

Algerian Packages

Infantry	
Military Science	20
Infantry Tactics	5
Medicine	10
Aim	20
Autofire	5
Longarm	10
Hiding	10
Navigation	10
Survival	10
Armed HTH	10
Unarmed HTH	10

Total Value	120
Package Cost	110

The infantry is about half professional, half conscript and organized along French lines. They have been largely ineffective in dealing with internal Islamic Fundamentalists, but have been much more success full in border skirmishes with neighboring countries.

Special Riot Unit	
Military Science / Infantry Tactics	5
Aim / Smallarm	10
Armed HTH	25
Swing	15
Unarmed HTH	25
Grapple	15

Total Value	95
Package Cost	90

Baton swinging, submachine gun totting phalanx that support the Gendarmerie and police in times of major civil unrest (and the body count rises). They are also used in mop up operations after engagements with Fundamentalists. Requires **Infantry** package.

Desert Unit	
General Mechanics	20
Internal Combustion Engine	10
Hiding	10
Concealment	10
Navigation	25
Land	15
Survival	25
Desert	15
Tracking	20
Drive	15
Automobile	5

Total Value	170
Package Cost	155

Tasked with patrolling Algeria's long and inhospitable border, the units of the Desert Troop spend long periods of time away from support. They are concentrated along the Libyan border trying to prevent the smuggling of supplies to the Fundamentalists. Requires **Infantry** package.

Option: It is possible that some of these units are still equipped with camels. Replace General Mechanics/ICE and Drive/Automobile with Ride 40/Camel 20 for Value 195/Cost 180).

Special Forces	
Military Science	15
Hardware	10
Infantry Tactics	10
Medicine	10
Emergency Medicine	10
Aim	15
Autofire	5
Longarm	5
Smallarm	5
Demolitions	30
Hiding	10
Creeping	10
Navigation	10
Land	10
Survival	10
Unarmed HTH	10
Grapple	10
Parachuting	40
Total Value	270
Package Cost	235

Highly trained and well equipped by African standards, the Algerian Special Forces units are now used almost exclusively in operations against the Fundamentalist uprising. They are on good terms with the French Foreign Legion and receive substantial aid and advisors. Requires **Infantry** package.

Gendarmarie	
Military Science	20
Infantry Tactics	5
Police Science	10
General Mechanics	20
Internal Combustion Engine	10
Medicine	10
Aim	20
Autofire	10
Longarm	5
Gunnery	20
Navigation	20
Land	10
Armed HTH	10
Unarmed HTH	10
Drive	35
Automobile	10
Total Value	255
Package Cost	230

This paramilitary organization is responsible for law enforcement outside of the major cities. They are well equipped with armored cars and good communications. They have proven effective against Fundamentalist activity but are spread too thin to do significant damage.

Surete	
Law	10
Military Science	10
Police Science	20
Aim	20
Longarm	5
Smallarm	10
Armed HTH	10
Unarmed HTH	20
Grapple	5
Drive	5
Total Value	115
Package Cost	105

The national police are responsible for day to day policing in the major cities. They also perform embassy guard duty, and provide protection for government office and most banks.

Special Riot Police	
Military Science	25
Infantry Tactics	15
Medicine	10
Aim / Longarm	5
Armed HTH	45
Swing	20
Unarmed HTH	35
Grapple	15
Total Value	205
Package Cost	185

These units respond brutally to civil unrest in the major cities. Backed by tear gas and water cannons, they beat down any unauthorized gathering. It is said that every time they deploy the Fundamentalists gain another 100 supporters. Requires **Surete** package.

Investigation Division	
Law	10
Police Science	5
Research	25
Acting	20
Hiding	10
Creeping	5
Diplomacy	25
Coercion	10
Persuasion	10
Total Value	120
Package Cost	110

The Investigations Division of the Surete performs both police style investigations and intelligence operations. With such diverse missions it is not surprising that they are not very effective at anything. They have no success at gaining early information on Fundamentalist activities, and there are rumors of a military intelligence unit being formed for that purpose alone. Require **Surete** package.