M
Scimitar APC	2	2	6	1	4
AV-4	2	2	6	1	6

Vehicle Equipment	RA	CA	DV	R	M
Light auto cannon	+2	+2			
Medium auto cannon	+3	+3			
Heavy auto cannon	+4	+4			
Short range missile 2		+3			
Short range missile 4		+4			
Short range missile 6		+5			
Long range missile 5	+2				
Long range missile 10	+3				
Long range missile 15	+4				
Long range missile 20	+58				