

**DOWN
RANGE**



WAR
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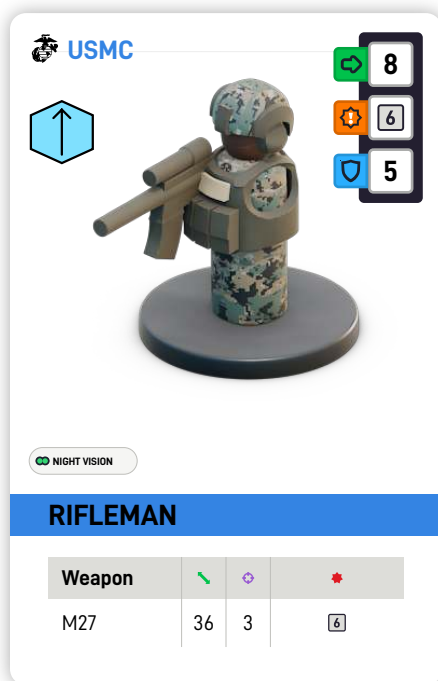
UNIT
GUIDE

Chapter 1

THE U.S. MARINE CORPS

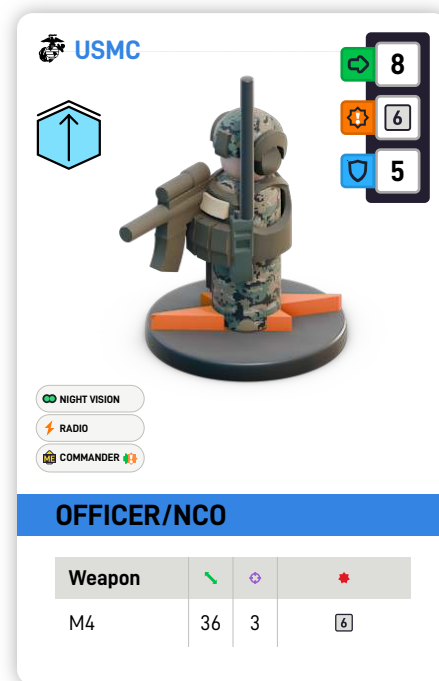
When unpainted, Marine miniatures are typically printed with olive-drab green plastic.

1.0.1. Personnel



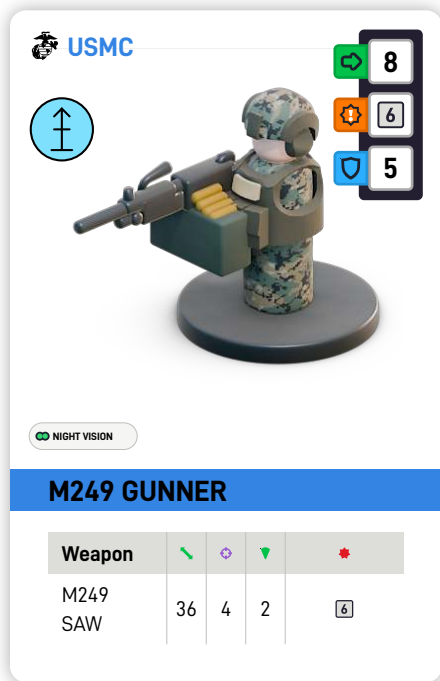
Since its inception, the U.S. Marine Corps has lived by the ethos of “every Marine a rifleman.” All Marines are trained in basic marksmanship and general infantry skills - while the usefulness of this in practice has sometimes been questioned, the average Marine is often well-armed, usually physically fit, and almost always imbued with a cult-like devotion to the Corps.

Marines are generally issued with body armor and night-vision equipment, although radios are typically provided only to squad leaders and up in most units.



Thanks in part to its small size and shrinking share of the U.S. defense budget, the Marine Corps has long relied on Marines of all ranks serving in a capacity typically reserved for more senior ranks in other forces.

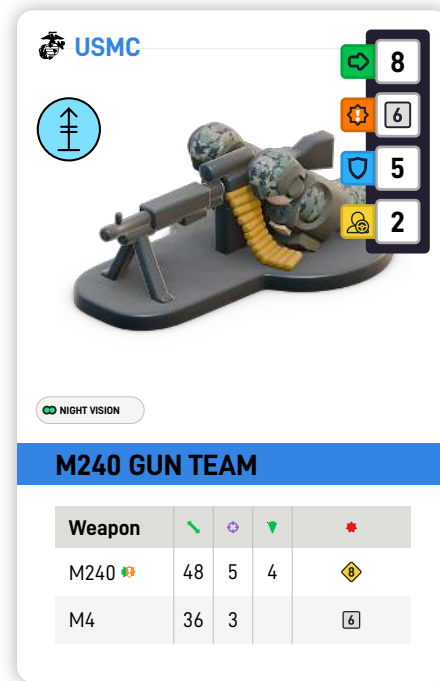
As a result, most experienced Marine non-commissioned officers are expected to exercise a level of initiative similar to officers in other nations. Most Marine NCOs and officers can be represented, accordingly, with a level of command and communications suite suitable for independent operations.



While changes in the 2010s led to a sunset of the M249 Squad Automatic Weapon in favor of the M27 Individual Automatic Rifle for many ground combat units, the automatic rifleman still forms a key part of Marine doctrine. Whether an M249 SAW gunner from a rear-echelon unit or an IAR-bearing rifleman loaded down with extra magazines, the automatic rifleman is usually found in every fireteam of four.

The M249 is typically attended by an assistant gunner with a spare barrel and extra ammunition, although for the purposes of Down Range, the assistant gunner will usually serve as an additional rifleman.

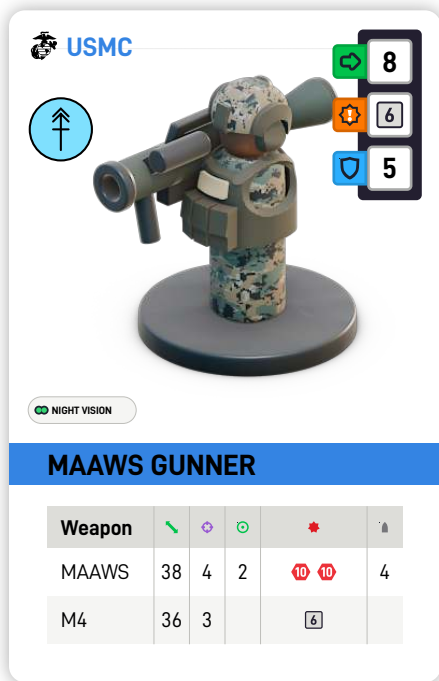
Players who wish to represent the joys and despairs of machine gunnery more accurately may house-rule that the M249 gunner, and his brethren with heavier automatic weapons, will require a barrel change/reload action from an adjacent assistant gunner with every critical failure of an attack.



The venerable M240 remains the mainstay of the Marine Corps' small-unit firepower, crewed by a gunner and assistant gunner. Now improved with optics on every gun and often enhanced by thermal weapons sights, the M240 is a fearsome weapon despite its age.

While firing the 240 requires a brief period to get it set in, players are encouraged to allow Marine machine gunners to display their cult-like devotion to the Corps' ethos of unrelenting aggression by firing without having to 🌀 **Focus**, albeit at a 🚩 **Disadvantage**.

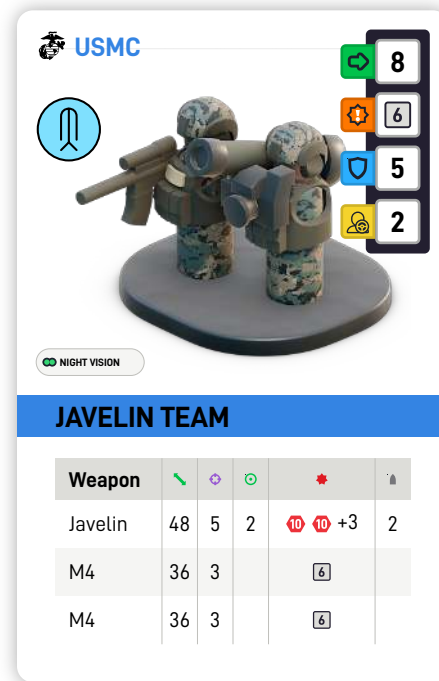
Players may wish to split the M240 team for ease of maneuver. In this case, use the M240 token for the gunner and add an additional rifleman for the assistant gunner, typically armed with an M4 carbine.



Equipped with the M3 “Carl Gustaf” Multi-role Anti-armor/Anti-personnel Weapon System (MAAWS), a handful of Marines in each platoon are designated as the premier high-explosive delivery service for Marines on the ground. An integrated rangefinder and ballistic computer allow the MAAWS to be operated with frightening precision despite its variety of payloads.

The MAAWS is capable of launching high explosive, thermobaric, illumination, and smoke rounds, as well as a cluster munition that brings grapeshot back to the modern battlefield.

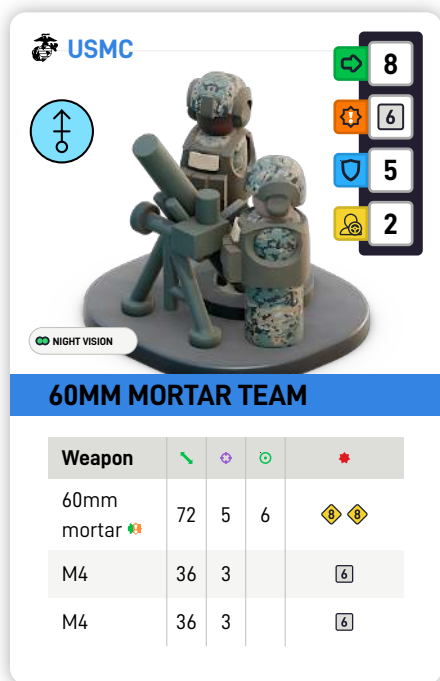
The provided statistics are for the high explosive variant, although players may elect to represent smoke and illumination using the weapon’s radius without damage. The thermobaric variant is left as an exercise for the reader, although Marine readership may perhaps be overly gratified by imagining the use of such a weapon on their enemies.



With a sterling pedigree of introducing Russian tank turrets to high altitudes, the Javelin is a storied anti-tank weapon that dives onto its target with a top-down profile, puncturing enemy armor where it’s thinnest.

While the Javelin is typically operated by a team of two for more effective observation, this is by no means mandatory.

The Marines typically employ the Javelin as part of mounted anti-armor teams, although it’s well within the realm of possibility for “Saint Javelin” to bless the platoon level with additional anti-tank firepower. The Javelin is particularly well-suited to ambush tactics due to its fire-and-forget nature, and players would not be exceeding the realm of the real to launch the Javelin from all-terrain vehicles, small boats, and other unconventional platforms in their scenarios.

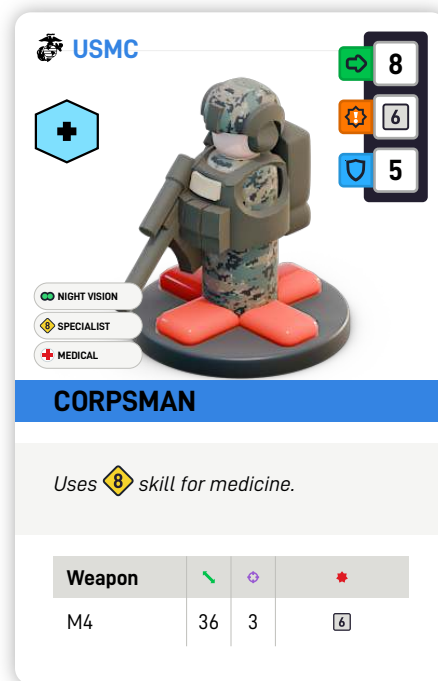


The 60mm mortar, scarcely changed for decades beyond the introduction of ever-more-sophisticated sighting and fire direction mechanisms, remains the Marines’ preferred man-portable means of transforming distant enemies into dead ones.

Each mortar is usually attended by a team of three. In-game, this is usually represented by using a rifleman token for the team leader, often located slightly further back to supervise and ensure communication between small-unit fire direction and the Marines manning the guns is effective.

The statistics provided are for the standard high-explosive mortal shell with a “quick” fuse, although the “60s” are capable of launching a variety of incendiary, smoke, and illumination payloads. This is easily represented by players using the same radius and the desired effect.

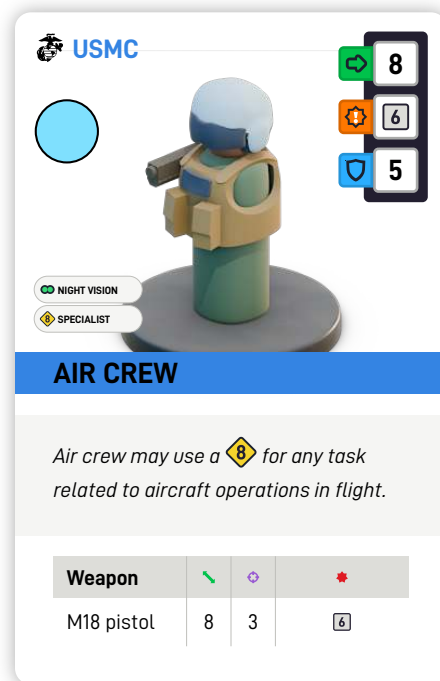
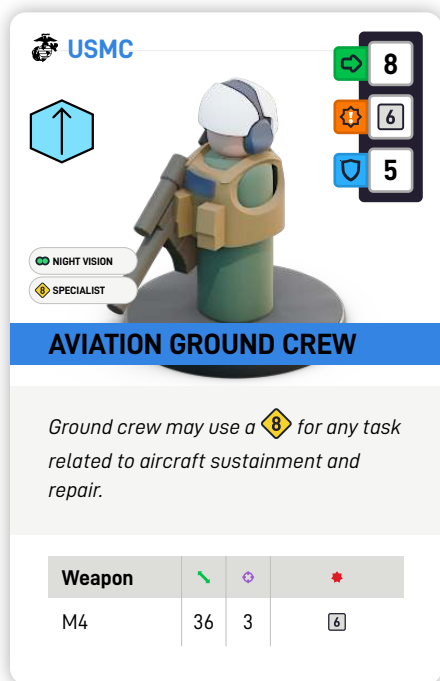
Thanks to the magic of being willing to saddle Marines with crippling lower-body injuries later in life, ammunition limitations for the 60 mm mortars are unlikely to play a significant role in most Down Range scenarios.



Although technically Navy personnel, the hospital corpsmen serving as “Devil Docs” alongside Marines are deployed as integral parts of their units. Typically found at the platoon level, corpsmen are well-trained in combat medicine, and are increasingly capable in providing prolonged care for Marines in far-flung expeditionary settings.

While handling surgeries and chronic conditions are best handled further behind the lines, corpsmen are capable of getting injured Marines back in the fight with a combination of medical training, a pack laden with interventions, and an invocation of the storied Saints Motrin and Hydration.

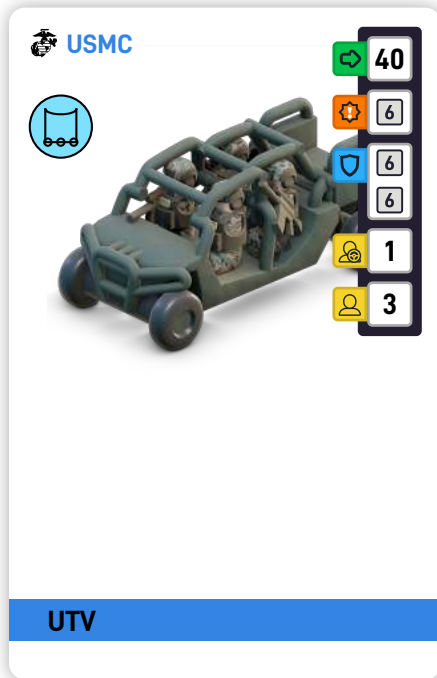
Thanks to decades of fighting enemies for whom the Geneva Conventions are taken as a vague suggestion, if at all, corpsmen are usually found with the same combat load as their Marine counterparts and are trained in basic infantry skills as well.



The Marine Corps' aviation specialists handle all facets of aircraft operations, from refueling and rearming to providing extensive maintenance capability in far-flung locations without access to luxuries like hangars and flight lines clear of debris. The wide variety of aviation specialties present in modern military aviation is outside the scope of Down Range to cover; accordingly, this unit represents any aviation ground Marine, from refuelers to maintainers to air controllers. As a specialist, this unit can use a ⬢ Skill of ⬡8 for any task related to aviation operations, outside of actually operating an aircraft. Players may wish to further subdivide aviation ground Marines into individual specialties, further restricting their specialist status depending on their actual role. If this is anticipated to be a frequent need, players can paint or print the headgear of the tokens in their appropriate color coding based on military standards.


Whether pilots, crew chiefs, or further specialists, Marine air crew are responsible for the operation of a diverse array of aircraft. The specific platform they operate varies from fighter jets to massive cargo helicopters, but for the purposes of Down Range, they're all the same. As a specialist, this unit can use a ⬢ Skill of ⬡8 for any task related to aviation maneuver or operating aircraft systems. The statistics provided are for an air crew member on the ground, with their assigned weapon. Players may wish to rule that all air crew have access to the typical survival kit included on most Marine aircraft, which may include an M4 carbine on some platforms and a survival radio suitable for signaling to potential rescuers.

1.0.2. Vehicles



With a variety of manufacturers, the Utility Terrain Vehicle (UTV) is an increasingly favored part of the Marines' mobility, allowing for high speed, lightweight transport of troops, cargo, and casualties to where they need to go.

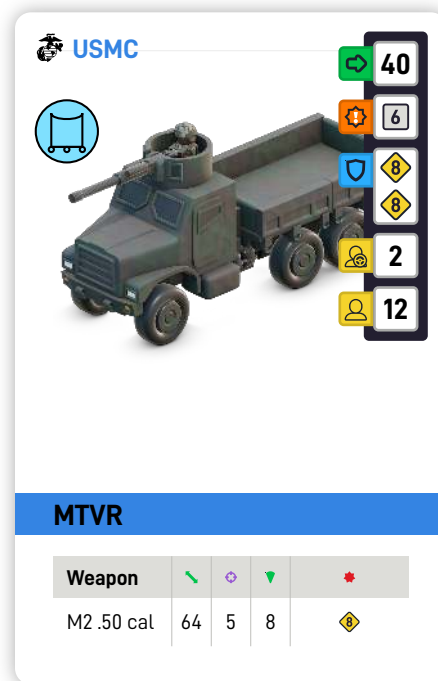
While UTVs are typically ruggedized versions of civilian all-terrain vehicles, Marine variants are usually equipped with radios and command-and-control systems.

Although not officially intended as a combat platform, Marines can and will mount weapons on UTVs. Players may wish to allow firing from a moving UTV at a  **Disadvantage**, or even with no additional challenges provided it's moving slowly enough and the weapon-to-target match is one not requiring excessive precision. Hit-and-run tactics on enemy armored vehicles may be particularly appealing.



This fist-sized drone is used for reconnaissance by Marines. Cheap, light, and effectively disposable, the Black Hornet is equipped with night vision, thermal, and optical cameras as well as a laser range-finder, allowing Marines to use the drone for target acquisition and observation.

One or more Black Hornets are typically carried per squad, and are often operated by a squad leader or an assistant squad leader specialized as a drone operator.



Replacing the aged fleet of HMMWVs, the Joint Light Tactical Vehicle is the Marine Corps' primary light tactical vehicle, serving in a variety of roles from casualty evacuation to logistics.

The JLTV can mount a variety of weapons, from the M2 .50 caliber machine gun and lighter machine gun variants to the Mk19 grenade launcher, the Javelin anti-tank missile, and various experimental platforms. The JLTV can also be fitted with a remotely-operated weapons station in place of a manned, open-topped turret, or forego the turret entirely.

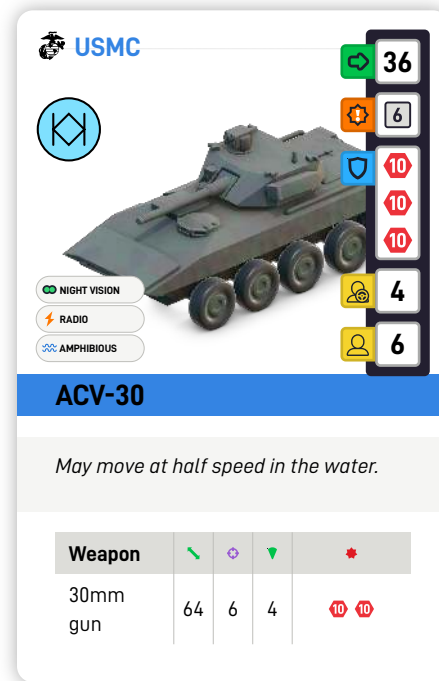
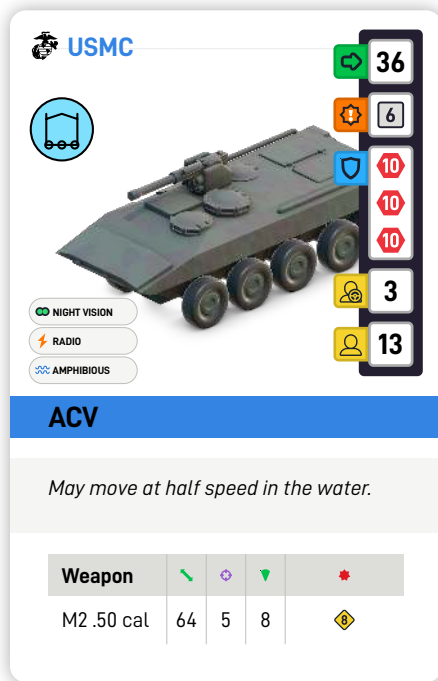
The vehicle itself comes in several flavors as well, from a two-door cargo variant to the more common four-door utility version with both long and short cargo area. The statistics provided are for the four-door variant with a mounted .50-cal.

Note that the movement, defense, and crew requirement does not change between variants - the primary differences between JLTV variants, for the purposes of Down Range, are the passenger capacity and armament.

Colloquially known as the "Seven-Ton" for its all-terrain cargo capacity, the MTRV is the mainstay of the Marine motor transportation fleet, carrying everything from troops to cargo in an assortment of truck bed configurations and trailers.

While not intended for frontline combat, the MTRV shares a turret mount with both the JLTV and the older HMMWV, and can mount a .50-cal machine gun, the M240 7.62 mm machine gun, and other weapons systems, whether manned or remotely operated from the crew cabin.

The statistics provided are for the up-armored variant that includes a protective cage around the crew compartment. The passenger capacity given is for troops riding in the truck bed with a full fighting load. The truck bed itself is unarmored; note that any attacks made on the occupants of the truck bed do not benefit from the MTRV's overall armor.



The Amphibious Combat Vehicle replaces the older AAV in Marine Corps service, and departs from the tracked mobility of its predecessor to roam about on gigantic wheels on land.

Like all other amphibious vehicles, the ACV moves at half its normal speed in water.

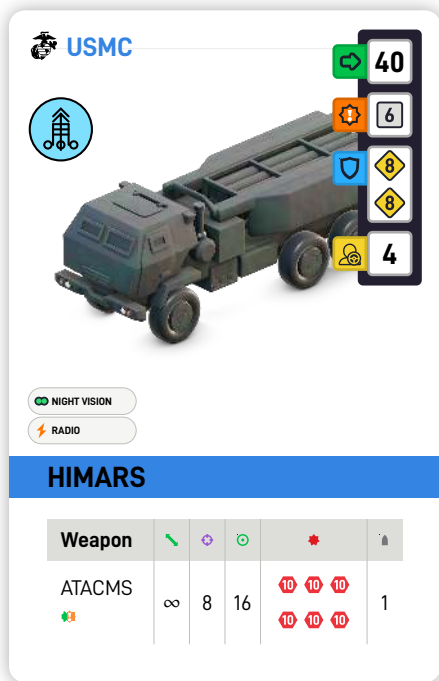
With a remotely-operated weapons station capable of mounting a .50-cal machine gun, 7.62 mm machine gun, or other similar weapon, the ACV is capable of providing fire support to Marines afloat or on land, and has a passenger capacity of 13 troops with a full fighting load.

The ACV also comes in a command variant that foregoes 7 of the passenger slots for an enhanced communication suite and a wide array of networked command and control systems. Save for the reduced passenger capacity, the statistics for this variant are the same.

Sacrificing troop capacity for firepower, the IFV variant of the ACV mounts a manned turret with a 30 mm autocanno and anti-armor missiles. The turret is modular enough to support a wider variety of weapons than is currently fielded, and players should feel free to consider alternative armaments based on potential upgrades to the ACV family.

The IFV variant of the ACV is not interchangeable with its less-powerful cousin, with a different hull configuration to support the turret.

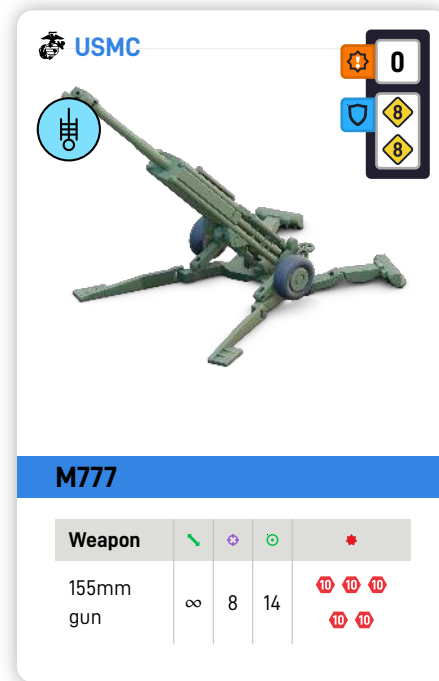
Despite the alterations, the IFV variant is capable of transporting six, and deploys them in the same manner as the standard ACV, with Marines exiting through the rear of the vehicle. The fire-control systems on the ACV IFV allow this process to continue regardless of whether the main gun is firing.



With a recent history of turning enemy logistics nodes, command facilities, and armored formations into a fascinating array of particulates, the High Mobility Artillery Rocket System is a favorite of U.S. and allied forces.

The HIMARS platform is capable of launching a variety of munitions in a “shoot-and-scoot” fashion, including:

- The 227 mm MLRS rocket system that disperses hundreds of submunitions over a wide target area, and their guided GMLRS variants
- The GLSB guided high explosive bomb
- The ATACMS surface-to-surface missile
- The PrSM smart missile system



Thanks to its lightweight titanium frame and wide variety of supported projectiles, the high-mobility M777 is the workhorse of U.S. and many allied tube artillery units.

The M777 can be airlifted by heavy helicopters and towed by a wide variety of ground vehicles, and its robust construction has lent itself well to “shoot and scoot” fire missions in recent conflicts.

The M777 can fire a variety of munitions, including high explosive shells, smoke and illumination rounds, and high-precision GPS-guided, rocket-assisted projectiles.



Replacing the aged fleet of HMMWVs, the Joint Light Tactical Vehicle is the Marine Corps' primary light tactical vehicle, serving in a variety of roles from casualty evacuation to logistics.

The JLTV can mount a variety of weapons, from the M2 .50 caliber machine gun and lighter machine gun variants to the Mk19 grenade launcher, the Javelin anti-tank missile, and various experimental platforms. The JLTV can also be fitted with a remotely-operated weapons station in place of a manned, open-topped turret, or forego the turret entirely.

The vehicle itself comes in several flavors as well, from a two-door cargo variant to the more common four-door utility version with both long and short cargo area. The statistics provided are for the four-door variant with a mounted .50-cal.

Note that the movement, defense, and crew requirement does not change between variants - the primary differences between JLTV variants, for the purposes of Down Range, are the passenger capacity and armament.

Initially conceived as a replacement to various light utility vehicles used by the U.S. armed forces until its debut in 1985, the High Mobility Multipurpose Wheeled Vehicle, more popularly known as the Humvee, has taken on the role and more since its inception.

Thanks to decades of counter-insurgency warfare, the initial light frame and canvas doors of the Humvee are now often replaced by heavy additional armor, blast-resistant hulls, and thick bullet-resistant windows. (The statistics provided are for a lightly-armored version - for a heavier variant, use armor statistics equivalent to the subsequent JLTV.)

The Humvee can mount a wide variety of weapons in a turret mount above the cabin; the statistics provided are for an M2 heavy machine gun, but Mk19 automatic grenade launchers and M240 medium machine guns are also common.

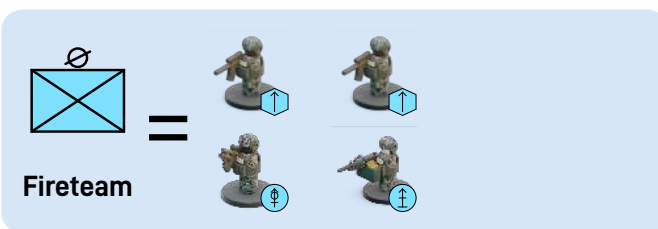
Variants include:

- An ambulance variant with extended cargo area
- A stripped-down open-topped utility variant with open bed
- Mortar carriers and TOW missile carriers

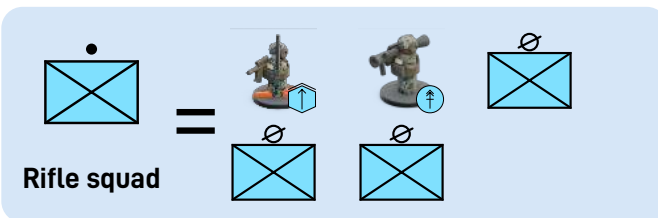
1.1. Employment

The charts below give a breakdown of typical U.S. Marine Corps unit organization at the company level and below. This is not necessarily doctrinally complete, entirely accurate, or even a good idea; rather, this aims to give players a basic understanding of how the Marine Corps organizes and the formations they're likely to be encountered in. This is intended to serve as a springboard for player creativity, experimentation, and scenario development.

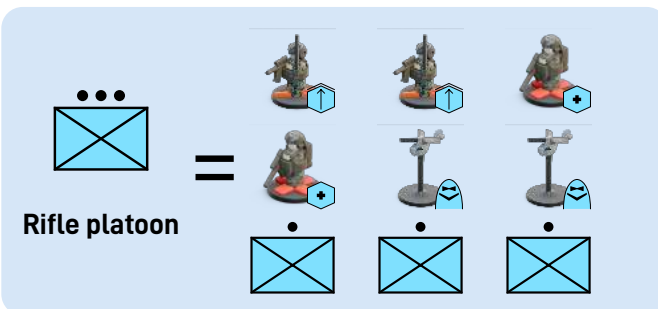
Note that, like other sections delineating force employment, vehicles are assumed to have the crew necessary to operate them, not depicted separately. Any passengers that are part of a unit's organization are depicted separately on the diagrams below.



The base unit of the Marine infantry is the fireteam, with a team leader, an automatic rifleman, an assistant automatic rifleman, and a rifleman. One of the four may carry an M203 or M320 grenade launcher, or increasingly a MAAWS rocket launcher.



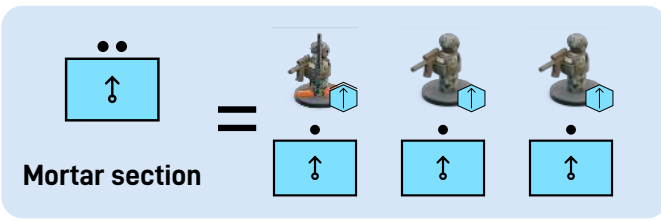
With a squad leader and assistant squad leader alongside three fireteams, the squad is the next echelon up. The ASL is typically used to operate drones or employ heavier weapons and is represented by a MAAWS gunner here.



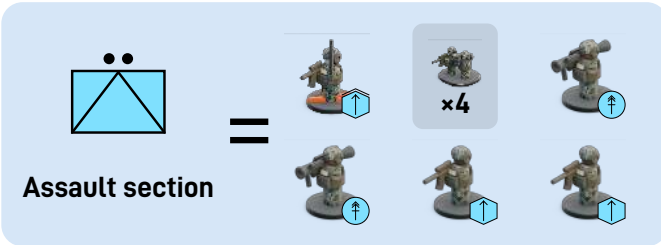
The platoon combines three squads and a weapons squad, along with a handful of UAS, a platoon commander and platoon sergeant, and one to two hospital corpsmen. This configuration is flexible, and will often include a variety of task-specific attachments



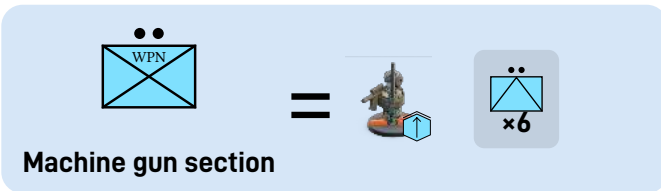
A single mortar squad consists of a two-man mortar crew and a team leader, with ammunition typically spread-loaded across the entire unit the mortar section is a part of.



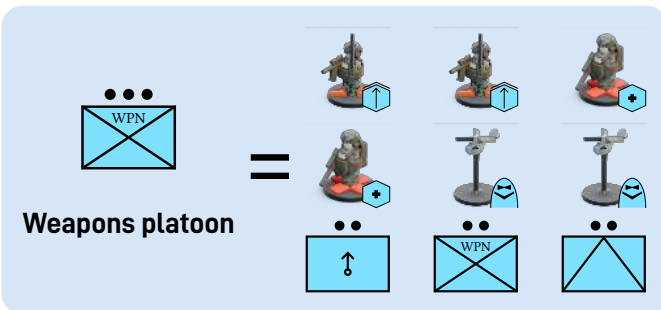
The mortar section is responsible for the organic indirect fires of the infantry company, with 60 mm mortars and their supporting infrastructure. In practice, additional mortars may be attached, and those that are already part of the section may be tasked out to platoons.



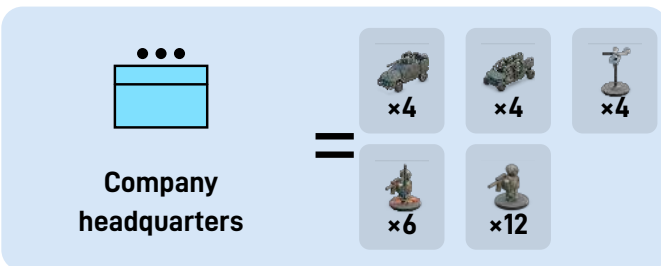
The assault section contains additional firepower for the rifle company, particularly anti-armor firepower in the form of additional Javelins, MAAWS gunners, and their leadership.



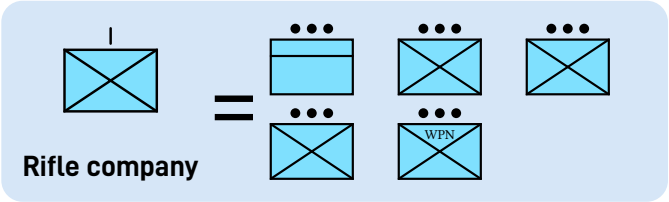
The machine gun section is home to the company's medium machine guns, although in practice it's typically broken out among the line platoons to provide more firepower at the decisive point.



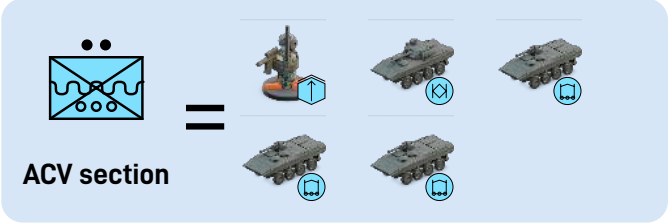
Typically led by the most senior lieutenant among the platoon commanders, the weapons platoon plays host to the Marines' small unit heavy weapons, from mortars to machine guns and beyond.



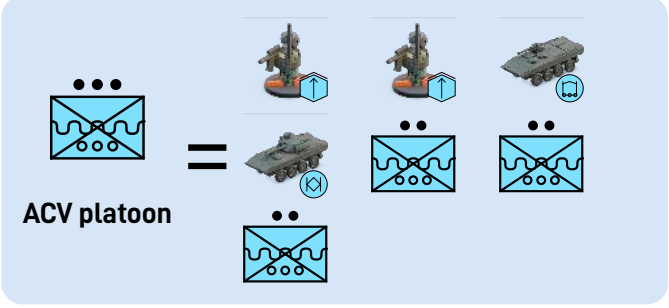
The company headquarters contains both the company leadership and Marines specialized in intelligence, fire support coordination, and logistics, giving each Marine rifle company a full staff complement in miniature.



The Marine rifle company is the base of small unit operations for the Marine Corps, with a degree of independent sustainment once battalion attachments are factored in. The rifle company is flexible and often augmented by a variety of task-specific attachments to ensure mission accomplishment.



The ACV section is intended to mechanize one rifle platoon, and consists of four ACVs (one of which may be the IFV variant). The leader depicted is typically one of the crew of the lead ACV and is depicted separately for clarity.



The ACV platoon is intended to mechanize one rifle company, and consists of three ACV sections and a command vehicle, any of which may be the IFV variant. The leaders depicted are typically in of the crew of the command vehicle and are depicted separately for clarity.

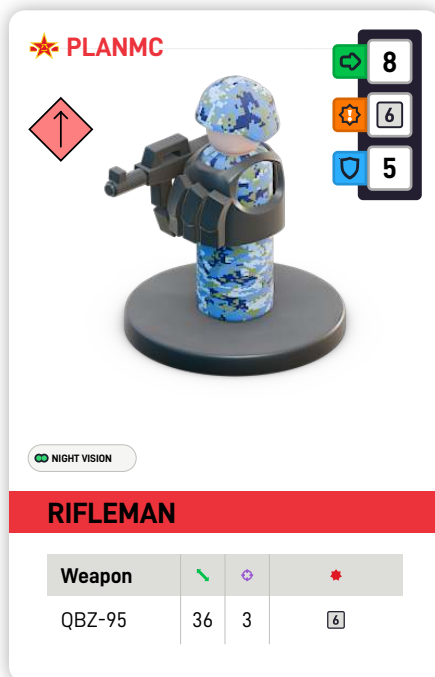
Chapter 2

THE PEOPLE'S LIBERATION ARMY NAVY MARINE CORPS

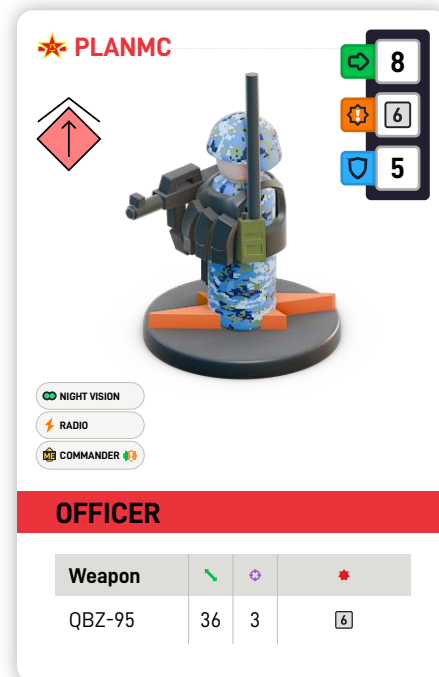
When unpainted, PLANMC miniatures are typically printed with sky blue plastic.

2.1. PLANMC units

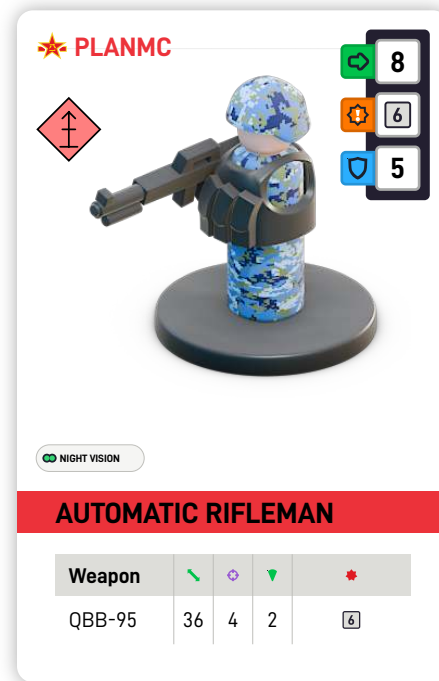
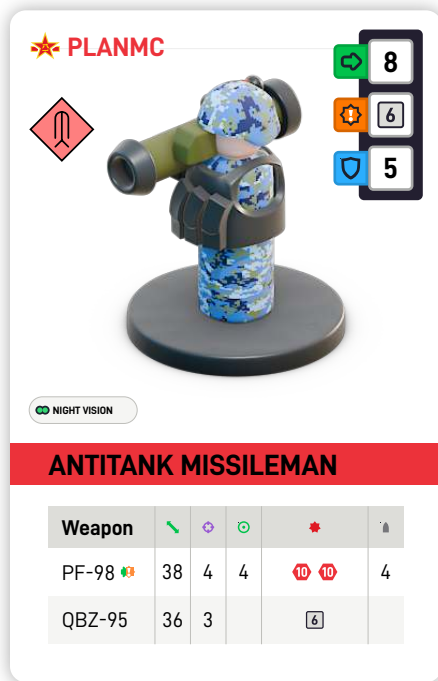
2.1.1. Personnel



A far cry from their predecessors in the 1950s People's Liberation Army, the modern PLA/PLANMC rifleman is equipped with body armor, night vision, and modern combat equipment. Increasingly drawn from a pool of professional soldiers, the training, discipline, and capability of the PLANMC is on par with most other major militaries.



The leadership of the PLANMC is, similarly to their subordinates, well-trained and equipped with effective command and control systems. PLA doctrine emphasizes aggression and fire-power at the small unit level, and the PLANMC officer is the focal point for coordination of everything from mechanized infantry assaults to leveraging non-organic fires.



With the PLA’s emphasis on firepower at a low level, most PLANMC squads come with at least one soldier equipped with a PF-98 “Queen Bee” anti-tank weapon. With both guided and unguided variants, the Type 98 delivers a 120 mm high explosive in a recoilless rifle configuration. Most PLANMC variants are fired from the shoulder, with a fire control computer and anti-tank HEAT projectile equipped.

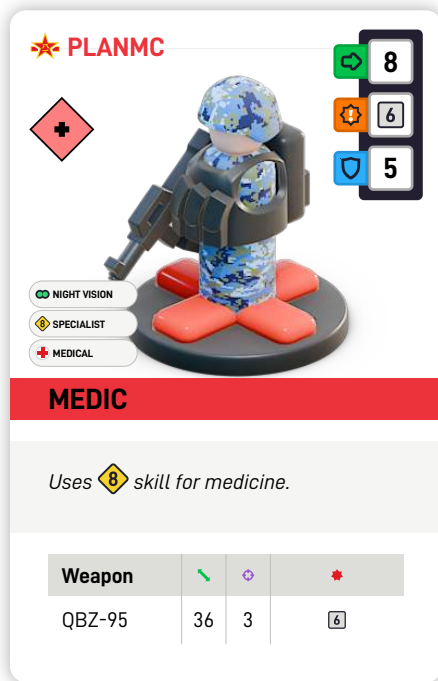
The launcher is typically not considered disposable, and ammunition is usually stored in the vehicles of mechanized infantry squads or spread-loaded among troops in dismounted infantry operations.

Players should consider the scenario at hand, and, if available, increase the number of PF-98 launchers available to PLANMC troops if the scenario depicts a situation in which the PLANMC has had time to prepare for an enemy with armored capability.

The QBB-95, a close cousin to the QBZ-95 assault rifle, is a drum-fed light machine gun operated by a single soldier. The QBB-95 is found in every PLANMC squad. Despite its similarity to the QBZ-95, it often fires a more powerful round capable intended for the LMG role.

As with most modern forces, the PLANMC typically spread-loads the drum ammunition among the soldiers in each squad, with a designated assistant gunner often being used as the pack mule for the QBB-95 gunner.

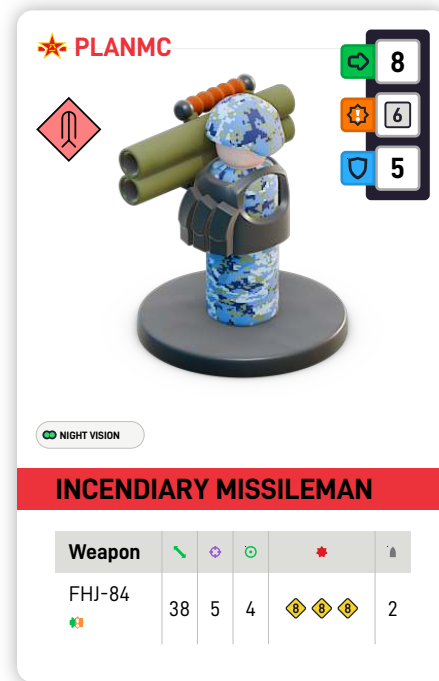
For the purposes of Down Range, the QBB-95’s rapid rate of fire doesn’t represent a potential for ammunition depletion, thanks to the weapon’s ability to accept both its dedicated drum magazines and the standard AK-style magazines used by PLANMC riflemen.



Unlike their American counterparts, the PLANMC generally reserves medical personnel to a company echelon, although platoon-level medical capability is not unheard of.

Despite this, the PLANMC's medics are well-trained and well-equipped, with a full suite of basic trauma equipment close at hand. Or, more generally given the PLANMC medic's typical deployment, close at hand to the company commander.

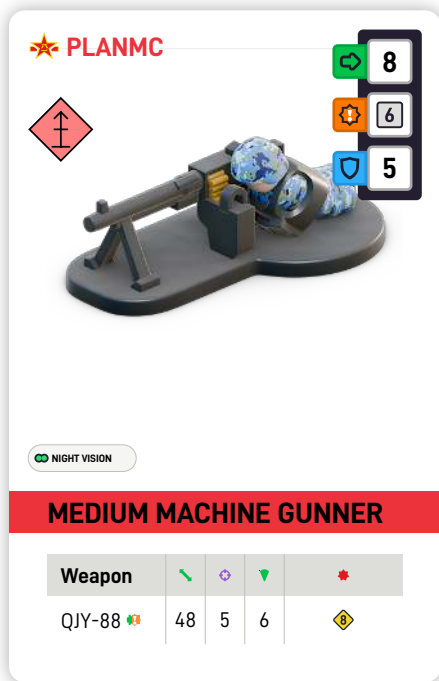
The highly mechanized nature of the PLANMC allows this limited medical manpower to go further, given every unit's ability to conduct casualty evacuation and shield wounded soldiers for treatment.



An attempt to provide a small-unit incendiary capability to PLA ground troops, the FHJ-84 is a dual-barreled unguided rocket launcher that fires an incendiary warhead.

Due to the clumsiness of the system and its inherent drawbacks, not every FHJ-84 gunner has an alternate weapon. The weapon more than makes up for it, as every flammable target hit by the weapon will, regardless of whether it's downed by the damage outright, light on fire, suffering 6 **Damage** every turn thereafter until extinguished.

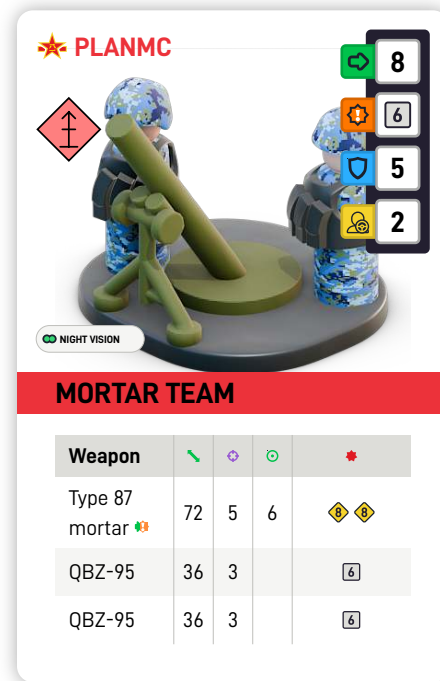
Per flaming target, each turn, players will also roll 6. Any flammable target within that distance of the flaming object will also ignite.



A close analogue to many Western designs, the QJY-88 is the PLANMC's primary general purpose machine gun, and present throughout the ranks of the PLANMC. Distinguished by its asymmetrical box-shaped ammunition containers, the QJY-88 is operated by a single gunner.

Unusually, the QJY-88 uses the same cartridge as the QBB-95, a design choice offset by the gun's impressive rate of fire.

Like their automatic rifleman brethren, the PLANMC's machine gunners form an integral part of small-unit firepower, and at least one can be found in most PLANMC mechanized infantry squads.




A mortar team of two operators equipped with a Type 87 - or the more modern, if lighter - PP-89 mortar is the common PLANMC solution for indirect fires at the small unit level. Two operators, often with a non-commissioned officer in charge as well, handle each mortar.

While some platforms in the greater PLA inventory are able to launch the mortar from the platform itself, the mortars depicted here must be removed from vehicles and emplaced by the firing team in order to send rounds out.

2.1.2. Vehicles

★ PLANMC

🗨️ 36
⚙️ 6
🛡️ 10
🛡️ 10
👤 3
👤 7



👁️ NIGHT VISION

⚡ RADIO

🌊 AMPHIBIOUS

ZBL-09

May move at half speed in water.

Weapon	🔫	🎯	📏	🛡️	🛡️	🛡️
30mm gun	64	6	4		🛡️ 10	🛡️ 10
PF-98 🎯	38	4		4	🛡️ 10	🛡️ 10

The ZBL-09 is the PLANMC's wheeled amphibious IFV, with a 30mm main gun and a passenger configuration of 7 in the IFV configuration. An APC variant also exists, foregoing the turret for a total of 11 passengers carried.

Variants similar to both exist, from engineering to mortar, reconnaissance, and command.

★ PLANMC

🗨️ 36
⚙️ 6
🛡️ 10
🛡️ 10
👤 2
👤 9



👁️ NIGHT VISION

⚡ RADIO

🌊 AMPHIBIOUS

ZBL-09 APC

May move at half speed in water.

Weapon	🔫	🎯	📏	🛡️
Type 86 MMG 🎯	48	5	4	🛡️ 8

The ZBL-09 is the PLANMC's wheeled amphibious IFV, with a 30mm main gun and a passenger configuration of 7 in the IFV configuration. An APC variant also exists, foregoing the turret for a total of 11 passengers carried.

Variants similar to both exist, from engineering to mortar, reconnaissance, and command.

★ PLANMC

NIGHT VISION
 RADIO
 AMPHIBIOUS

ZTD-05

May move at half speed in water.

Weapon	🔫	🌀	📉	🕒	🔴
105mm gun	64	6		2	10 10 10
Type 86 MMG 🌀	48	5	4		8

The ZTD-05 is a main-line ZBD-05 light tank variant mounting a 105mm gun.

★ PLANMC

NIGHT VISION
 RADIO
 AMPHIBIOUS

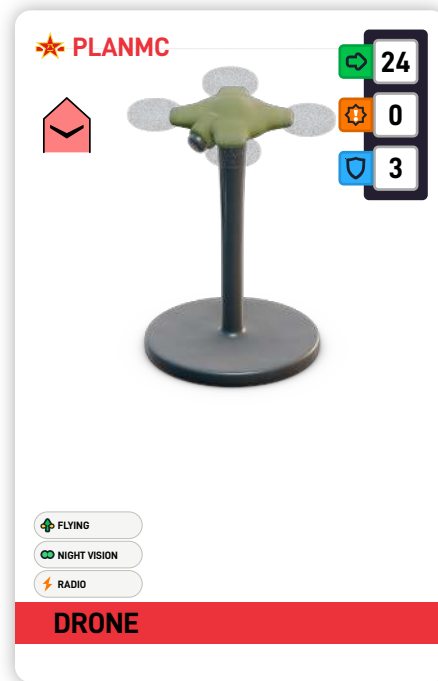
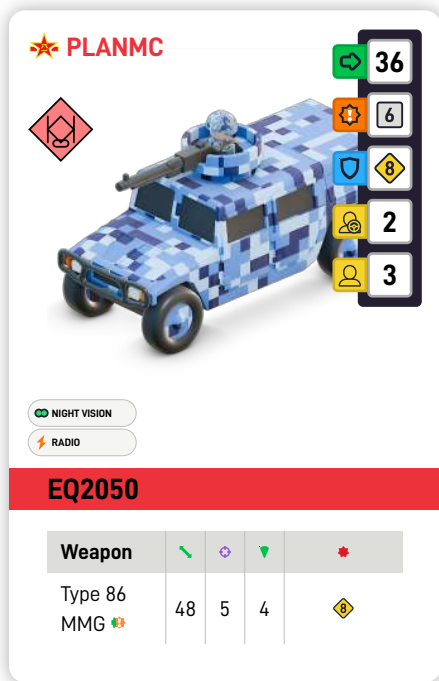
ZBD-05

May move at half speed in water.

Weapon	🔫	🌀	📉	🕒	🔴
30mm gun	64	6	4		10 10
Type 86 MMG 🌀	48	5	4		8

The Type 05 amphibious armored vehicle is the PLANMC's latest amphibious vehicle family.

The ZBD-05 proper is equipped with a 30mm autocannon on a turret similar to the ZBL-09.



With an eerie - some might say identical - similarity to the American HMMWV, the EQ2050 is the PLA's answer to the need for a lightly-armored, highly-mobile utility vehicle to transport troops and cargo across the battlefield.

Often used as command vehicles in PLA light infantry units, the EQ2050 is as flexible as its plagiarized inspiration, with the ability to mount a variety of weapons in any of its configurations.

A dizzying array of variants exist, including the slightly-more-advanced EQ2060, unarmed variants, and long-bed cargo trucks.

The statistics given are for an MMG-armed version; for an unarmed variant, simply remove one crewmember and the weapon.

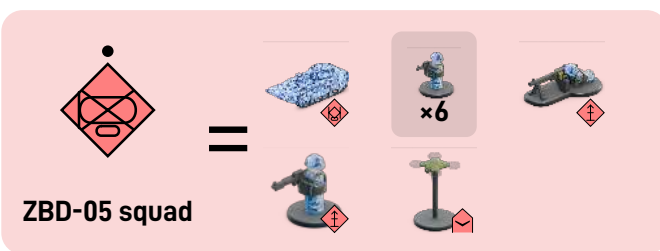
The PLANMC, like most other modern forces, uses an extensive array of small UAS for small-unit intelligence, surveillance, and reconnaissance. The PLA as a whole enjoys the advantage of originating most commercial drones in existence through the vast array of state-owned corporations, and PLANMC drone technology is accordingly among the world's best... or at least the best of the cheapest.

Like other forms of remotely operated vehicle, PLANMC drones require an operator to 🌀 **Focus** and ⚡ **Signal** each turn, and may relay information and move otherwise.

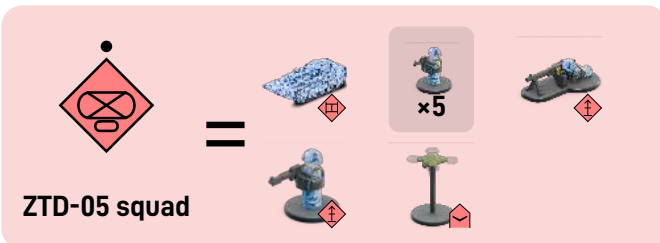
2.2. Employment

The charts below give a breakdown of typical PLANMC unit organization at the company level and below. This is not necessarily doctrinally complete, entirely accurate, or even a good idea; rather, this aims to give players a basic understanding of how the PLANMC organizes and the formations they're likely to be encountered in. This is intended to serve as a springboard for player creativity, experimentation, and scenario development.

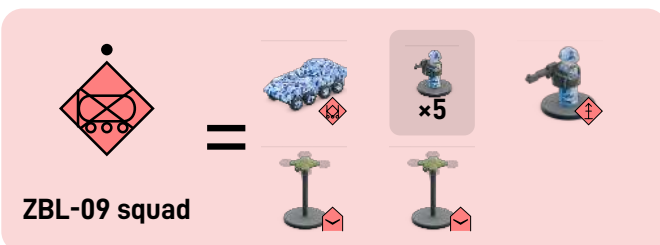
Note that, like other sections delineating force employment, vehicles are assumed to have the crew necessary to operate them, not depicted separately. Any passengers that are part of a unit's organization are depicted separately on the diagrams below.



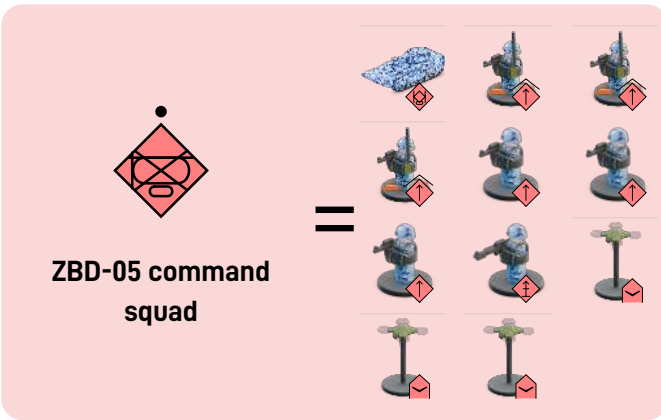
The typical PLANMC squad rides in a ZBD-05 amphibious vehicle, and has a squad leader, anti-tank gunner, and six riflemen alongside light and medium machine gunners. This is increasingly augmented by small UAS, both armed and unarmed, at the squad level.



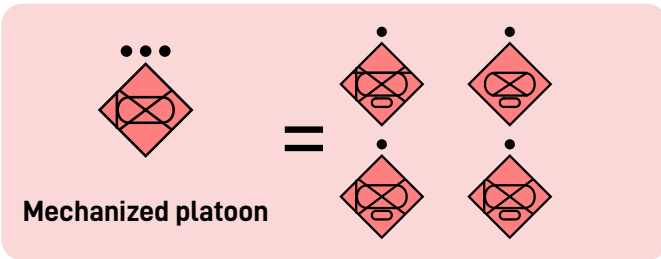
With concessions for extra ammunition storage, the ZTD-05 dismount group is similar to its IFV cousin, carrying a squad of infantry to form a potent combined-arms team.



For rear-echelon, support, and command units, the PLANMC often uses the wheeled ZBL-09 IFV, with a typical dismount section of a squad leader, anti-tank gunner, light machine gunner, and four riflemen. Like its heavier counterpart, the ZBL-09 squad is often employed in concert with UAS.



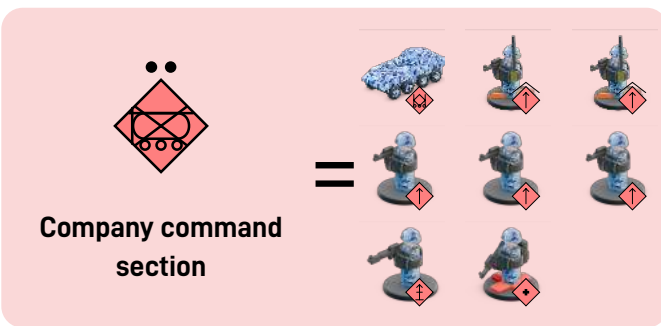
The command squads of the PLANMC's mechanized infantry platoons have an increased capability for observation, command, and control, with UAS operators and command staff riding in their own infantry fighting vehicle, whether a ZBD-05 or a ZBL-09.



The typical section of PLANMC infantry is deployed in a platoon of three squads and a command squad, all equipped with organic infantry fighting vehicles.



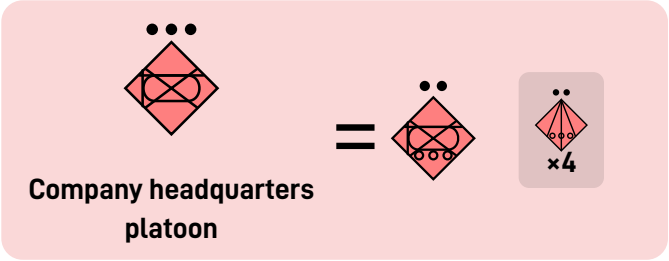
With mobility provided by a ZBL-09, a PLANMC mortar squad consists of two mortar teams and their leadership, able to rapidly deploy into contested territory and support the advance with precision firepower.



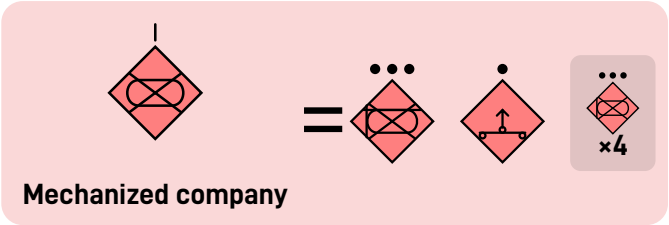
The command team of a PLANMC company is equipped with organic transportation, communications, and security, allowing the commander to get as close to the action as comfort - and occasionally military necessity - allows. The command team is also home to the company's medical assets.



Although held at the company level, the support team is often attached to the regular platoons to provide communications, mobility, and foot-mobile anti-tank firepower where it's needed most.



The headquarters platoon of a PLANMC company is a flexible, fully-motorized element with a command team and four support teams, which are typically split into two sections.



While the line platoons are largely interchangeable, a typical company might have two platoons mounted in ZTD-05s and ZBD-05s, with the remaining two platoons in ZBL-09 variants

Chapter 3

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