|  |  |
| --- | --- |
| Infantry | Calvary  |
| Light Infantry  | Light Dragoons |
| Infantry  | Dragoons |
| Grenadiers | Calvary  |
| Marines  |  |
| Riflemen |  |
| Guards  |  |
| Militia  |  |

**INFANTRY**

Light Infantry- are a flexible, highly trained, and rapidly deployable infantry unit.

Infantry- are soldiers who are specifically trained for the role of fighting on foot to engage the enemy face to face and typically bear the brunt of the casualties of combat in wars. They are still the backbone of the Confederate Infantry.

Grenadiers- Are Assault troops. They are the Confederacy’s answer to forts and castles. They are made up of the more experienced soldiers in the Confederacy.

Marines- An infantry force that specializes in small operations. Also known for their strength in 4v4 normal clan battle.

Riflemen- an infantry force that specializes with snipers and other select fire weapons, such as BR’s or DMR’s.

Guards- An infantry force that’s sole purpose is to “guard” something, or someone.

Militia-this is the default infantry type for all infantry regiments.

**CALVERY**

Calvary- soldiers who fight mounted on a mongoose. These people are well trained in small group tactics and blitzkrieg.

Dragoons- Dragoons are mounted Infantry. They ride on vehicles into battle then dismount to fight.

Light Dragoons- Mounted, flexible units that ride into battle and then dismount to fight.