

Company Commander

RULES OF PLAY

Company Commander Introduction

Welcome to Company Commander.
Thanks for taking up this new version of the game.

START

Your start up has only a few villages. You also have a training camp in your border/Port village. At the start, they are set to train all available unit types. You have a nice stock of Combat supplies, Political Influence (PIs) and Money (MPs).

NEW PLAYER TACTICS

For those of you who have never seen Company Commander before, don't panic when you see the stack of pages that confront you. All you need to know in the first place is how to move from A to B. After that is mastered, you can try a recon, or probe out to the next village. Don't forget, all combat needs combat supplies and units DO NOT automatically carry any. You must allocate supply levels to be carried.

HELP

If you get stuck, or cannot find the answer to a question, then give me a call. I will be happy to help you all I can. My number is (01305)251451, and I can be reached anytime usually in the afternoon and evening, or you can email me at: jason@jason-oates-games.com

VICTORY

To achieve total victory, you will have to be the dominant player in the country. You will also need recognition by the International community.

Total Victory: This can be achieved by having 25,000 Political Influence.

Tactical victory: control of 30% of the villages. (around 65 villages)

District victory: A tactical victory will be achieved with control of 10 districts. You can then go on to total victory of course.

Local Victory: Control of 5 districts.

ECONOMY, STRATEGY & TACTICS

Company Commander games have a lot of scope for different approaches to a problem. If you find that one way of playing the game is not working, then there is plenty of flexibility to change the way you do things, to allow you to develop your faction. Re-assessing your strategy is a good idea at least once a month, and setting long term objectives, so that you have a goal to work towards. It is true in the game that you cannot defend everything. Those who try will disperse their forces to a point where they become easy targets for a concentrated force. The economy is pretty simple, but it needs planning and some thought to keep the economy going. This is vital to success, as a faction without money has no replacement combat supplies, nor new units and is doomed.

Although we have a simple system of "Combat Supplies" the availability of these will determine your success. Even the most powerful Tank will be just a pile of steel if it has no petrol for its engine, or no ammunition for its guns.

The economy, and so the survival of your faction relies upon the most humble unit in the game, the truck. As good advice to a starter, buy every truck you can lay your hands on, and then some. After turn three, you will see what I mean. Use convoy moves as much as you can, but remember, they cannot be used for combat supplies or military units.

Border warehouses and ports are where you sell your goods. These start off small, but will need to be expanded, don't flinch at the costs, as you will get a return on your investment quite fast.

GAME SETTING

The game is based in the area of South America in the Guyana and Venezuela areas. You will not find any of the villages or areas on a map of those countries, but care has been taken to get the economics of the area into the game. The newsletter is called Ultimos Noticias, and is a real newspaper from the area. The terrain is very rugged, and the roads represented on the map are mostly dirt tracks. The wooded areas are generally thick jungle impenetrable by vehicle. Natural Disasters are common, as the area is at the start of the Hurricane alley that stretches northward to the Caribbean Sea. The map also borders a fault line. The area is famous for the flood plains that stretch out seasonally for many miles, and the coastal strip is under the sea level. Climatic conditions make it possible that forest fires may occur at any time.

Don't despair, it's a big country, and the chances are you will have a fair few turns before you have to defend yourself. Remember that allies are vital, the more the better.

All that remains now is to wish you good luck, as you are really going to need it.

A Land Rover awaits you outside to take you to your new command. Good Luck and goodbye.

50 wars are fought every
year that never reach
the 6 o'clock news or
the newspapers

An Introduction to Company Commander

Company Commander, a squad level postal/email game of diplomacy, economics and conquest during a civil war set in a third world nation. The game is both tactical and strategic, with unit by unit descriptions, and an overall country map. Each player begins as the leader of a small force of mercenaries and ex-soldiers and is presently in control of a border village in a third world country. Each commander has at his disposal a couple of platoons of good men and control over a small percentage of the nation's natural resources. The government has collapsed and civil war has broken out. The United States, the Russians and the International community are eager to assert their influence in the region, and have declared the area as off limits. None of the world powers can intervene directly and non-aligned countries will not risk U.S. UN or Russian wrath. The power brokers of the International community are forced to be content with the sale of arms to the warring factions, hoping for a future political favour should one faction rise to power.

Your entry into the game

Imagine that you have been an officer with one of the "Better" Regiments in the worlds armed forces, perhaps the Parachute Regiment, SAS, SBS, Foreign Legion or Green Berets. After the end of the Cold War, many of these highly capable soldiers found themselves out of work. However, the trade of Mercenary leader has yet to go out of fashion.

Imagine, that after being thrown on the scrap heap in the name of Arms reduction, that you were offered a chance to lead men in combat again. The Third World is still a place of turmoil, where the biggest and best army still dictates the way things will be.

Would you go to a far off land and train and direct the operations of a mercenary and tribal army for a large fee?

If the answer is "Yes", you have signed up for the right game.

As the Commander of the local forces you will decide which units you will buy, from which country you will buy them and the deployment of your military forces and your objectives. You will encounter Factional War-lords from different areas of the country, each trying to gain total control of the nation and its wealth. Politics, alliances, economics, and military force all play a role in this game of domination and conquest.

The History of the Nation

The country has been ruled for many years by the Ortega family, however since the death of the elder Ortega (The so called "Great One") things have started to slip, and the iron grip with which they held the country and all its many factions began to loosen. The Great Ones son, Hector allowed many to influence him, and without his father's ruthless streak, the reigns of power began to slip between his hands. Unrest became tolerable, and there were riots in most provinces. Hector tried to hang on to power, but the factions held in check by his father for many years now saw their opportunity. The end of the regime came on the highway to the airport, when a massive roadside bomb destroyed most of the motorcade, killing Hector, his family and most of the cabinet. What followed was a frenzy of factional and tribal violence. However, this backwater of the world failed to come to the notice of the International community for many months, and a country without significant resources is never a priority. The International Community and the UN had created sanctions and weapons embargoes to slow the fighting, but illegal sales and an ever growing black market made sure that the flow of weapons kept on coming. Eventually the major fighting died down with all of the major factions exhausted. The country was devastated, and the people divided into dozens of smaller warring factions. The discovery of oil, along with vast deposits of Bauxite made the situations worse, with even more vested interest, and great factional pressure.

Now the nation is in your hands.....

THE GAME ENVIRONMENT

Map

You will receive the game map at the start of the game. It is in sections, that I recommend you glue or tape them together. A smaller "Thumbnail" map is also supplied to help you. All river crossing points have bridges, at the start of the game, but as play progresses this may change. If you want the latest intelligence about bridges, send out a recon patrol.

Terrain

Only major terrain types are marked on the map, but the rest of the area is considered to be grassland or farmland. The highlands have less vegetation, but are less accessible to units. All rivers are considered to be over 10 metres wide, and therefore major rivers. Many of the roads are what is known as improved tracks, that is to say, non metalled dirt tracks. Many of these are impassable for much of the year to any but the most able cross country vehicles. This may well disrupt your movement considerably.

Villages

Villages are the centres of organisation, and ratings are set for the amount of production that can be generated within 5

miles of the Village. These are known as resource potentials. To control a village and use the resource potential you must have at least a village level 1 at the location. All locations that you start with will have at least a village level 1 in place. Village sizes can be increased by investment in the village, Villages will have to be expanded as they become more important.

Rivers

All rivers are considered to be navigable by river craft. Rivers can only be crossed at bridges unless the force is made up entirely of amphibious units. River crossing is hazardous, and may result in the loss of some of the force unless there is a bridge. Bridging equipment is available, and may be used at any point on the river length, allowing normal road traffic to cross the river.

THE GAME

Resource Potentials

Every village has at least some potential for the production of the four commodities in the game. These are Sugar, Lumber, Bauxite and Oil. The number listed with the particular location is the maximum number of that Commodity type measured in points that the location may produce per monthly adjustment. This number reflects the suitability of the location to produce each commodity. (I.e. Sugar production in mountains is very low) They are, in most cases, not affected by combat. Construction of mines, sugar plantations, Lumber yards and oil wells will allow production of that type of commodity up to the ceiling of the potential. Resource potentials are not fixed, and some will change as a result of production. Others may be improved with special actions, but this is generally expensive and difficult. You can use Political Influence and Money to represent assistance from superpowers and investment on your part. In most cases, a location that has "0" potential for a particular commodity cannot be increased. However you can carry out a resource recon to determine the potentials of the village.

Time Reference to Operations in the Game

Time in the game relates to real time on a 2:1 basis. The average player can submit a turn every 14 days for a total of two turns per month. This gives your faction two periods of action. While this may seem like an unreasonable time, since the turns only represent three days, consider the time and effort that would be required to plan these operations, have your troops train for daily operations and ensure logistics are kept running smoothly. In reality, with the organisational efficiency of a faction such as yours represents, the analogy to real time is not unwarranted.

Your turns represent three days of time, as far as movement and combat related operations are concerned. The time in between turns, you are considered to be in a defensive posture. The Monthly Press Release will have dates and reports on prominent battles and events occurring in the game. These dates are the day on which the events occurred in game time. It gives you a rough idea what happened and when. During operations, time plays a very important role. The amount of time it takes to reach an objective, determines the amount of time that your forces have for the actual mission. For moves, the number of trips that you can do in a period of time will determine the cargo that can be carried during a turn. In large combat, time will determine whether or not the location can be taken in a single turn or if your units will have to return to the attack later.

Weather Effects

Historically weather has often been a decisive factor. Weather will effect most operations, and particularly combat. ie if there is fog in the area of the battle, then air support will have a much reduced effectiveness. Weather is determined during combat, and cannot be pre determined. Missions may be aborted or adversely effected, so you should build in options to your orders when planning combat. Bad weather may also effect routine movement, as roads may be impassable, or bridges washed away. Natural phenomenon such as earth quakes and monsoons may effect the potentials of a Village. For instance, a monsoon may destroy your sugar plantations, or flood a mine. Remember that D Day was delayed by the weather, so your small operations cannot be immune.

Alliances

It is unlikely that you will become victorious without relying on other factions, at least some time during a game. You may find that alliances, both short term and long term, will be required. While alliances can sometimes yield unexpected results, the concept, for the most part is a sound one.

To formalise an alliance, an alliance document must be drawn up and signed by both players. This not need be in depth, just a declaration, so the GM can add your names to the mutual alliance sections. The details can be worked out by the parties involved. The signatures are to ensure that both parties agree to the alliance, so that it is clear. You may bluff anyone about the alliances you have except for the GM. Breaking an alliance is allowed, and yours and your former allies printouts will be amended accordingly at the point the alliance is terminated. Offensive action against that former ally cannot begin for 28 days. (Real time). This is to simulate the breakdown of relations that will normally be the cause of a split.

THE GAME ECONOMYEconomics and Production

Economics form a strong part of Company Commander. Control and management of the economic power of your locations will yield money with which to finance your war effort.

Operation of Production Facilities

Each month, at a set date, the monthly adjustment will be run for the game. At this point, all industrial facilities will produce the particular type of commodity, up to the limits for a particular Village. These products can then be moved to port facilities along the coast and at Border Warehouses along the borders, where they are sold on the following monthly adjustment. Sales and production are an automatic process. Moving goods to the point of sale is not. For example, goods from a village in the centre of the country will be left at the Village. It will not be sold, unless it is moved to a port or border warehouse by you.

Production is influenced by a number of factors, including collateral damage, weather, production efficiency and popular support.

Port Locations

Locations on the coasts, and the first location up river from the coast are capable of supporting port facilities. These ports will sell your goods. Ports are marked on the map, but may not contain any port facilities. You should keep in mind that "upriver" port locations may have sales disrupted as a result of enemy action, more easily than coastal ports. The buyers do not like to risk their vessels in such areas. Each Port Generates 10 Political Influence per month.

Border Warehouses

Border Warehouses are established at villages on the border. These also sell goods, to generate cash for your military and economic actions. Each Border Warehouse generates 15 Political Influence per month.

Farming type operations

Each Sugar Plantation produces up to 15 units per month (at the monthly adjustment), provided that the potential is high enough. Up to 15 Political Influence are also generated.

Mining Type operations

Each Mine type production facility produces up to 10 units per month (at the monthly adjustment), provided that the mining potential is high enough. 25 Political Influence are also generated.

Oil Wells

Each Well will produce up to 10 Oil per month (at the monthly adjustment), provided that the Oil potential is high enough. If the Well produces oil, 25 Political Influence are also generated.

Lumber Yard

Each Lumber Yard produces up to 15 points of Lumber per month (at the monthly adjustment). A lumber Yard that produces Lumber will generate 20 Political Influence.

Criminal Activity Level

Criminal Activity is set by a percentage. This is the willingness of the faction to indulge in drugs and people trafficking and all sorts of nasty money generating tactics. Political Influence will be badly effected at locations where illegal activity is going on. Each level of Illegal activity will generate between 10 and 40 MPs per month. There is a risk of intervention by outside influences that will strive to reduce your criminal Activity.

Sale of Commodities

Commodities can be sold in three different ways.

At a port: A port will automatically sell 12 units of goods per port level at the Monthly Adjustment.

Goods are sold at the following rates:

Oil will generate between 10 and 16 MP per unit sold.

Bauxite will generate between 5 and 8 MP per unit sold

Lumber will generate between 4 and 5 MP for every batch of 2 units (sold as two unit blocks).

Sugar will generate between 5 and 7 MP for every batch of 5 units sold.

Commodities are sold in batches in the following order till the amount they are able to sell has been reached or commodities are exhausted. Each sale regardless of the amount of goods sold is considered to be a single sale. I.e., the sale of 5 sugar is a single sale from the 12 allowed.

1 Oil (1 sale)

1 Mineral (1 sale)

5 Farm Product (1 sale)

2 Lumber (1 sale)

Therefore a single port would sell 1 Oil, 1 Mineral and 5 Farm products and 2 Lumber, (Classed as 4 sales) then begin the process again, till 12 sales had been made. Once sold, the money is placed in the village where the sale occurred. A Village

located on a river can have a maximum of six ports and a Village located on the coast can have an unlimited number of ports.

The second method is sale from a Border Warehouse A border warehouse operates in a similar manner to a port. A Border Warehouse sells goods at the same rate as port facilities, (see above) but will only make 10 sales per border warehouse per adjustment.

The third method is from a larger airbase, but sales will be smaller than any other type of facility. In order to land heavy cargo aircraft, you will need to have an airstrip of 7 or bigger. Only 6 sales will be made from the airbase regardless of airbase size.

Goods are sold in the following amounts

Oil will generate between 8 and 12 MP per unit sold.

Bauxite will generate between 3 and 7 MP per unit sold

Lumber will generate between 3 and 6 MP for every batch of 2 units (sold as two unit blocks).

Sugar will generate between 3 and 5 MP for every batch of 5 units sold.

Sales at Border Warehouses, Ports and Airstrips will only occur at the Monthly Adjustment.

Other Financial Situations

Transactions between factions are possible with some restriction. You may sell locations or equipment. Keep in mind that you require the technical training for the unit before you can purchase it from another player. Political Influence may NEVER be traded since it represents the influence YOUR faction has on Foreign governments. You can never sell or give your men to another player. Your men will fight for you and only for you. This is only for infantry class units. Equipment can still be sold to another player.

The Foreign Governments and Political Influence

In order to gain newer technology so that you can purchase modern more effective units, you must first purchase the technical training. This is done by spending Political Influence. The Technical Training Cost (TTC) varies from month to month, The current rate is notified in the newsletter each month. In addition, Political Influence can also be used to gain training and technical aid in other areas such as industrial improvements, military training and civil aid.

The International community have refused to be directly involved in the war in your country, but have started to use the conflict as a testing ground and a place where they feel that influence can gain them advantage in the future strategic and political control in the area. They have limited their involvement to the supply of arms, munitions and equipment. They may also provide special training. Foreign Governments will deal, more readily, with factions that exercise industrial control in their regions. Factions that have high levels of illegal activity are shunned by the Foreign governments since the ultimate goal of the Foreigners is to support a faction that can easily deal with it's own problems, should it eventually take control of the country.

In order to buy any of the units available on the Arms Dealer Report, you must first purchase the Technical Training for the unit by spending Political Influence. The amount of Political Influence that need to be spent to gain the technical training are indicated in the unit book as "BASE TTC". This figure is then multiplied by the Technical Training Modifier (as notified in the newsletter) to arrive at the actual cost of the training in Political Influence. The multiplier is changed every month. As an example The T-55 Main Battle Tank has a base TTC of 475 Political Influence, and if the modifier for the month is 3.5, then the proper Political Influence cost is 1662 Political Influence (Rounded Down). The initial expenditure of Political Influence will allow your force to use the unit until the end of the game. Technical Training need only be expended once to gain the ability to use the unit in question. The TTC Modifier will be reported as $TTC = X$ Political Influence. The X will be a figure that when multiplied by the Base TTC, will give the amount of Political Influence required to buy the technology for the unit that month.

Units with 0 in the "Base TTC" section are available at the start of the game and no Political Influence need be expended in order to use the unit. Units cannot be bought from the Arms dealer report without first spending the Political Influence for the units tech level. You can expend Political Influence to have foreign advisers train your units in certain areas. An example would be the training of your aircraft pilots in the art of Close Air Support. In these cases, you may supply the aircraft for the training, reducing Political Influence expenditures, or have your Aircrew travel to the host country and use their equipment. These types of options are not cut and dried, rather they rely heavily on the imagination of the players and realism.

If you do not have the technical training for a unit, the Arms Dealers will not sell you the unit in question.

Training

Your faction, as the game progresses will probably become more adept at certain types of operations than others, due to either necessity or the geographical location you control. This can be accomplished by training your troops in the various methods of warfare that they are likely to encounter. Artillery crews with an increased level of training will be able to perform their fire missions with a greater degree of efficiency than crews of standard training level. Likewise, the success of Air Operations lie heavily on the ability of the pilots.

Combat bonuses represent your factions level of training in a particular area, and other concepts that affect your faction as a whole. They start at zero and are increased by various methods including exercises conducted at you location or Special Actions indicating money, Political Influence, natural resources and supply spent on increasing your ability in a certain

area.

You will usually receive a 1 or 2% increase for a good action. If large amounts of supply and money are expended, the bonuses could be as high as 3% for a single action.

Once you have gained a bonus in a certain area, it cannot, except in extreme cases, be lost since it represents the training doctrine of your forces. It is assumed that all new units receive the same training when they enter your service. A record of your bonuses is listed on each printout.

Bonus will not start to have significant impact until they reach the 10 - 15% mark.

Certain types of missions should not be attempted without at least some training (Combat Bonus) in that, or a related field. Examples are things like Ground Attack techniques, amphibious or airborne assaults directly on urban locations, etc. In the above examples, applicable bonuses would be Close Air Support, Coastal Ops and Airborne Ops respectively.

If you have any bonuses that may particularly effect an operation, please bring these to the attention of the GM.

Movement of Units and Cargo

This section covers the various rules involved with movement of troops, equipment and resources by land, sea and air.

This time period is used to determine how much movement can be achieved in a turn depending on the speed of the cargo vehicles. About 30% of the turn period can be used for actual movement, the remainder taking into account rest, daily maintenance and other factors.

Terms and Definitions: An understanding of several terms is required to initiate movement in the game. These are found in the front of the unit book, and on unit descriptions.

Range: This represents the maximum distance the vehicle can travel during each turn. After moving up to its maximum distance, the vehicle will stop. A Zil truck has a range of 370 miles, which is the maximum distance it can move during the turn.

Speed: This is the speed of the vehicle in mph. For troops the speed is in miles per day (mpd). The "-" represents no movement of that type is possible to that unit.

Maximum movement for the turn is determined by:

(Max Move = Unit speed x 8 hours x 3 days) This represents the fact that only 8 hours of the day can be spent on actual movement, This is an average time when other factors are added such as darkness, slow traffic, bad roads breakdown crew desertions etc. A unit cannot move more than its maximum range.

Movement is calculated using the three day game turn. If your intention is simply to move the unit to the destination, then the entire time can be used. If the move takes two of the three days, combat time can only involve the third day. Cargo loading and unloading should be calculated using the rules discussed under Air or Ground Transport.

A movement is defined as movement from point A to point B. Return journeys may be calculated in. If multiple locations are involved, then additional orders need to be allocated .

Most other movement rules are common sense.

Vehicles are barred from off road mountainous movement.

Rivers without a bridge bar movement by non amphibious vehicles.

Terrain:

Terrain dictates the nature of the village. For instance, a village in a heavily wooded area will have a high lumber potential, while a desert location may well be the source of a high oil potential. In combat, the choice of types of units to be deployed is crucial. For example it is not wise to attempt to use armoured vehicles in very marshy areas.

The terrain on the map, while colourful is in fact some of the harshest on the planet, with dense jungle and only dirt tracks for roads, it will be a challenge to men and machines.

Carrying Combat Supplies

Each unit is capable of carrying its supply factor X 1 in combat supplies. This represents the unit's basic combat load of ammo, fuel, medical supplies, rations and spare parts, etc. If you wish to transport more Combat Supplies than your units can carry as its "basic combat load", then you will have to provide additional transport.

For example:

A single T-55 tank carries 15 Combat Supplies with it. (supply factor x1). This represents the tank's basic combat load. If you wished to carry additional Combat Supplies, you would have to provide a truck or some other means of transport to carry the additional Combat Supplies. Note that once the T-55 is in combat, its supply factor x 1 is used up very quickly. Once these supplies are exhausted, it will have to be resupplied from Combat Supplies carried by another vehicle, or the tank will be forced to withdraw from the action.

Carrying Cargo and Troops

Aircraft, Armoured Personal Carriers, Trucks, Ships:

There are some units which specify that they may carry "X" number of squads or "X" lbs of cargo. If you wish to carry both squads and cargo, you will need to use the following procedure to determine how much of each item you can carry.

Take the total cargo capacity of the unit in question and divide by the total number of squads it can carry (sections count as 1/2 a squad). The result is the equivalent weight/volume taken up by each squad.

Multiply the number you calculated in above step by the total number of squads you want to carry. This will give you the total cargo capacity used by those squads.

Subtract the total cargo capacity required for squads from the total cargo capacity for that unit. The result is the cargo capacity you have left over to carry cargo with.

For example you have a Ural-375 "Heavy Truck" and you wish to carry 1 squad and you need to figure out how much cargo capacity is left to carry other cargo:

Total cargo capacity (10,000 lbs) is divided by the number of squads it can carry (2) gives you a rating of 5,000 lbs equivalent cargo weight per squad.

Squad equivalent cargo weight (5,000 lbs) is multiplied by number of squads you wish to carry (1) giving you a total of 5,000 lbs. Subtract the total cargo capacity required for squad (5000) from the total cargo capacity for a Ural-375 (10,000) giving you 5,000 lbs of cargo left to carry equipment.

Note that the 1 squad and Ural 375 can carry its "basic combat load" without effecting the cargo capacity. 2 Combat Supplies for the squad and 3 Combat Supplies for the Ural 375 can be carried along with 5,000 lbs of cargo.

See the reference tables for a unit by unit chart of Cargo and troop carrying capabilities.

Carrying Units on Tanks & Armoured Cars

There are many units, including all tanks and armoured car units, that do not have a rating for the number of troops they may carry. In these cases the default is 1/2 a squad per vehicle. This represents the ability of the infantry to "ride on the tanks". It should be noted that this method of transport is risky since the infantry are in very exposed positions and if the unit runs into enemy troops, losses could be high. In no case can a tank or armoured car be used to carry cargo. Only units that have cargo capacities can carry cargo.

For example, a single T-55 Main Battle Tank can carry 1/2 squad or a full section. If there are two T-55s, then a full squad could be carried by the tanks. In no case could the tanks or armoured vehicles be used to carry cargo or additional combat supplies.

Air Transport Operations

Air transport operations involve the transfer of personnel, cargo and equipment by aircraft or helicopter to and from both airfield locations and non-airfield locations. They can be performed both in and out of combat, the latter of course being much more hazardous. The use of aircraft for the transport of personnel and equipment has its advantages and disadvantages. Advantages include the relative safety due to the avoidance of most of the more prominent weaponry that is used to disrupt transport, and the speed and range that aircraft have over similar ground operations. Disadvantages include the cost per cargo load as compared to ground cargo vehicles and the usual total destruction of cargo should the aircraft be destroyed.

Fixed-Wing Aircraft:

Fixed wing aircraft require an airfield for most operations except for parachute operations and parachute drops of equipment.

Air Drop operations are performed using parachutes to drop cargo. Operations of this nature are usually done from less than 1000 feet altitude. The maximum single item weight dropped must be less than 2 tons, however, multiple 2 ton loads can be dropped from a single aircraft. The dropping of squads is covered under Airborne Ops.

Rotary-Wing Aircraft: (helicopters)

Helicopters have proven to be very efficient in the delivery of men and equipment to combat situations. They can land almost anywhere and deliver fairly large cargo to awaiting combat troops in short periods of time. Maintenance at the landing zone is not required in most cases, nor are the runways and cargo handling equipment associated with Fixed Wing aircraft. Their drawbacks are the small loads carried and their slow speeds and short ranges. Another drawback is the maximum size of interior loads for helicopters. The maximum size for a single piece of cargo is 1/10th of the helicopters max load. Therefore, most vehicles cannot be carried, restricting the usual interior cargo to mortars, Infantry and combat supplies. Helicopters may carry exterior loads on special slings to make up to this, however ranges with slung loads are decreased by 30%.

Combat Operations

Victory is not attained by simply outnumbering the enemy. The support, planning and types of weapons used in an operation are as important as number. Combat Supplies and their availability play very important roles in the evaluation of the combat. In short, combats are based on hundreds of variables to determine outcome.

Combat Sequence

Each combat is broken down into phases, from initial deployment to the logistics of securing the location after you overrun it. At any point in the combat, depending on the situation, you could lose control of the battle and be forced to retreat. Retreat conditions should be given by the player on his turn, but often the game programme will determine when a combat has reached a decisive point. As attackers choose the type of mission, this often dictates the level of commitment to the operation, and the casualty ceiling that is acceptable. I.e. a probe mission has a very low casualty ceiling, in contrast to an all out assault, where many casualties might be considered as a fair price to capture a village. If indicated the GM will not retreat your units in any other situation other than the one indicated. For defenders, there will come a point where the attackers are clearly about to overrun the location, and the defenders will automatically attempt a "bug out" to the nearest friendly location. This often involves abandoning all heavy equipment, but vehicles are often used to escape. The point at which this occurs depends on many factors but available combat supplies and leadership will play a large part.

Plans, deployment and support

A broad outline of the attackers intentions and planning will enable the GM to carry out your intentions during the combat much more closely than if no instruction is given.

Combined Arms and Support

The concept of "combined arms" is essential to combat. Tanks do not operate well alone. CAS and Artillery fire missions tend to increase the efficiency of your infantry operations. From a defensive stand-point, a location that cannot provide counter-battery fire against enemy artillery, can be bombarded extensively with no retaliation from the location. A location with mainly artillery can be easily overrun if there are not enough infantry class units to defend the perimeter. The same applies to airfields. A weakly defended airfield can be overrun with a small force, possibly resulting in the capture of several aircraft. This sort of operation can be financially devastating to your cause.

Geographical and Other Factors Affecting Combat

The geography and terrain of the area can affect deployment of certain weapon types, as can weather and time of day. Night operations are very risky, unless the forces involved are well trained and prepared. Airstrikes at night, with aircraft suitable for this role, can be very devastating to a defender not prepared for a night engagement. Most AAA weapons are less than adequate when deployed at night, especially optically guided types. Recon at night reduces the risk to the teams, but also reduces efficiency of the recon. Night reduce the efficiency of sentries and perimeter guards making most raids and other small unit actions much more efficient. Night is also a factor in the movement of certain AFVs and tanks. Ambushes can be very detrimental to convoys unless AFVs with night capabilities are present. On the other hand, the movement of convoys at night reduce the risk of enemy aerial spotting. Other factors to consider are mountains, swamps, rivers and deserts. Mission unit types should be adjusted to take into consideration the terrain involved. ie do not use tanks in a swamp, or mechanised forces in mountains.

Combat Supply Expenditure for Combat

Military forces require huge amounts of combat supplies to keep operations going smoothly and as planned. Combat supply is in the form of ammunition, rations, medical supplies spare parts and fuel, and are constantly expended to keep operations at peak efficiency. During combat, huge quantities are expended and during peace lesser amounts, but it is still almost always used. To determine the number of combat supplies that a particular unit requires in order to perform the assigned task, you simply multiply as follow:

$$(\text{Number of Units}) \times (\text{Supply Factor}) \times (\text{Supply Factor Modifier}) = \text{Combat Supplies Required}$$

This formula will give you the number of combat supplies required by a particular unit. See the section on the "Combat Worksheet" for more details. Units will not be allowed to attack without the required amount of combat supplies. In many cases you will have to transport large quantities of combat supplies to the combat area to support your offensive. Such are the problems faced by the unit commander in modern warfare.

Note: Units without combat supplies cannot attack, and if attacked will retreat towards a supply source. They will, however, defend, but at a great disadvantage (lack of combat supplies will force units to conserve ammunition, casualties will suffer for lack of Medical supplies, etc.)

Note: combat supply usage will be balanced by the type of action. A large force will not use up its calculated combat supplies if it encounters very light resistance in a battle. Defenders will use combat supplies appropriate to the units they are defending against.

General Orders and Supply Factors Modifiers

There are several different types of combat orders that you may issue. The type of combat order issued affects the amount of

combat supplies used and what your units are expected to do.

MOVE

This order is the simple movement of units or commodities from one location to another. Units will travel by the route specified with your turn, ending movement in the specified location. Unless you specify otherwise, your units will defend the move with only enough force to safely avoid engagement. If an enemy held location is encountered along the route, the units will return home unless ambushed. Each Move order takes one block on a turn sheet.

Supply Modifier = 0

GROUND RECON

This mission represents the movement of recon forces into the area of the objective. The description of the operation and the units deployed will determine what type of intelligence that you will obtain from the recon. For example, Commando squad doing a night recon mission will probably get better intelligence than a Militia infantry unit. Recon is by its nature supposed to be covert, and if discovered, the mission should be considered a failure.

Casualty ceiling 5%

Supply Modifier = +1

No Combat worksheet required.

PROBE

This mission is the next step up from a recon mission. This action will attempt to close with the defenders and engage them in a fire fight, to ascertain the strength of the defence, or to take a poorly defended location. For this reason, very few casualties are needed to convince the leader of the action that he has bitten off more than he can chew.

Casualty Ceiling: 10%

Supply Modifier: +1

No Combat worksheet required.

ADVANCE TO CONTACT

The next more aggressive action. In this action, troops are ordered to carry out an attack with the hope of taking the objective. The casualty ceiling is higher, and the amount of units usually larger. If artillery is involved in the attack, It is vital to have a Field CP and officer present to co-ordinate the larger number of units spread over a greater area, and definitely advantageous for a commander to be involved in the attack.

Casualty Ceiling: 20%

Supply Modifier +2

Combat worksheet may be required depending on the scale of the battle.

DELIBERATE ASSAULT

This is an orderly attack on a known location, using all arms. It is generally a large scale attack with support from artillery, armour and possibly aircraft. Support units vital for this operation are Field CP and usually a TAC HQ together with the necessary officers and commander. If air support is involved, a TAC HQ is required. The casualty Ceiling is higher, reflecting the willingness to take losses in order to gain the objective, but the use of Combat Supplies is also much higher per unit. In order for a Deliberate assault to be launched, sufficient Combat Supplies must be available at the start location of the attack. Attackers with insufficient Combat Supplies could well find themselves in desperate trouble, as small arms are considered to be the first type to run out, leaving Infantry units exposed to counter attack.

Casualty Ceiling: 40%

Supply modifier: +3

Combat worksheet is required.

EXPLOITATION

After a successful Deliberate attack (only), it is possible to carry out an exploitation attack. This attack can only be carried out by vehicle units and personnel class units mounted in carriers or trucks. The attackers can travel to the next village in the road net and carry out an advance to contact mission. This may have improved chances of success if enemy units had already retreated from the previous battle. If this attack is ordered, an ad-hoc formation will be formed from surviving units and thrown into the attack. Any support units necessary will also be added. If this order is in effect, the supply situation should be looked at, as many more combat supplies may be needed for this action, and reinforcement and re-supply is not possible before the start of the action. The new objective should be notified to the GM. An order option has been given on the turn sheet to allow for a more planned operation.

Supply modifier and Casualty ceiling: Same as Advance to contact.

Due to the nature of the attack a combat worksheet cannot be used. The GM will try to send the force requested, but may have to substitute units due to combat losses in the previous action. This will usually be done on a one for one basis.

SIEGE

It is possible to besiege a village. This will prevent any production, or sales, of any type except for air sales, which will be badly effected. Obviously, the more losses the enemy takes, the weaker the defence will become, and combat supplies will be a major issue in how long the defender can hold out. Of course, the defenders can attack out of their village, as long as they have the resources to do so, using conventional battle orders. Besieged units use 1 combat supply per month and each

village level uses combat supplies. In a siege the combat supplies of the forces involved will be a vital consideration. Besiegers should note that they too will require combat supplies to maintain their grip on the siege lines.

RAID

The units involved will attempt to infiltrate enemy lines and initiate a raid on a specified target. The primary mission is to destroy the target and get out of the area alive. Targets are usually aircraft, specific tanks, artillery guns, etc., however, you may indicate multiple targets. The more targets, the riskier the mission. These missions are very dangerous and best left to commandos.

Supply Modifier = 1

ARTILLERY BARRAGE

Units will travel, if required, to outside the location and perform an artillery barrage. Enemy units will respond to the best of their ability in an effort to silence your units and cease the shelling. For effective artillery bombardment it is vital to have forward observation either by aircraft or men on the ground directing fire.

Supply Modifier = 3

AERIAL RECON

Aircraft will fly to the indicated Village, or patrol radius, and conduct a series of passes over the area to gain information on enemy strengths, etc. The lower the recon (altitude is indicated on your move) the better the recon info but also the more vulnerable the aircraft becomes to Anti aircraft fire and SAMs. Usually a village with significant Anti aircraft defences will have less intelligence given due to the difficulty of the operation, Indeed the aircraft may be destroyed in the attempt. Visual recon should be performed at less than 2000 feet. This mission requires 1 movement block on your turn sheet, but may cover up to 6 individual locations per mission if these are within the range of the aircraft.

Supply Modifier = 1

CAS (Close Air Support)

Aircraft will conduct close air support mission in support of ground units at the specified location. Ensure that weapons carried are listed on a Aircraft load chit. Aircraft pilots under a CAS order will retreat if enemy Air Superiority aircraft are present unless your attack has Air Superiority aircraft of it's own. Close air support carries risks for the friendly forces so training levels should be high and communication should be in place if this type of support is to be effective.

Supply Modifier = 2

AIR STRIKE

Aircraft will fly to the objective and attempt to strike at specified targets until all ordnance is used. If enemy fighters are present, or the strength of the ground air defences is strong, the mission may abort unless escorted by friendly fighters or flak suppression units. All aircraft should have an aircraft load chit completed.

Supply Modifier = 2

AIR SUPERIORITY

Aircraft will conduct Air Superiority mission to disrupt and destroy enemy CAS and Air Superiority aircraft. List weapons carried, usually Air to Air Missiles and aircraft machine-guns.

Supply Modifier = 2

The above orders can be used as they are or modified to suit your particular intentions at the time. The orders are indicated to cover certain concepts, such as post battle disposition, of your force and aggressiveness of the attack. Turn explanations allow you to alter the attack types and indicate almost any concept for your missions.

Casualty Ceiling

This is the threshold level where the mission may be deemed unsuccessful, and all units will retreat as per any retreat orders. Although the casualty ceiling for each mission type is being dictated, you are always free to set the level yourself. The Threshold level is where orders, level of success, quality of troops, training, current supply status and several other factors are assessed. An attack may continue, if factors are in the attackers favour.

Infantry Class Ground Operations

These operations will probably make up the bulk of your strategy due to both availability and cost effectiveness. While aircraft or armour may be efficient support units, they cannot overrun a Village. If enemy units are in heavily fortified locations your own infantry are required to clear the location. This concept makes the job of the infantry very dangerous, resulting in the highest rate of losses in most battles.

Infantry operations involve the use of ground forces, sometimes with support from armoured vehicles to reduce the effects of the slow speed and light firepower of infantry. They are relatively inexpensive to conduct but usually must be supported to be effective.

Infantry Class Crewing of Weapons

Certain weapons, as indicated in the Units section, can be crewed by infantry class units. These light mortars, ATWs and SAMs give infantry a degree of self sufficiency and multi role capability. The firepower of the infantry squad is however

reduced, in the normal role, since a part of the squad is considered to be employing the weapon.

Reconnaissance

Reconnaissance operations are required to keep apprised of enemy strengths and movements both in and out of combat. Without at least some recon of the objective, your operation will suffer since you may not be aware of your opponents' combat potential. Of the various recon methods, some are more dangerous and/or more effective than others. Recon at night gives less intelligence, but is also usually much safer.

Electronic Recon

Electronic or Radio recon is performed by TAC HQ. The intelligence that you receive will be very limited, usually approximate size or location of the enemy units. It represents the monitoring of radio traffic in an area. Radio recon can be used to scan a district to determine if locations are occupied by military forces.

Recon of Resource Potentials

In order to determine the resource potentials of your location, a commander must be present to do the survey. You may not recon resource potentials at an occupied location since the process requires very overt operations and the enemy is not about to stand by and watch.

Logistic & Command Support Operations

Logistics and Command are important factors in combat. You may have scores of weapons and personnel with astronomical firepower on the front lines, but without command support they are severely limited. Command units focus the firepower to where it will be most effective, based on extensive training in combat tactics. Logistics units such as the Field CP ensure that the force has ample Combat Supplies, recovery, engineering and communications support in the right place at the right time.

Command

The tasks of unit command are not easily specified. The command network consists of several layers, from squad level to the commander of the entire operation.

At the lowest levels, squads take orders from squad leaders, usually sergeants. These men work with troops in the field directly in combat. They are not represented as a unit in the game but one is considered to be present in each squad.

The next level of command is the company commander. This rank is usually captain or above. This is represented in the game as an Officer unit. (see unit descriptions under personnel. He is responsible for 3-5 platoons, usually 12 combat units. He is usually positioned at the Field CP as close to the action as possible, so that the battle can be managed in real time. He is responsible for tactical direction of his units, logistical support and artillery support.

Each Officer requires a Field CP as a staff to carry out orders issued by the officer. Without the facilities provided by the Field CP, the officer is no more than a spectator.

In larger battles it may be necessary to have two field CPs to control the battle. In this case, a further element of command and control is required in the form of a TAC HQ, which provides overall co-ordination and is able to use close air support. TAC HQs are considered to be with the forces deployed, but further back than the Field CPs. This means that they may be close to the battle and in real danger if the defenders have heavy weapons.

In Company Commander command elements are absolutely vital if your forces are to operate to anywhere close to their full potential. Without these units present, it is likely that your forces will fight at less than 50% of their potential, especially in battles involving more than 12 combat units. A TAC HQ is required for close air support to be successful. This does not mean that close air support cannot be ordered to the battle, but it does mean that they might napalm your own units.

The following rules apply for HQ and Command Units.

In Company Commander a platoon is considered to be 6 combat units. 2 platoons makes up a company.

An Officer and his staff in the form of a Field CP can command 12 combat units.

Maintenance

Mobile workshops have been provided to keep your units running in the harsh terrain, and in combat. Trucks will cover many miles, in terrible conditions of weather and terrain, and a proportion of them will suffer breakdowns. The cheaper medium trucks are more liable to break down, but all trucks are liable to breakdown at some point. Truck units with a mobile workshop at their location stand a much reduced chance of breaking down. Broken down trucks will be repaired if there is a mobile workshop present at the monthly adjustment. Mobile workshops can be ordered to repair trucks between monthly adjustments, however, there is a cost in Combat supplies depending on the truck type.

Truck Type	Combat supply repair cost
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Zil	4
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Ural	5
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If units are disabled in battle, mobile workshops and recovery vehicles are able to repair the units and return them to operational status. The cost of repairs to battle damaged units appear on the battle report. A mobile workshop has to be present for repairs to be carried out.

A mobile workshop or mechanic section is required as ground crew for aircraft, without a ground crew present, the aircraft will not remain operational for long. Each aircraft requires a number of mobile workshops or mechanics as specified in the unit listing.

If a unit is damaged in combat, and the location is not in your hands after the battle, the force in control of the location can attempt to repair the disabled unit. To prevent this, it is advisable to have recovery units with your vehicle forces to enable recovery. Combat result will inform you of recovered vehicles with results such as "Disabled and abandoned" "Disabled and Recovered" The loss of a powerful armoured unit due to no recovery would be a great pity, particularly if it is repaired by the enemy and used against you.

Communications

Communications are vital at all levels of a operation, from the simple radio contact of two infantry squads less than a mile apart, to the co-ordination of air strikes from a base 200 miles away. Without communications, the units in combat, or locations, may be cut-off from the situation and their combat effectiveness reduced. In modern combat, the availability of information is the key to an effective offence or defence.

Artillery Operations

Artillery operations are probably one of the most misunderstood types of military combat. Artillery has been proved to be the greatest destroyer on almost every battlefield. However, accurate delivery of fire is the key to effective artillery use. In any attack artillery causes disruption of the enemy as well as destruction and casualties. However, artillery fire needs direction of forward observers, who in their turn require good communications with the gunners, if they are to direct fire accurately. For game purposes, this operation requires good quality troops near to the target, usually a Field CP to provide radio links, plenty of supplies and the trucks to carry them, the artillery units and the trucks to move them. You will see that hitting the target requires many men much equipment and lots of training.

Counter-Battery

When attacked by artillery, all suitable artillery within the target base will attempt counter battery fire. This fire is automatic, but good training will increase the likelihood of success. Locating the enemy is the key to success. Destroying spotting units also has an effect on the attacker. Counter battery fire is very difficult to achieve, so every aid should be used to locate the attackers, in order to destroy them before they can cause too much damage. Self Propelled artillery is much less vulnerable to counter battery fire.

AAA (Anti-aircraft Artillery)

Quick firing Anti aircraft guns have a secondary role in that they can be used against ground targets. With no aircraft to worry about, anti aircraft guns may be turned on attacking ground forces with devastating effects. Likewise they may be used to support a ground attack.

Artillery Munitions

Besides the normal artillery ammunition (Combat Supplies), which represents HE (High Explosive) rounds, your artillery is capable of using Illumination or Smoke. These munitions can be purchased on the Arms Dealer report. Smoke can be used to hide targets during an air attack, or mask units as they advance to reduce the effectiveness of the defenders fire, or cover your combat engineers as they work to clear defences. Illumination can be used to light up a base at night during an attack, or can be carried by aircraft to illuminate a target. Imaginative use of these weapons will bring benefits.

Artillery Crews

Guns are considered crewed. Self Propelled artillery units are considered to have crews.

Self Propelled Artillery

These units are basically guns mounted on light-medium armoured vehicles to give them mobility for combat. They have similar specification to the equivalent fixed unit.

The main reason for the use of SPART vs ART is the fact that the unit can usually fire and move before the enemy can pinpoint his position. Other inherent advantages are the set-up time of the weapon and armour protection for the crew. The average piece of fixed artillery takes about 10 to 40 minutes to set up for firing. SPART takes about 5 to 10. The same applies to movement in battle, the SPART unit taking almost no time to retreat from a position while the Fixed or Towed unit will have to be loaded onto trucks, etc.

Armoured Operations

Tanks, armoured cars and APCs represent one of the most deadly units on the battlefield. They can deliver devastating fire power with good accuracy and are very hard to attack by most units. This, in most cases, results in tanks fighting other tanks in combat. They are however, expensive, limited in range and a nightmare to logistics and maintenance personnel.

While the last statement may serve to deter the average player from the use of tanks, it must be noted that the offensive possibilities when using armour combined with infantry is unparalleled by any other unit combination in the game. As locations grow more powerful, tanks will be required to support infantry on the offensive if you wish to overrun locations. They are also used in situations where artillery is not accurate enough to do the job such as close support to infantry attacking a Village or locations where the enemy perimeter is riddled with MG positions. The infantry alone would surely be destroyed should it try to charge a line of .50 cal across an open field, but accurate tank firepower could serve to take out the positions so as to allow the infantry to gain a foothold in the Village.

Mechanics and Recovery

It is always a good idea to include mechanic support for operations, whether it be a truck mounted operation, or an armoured attack. Mechanics may keep your trucks running, but you will need heavier support in larger operations. Mobile workshops should be included, and a recovery vehicle may be needed if an important armoured vehicle is not to be abandoned and destroyed by its crew. These additional costs are necessary to keep your vehicles from suffering crippling mechanical attrition. Vehicle units damaged in combat will require recovery if they are to be repaired, and this might involve a whole mission in itself.

Engineering Operations and Construction

Engineering operations involve the construction of fortifications, bridges and the emplacement and maintenance of mines and wire. It also includes the use of demolition by Combat Engineers to destroy enemy defences and fortifications during an assault. Combat engineers alone cannot hope to achieve the destruction of minefields, wire and fortifications without demo charges, Bangalore torpedoes and the support of vehicles such as the AMX-VCG. Destroying defences is very dangerous work, usually done under fire, so smoke and supporting fire is often necessary to save the lives of the combat engineers so they can create gaps in the defences for the attack to be a success. Infantry attacks through mines and wire against dug in defenders will inevitably be stopped with very heavy losses.

Construction

Pioneers are required before most fortifications can be built. The amount of Units required is listed in the Units section under the particular task. The unit must be available for the entire turn. Units allocated to build tasks must be present throughout the turn, or the build will fail. This is particularly important for airstrip construction that may take several turns.

Naval Operations

The naval units in the game are used primarily for river and coastal operations where land is never more than a few miles away. They are, for the most part, restricted to fire support and transfer of cargoes, due to their size. Naval units are vulnerable to artillery and anti tank guided missiles and for some unit types, small arms.

FAC (Forward Air Control)

These missions are used to provide spotting on the battlefield for the determination of enemy positions, and directing artillery or air attacks onto those positions. Forward air control (FAC) operations are very risky, but short of putting ground units very close to enemy positions, are the best method of controlling fire missions. The best aircraft are the light prop driven types and smaller helicopters due mostly to their low cost and slow speed. Jet aircraft are in many cases too fast to be used for this purpose and losses of jets are much more devastating financially, to your cause.

Flak Suppression

Most flak suppression missions are in support of CAS missions, some however, may have the sole purpose of destroying AAA capabilities. In support of CAS operations, the flak suppression aircraft are used to destroy or otherwise keep the AAA defences busy while the CAS or strike aircraft deploy their weapons. This allows the strike force to concentrate on the targets rather than the Air Defence Network. A good rule of thumb is one flak suppression aircraft for each 3 AAA or SAM units, if possible. This will usually ensure very little SAM/AAA activity.

Aircraft Ordnance

Air attacks are expensive, due to the cost of the infrastructure, aircraft, combat supplies and ordnance used in the operations. The bombs and rockets used are very effective against troops provided they have no fortifications to take cover in. A single 550lb HE bomb delivered directly on target can take out 2-3 squads if no protection is present. This however is almost never the case. Enemy Infantry will inevitably dig in as soon as they arrive at a location to ensure that their troops are not as vulnerable to such attacks. The more fortifications, the more firepower you must expend to inflict damage. In rural areas, target acquisition can be disrupted due to jungle cover, weather and other factors. The costs can soon become very large.

In general, each type of air dropped munitions has a main purpose. Some can be used for more than one purpose but is still more efficient in its prime purpose. For example, Ordnance HE is designed to destroy structures such as buildings, but is fairly efficient for inflicting concussion damage to troops and light armoured vehicles. Napalm is designed as anti-personnel weapon but will do considerable fire damage to anything it strikes.

A table in the "reference Tables" section to the rear of the rulebook damages inflicted with successful strikes from the various types of weaponry. More information can be found under the type of ordnance in the Units section. Remember that these ratings represent "perfect" situations. They can be greatly reduced under battle conditions.

Air Weapons

In order to conduct air operations, you must understand the use of AAMs, Aircraft MGs and the pylon loading rules, as they apply to aircraft. The following text gives an idea of the capabilities of air weapons platforms.

Pylon Loading Rules

In the Units section, each aircraft type has information on the types and amounts of weaponry that can be carried, usually on pylons under the aircraft wings and body. Some aircraft cannot use certain types of weapons normally because of weight restrictions, but in a few cases due to electronic or carrying restrictions usually associated with the country or origin, however most weapons are suitable for use with all types of aircraft as long as they have the carrying capacity.

Unless otherwise specified, an aircraft can load and deploy any air munitions that will fit and not exceed the weight restriction of the pylon.

Pylons are capable of carrying more than 1 ordnance. For instance, if a pylon load was 600 Lbs then the pylon could carry 5 x 110 Lb bombs. This rule does not apply to missiles, as they need to be connected to the aircraft electronic systems. Different weights and types of bomb cannot be mixed on a single pylon.

Air to air missiles, and air to ground missiles require a single pylon each.

Rocket pods require a single pylon.

Pylon loading information should be indicated on an Air Weapons Load chit. (An example of this sheet is to be found in the Game Documentation section of this book.)

Helicopter Weapons Loading

The above information applies to fixed wing aircraft only. Helicopters are detailed under the unit type in the Units section, with respect to mountable weapons. (see table the in the reference section.)

AAMs (Air to Air Missiles)

At this time, there are no air to air missiles in this version of the game.

Popular Support

The support of the people who are in your area is vital. They are your workers, as well as your supporters, and it is important that you keep them on your side. At the start you will not have the full support of the people under your control, but will have to earn their support. This is done through special actions to show the people that you are good for them, and will improve things.

Other Factors

Other civil and technical bonuses that are available will add to your production, and may even take it over 100%.

Airstrips

These take a long time to build, and require sizeable commitment of manpower, equipment and defence stores. Once ordered, the computer will monitor the presence of the necessary units at the airstrip build location. If you reduce the amount of units, stores, vehicles or manpower below the necessary level during the period, the airstrip build will be suspended until there are sufficient resources to recommence.

In order to build an airstrip, or increase size, you will need the following at the location:

4 Defence Stores

3 Trucks (Zil or Ural)

5 Excavators

4 combat engineers (or 8 Pioneers or a combination of both)

The build will take several turns to complete, and a total of around 40 defence stores for the task. The build cycles through several revolutions, each of which requires the above to complete. After the correct number of cycles have been completed, the airstrip will be allocated to you.

The Game Map

All villages have a road link, and in strategic terms, all vehicles are tied to the road net. Terrain type dictates the resources available in the area. These are generally:

Swamp: Not much

Clear: Sugar

Hills/Mountains: Bauxite

Desert: Oil

Forest: Lumber

The density of forest on the map has nothing to do with the possible potential of any villages. This is for artistic effect only. Of course, the road net offers many problems to the aggressive leader, and great hope to a defending faction. The terrain will effect combat, in its effect on unit selection. Also, some villages will grow in strategic value as their importance grows in the game. Villages in mountain passes, and those that control bridges are the obvious ones, but the sparse road net will also add to the strategic value of other villages. All rivers are navigable, and this provides another way of getting from one place to another. With the River Barge unit, you can move large quantities of goods with relative ease and safety.

Remember that Third World "Roads" are no more than dirt tracks, and the distances are great. Wear and tear will mean that vehicles break down with some regularity, so having mobile workshops and mechanics available to carry out repairs will help to keep your transport fleet on the road.

Recruitment

In order to get recruits for your armed forces, you will have to carry out recruitment. This delves into the heart of the game, as each recruit gained at a village reduces the village level by 1. This in turn reduces the available manpower to operate the industrial units such as sugar plantations and mines. The classic choice between plough shares or swords. Until you have recovered the level of the village, you may adversely effect production, should you recruit too heavily. Each recruitment level costs 1 Money.

Casualties

Casualties are now a unit within the game. They will be allocated during combat, and need to be taken to a field hospital as quickly as possible. This can be done using any vehicle, but field ambulances are available, and helicopters can also evacuate casualties. Casualties left laying around after the battle will eventually die off, but their presence will have a detrimental effect upon the location.

Combat Supply Purchase

Combat supplies are purchased at ports and border locations. They can be bought each turn, and are delivered for distribution by the next turn. Combat supplies are bought in batches of 10, and each batch of 10 costs 7.5 Money and 7.5 PI. A section on the turn sheet is used to purchase combat supplies.

Village Manpower

Each village has its manpower available calculated from the current village level. Each industry requires an availability of two manpower to function. Should there be a shortage of manpower, not all production facilities will work. This may reduce the amount of goods produced, and adversely effect your overall income. A balance needs to be struck between recruitment and production.

Village Size Increase

In certain circumstances, Investing in a village will increase the size of the village.

Each investment level ordered costs 5 Money. The larger the difference between the investment level and the current village level, the more likely the village level will be increased. Money will still be deducted if no village increase is attained. Investment can be expensive, and there is a limit to the size of a village that once reached will not be exceeded. Investment may help to improve popular support and reduce collateral damage, even if no village increase occurs. Successful investment will gain some political influence.

The Newsletter

Each month, at the monthly adjustment the newsletter is published. This gives a summary of all the news, and tells everyone what is happening. It is also the place where articles from the players are published, and propaganda is distributed. There is also a section for the GM to emphasise rules That are not being used by some, and changes and tactical hints.

Other Financial Situations

Transactions between factions are possible with some restriction. You may sell locations or equipment. Keep in mind that you require the technical training for the unit before you can purchase it from another player. Political Influence may NEVER be traded since it represents the influence YOUR faction has on Foreign governments. You can never sell or give your men to another player. Your men will fight for you and only for you. This is only for infantry class units. Equipment can still be sold to another player.

Player Co-operation

You cannot have two players forces in the same location. However there is nothing to stop players who are allied from moving through a location to another location they control, or to attack another location.

Infantry Training

To gain Infantry for your faction you must recruit men from the villages that you control. This is achieved by setting a recruitment level on the turn sheet. The normal setting is 0. Each recruitment level costs 1 MP and reduces the village level by 1 and may increase the available recruits by 1 but this is never certain.

Once you have recruits they must be transferred to your training camp. You can set three types of training but each camp can only train 4 units per month. Training costs Money, Political Influence and Combat Supplies.

Costs are shown in the quick reference tables in the reference section.

Field Locations (No name)

You can set up one field location which is assumed to be in the jungle. For this reason the Field Location uses combat supplies at a very high rate. Once a field location has no further use it can be abandoned.

If you carry out combat operations from a Field Location the defending player will be notified of the existence of the Field Location.

Dropping Out

If You decide to drop out, it is important that you tell the GM immediately. This is so that no further charges are levied against you, and so that your position can be given over to the next available player.

Schedule of Fees

Company Commander is a realistic conventional warfare correspondence game designed for the "serious" adult wargamer. We believe it is one of the most realistic correspondence games of it's type in existence. The evaluation of game turns in such a game system requires a good deal of work and skill from the GM and the support of computer equipment. Company Commander should not be considered an inexpensive game though we believe the value for the money spent to be outstanding. The planning involved and inter-player politics are extensive and the competition you will find is of a higher level than you will find anywhere. If you are looking for a challenge this is it!

Set up in new or existing game	£10.00
Standard Turn (Set amount of orders)	£6.50
Monthly adjustment/ Newsletter	£5.00

There are no hidden fees, that you are faced with out of the blue.