

COMPANY COMMANDER

MODULE 15


TRANSPORT

TACTICAL BRIEFING ON TRANSPORT

In Company Commander, transport units are vital. Although most Infantry class units can march, their fighting endurance will be severely limited by the amount of combat supplies that the force has with them, and the fatigue incurred by a long approach march. Units can only carry enough supplies for a brief period of action, before they must be resupplied. Without having the extra carrying capacity that is needed, they will be forced to disengage. Also, transport is vital for getting commodities to ports and border warehouses. All goods are sold from these strategic places, so if there is not a steady flow from the commodity rich inland villages, your cash flow and your unit availability will soon dry up. The most lowly of transport units is also the most vital. The extremely difficult terrain in the area means that motor vehicles are restricted to operating on the road network. Mule trains have no such limitations, and should be considered a vital unit in keeping your forces supplied and mobile. Indeed some units such as the Oto Malera Pak Howitzer are included in the game, so that they may be used in conjunction with mules to allow for artillery support in seemingly impossible terrain. Transport vehicles are the unsung heroes of Company Commander. Without a large number of them, you don't stand a chance.

Unit Designation	7AP Haflinger Light Mobility Vehicle		
Country	Austria		
Base Price	15		
Base TTC	50		
Crew	1		
Cargo Capacity (Lbs)	1400		
Casualty Capacity (Sect)	1		
Unit Weight (Lbs)	2000		
Road Speed (mph)	46		
Supply (Pts)	2		
Travel Range (Miles)	284		
		Cargo Cap (Squads)	0

1 reconditioned 700 AP Haflinger Light Vehicle. The Haflinger was originally designed as a support vehicle for mountain troops in Austria, but with the development of airmobile warfare, the design has been adapted for this use, and is able to be under slung by the S-55 and MI-2 Hoplite, or carried internally by the C212 Aviocar to provide mobility to airborne operations after they touch down. This vehicle will provide transport for heavy weapons and combat supplies for sustained operations away from the landing zone, allowing for extended operations. The vehicle is un-armoured, and has no combat value. It is however a fairly rugged and versatile vehicle that will be of use to any special operations. It has no amphibious capabilities.

Unit Designation	Landrover		
Country	UK		
Base Price	25		
Base TTC	0		
Crew	1		
Cargo Capacity (Lbs)	1000		
Casualty Capacity (Sect)	0		
Unit Weight (Lbs)	6003		
Road Speed (mph)	65		
Supply (Pts)	2		
Travel Range (Miles)	351		
		Cargo Cap (Squads)	0

1 reconditioned Land Rover. This is a rugged, reliable vehicle with a small payload, often used to transport officers or commanders. It can tow a trailer to supplement its cargo load.

Unit Designation	Landrover Ambulance		
Country	UK		
Base Price	20		
Base TTC	50		
Crew	2		
Cargo Capacity (Lbs)	0		
Casualty Capacity (Sect)	1		
Unit Weight (Lbs)	6500		
Road Speed (mph)	60		
Supply (Pts)	5		
Travel Range (Miles)	351	Defence Strength	1
		Cargo Cap (Squads)	0



One reconditioned Land Rover Ambulance. This unit can carry up to 5 casualties. The Ambulance is used for transporting casualties to a hospital. Medics will keep the casualties alive for a short time, but hospitals will prevent deaths. It is important to get casualties to hospital, and the ambulance is the vehicle of choice. It has no armour, and should be kept out of harms way, as it is very vulnerable to any type of fire. Like all Land Rovers it is mechanically reliable and of robust construction.

Unit Designation	Mule Train		
Country	Local		
Base Price	1		
Base TTC	0		
Crew	1		
Cargo Capacity (Lbs)	1200		
Casualty Capacity (Sect)			
Unit Weight (Lbs)	2200		
Road Speed (mph)			
Supply (Pts)	1		
Travel Range (Miles)	20	Defence Strength	1
		Cargo Cap (Squads)	0



5 Pack Mules This Unit can be loaded with heavy weapons and supplies for missions in terrain that other transport units cannot enter. They have requirements for food and water, and care, so supplies are needed for them. They are vulnerable to fire of any sort, and should not be exposed to enemy action.

***Although this unit has a cargo rating, it cannot be used to carry Commodities.**

Unit Designation	Trailer
Country	Local
Base Price	12
Base TTC	0
Crew	0
Cargo Capacity (Lbs)	700
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	1100
Road Speed (mph)	
Supply (Pts)	0
Travel Range (Miles)	0

Defence Strength	1	Cargo Cap (Squads)	0
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One reconditioned trailer. This unit can be towed by any vehicle, increasing the cargo carrying capability of the unit. Useful for small operations, or where further trucks are unavailable, and can extend the duration of vehicle patrols. Cannot be used to cross rivers, as it has no amphibious capability.

Unit Designation	Ural 375 Heavy Truck
Country	Russia
Base Price	80
Base TTC	100
Crew	2
Cargo Capacity (Lbs)	8000
Casualty Capacity (Sect)	4
Unit Weight (Lbs)	11020
Road Speed (mph)	56
Supply (Pts)	5
Travel Range (Miles)	380

Defence Strength	1	Cargo Cap (Squads)	3
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One reconditioned Ural-375 heavy truck. Although expensive, this truck is far better built than the ZIL, carries more cargo, and is less prone to breakdown. This will be the truck of choice, but availability will always be a problem. Due to its size and value, it is usually used for behind the lines transport where losses will be fewer.

Unit Designation	ZIL Medium Truck		
Country	Russia		
Base Price	45		
Base TTC	0		
Crew	1		
Cargo Capacity (Lbs)	5000		
Casualty Capacity (Sect)	2		
Unit Weight (Lbs)	14770		
Road Speed (mph)	40		
Supply (Pts)	4		
Travel Range (Miles)	370	Defence Strength	1
		Cargo Cap (Squads)	2



One reconditioned ZIL medium truck. These trucks are of Soviet design, dating from the 1950s. Many thousand have been exported, and they are another popular feature of military life in the Third World. The load carried is not large, and this unit has some reliability problems, however, this is a vital unit in any army, despite its drawbacks.