

Indian Packages

Infantry	
Military Science	20
Infantry Tactics	5
Medicine	10
Aim	20
Longarm	5
Smallarm	5
Hiding	10
Navigation	10
Survival	10
Armed HTH	15
Thrust	5
Unarmed HTH	15
Combat Throw	5
Grapple	5
Total Value	150
Package Cost	135

The Indian infantry forces are trained in a mix of British and Russian styles, combined with an Hindu mindset makes for an interesting military

Option: Airborne - The oversized Airborne regiment is trained almost exactly like the conventional infantry units with the addition of jump training (add Parachute 30, new Value 185/Cost 160).

Para Commando	
Military Science	5
Infantry Tactics	5
Medicine / Emergency Medicine	5
Aim / Longarm	5
Demolitions	20
Hiding	10
Concealment	10
Navigation	10
Land	10
Survival	10
Tracking	10
Armed HTH	5
Thrust	5
Unarmed HTH	5
Grapple	5
Punch	5
Parachute	20
Total Value	150
Package Cost	135

The Para Commandos come from the Airborne regiment and act as an elite infantry body conducting Ranger-type operations in company and battalion strength. Requires **Infantry** package **Airborne** option.

National Security Group	
Military Science	30
Hardware	5
Infantry Tactics	10
General Mechanics	10
Medicine	10
Emergency Medicine	5
Aim	35
Longarm	10
Smallarm	20
Demolitions	35
Military	20
Hiding	15
Concealment	5
Creeping	15

Climbing	30
Rappelling	15
Unarmed HTH	15
Combat Throw	5
Grapple	5
Punch	5

Total Value	330
Package Cost	300

The elite commando and anti-terrorist unit of the Indian Army is the NSG, whose members come from the Para Commando battalions and undergo an extensive training program.. A lot of the units training comes from the Israeli's. Requires **Para Commando** package.

Police	
Law	10
Military Science	10
Police Science	20
Aim	15
Longarm	5
Smallarm	5
Armed HTH	20
Swing	10
Unarmed HTH	15
Block	5

Grapple	5
Diplomacy	10

Total Value	130
Package Cost	120

Most officers are armed, with a wide variety of revolvers and military surplus GP-35s, though they prefer their 'lathi', a 2-3 foot bamboo and cane club. Law enforcement training are far below western standards.

Rapid Action Force	
Military Science	10
Infantry Tactics	10
Aim	5
Longarm	5
Armed HTH	25
Block	15
Swing	10
Unarmed HTH	5
Block	5
Grapple	5
Punch	5

These police battalions are trained and equipped to deal with riot and 'riot-like' situations ('riot-like' typically means gatherings the government does not approve of.) They are typically armed with Enfield rifles and 'lathi' (theirs is 5 foot long made of wood and is metal studded). Requires **Police** package.

Total Value	130
Package Cost	120

Special Protection Service		Psychology	10
Military Science	25	Diplomacy	20
Infantry Tactics	15		
Police Science	15	Total Value	275
General Mechanics	10	Package Cost	250
Medicine	20	This small unit of police (only about 3000 strong) provides protection for government officials, similar to the US Secret Service Executive Protection Team (though not as well trained). They either train closely with or include members from the NSG (my source material was unclear). Requires Police package.	
Emergency Medicine	10		
Aim	40		
Autofire	10		
Longarm	10		
Smallarm	15		
Unarmed HTH	20		
Block	10		
Combat Throw	10		
Grapple	10		
Punch	10		
Maritime Commando Force		Swim	30
Military Science	20	Scuba	15
General Mechanics	10	Unarmed HTH	20
Medicine	15	Combat Throw	5
Emergency Medicine	5	Grapple	10
Aim	25	Punch	5
Autofire	5	Boating	20
Longarm	10	Powerboat	10
Smallarm	5		
Demolitions	30	Total Value	395
Military	15	Package Cost	360
Hiding	20	Originally a SEAL-type recon and commando force, this unit is slowly growing to more of a conventional Marine force, now at three battalions. They are losing their edge as they grow, but sub-units will more than likely be formed to fill the specialized missions (sort of like Force Recon within the US Marines).	
Concealment	10		
Creeping	5		
Navigation	20		
Underwater	10		
Survival	10		
Armed HTH	15		
Thrust	5		
Climbing	20		
Rappelling	5		