

COMPANY COMMANDER

MODULE 9

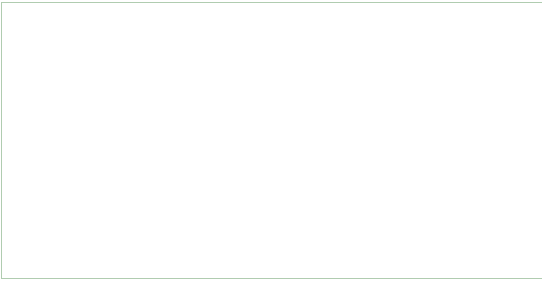
INFANTRY PERSONNEL UNITS

TACTICAL BRIEFING ON INFANTRY PERSONNEL UNITS

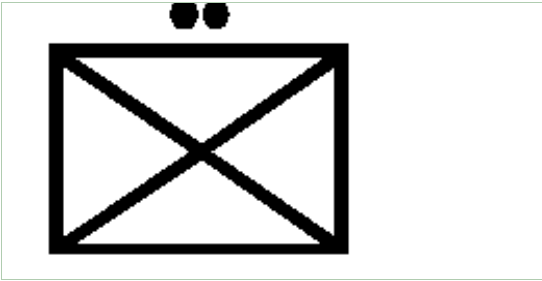
Although the armour and aircraft are a desirable asset to any faction, it is the units from this section that carry out the tasks that will be vital to your success. Armour can destroy a well dug in enemy, and aircraft can inflict heavy losses, but it is only the Infantry which can hold the ground that you have captured. No vehicle unit can operate without the support of Infantry units. Armour deprived of Infantry support will become extremely vulnerable in close terrain to the missile carrying Infantry, and Armoured units will soon grind to a halt without the attention of a mechanics. Morale will drop if a force has no medics and the co-ordination of an operation will collapse if there are no Command elements to devise plans, draw up orders and distribute them to the formations which carry out the orders. TAC HQs are required for long distance communications and communications with aircraft. The most important links in the chain are the Officer and Commander. A Commander also carries out resource recon of each village to determine the levels of potentials in that location. Commanders and Officers also lead troops into battle, a vital role.

Without Combat Engineers and Pioneers, there can be no construction. Fortification of your positions will be essential if you are to defend them against aggression. In battle it is inevitable that losses will be sustained. Replacements are necessary to return depleted units to operational status after they have sustained heavy casualties.

The main fighting elements are very different in their capabilities. Militia units training and armament mean that they are hard to direct, and it is difficult to prevent them from running away. The better the class of Infantry, the more versatile they are, but with a consequent rise in combat supply use in combat. Without plentiful Infantry, you will find that your faction will be very exposed, and vulnerable.

Unit Designation	Militia Infantry Squad				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	50				
Unit Weight (Lbs)	2500				
Supply (Pts)	2				
Travel Range (Miles)	10				
Night	<input type="checkbox"/>			Attack strength Infantry	2
Smoke	<input type="checkbox"/>			Attack Strength Soft	2
Main Armament	10 Rifles & Grenades			Attack Strength Lt Armour	0
Main Armament Range (M)	200	Attack Strength Anti Tank	0		
Secondary Armament	0	Attack Strength AAA	1		
Secondary Armament Range (M)		Attack Strength Forts	1		
		Defence Strength	1		

10 locally recruited and armed men, Training is very poor. This unit is raised from local men, and armed with whatever weapons can be spared, often bolt action rifles from colonial times. They also carry grenades They can perform garrison duties but need other types of Infantry if they are to hold a defensive position. Morale of Militia infantry is fair, as they are enthusiastic, but with heavy losses this enthusiasm disappears and they will rout or desert. Physical endurance is average. Militia Infantry do not adapt well to lack of support.

Unit Designation	Regular Infantry Squad				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	80				
Unit Weight (Lbs)	2500				
Supply (Pts)	3				
Travel Range (Miles)	12				
Night	<input type="checkbox"/>			Attack strength Infantry	5
Smoke	<input checked="" type="checkbox"/>			Attack Strength Soft	4
Main Armament	Semi Auto Rifles, Grenades			Attack Strength Lt Armour	1
Main Armament Range (M)	300	Attack Strength Anti Tank	0		
Secondary Armament	Light Machine Gun	Attack Strength AAA	3		
Secondary Armament Range (M)	500	Attack Strength Forts	2		
		Defence Strength	2		

10 Men, equipped with semi-automatic assault rifles. The unit also has a light machine gun for fire support. Regular Infantry have a higher level of training than Militia infantry and better morale. They can be used for offensive operations, but need good leadership and plenty of support. This unit can provide crews for light Infantry support weapons, such as light mortars and recoilless artillery with fair effectiveness. Use of supply in combat is higher.

Unit Designation	Commando Squad				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	100				
Unit Weight (Lbs)	2500				
Supply (Pts)	4				
Travel Range (Miles)	20				
Night	<input checked="" type="checkbox"/>			Attack strength Infantry	7
Smoke	<input checked="" type="checkbox"/>			Attack Strength Soft	6
Main Armament	10 x Assault Rifles			Attack Strength Lt Armour	2
Main Armament Range (M)	300	Attack Strength Anti Tank	0		
Secondary Armament	GPMG	Attack Strength AAA	4		
Secondary Armament Range (M)	600	Attack Strength Forts	3		
		Defence Strength	2		

10 Commandos. This unit is armed with fully automatic weapons, a general purpose machine gun, and carries an assortment of HE, WP and Smoke grenades and rifle grenades. They also have 1 night vision scope. Morale and physical endurance are high, so the unit will remain effective longer in combat. Commandos are capable of airmobile, airborne and amphibious operations, as well as covert and recon ops and can operate unsupported for long periods of time. Commandos can use Demo charges and light Support weapons.

Unit Designation	Combat Engineer Squad				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	80				
Unit Weight (Lbs)	2500				
Supply (Pts)	4				
Travel Range (Miles)	20				
Night	<input type="checkbox"/>			Attack strength Infantry	4
Smoke	<input checked="" type="checkbox"/>			Attack Strength Soft	4
Main Armament	10 x Assault Rifles			Attack Strength Lt Armour	2
Main Armament Range (M)	300	Attack Strength Anti Tank	2		
Secondary Armament	Flame Thrower	Attack Strength AAA	2		
Secondary Armament Range (M)	30	Attack Strength Forts	6		
		Defence Strength	2		


10 Combat Engineers equipped with assault rifles and a flame thrower. This unit has received special training in the use of assault weapons for attacking fortified positions. This unit is essential for deploying Bangalore Torpedoes for breaching minefields and wire entanglements, and attacking enemy defensive positions and bunkers. A good supply of demo charges and Bangalores should be given to these units during an assault. They are capable of operating unsupported for short periods of time, and can be of great use in a raid, as long as they have demo charges with them. This unit can also fight well, particularly in defence, using its firepower and high morale, as well as its considerable explosive knowledge. Combat engineers usually help with construction tasks when not deployed in operations.

Unit Designation	Commander		
Country	All		
Base Price	50		
Base TTC	0		
Cargo Capacity (Lbs)	0		
Unit Weight (Lbs)	0		
Supply (Pts)	0		
Travel Range (Miles)	25		
Night	<input type="checkbox"/>		
Smoke	<input type="checkbox"/>	Attack Strength Soft	0
Main Armament	1 x 9mm Pistol	Attack Strength Lt Armour	0
Main Armament Range (M)	50	Attack Strength Anti Tank	0
Secondary Armament		Attack Strength AAA	0
Secondary Armament Range (M)		Attack Strength Forts	0
		Defence Strength	0


A Commander is usually recruited from one of the better armies of the world and is therefore well trained and, has experience in commanding units in combat. Commanders are required to provide leadership, make tactical decisions and are also used as diplomatic attaches in such situation as dealing with Governments and negotiating surrenders with the leaders of garrisons.. They are armed with a single .45 cal pistol and are very vulnerable in combat. Lack of a Commander will mean that operations lack direction, organisation and logistical support. Each Commander requires the availability of TAC HQ to act as his staff for planning and communication. The presence of the commander will help to ensure that the troops morale is high and that command decisions are made quickly and properly. Commanders are considered to be knowledgeable of intelligence information regarding all areas of your faction, so the capture of your commanders can aid your enemy if interrogation is successful. A commander usually controls an a number of officer and Field CP combinations, but can take control of smaller operations.

Unit Designation	Officer		
Country	All		
Base Price	30		
Base TTC	0		
Cargo Capacity (Lbs)	0		
Unit Weight (Lbs)	0		
Supply (Pts)	0		
Travel Range (Miles)	20		
Night	<input type="checkbox"/>		
Smoke	<input type="checkbox"/>	Attack Strength Soft	0
Main Armament	1 x 9 mm Pistol	Attack Strength Lt Armour	0
Main Armament Range (M)	50	Attack Strength Anti Tank	0
Secondary Armament		Attack Strength AAA	0
Secondary Armament Range (M)		Attack Strength Forts	0
		Defence Strength	0

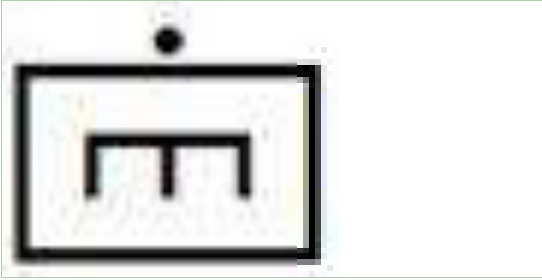
One Officer, skilled in command and control of small units. This medium ranking officer is capable of controlling small actions, co-ordinating unit movement and artillery support. However to do this he requires the presence of a Field CP, which has all the equipment and men to actually pass along the orders to the units involved in the fighting. An Officer is often subordinate to a commander and a TAC HQ in larger operations, where several officers and Field CPs might be under the control of a Commander. Officers are vital in order that the chain of command is established in each operation, and that each unit is properly briefed. In this way, individual units will fight as a cohesive force.

Unit Designation	Field CP Section			
Country	Local			
Base Price	0			
Base TTC	0			
Cargo Capacity (Lbs)	0			
Unit Weight (Lbs)	1250			
Supply (Pts)	1			
Travel Range (Miles)	10			
Night	<input type="checkbox"/>		Attack strength Infantry	1
Smoke	<input type="checkbox"/>		Attack Strength Soft	1
Main Armament	5 x Sub Machine Guns		Attack Strength Lt Armour	0
Main Armament Range (M)	100	Attack Strength Anti Tank	0	
Secondary Armament		Attack Strength AAA	1	
Secondary Armament Range (M)		Attack Strength Forts	0	
		Defence Strength	1	

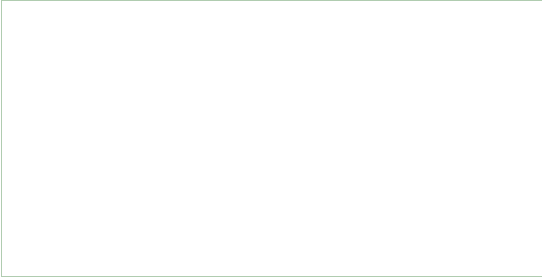
5 man unit. This unit is equipped with medium range radio equipment, maps, and all the tools needed to plan and co-ordinate small to medium sized operations. A Field CP is able to control up to three Platoon sized Units. (12 Squads or 9 Vehicles). Their role means that they will have to be with the forces deployed with the fighting units to administer the orders of the combat leader in command of the fighting. A Field CP is the staff of an officer, who cannot control a battle without the vital tools with which this unit is equipped with. A Field CP can link up each fighting unit within its range, and call upon artillery fire. A Field CP is not equipped to call in Air Support.

Unit Designation	TAC HQ Section			
Country	Local			
Base Price	0			
Base TTC	0			
Cargo Capacity (Lbs)	0			
Unit Weight (Lbs)	1250			
Supply (Pts)	2			
Travel Range (Miles)	10			
Night	<input type="checkbox"/>		Attack strength Infantry	1
Smoke	<input type="checkbox"/>		Attack Strength Soft	1
Main Armament	5 x Submachine Guns		Attack Strength Lt Armour	0
Main Armament Range (M)	150	Attack Strength Anti Tank	0	
Secondary Armament		Attack Strength AAA	1	
Secondary Armament Range (M)		Attack Strength Forts	0	
		Defence Strength	1	

5 man unit. This unit has long range radio equipment capable of directing all other units including air support. They also have the tools necessary to co-ordinate large scale operations as directed by a commander, who is normally present at the TAC HQ. (See separate unit) A commander without a TAC HQ, will have little influence on a battle, as he will not be able to effectively control the Field CPs below him in the chain of command, who would then act on his orders to the units under their command.

Unit Designation	Pioneer Section				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	50				
Unit Weight (Lbs)	1250				
Supply (Pts)	2				
Travel Range (Miles)	10				
Night	<input type="checkbox"/>			Attack strength Infantry	1
Smoke	<input type="checkbox"/>			Attack Strength Soft	1
Main Armament	5 x Submachine guns			Attack Strength Lt Armour	0
Main Armament Range (M)	150	Attack Strength Anti Tank	0		
Secondary Armament		Attack Strength AAA	0		
Secondary Armament Range (M)		Attack Strength Forts	1		
		Defence Strength	1		

5 Men with construction skills. This unit is required for the construction of fortifications and other facilities within a location. This unit is required for the emplacement of mines and wire, the construction of tank obstacles, field fortifications, bunkers, weapons pits, aircraft revetments, and fighting positions. Each Pioneer section can emplace up to 3 units of wire or mines per turn. They can perform mine sweeping operations in both land and sea (with a boat) environments at the same rate. The unit is lightly armed with small calibre weapons which are no match for infantry class units. Pioneers also help to reduce collateral damage at a location, and will produce defence stores from local materials.

Unit Designation	Recruit Squad				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	2500				
Supply (Pts)	0				
Travel Range (Miles)	0				
Night	<input type="checkbox"/>			Attack strength Infantry	0
Smoke	<input type="checkbox"/>			Attack Strength Soft	0
Main Armament	0			Attack Strength Lt Armour	0
Main Armament Range (M)	0	Attack Strength Anti Tank	0		
Secondary Armament		Attack Strength AAA	0		
Secondary Armament Range (M)	0	Attack Strength Forts	0		
		Defence Strength	1		

This unit consists of 10 raw recruits, ready for training. In order to make them battle worthy, they must attend the training camp, where they will pass out as militia Infantry after a month. they have very little combat value without first going through basic training, and should be sent into battle only as a last resort. With luck, most of the unit will last the course, and a militia unit should appear after training. Training is expensive, but vital. Costs of training are detailed in the rulebook and tables. In emergency, they may be armed, but effectiveness is very low.

Unit Designation	Replacement Section				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	1250				
Supply (Pts)	0				
Travel Range (Miles)	0				
Night	<input type="checkbox"/>			Attack strength Infantry	0
Smoke	<input type="checkbox"/>			Attack Strength Soft	0
Main Armament	0			Attack Strength Lt Armour	0
Main Armament Range (M)	0	Attack Strength Anti Tank	0		
Secondary Armament		Attack Strength AAA	0		
Secondary Armament Range (M)		Attack Strength Forts	0		
		Defence Strength	0		

5 men, assigned to no unit type. These men are awaiting placement in units badly depleted in combat. Units receiving these men will be downgraded due to dilution of skills. i.e. If a Commando unit receives a replacement unit, it will become a Regular Infantry unit. Militia Units will remain at that class should they receive replacements. The Replacement section has no combat value until it is allocated to a depleted unit. The unit has no movement and must be transported. Large amounts of replacements will be disbanded and formed into Militia Infantry Squads. Field Hospitals produce replacements from men fit enough to return to duty, and training camps will produce replacements as part of the training process.

Unit Designation	Medic Section				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	1250				
Supply (Pts)	1				
Travel Range (Miles)	10				
Night	<input type="checkbox"/>			Attack strength Infantry	0
Smoke	<input type="checkbox"/>			Attack Strength Soft	0
Main Armament	5 x 9mm Pistols			Attack Strength Lt Armour	0
Main Armament Range (M)	50	Attack Strength Anti Tank	0		
Secondary Armament		Attack Strength AAA	0		
Secondary Armament Range (M)		Attack Strength Forts	0		
		Defence Strength	1		

5 Men trained to provide combat medical assistance to troops in the field, perform medevac missions and carry out humanitarian missions for civilians in support of your faction. Although Medics cannot reduce combat losses, they will however slow the loss of casualties until they can be moved to hospital. This has an important morale effect, particularly in missions with low casualty ceiling or low quality troops, and in campaigns where losses are high. A formation without medical support may well not fight as hard as they could, knowing that injury may mean certain death without a medic to save them. These units are armed only with hand guns for protection of themselves and their patients, but in many cases operate in front line positions. Combat supplies are used by this unit in the form of medical supplies. Returning men to duty who would otherwise be lost may well be decisive.

Unit Designation	Casualty Section				
Country	Local				
Base Price	0				
Base TTC	0				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	2000				
Supply (Pts)	0				
Travel Range (Miles)	0				
Night	<input type="checkbox"/>			Attack strength Infantry	0
Smoke	<input type="checkbox"/>			Attack Strength Soft	0
Main Armament	0			Attack Strength Lt Armour	0
Main Armament Range (M)	0	Attack Strength Anti Tank	0		
Secondary Armament	0	Attack Strength AAA	0		
Secondary Armament Range (M)	0	Attack Strength Forts	0		
		Defence Strength	0		

5 wounded men. These battle casualties are wounded beyond the "Walking wounded" stage. They require hospital treatment, if they are to be saved. Casualties will become losses if they are not removed to hospital, where they may be treated. The presence of Medics will slow the loss of casualties, but cannot prevent it. At the Hospital some of the casualties will be healed and returned to duty as replacements. Others will be deemed "permanent losses".

Unit Designation	Mechanic Section				
Country	Local				
Base Price	40				
Base TTC	0				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	1250				
Supply (Pts)	1				
Travel Range (Miles)	5				
Night	<input type="checkbox"/>			Attack strength Infantry	2
Smoke	<input type="checkbox"/>			Attack Strength Soft	1
Main Armament	5 x Submacheguns			Attack Strength Lt Armour	0
Main Armament Range (M)	100	Attack Strength Anti Tank	0		
Secondary Armament		Attack Strength AAA	0		
Secondary Armament Range (M)		Attack Strength Forts	0		
		Defence Strength	1		

5 men trained in vehicle, aircraft and weapons maintenance. These men are highly skilled, and are brought into the country on contracts. They act the same as Mobile Workshops, in keeping units working. A mechanic section can accompany operations where the mobile workshop cannot go, making this a very effective unit for forward operations. The Ground crew role is very suited to this unit, as there are no requirements for mobility. Unlike other personnel units, Mechanics are hired.