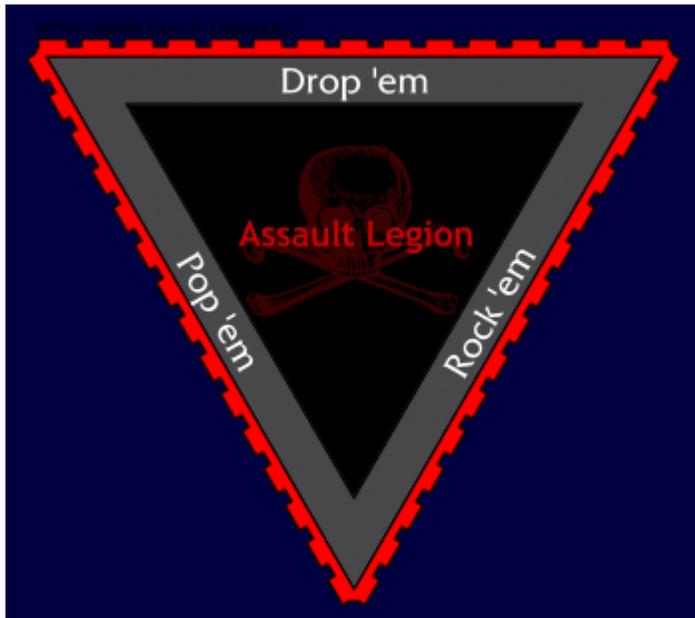


Assault Legion



Motto:	Drop'em, Pop'em, Rock'em.
Active Personnel:	N/A
Reserve Personnel:	8.04 million

Unlike the other military branches of the [Abwehram Armed Forces](#), the Assault Legion is a military branch dedicated towards offensive operations rather than defensive. The major goal of the Assault Legion is planetary invasion during times of war. Because of this, the Assault Legion is permanently placed on Reserve duty or funneled into the [Foreign Service](#) until the [Abwehram Star Empire](#) declares war.

Basic Information

Basic Organization

- [legion_landwehr](#)
- [legion_luftwaffe](#)

Permanent Formations

- 1st Legion - Death Corp ¹⁾
- 2nd Legion
- 3rd Legion
- 4th Legion

Ranking and Pay

Officer		
DN	Rank	Pay
O11	Generaloberst	5000C
O10	General	4500C
O9	Generalleutnant	4000C
O8	Generalmajor	3000C
O6	Oberst	2500C
O5	Oberstleutnant	2000C
O4	Major	1500C
O3	Hauptmann	1400C
O2	Oberleutnant	1300C
O1	Leutnant	1200C
O0	Kadett	0C
Warrant Officer		
DN	Rank	Pay
W2	Oberstabsfeldwebel	1350C
W1	Stabsfeldwebel	1200 C
Enlisted		
DN	Rank	Pay
E6	Befel-legionär	1100 C
E5	Meisterhauptlegionär	900 C
E4	Alterhauptlegionär	600C
E3	Hauptlegionär	300C
E2	Oberlegionär	150C
E1	Unterlegionär	75C
E0	Neuelegionär	0C

Miscellaneous Links

- [Abwehran Military Issued Gear and Equipment](#)

Character Creation

Currently available for Roleplay only in the Foreign Service.

Starting the Process

For soldiers in the Abwehran Assault Legion, players must begin in the [CCG](#). While the Assault Legion is

primarily Abwehran, it does allow other species under the [Immigration Act of AF 260](#).

To determine skills for a player character, a player must choose a character's occupation. For basic information on Abwehran Military Training, please read [Abwehran Military Training and Skills](#). Basic Military skills can be found at the bottom of the page linked. Occupational based skills can be found in the Occupations section of this page.

Abwehran characters have their own [timeline of past events](#) to create more detailed background and are encouraged to have background detailing family relations and events from their past. Please keep it realistic towards your character concept though, since Abwehrans have never had a planetary invasion force.

Occupations

Landwehr - Infantry Corp

Making up the Bulk of the Assault Legion, the Landwehr's Infantry Corp is comprised of both light and heavy infantry.

While they operate more in a support role for the [Weltraumflotte](#), Armor Operators serve a different purpose in the Assault Legion. With the power of a tank in a smaller package, Powered Armor can be dropped deep into enemy territory to execute strikes upon strategically important facilities.

Many of the Occupations in the Infantry Corp, on the other hand, are very similar to their counterparts in the [Weltraumflotte](#). These Occupations include: Combat Engineer, Group Leader, Heavy Weapons Specialist, Medic²⁾, Marksman, and Rifleman.

Occupation	Required Skills	Required Level of Player
Armor Operator	Fighting (Powered Armor)	Standard
Combat Engineer	Demolitions (Explosives), Engineering (Problem Solving)	Standard
Group Leader	Military (Tactics)	Veteran
Heavy Weapons Specialist	Fighting (Heavy Weapons), Demolitions (Explosives)	Standard
Marksman	Fighting (Long-range Marksmanship), Military (Stealth and Camouflage)	Standard
Medic	Medical (Emergency First Aid)	Standard
Rifleman	N/A	Standard

Landwehr - Armor Corp

The Hammer of the Assault Legion, the Armor Corp are the Tanks and Mechs of the Landwehr.

The Armor Pilot is the bread and butter of the Armor Corp. Responsible for the directing of any armor unit he specializes in, the Armor Pilots are highly skilled individuals.

Manning the weapons systems, the Gunner is the offensive mastermind behind Abwehran Armored Units.

Unit Commander are a rare occupation in the Armor Corp. Found only in Large Tanks, the Unit Commander acts as leader of groups of Tanks or Mechs. In armored units with crews limited to two, the Unit Commander can be found doubling as the Armor Pilot of the lead unit.

Occupation	Required Skills	Required Level of Player
Armor Pilot	Vehicle(Tank or Mech)	Standard
Gunner	Tech Ops (Armor Weaponry)	Standard
Unit Commander	Vehicle(Tank or Mech), Military (Tactic)	Veteran

Luftwaffe

Much like the Luftwaffe from the [Schirmherrschaft](#) and the Aerospace Corp from the [Weltraumflotte](#), the Assault Legion's Luftwaffe are charged with providing close-air support for the Landwehr and execute precision strikes upon enemy targets.

The Pilot and Group Leaders act exactly the same way as they do from their [Schirmherrschaft](#) and [Weltraumflotte](#) counterparts.

Occupation	Required Skills	Required Level of Player
Pilots	Vehicles (Aerospace Craft)	Standard
Group Leaders	Military (Tactics)	Veteran

¹⁾

being formed

²⁾

the Assault Legion version of Corpsman

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Last update: **2023/12/21 00:58**

