

COMPANY COMMANDER

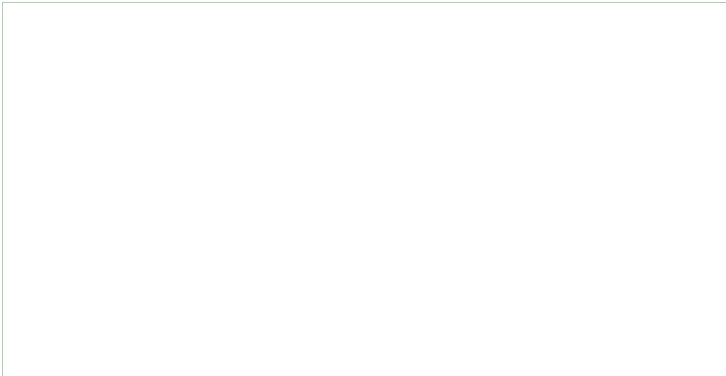
MODULE 5


BASE UNITS

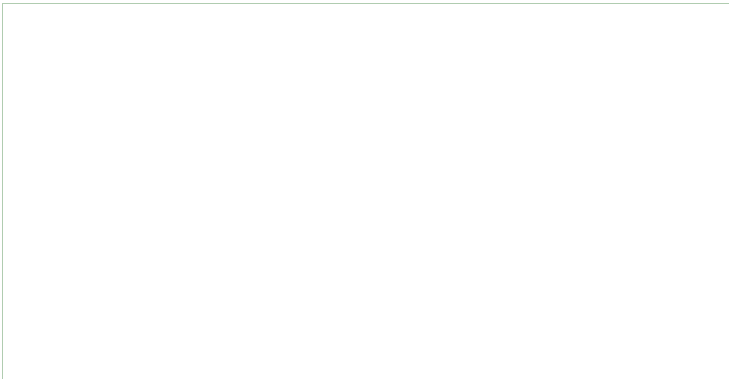
TACTICAL BRIEFING ON BASE UNITS

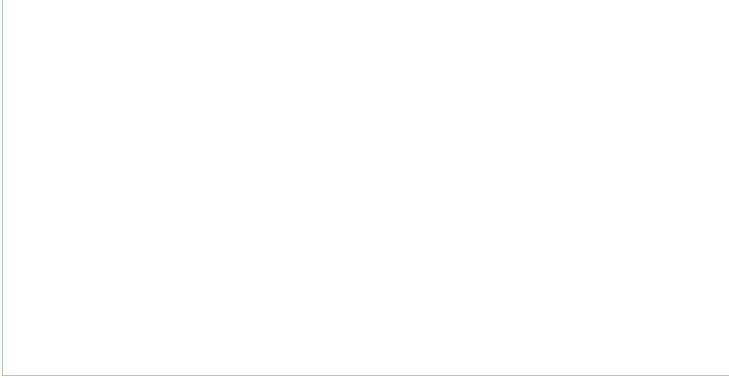
The villages you control will have to be developed with whatever Industry they can support if you are to be successful. The units in this section will provide you with the Infrastructure for Industry and allow you to add other capabilities to your power base such as an airstrip or a field hospital.


Unit Designation	Village
Unit Picture	
Base Price	5
Base TTC	0
Defence Strength	
Unit Characteristics	<p>This unit reflects the size of the village at the location. To increase the size of a village, it is necessary to invest MPs in the village. Generally, an Investment (In MPs) greater than the current village size will have a positive effect. If Investment is insufficient, then no rise will be given to the village, but the MPs will still be used for the good of the village. Collateral damage reflects damage to the village, as a percentage. MPs to be invested in the village have to be at the location for this action to succeed. The Investment level will appear on the printout for that location, and Investment will be assessed on the monthly adjustment.</p>

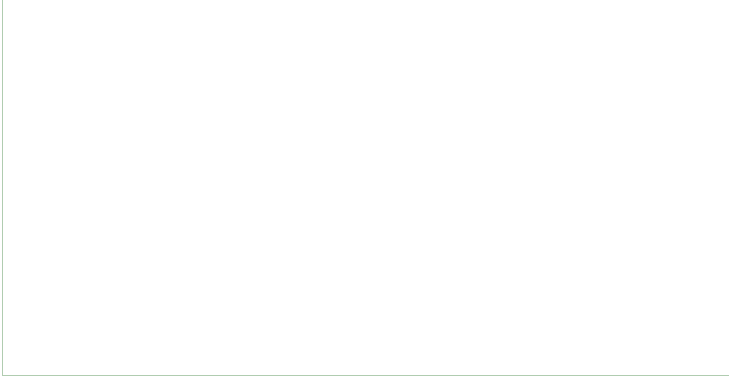
Unit Designation	Bauxite Mine
Unit Picture	
Base Price	125
Base TTC	0
Defence Strength	
Unit Characteristics	<p>A Bauxite mine produces up to 10 Bauxite at the monthly adjustment. Each mine that functions also produces up to 25 Political Influence for your faction.</p>

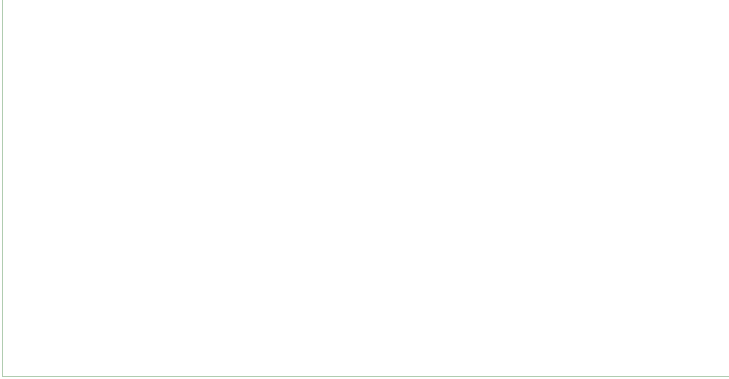
Unit Designation	Sugar Plantation
Unit Picture	
Base Price	25
Base TTC	0
Defence Strength	
Unit Characteristics	A Sugar plantation produces up to 15 units of Sugar every monthly adjustment. Sugar is normally grown in the fertile grassland areas of the country, while other raw materials are mined or drilled in other types of terrain. Each Sugar Plantation produces up to 15 Political Influence each month.

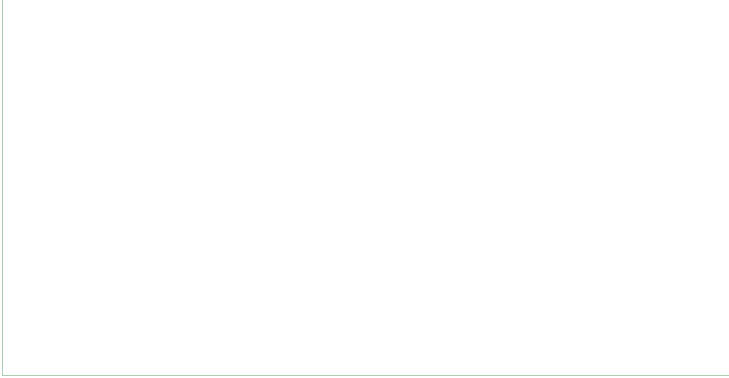
Unit Designation	Oil Well
Unit Picture	
Base Price	300
Base TTC	2000
Defence Strength	
Unit Characteristics	This is a functioning Oil well, that will produce Oil at the Monthly Adjustment. Each Well or Platform will produce up to 10 Units of Oil. Each Oil Well is also an economic boost to the country, and earns 25 Political Influence for your faction.


Unit Designation	Lumber Yard
Unit Picture	
Base Price	35
Base TTC	150
Defence Strength	
Unit Characteristics	A Lumber Yard is needed to exploit the lumber in the area. This is given as a potential at the location. Each Lumber Yard produces up to 13 points of Lumber at the monthly adjustment. A lumber Yard will produce 20 Political Influence per month at the Adjustment.

Unit Designation	Port Facility
Unit Picture	
Base Price	60
Base TTC	800
Defence Strength	
Unit Characteristics	<p>This unit represents a wharf and warehouse facilities at a location on the coast or estuary. The more Port Facilities, the greater the number of goods that can be handled. Each facility can handle up to 12 units of Oil, Sugar, Lumber and Bauxite per month. Stockpiles are sold in this order at a Port Facility: 1 Oil, 1 Bauxite, 5 Sugar, 2 Lumber. The multiple sales of grain and Lumber are counted as 1 sale. The sales are then repeated till all ports have made 12 sales or there are no more commodities to sell. The port is considered to have the necessary equipment to handle the loading of vessels. The operation of naval vessels does not require a port. Ports are quite vulnerable to air and artillery strikes. Ports can only be built at coastal villages, and at the first village nearest the coast along a river. If you are unsure if a port can be built at a village, please ask the Gamemaster. You can have unlimited number of ports at a coastal village but a maximum of 5 port facilities in a river location. Ports cannot be moved. Each Port Facility will earn up to 10 political Influence per month, on adjustment day. The cost to build a port facility is based upon the following formula.</p> <p>Current Port size x 20 MP x 1.5. A port can only be increased by one level per turn.</p> <p>A size 1 port costs 60 MP.</p>

Unit Designation	Border Warehouse
Unit Picture	
Base Price	32
Base TTC	0
Defence Strength	
Unit Characteristics	<p>Ports sell goods at the monthly adjustment. Border Warehouses serve a similar task to ports for sales over the border. However, there are some differences. Ports sell 12 units per level, while Border Warehouses sell only 10 units per level. As the name suggests, you can only build this unit type in a town adjacent to the border. This unit represents storage facilities for each type of goods, and the loading and unloading facilities for handling the commodities. Like ports, Border Warehouses are progressively more expensive to build up in size. The costs of increases can be calculated using the following formula: Current Warehouse size x 12 MP x 1.4. (Rounded Down) A Border Warehouse can only be increased by 1 level per turn. A size 1 Border Warehouse costs 12 MP. Each Border Warehouse generates 15 Political Influence.</p>

Unit Designation	Training Camp
Unit Picture	
Base Price	50
Base TTC	0
Defence Strength	
Unit Characteristics	<p>This unit represents the training facilities to convert units from recruits into different types of Infantry. Each level can train 30 men per month. A Training camp will make 3 recruit squads into 3 militia, or upgrade militia to better classes of Infantry. The costs of training vary with each unit type. The training camp has no defensive value. Increases in the size of the camp, cost 50 MPs. You can only have a training camp in one location, usually near a coast or border, but this can be increased in size for greater turn over of recruits.</p>

Unit Designation	Field Hospital
Unit Picture	
Base Price	300
Base TTC	300
Defence Strength	
Unit Characteristics	<p>One field hospital. On the surface this might seem to be a luxury, but a hospital will generate PI at 100 per month for your faction as well as a constant trickle of replacements as men are made fit for duty again. The Hospital will take 15 combat supplies at the monthly adjustment for medical use, however if these are unavailable, the hospital will not function, and a PI penalty will be imposed, as you will be seen to be showing neglect of the people and military under your care. Casualties should be moved to a Field Hospital as soon as possible to make sure that more of them survive, and are able to return to duty.</p>

Unit Designation	Airstrip
Unit Picture	
Base Price	0
Base TTC	0
Defence Strength	
Unit Characteristics	<p>This unit represents a section of Concrete runway, fuelling and maintenance facilities. Level 1 Airstrip is allocated to facilities such as areas for parking aircraft, fuelling and maintaining them. A second airstrip is needed to operate Helicopters. After that, a growing amount of airstrip is required as heavier aircraft become available and require greater take off and landing distances. Building a runway is a costly and time consuming venture. It requires the continued presence of 3 trucks, 5 pioneers or 3 combat engineers and 5 excavators. You will need 40 defence stores at the start to build the airstrip. The build may take several turns to complete. A large airstrip can sell goods by incoming foreign cargo aircraft Each level over size 7 can handle 6 units of sale in the same way as a border warehouse. No Political Influence is gained by sales from an airstrip.</p>