

COMPANY COMMANDER

MODULE 4

ARMOURED CARS

TACTICAL BRIEFING ON ARMOURED CARS

In the early stages of the game, armoured cars will form the only source of armoured fire support for your forces. Armoured cars can also operate as fast recon units, given orders to withdraw at the first sign of enemy units. The relatively small cost of these units means that you can have a fair number of them, and most are armed with at least enough fire power to destroy or at least damage anything up to a medium tank. Their light armour is an obvious weakness, as even the RPG-7 will destroy most armoured cars.

After you acquire some heavier units, light Armoured Cars should be used for recon, and should be considered expendable in order to gain valuable intelligence, indeed they may be able to travel vast distances in the interior giving their commander a good idea of the whereabouts of potential enemies. They are able to gather intelligence while in harms way, and still get away. With this in mind, it might be worth the risk of losing units to gain valuable intelligence.

Unit Designation	BRDM-1 Armoured Car
Country	Russia
Base Price	110
Base TTC	300
Crew	2
Unit Weight (Lbs)	12412
Road Speed (mph)	40
Supply (Pts)	5
Travel Range (Miles)	150
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	1 x 12.7 mm HMG
Main Armament Range (M)	800
Secondary Armament	
Secondary Armament Range (M)	



Attack strength Infantry	3
Attack Strength Soft	3
Attack Strength Lt Armour	3
Attack Strength Anti Tank	0
Attack Strength AAA	2
Attack Strength Forts	2
Defence Strength	2

1 Reconditioned BRDM-1 scout car. The BRDM-1 has served with the Soviet Army and its clients for many years, acting as a scout car. It is very lightly armoured, but quite fast, and good across country, with mid section wheels that can be lowered in very rough terrain to improve traction. The hull is boat shaped, improving the amphibious capabilities of the unit, but its front mounted petrol engine is vulnerable.

Unit Designation	Ferret Armoured Car
Country	UK
Base Price	120
Base TTC	200
Crew	2
Unit Weight (Lbs)	8157
Road Speed (mph)	56
Supply (Pts)	3
Travel Range (Miles)	185
Night	<input type="checkbox"/>
Smoke	<input checked="" type="checkbox"/>
Main Armament	1 x 7.62 mm MG
Main Armament Range (M)	600
Secondary Armament	
Secondary Armament Range (M)	



Attack strength Infantry	3
Attack Strength Soft	1
Attack Strength Lt Armour	0
Attack Strength Anti Tank	0
Attack Strength AAA	1
Attack Strength Forts	2
Defence Strength	1

One reconditioned Ferret Light Armoured Car. This unit was in service for many years with the British Army, and was used in the light recon role. It is a very small vehicle, and this, combined with its high speed allow it to evade attack. Its armour is only protection against small arms and shell fragments, and its armament is for self protection and possibly fire support. It is mechanically reliable.

Unit Designation	EBR-75 Armoured Car
Country	France
Base Price	230
Base TTC	330
Crew	4
Unit Weight (Lbs)	28660
Road Speed (mph)	62
Supply (Pts)	6
Travel Range (Miles)	375
Night	<input type="checkbox"/>
Smoke	<input checked="" type="checkbox"/>
Main Armament	1 x 75 mm Gun
Main Armament Range (M)	1500
Secondary Armament	1 x 7.62 mm MG
Secondary Armament Range (M)	600



Attack strength Infantry	5
Attack Strength Soft	3
Attack Strength Lt Armour	3
Attack Strength Anti Tank	2
Attack Strength AAA	1
Attack Strength Forts	3
Defence Strength	5

One reconditioned EBR-75 Armoured Car. This is a heavy armoured car with good armament and excellent mobility. It is able to withstand heavy punishment and can hit back hard with its 75 mm gun. It also has a machinegun for fire support and protection.

Unit Designation	Engesa EE-9 Cascavel Armoured Car
Country	Brazil
Base Price	350
Base TTC	430
Crew	3
Unit Weight (Lbs)	29592
Road Speed (mph)	60
Supply (Pts)	7
Travel Range (Miles)	500
Night	<input type="checkbox"/>
Smoke	<input checked="" type="checkbox"/>
Main Armament	1 x 90 mm gun
Main Armament Range (M)	1500
Secondary Armament	1 x 7.62 mm M
Secondary Armament Range (M)	600



Attack strength Infantry	6
Attack Strength Soft	7
Attack Strength Lt Armour	4
Attack Strength Anti Tank	3
Attack Strength AAA	3
Attack Strength Forts	6
Defence Strength	4

One reconditioned EE-9 Cascavel heavy armoured car. This unit has fairly heavy armour and an impressive gun and is a powerful addition to any faction. The armour can withstand 30mm cannon fire and the 90mm gun delivers both HE and AP rounds. This unit is the next best thing to a tank, and should be highly valued.

Unit Designation	Fiat 6616 Armoured Car
Country	Italy
Base Price	140
Base TTC	220
Crew	3
Unit Weight (Lbs)	17637
Road Speed (mph)	75
Supply (Pts)	4
Travel Range (Miles)	450
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	1 x 20 mm Cannon
Main Armament Range (M)	900
Secondary Armament	1 x 7.62 mm MG
Secondary Armament Range (M)	600



Attack strength Infantry	4
Attack Strength Soft	3
Attack Strength Lt Armour	1
Attack Strength Anti Tank	0
Attack Strength AAA	2
Attack Strength Forts	2
Defence Strength	3

One reconditioned Fiat 6616 Armoured Car. A cannon armed armoured car whose armour is proof against splinters and 7.62 mm rounds. This fast well armed armoured car can offer mobile light fire power and scouting to any force who buys it.

Unit Designation	ENGESA EE-3 Jacaraca Armoured Car
Country	Brazil
Base Price	130
Base TTC	220
Crew	3
Unit Weight (Lbs)	12787
Road Speed (mph)	45
Supply (Pts)	4
Travel Range (Miles)	320
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	1 x 12.7 mm HMG
Main Armament Range (M)	800
Secondary Armament	
Secondary Armament Range (M)	



Attack strength Infantry	3
Attack Strength Soft	3
Attack Strength Lt Armour	2
Attack Strength Anti Tank	0
Attack Strength AAA	2
Attack Strength Forts	1
Defence Strength	3

One reconditioned Engesa EE-3 Jararaca Scout Car. This is a light armoured recon vehicle, small in size and fast. It is armed with a machinegun, and protected against small arms fire. It is used to gather intelligence and to add armour protection to lightly defended areas. It should be able to speed its way out of trouble and should not be used against well defended positions, unless in a scouting role.