

COMPANY COMMANDER

MODULE 6

DEFENCES

TACTICAL BRIEFING ON DEFENCES

At the start of the game, you will control a number of villages. These will be the base of your operations. To protect them, there are a number of unit types that will add to the defences of each location. Wire and mines can be emplaced on the perimeter of your village, and a ring of trenches with strong points will add to the defensive value. Artillery should have the protection of a Weapons Pit, and vehicles can be add to their protection with a hull down position. A further enhancement to the perimeter defences is provided by an anti tank ditch, or a berm. Attacks at night by aircraft or ground forces can be illuminated by search lights. Aircraft can be made safer with an air revetment. All these defensive enhancements will be vital. Camouflage netting will help to conceal important units from detection by recon. The level of fortification is very important when a village is attacked by artillery, as low fortification levels are deemed to mean Infantry are exposed to its effects, and will probably suffer very heavy losses. Collateral damage will also effect the location for some time, as it is gradually repaired.

Unit Designation	Wire (Undeployed)
Base Price	2
Base TTC	0
Unit Weight (Lbs)	500



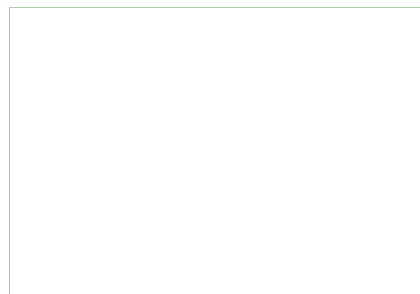
Twenty-five 100' rolls of concertina wire. Unit weighs 500 lbs. Wire is used to disrupt infantry advances. They are placed on perimeters and with Field Fortifications to slow enemy infantry. They will not affect tanks and AFVs greatly. Wire is usually used in multiple thickness along key routes of suspected attack, and has been measured in acres in the past. A well defended location could have as many as 50 wire units emplaced. Wire is emplaced by Engineer Sections at a rate of 3 units/Sect/turn. This unit becomes 'Wire Entanglement' after the Engineer or Pioneer units have deployed it.

Unit Designation	Search Light
Base Price	8
Base TTC	0
Unit Weight (Lbs)	1200



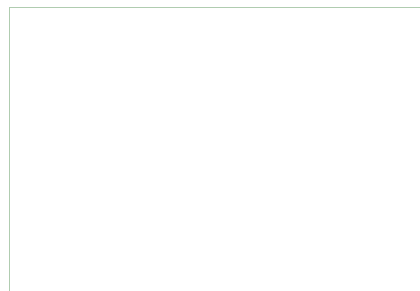
1 search light, used for illuminating a base, or lighting up attackers, either on the ground or in the air. These lights are easily destroyed, but make a difference to the security of a base, if under attack in any form at night.

Unit Designation	Anti Tank Ditch
Base Price	0
Base TTC	0
Unit Weight (Lbs)	



A 50 yard stretch of anti tank ditch. The ditch is 4 feet deep and 6 feet wide, making it difficult for any vehicle to cross. It takes a lot of machinery and defence stores and manpower to create this obstacle, but it provides some security, and allows the defenders some protection from swiftly advancing armour. To gain full protection you should have 2 anti tank ditches for each village level. It requires 4 Excavators and 4 Combat Engineer/pioneer units and 15 Defence Stores.

Unit Designation	Weapons Pit
Base Price	0
Base TTC	0
Unit Weight (Lbs)	



This is the round entrenchment that was made famous in the Vietnam Firebases. A shallow pit, with underground crew cover and ammunition storage, and a sandbagged wall protecting the artillery piece. Each Weapons Pit takes 10 Defence Stores, 2 Pioneer Sections and 2 Excavators an entire turn to build.

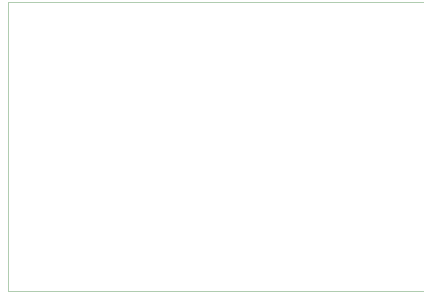
Unit Designation **Air Revetment**

Base Price

Base TTC

Unit Weight (Lbs)

This is a wall that surrounds aircraft that are parked up on the airfield, either being worked on, or waiting for a mission. Each Revetment protects a single aircraft. It provides protection from strafing, rocket attack and shell splinters. It will not protect from a very near miss or a direct hit by any of the heavier weapons. It is built by Pioneer Sections or combat engineers, and takes 3 units a whole turn to build. They will need 20 Defence Stores to complete the task.



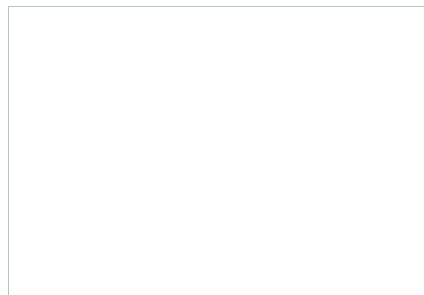
Unit Designation **AFV "Hull Down" Fighting Position**

Base Price

Base TTC

Unit Weight (Lbs)

This is the classic 'Hull Down' fighting position. It provides protection from direct fire and observation, so that the AFV enjoys greater safety in a battle. It denies the unit the mobility that also offers good protection to highly trained crews, and has been described as a 'Tank Crew Grave'. However there are definite advantages to having your armour protected like this. It takes 15 Defence Stores, 3 excavators and 4 Pioneers or 3 combat engineer units an entire turn to dig this position.



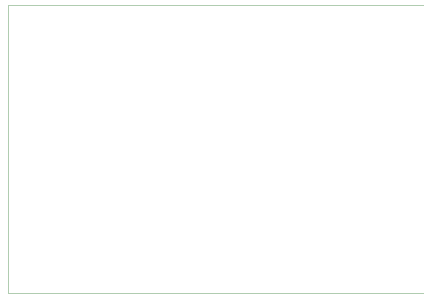
Unit Designation **Strong Point**

Base Price

Base TTC

Unit Weight (Lbs)

A strong Point consists of a group of sandbagged machine gun posts linked by trenches with top cover to protect from artillery fire. A strongpoint will usually be built to considerably enhance the strength of a location with slit trenches. It is a large engineering undertaking but adds to the defence of key villages. The build requires 4 Combat Engineers, 4 Excavators and 40 Defence Stores.



Unit Designation **Fascene**

Base Price

Base TTC

Unit Weight (Lbs)

A fascene is a bundle of steel pipes that are carried into battle to fill in anti tank ditches to create a crossing point. Any Truck can carry 2, and armoured vehicles can carry 1. Once used, they are considered expended, but give your forces vital ability in crossing an Anti Tank Ditch.

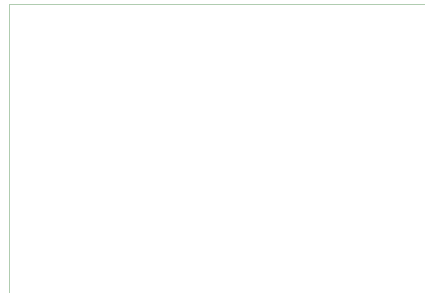


Unit Designation	Camouflage Netting
Base Price	1
Base TTC	0
Unit Weight (Lbs)	50



5 Large Camouflage nets. Enough netting to cover 5 units, reducing the possibility of enemy units spotting those protected by nets. Visual detection is made much harder, but nets are not as effective against other detection methods.

Unit Designation	Defence Stores
Base Price	1
Base TTC	0
Unit Weight (Lbs)	100



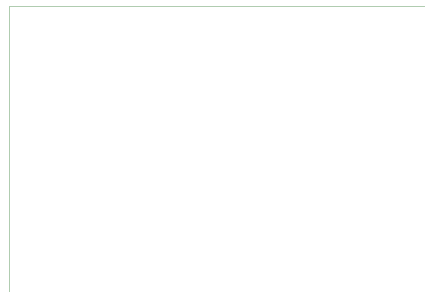
100 Lbs of material used in the construction of Field Fortifications, bunkers, weapons pits Airstrips and Armoured Fighting Positions. These materials are sand bags, corrugated steel sheeting, metal stakes, timber, Pierced Steel Matting and concrete. Each unit of these materials costs around 1 MP.

Unit Designation	SNR-125 Radar Station
Base Price	320
Base TTC	440
Unit Weight (Lbs)	2300



One reconditioned SNR-125 Mobile Radar Station. This unit is able to search out to 15 miles for air threats. It gives the defenders time to get under cover, and the air defences some warning of direction, speed and altitude of the attacker, significantly enhancing their chances of a successful engagement when the attacker arrives. It is towed by any vehicle.

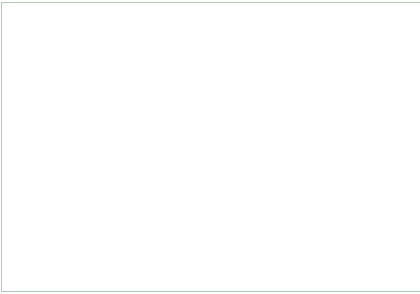
Unit Designation	Berm
Base Price	0
Base TTC	0
Unit Weight (Lbs)	0



50 Metres of Berm. A Berm is a low hill behind which vital structures and units can be protected. A Berm is usually bulldozed from the existing ground, so heavy equipment in the form of Excavators, BAT-M or VCG are required to create such a barrier. A Berm gives good protection to defending Infantry and facilities within the Berm. Requires 2 combat engineers, 4 engineer vehicles and 30 defence stores, and is made in a single turn.

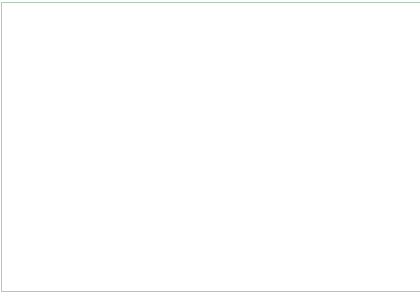
Unit Designation	Slit Trench
Base Price	0
Base TTC	0
Unit Weight (Lbs)	0

20 Metres of trench, 4 feet deep and 1.5 feet wide, with zig zagging and bays. Slit trenches are used at perimeters to provide protection against fire from outside the village. Usually these are improved from fox holes that are dug by Infantry units when they stop at an undefended location, and eventually circle any important location. Usually, slit trenches are dug with excavators and shored up with defence stores by combat engineers or pioneers. Therefore each length of slit trench requires 1 Excavator, 1 Combat engineer or Pioneer and 8 Defence Stores.



Unit Designation	Fox Holes
Base Price	0
Base TTC	0
Unit Weight (Lbs)	0

Fox Holes are dug in undefended locations by Infantry units that are present at a village. These will form the first defences of the village, and help to protect the Infantry, should they be attacked before heavier defences are in place. There is no cost for Fox Holes, as they are dug by the troops and require no shoring up.



Unit Designation	Bunker
Base Price	0
Base TTC	0
Unit Weight (Lbs)	0

A bunker is a hardened defensive position, usually within a defended area, used to shelter key units such as TAC HQ, Commanders and other important non combat units. It is expensive to build, requiring 2 combat engineers, 4 Excavator type units and 40 defence stores.

