

Heavy Armor Division



WIP: This article is a work in progress and is not yet approved for usage in the RP.

The Star Army's [Fifth Fleet](#) utilizes several different division types in order to properly perform its duties. The Heavy Armor divisions are tasked with giving combat support of Infantry and logistical units, and take on a number of roles to perform their duties.

Unit Types

The Heavy Armored Divisions, while administratively similar to the other division types, perform in a very different manner. Built around different types of vehicles, yet not fixed upon which types, Heavy Armor Units are divided by the number of vehicles used. Regardless of vehicle type used, a squad's number of personnel is identical: Each squad has two vehicles, each of which has three crew, and each Squad has four maintenance personnel, to keep the vehicles running and in good repair.

With the exception of Tank crews, all vehicle crews are cross-trained in the use of at least one other type of vehicle.

Infantry Support vehicles

Infantry Support vehicles' primary purpose is to provide extra protection to infantry units while transporting them longer distances. Three of every five Armored vehicles on the battlefield at any given time will be of this type.

Mobile Gun Vehicles

Used as rapid response heavy support, and as artillery, Mobile Gun vehicles provide a stable platform to deliver heavy munitions to the enemy, as well as act as anti-emplacement support and a fast method of reinforcement to a unit. The number of Mobile Gun Vehicles on the battlefield depends on enemy forces and general battle conditions, but will not exceed one fifth of the total vehicle forces.

Anti-Air vehicles

Anti-Air vehicles are used to prevent an enemy from gaining air superiority, as well as to support friendly air units in securing air superiority. Their role supports Infantry units by allowing them to not worry about the skies, and focus on enemies directly in front of them. The number of Anti-Air Vehicles on the battlefield depends on enemy forces and general battle conditions, but will not exceed one fifth of the total vehicle forces.

Tanks

Similar in role to the Mobile Gun vehicles, Tanks are provided with increased staying power, more stability, and the capability to provide support other than simply having a large gun. Despite their size, defensive power, and damage output, tanks are still a complimentary role to Infantry, and require infantry support themselves in a communal relationship in which the benefits of each unit type overcomes both of their weaknesses. The number of Tanks on the battlefield depends on enemy forces and general battle conditions, but will not exceed one fifth of the total vehicle forces.

OOC Notes

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