

# COMPANY COMMANDER

Game Documentation

Turn Printout and Monthly Adjustment Printout

This is used to list the cities that you control with the units present at each location. It is released at the monthly adjustment date after all adjustments are run for production, etc. The printout also lists the units that you currently possess the technical training for. You must have the Technical Training of the unit before you can purchase it from the Arms Dealer Report.

At the bottom of your printout is the Arms Dealer Market Availability Report. This monthly Market Report will give you a list of the units that are available for purchase through foreign arms dealers, the quantity available for each item and the price for each item. The market report will vary for each player every month and will almost never be exactly the same. Some units are very rare and may not be seen on the market for a long time. The market report is valid for a month, until the next adjustment. Once a unit is purchased it is removed from your market report and added to the Village specified on your purchase/production sheet. Item may be purchased at any time during the month, but once purchased the quantity purchased will be removed from the Arms Dealer Report.

At a set day of the month (real time) the monthly adjustment program will be run on the computer. The following adjustments, in the order listed, will occur at each Village in the the game.

- Each Bauxite Mine unit will produce up to 10 Bauxite Ore. In addition each mine that produces will earn you up to 3 Political Influence.
- Each Oil Well will produce up to 10 Oil. In addition each Oil Well that produces will earn you up to 10 Political Influence.
- Each Sugar Plantation will produce up to 10 Sugar. In addition each Plantation will earn you up to 5 Political Influence.
- Illegal activity will reduce Political Influence by as much as 90% and generate money.
- Port units and Border warehouses will sell goods to their maximum ability. Money will be added to the port location or Border Warehouse. In addition each Port Facilities and Border Warehouse will earn you up to 10 Political Influence.
- Morale will be checked and any desertions applied.
- Hospitals, if supplied, will produce up to 20 Political Influence, and convert some casualty units into replacements at the the location. If they are not supplied, a PI penalty will be applied. and no replacements will be added. Casualties will however be reduced.

A complete printout of each player's possessions will be mailed out following the monthly adjustments run.

Game Documentation

There are several different types of documentation you will see throughout the game used to report information and organise your plans. The following text covers the most important documentation.

Movement Sheet

This sheet is used to indicate movement from one location to another, attacking an enemy held location by combat, recon of a location and other operations. There are Nine blocks with which to indicate different operations. All data should be specified in the areas provided, especially location number, distances, orders, etc. There are also night and day options and a space to specify the mission number, and space to write notes to clarify the mission to the GM.

The NOTE section should be used to tell the GM anything he needs to know beyond the mission parameters. The Unit Type & Cargo section should list all units, transports, cargo and supply that the mission requires. All combat supply that is being moved and the combat supply which will be expended for combat is also listed here. The same applies to equipment and troops if you are simply moving them from one location to the other as cargo. Movement blocks,

MISSION #	QTY	UNIT TYPES & CARGO	TROOP CAP	CARGO CAP	LOAD	MOVEMENT FROM/TO				
1	10	ZIL Medium Truck	20 squads	50000		FROM CITY	HAU HIN..	CITY #	1370	
MISSION TYPE ↓	1	Land Rover	0.5	1000		TO CITY	DAN THOM	CITY #	1652	
MV	X	30	Combat Supplies		3000	DISTANCE.	20 miles	MILES		
PRT		1	D-30 HOWITZER		towed	RETURN JOURNEYS	0			
ATC		20	EU-2 550 Lb Bomb		11000	MARCHING	<b>NOTES</b> Reinforce & resupply Dan Thom.			
DA					ON ROAD	X				
AS		4	Regular Infantry		10000	OFF ROAD				
AB						AIR				
RA						SEA				
RC						OTHER.				
EX						DAY				X
						NIGHT				
<b>TOTALS</b>			20.5 Squads	51000	24000					

unless otherwise specified, are processed in numerical order. If you make a mistake in the numerical order of the blocks, please indicate this on the top of the turn sheet.

NOTE: If your convoy encounters an enemy troops while enroute to its objective, the convoy will be forced to return to base or if ambushed, it might be destroyed or badly damaged. There is a chance they will be ambushed by the enemy.

#### Technical Training Purchases (PI = Political Influence)

This section covers purchasing Technical Training. You must purchase Technical Training for a unit before you can buy the unit from the Arms Dealer Report.

TECHNICAL TRAINING PURCHASE TABLE					
UNIT TYPE	TTC MODIFIER	PI BASE PRICE	ACTUAL PI COST	TAKE PI FROM CITY	CITY #
AMX-VCI APC	3.5	420	1470	Phu Bon	521

**Unit type:** the unit you wish to obtain technical training for.

**TTC Modifier:** The TTC Modifier is notified in the news letter each month, and is the multiplier of the next section,

**PI Base Price:** The PI base price for each unit is given in the unit book for individual unit types. To get the current PI cost for a unit, multiply the TTC Modifier by PI base price. This is the true PI cost of the unit technology, and should be noted under the next section. Units with zero PI Base Price do not need to have TTC spent on them.

**Actual PI Cost:** The PI are then taken from the Village named in the next column,

**Take PI from Village:** The village name where the PI is taken.

**Village #:** Number of the village.

If training is not purchased, then you cannot buy the unit from the arms dealers report.

#### Building Fortifications/deploying defences

The next section of the Purchase/Production Sheet deals with construction of fortifications and deploying defensive weapons such as mines and wire. Please make sure that you have sufficient Defence Stores, excavators and either Pioneers or Combat Engineers available, or your build attempt will fail.

CONSTRUCTION TABLE						
CITY NAME	CITY #.	FORT TYPE	QTY	DS REQ	ENG VEH REQUIRED	MANPOWER REQ.
Ban Tung	431	wire emplaced	6	n/a	n/a	2 pioneer sects
Ban Tung	431	Lay AT Mines	6	n/a	n/a	3 Pioneer Sect
Bung Ban	440	Lay AP Mines	3	n/a	n/a	1 Pioneer Sect
Ban Tung	431	Bunker	1	30	4 Excavator	2 Combat Eng

#### Unit Purchases

The Unit Purchases part of the turnsheet is used to purchase new units from the Arms Dealer Report. You should specify where the units are to arrive, but this must be a port or Border Warehouse. The money to pay for the purchase can come from any location you control, but all the money owed needs to be at the paying location. You cannot pay from multiple locations for a single purchase. Purchases are considered to be carried out after movement, so units purchased this turn will not be available to deploy until the next turn.

UNIT PURCHASES						
PURCHASE CITY	CITY #	MP FROM CITY	CITY #	UNIT TYPE	QTY	TOTAL MP'S
Don Phin	392	Ban Dong	391	BTR-152 APC	2	82
Don Phin	392	Ban Dong	391	M-50 Ontos	2	165

In these purchases we see that the player has purchased 2 BTR-152 APCs and 2 M-50 Ontos at the Border Warehouse at Don Phin, and taken the money from Ban Dong.

Special Action Sheet

This is one of the most flexible and powerful orders used in the game. Each turn you have a single special action to carry out anything you like. Some of the many actions that can be performed are: contacting foreign governments, increasing a production bonus, increasing potentials in a Village, performing training to acquire combat bonuses, unusual requests or other creative actions that enhance your combat abilities, gather intelligence, special training and orders and any other concept not handled by the other sheets. When making any kind of request it is best to expend some of your MPs, political Influence or production stockpiles to grease the way! Anything not covered by the other forms should be done on the Special Action. Anything at all can be attempted, but not everything will work.

SPECIAL ACTION			
RESOURCE ALLOCATION		LOCATION NAME	#
Lumber			
Sugar			
Bauxite			
Oil			
Combat Supplies	20	Di Phon	392
Money (MP x 1)	2	Di Phon	392
Political Influence	1000	Di Phon	392

Train Infantry units in Urban warfare.

In this example Special Action Block, we see that the commander is attempting to gain greater combat efficiency from his Infantry units in their Urban Combat role. He has foreign help, and spends PI, and he uses supplies, as blank ammunition, and some cash to cover expenses. This would gain Combat bonuses in at least 1 section.

Convoy Move

In addition to your normal moves, you may carry out convoy moves in your turn. These are special moves to help you to get goods from their point of origin to the point of sale.

The convoy move has certain restrictions and these are:

- Only ZIL & URAL 375 trucks may use this type of move.

CONVOY MOVE									
START LOC	#	LOC 2	#	LOC 4	#	LOC 5	#	END LOC	#
<b>Sayong</b>	<b>41</b>	<b>Dakata</b>	<b>44</b>	<b>Rebarna</b>	<b>51</b>	<b>Fenarfa</b>	<b>61</b>	<b>Bilong</b>	<b>32</b>
CARGO AND TRUCKS	QTY	PICK UP	QTY	PICK UP	QTY	PICK UP	QTY	TOTAL CARGO CAPACITY	
<b>Zil truck</b>	<b>1</b>	<b>Sugar</b>	<b>3</b>	<b>Bauxite</b>	<b>2</b>	<b>Sugar</b>	<b>5</b>	<b>5000 LBS</b>	
		<b>PI</b>	<b>100</b>	<b>PI</b>	<b>100</b>			TOTAL CARGO WEIGHT	
								<b>5000 LBS</b>	
								TOTAL MILES	
								<b>87 MILES</b>	

- Only goods can be transported, No units, weapons or combat supplies can be moved, as their movement should be carried out under normal movement rules.
- Route must have a secure road link.
- Convoy order may be a loop.
- Units may not exceed their movement allowance or load capacity.
- Trucks cannot join convoy once started.
- Goods can only be picked up, never dropped off, except for the end location.
- You can skip pick up locations and go to END LOC.
- The convoy is considered to take a whole turn to complete.
- A convoy is a one way journey, and cannot be repeated within a turn.
- Locations can be skipped en-route, as long as rules of load and distance are not broken.

U/S Trucks

In the harsh environment of South America, machinery is very prone to break down. To simulate this, all truck types stand a varying chance of breaking down. If a Mobile workshop or mechanic is at the same location, there is less likelihood of a breakdown.

If a unit should break down, it will appear on the print out like this: Zil Med Truck U/S (U/S for Unserviceable) Should this happen, the unit is immobilised. A Recovery truck can tow it to a new destination, or a mobile workshop can be brought to the vehicle. If, at the monthly adjustment, a location has U/S trucks and a mobile Workshop, all they require to repair the trucks is 2 combat supplies per truck. A Mobile workshop can repair up to 5 trucks each monthly adjustment. If you need the trucks urgently, a Mobile Workshop unit can be sent, and the truck repaired in a turn, however, the cost in Combat supplies is higher. To repair units in a turn, refer to the turnsheet, where the following table will appear on the special actions sheet.

The costs are on the turnsheet, and the combat supplies and Mobile workshop must be at the location for the repairs to be carried out.

VEHICLE REPAIR TABLE (ZIL x 4 CS, Ural x 5 CS) (1 Mechanic/workshop repairs 2 trucks)					
LOC	#	U/S VEHICLE	QTY	COMAT SUPS USED	Workshop
<b>ANJIRO</b>	<b>662</b>	<b>Zil Med Truck</b>	<b>1</b>	<b>4</b>	<b>1</b>

Cash Transfers

MPs can be moved by any unit type, and cash transfers should be made as part or normal moves. To help with the development of your economy, you are allowed 2 transfers per turn. These are carried out close to the end of the turn, so funds are not available till the following turn. This type of transfer requires no transport or any other type of unit.

Cash Transfers				
Cash from:	#	Qty (MP x 1)	Cash to:	#
Lisala	693	10	Souanka	682

In this example, 10 MPs are being transferred from Lisala to Souanka.

Setting Training

You have control over the troops that are trained in your training camp. By using this table, you can set the troop types to be trained. If the resources are not at the camp, then training will be limited to what can be paid for.

Training Camp Settings		
1 = No Training	4 = Regular - Commando	7 = Recruit - CP - HQ
2 = Recruit - Militia:	6 = Recruit - Pioneer - Combat Eng	8 = Recruit - Medic
3 = Militia - Regular		

Training Setting	3	
Location #	132	

In this example, location 132 has a training level setting of 3. This will train Militia Infantry up to Regular Infantry standard, using available resources at that location.

The After Action Report

Each order on your movement sheet will be processed in number order, ie mission 1 first. The results of these movements will be given on the After Action Report. All movement orders are considered routine and will not be reported upon unless something happens while processing the move, or the move fails. Other actions will be mentioned in the After action report, such as battles and special actions.

Additional information and alternative tactics and strategies may also be mentioned. The After Action Report is considered to be a report from your staff officers, who if they are any good will include their recommendations.

Auto Defend

Any of your locations can be ordered to “Auto defend”. This is a standing order. If you order Auto defend, then any pioneers at that location will attempt to emplace any mines and wire present, and try to increase the level of defences. This can only be done if the relevant supplies are at the location. ie Defence Stores, Excavators, mines UD and Wire UD. To order a location to Auto defend, there is a section on the special action sheet that allows you to “Switch” on or off.

AUTO DEFEND	
LOC #	ON/OFF
331	ON
332	OFF

Aircraft Weapon Load Chit

Whenever an aircraft or helicopter flies a combat type mission, you will be required to fill out a Weapon Load chit for that aircraft. On the chit you will list all the ordnance, missiles etc. that the aircraft is carrying. If you have several aircraft with different weapon loads, you will need to fill out a worksheet for each one involved in the attack.. Details concerning aircraft capabilities can be found in the unit listing. The example below shows a typical weapon load for a BN-2 Defender light attack aircraft. This Chit should then be stapled to the Combat worksheet or the movement block which refers to the combat mission. Normally, you will be supplied with aircraft specific chits.

Aircraft Pylon Load Chit									
Aircraft Type		<b>BN-2 Defender</b>				Mission #		5	
Starting Location		<b>An Loc</b>				Location #		1150	
Target Location		<b>Ban Than</b>				Location #		1152	
Mission Type		<b>Airstrike</b>							
Supply Factor	<b>12</b>	Mission Modifier	<b>2</b>	Supply Needed		<b>24</b>			
Pylon	Pylon ordnance Loading				Weight Used	Max Load			
1	<b>1 x BL-8</b>				264	550			
2	<b>1 x EU-2</b>				550	550			
3	<b>4 x BL-5</b>				440	550			
4	<b>1 x BL-8</b>				264	550			
Total Load →					<b>1518</b>	<b>2200</b>			
Altitude	Treetop	200-800	X	801-1200	Specify Altitude				
Target Priority		<b>Vehicles</b>		<b>Armour</b>					
Alternate Target	<b>Vhi Than</b>				Location #		<b>1153</b>		

Notes

- 1) Each Air to Air Missile (if available) requires the use of 1 pylon.
- 2) Each gun pod requires the use of 1 pylon.
- 3) Up to 6 bombs may be carried by each pylon, but pylon load cannot be exceeded.
- 4) The total number of pylons used does not exceed the number available for the aircraft.
- 5) The total weight of the weapon load does not exceed the maximum load rating for the aircraft.
- 6) Although the aircraft cannot carry 24 supplies, they are required to carry out the mission.
- 7) If weather over the designated target is too bad for an attack, an alternate target may be designated. If the weather at the alternate target is also too bad for an attack, bombs will be jettisoned and the mission aborted.

Combat Worksheet (See next page for Example and explanations below)

Whenever your units are given A Deliberate Assault Mission, or larger action of another Type, you will be required to fill out a Combat Worksheet for that mission. On the worksheet there are spaces for units, and all the figures that you need to work out the capacity of the transport units, the load they will have to carry, and the supplies that the units will need to carry out the mission.

The example given Overleaf discusses a hypothetical combat worksheet for an infantry force sent out on a Deliberate assault, with support from an EBR-75 Armoured car. Worksheets will not be returned with your turn results.

Notes:

Each unit that is to participate in the assault is listed. This is split into 4 sections:

- Section 1. All Infantry, weapons and supplies are noted down here. You must add in the weight of each unit, the supply factor (notified for each unit in their stats in the Unit Book), the supply modifier (determined by the mission type), the results of the calculation of the three, (quantity of units x supply factor x supply mod), the combined combat load of all units of that type, and the amount of cargo the Infantry units can carry. (typically between 50 and 80 Lbs depending on the unit type). The last row of this section is for Combat Supplies.
- Section 2 is similar, but there is no weight column, as the units are considered to be marching, and will only carry their combat load and any weapons designated as manportable.
- Section 3 is used to allocate transport assets to the operation, and to calculate their lift capacity and combat supply usage.
- Section 4 deals with fighting vehicles and their requirements.

The supply factor for each unit can be found in the units listings.

Note that the required supply points must be available for your units at the originating location to order a "Full Assault". If the supply points are not available, the "Full Assault" may be cancelled and your units will be placed in a defensive posture instead. Alternatively they may attempt the action and suffer serious consequences.

Note that the supply points will not be expended if your "Full Assault" does not encounter enemy units. Nevertheless the supply points must be available.

Combat load supplies do not count against cargo capacity, and are discounted in the supplies check section, when calculating the amount of supplies that need transport.

Orders for the attack can be given on the rear of the combat worksheet. Any air support assigned to the attack should be written in aircraft load chits, one per aircraft and stapled to the combat worksheet.

Combat load is the basic load of supplies as stated in the unit book.

See the missions types for the differing supply modifiers. A full assault is 3, while an Advance To Contact is 2. If there is a mix of possible modifiers, the highest is applied.

**THE COMBAT WORKSHEET: AN IN-DEPTH EXPLANATION**

The one thing that players have the most problems with is the combat worksheet. Despite my best efforts to make it understandable, the complexity of the sheet requires me to publish a further explanation to that in the rulebook.

The Combat worksheet is split into sections depending on the unit type, or the particular task in the attack, or whether the unit is being carried in a vehicle or marching, or carry supply or troops.

**Section 1**

All units that are going to be put into trucks should be listed in this section. The last entry is for combat supplies. This should be left till later.

The number of units assigned to the battle should be noted in the QTY column.

Next, the weight of each unit should be noted in the LOAD column. For Infantry units this is either squad or section. For weapons, it is the combined weight of all the weapons of that type.

The supply factor is the quantity of combat supplies a unit uses. This is noted in the unit listing as "Supply". For instance, a Stalwart is determined to have a supply of 2, while a ZIL has a supply rating of 3. This is also known as "Combat Load".

The "Supply Mod" is determined by the type of mission that you want to carry out. A PROBE mission modifier is 1, while a DELIBERATE ASSAULT modifier is 3. (For all values of different types of attack see page 11 of the rules)

The SUPPLY USED column totals are filled in by the following formula.

**QTY x SUPPLY FACTOR x SUPPLY MOD**

A deliberate assault using 8 Regular Infantry would need 48 combat supplies for the Infantry alone.



The last column is COMBAT LOAD

In this column is noted the amount of supplies that are carried by all units of that type.

The 8 regular infantry would carry 16 combat supplies. This figure is reached by the following formula:

$$\text{SUPPLY FACTOR} \times \text{QTY}$$

All these columns should now be totalled in the boxes mid way down the left hand side of the page.

**Section 2**

Section 2 is similar, but does not calculate the weight, as this part of the Combat Worksheet is for troops who are marching. All totals from this section should be put in boxes at the bottom of the section.

**Section 3**

This section is used for transport units assigned to carry weapons and supplies.

The same columns are present, except that CAPACITY, which should be the total available for that type of unit.

For example, the CAPACITY of 3 Zil Trucks is 15000 Lbs.

Supply factor, Supply Mod and Supply used are calculated exactly the same way as in section 1.

**Section 4**

This section is for fighting vehicles such as self propelled artillery, tanks and armoured cars. There is space for a troop capacity, as Infantry are able to be carried on tanks, (although this is not recommended)

COMBAT SUPPLY & WEIGHT SUMMARY				
SECT	Combat Load	Supplies Required	Cargo Load (lbs)	Cargo cap
1	(A) 19	(V) 57	26100	320
2	(B) 14	(W) 42		320
3	(C) 22	(X) 66		23000
4	(E) 8	(Z) 24		2500
TOTALS	(DD) 63	(ZZ) 189	26100	26140

**SUMMARY**

Once all the calculations have been made, they should be put into the summary section. Each section of the summary has a letter that corresponds with a letter in the previous sections.

For instance, section (A) in the summary should be used for the combat load of Infantry being carried in transport.

Section (Z) corresponds with the supplies needed for units in section 4

The cargo capacity for section 3 should be filled in.

The cargo capacity of section 4 should be filled in. In this section, the allocated cargo capacity can only be used for Infantry units.

Cargo capacity should then be compared with cargo load. If the cargo load is too big, more transport assets will have to be added to your force.

The Combat load is the ammunition carried by units for immediate use. This is considered to be part of a squad or section load, or carried in the fuel tanks and ammo racks tanks etc. for this reason, the combat load of supplies is carried free. The Supplies check table allows you to calculate this quantity.

In the supply summary, all combat loads were calculated, giving a total in the box marked (DD)

The supplies required for the mission were calculated and totalled in the box marked (ZZ)

By taking away (DD) from (ZZ) you get the amount of additional combat supplies which cannot be carried by the men and trucks as a combat load. This figure can now be added to section 1. Recalculation of transport may be needed to carry the extra supplies.

Once the Combat sheet has been mastered it is possible to calculate the transport and supply needs for any type of mission.

A spreadsheet of this sheet will be available to download, which will make things a lot easier.

Company Commander Defensive Unit Build/Deploy Table				
Unit Type	Manpower Needed	Excavators Needed	Defence Stores Needed	Notes
Wire	1 Combat Engineer or 1 Pioneer	n/a	n/a	Each combat engineer unit deploys up to three units of wire.
AP Mines	1 Combat Engineer or 1 Pioneer	n/a	n/a	Each combat engineer unit deploys up to three units of AP Mines.
AT Mines	1 Combat Engineer or 1 Pioneer	n/a	n/a	Each unit deploys up to two units of AT Mines.
Slit Trench	1 Combat Engineer or 2 Pioneer	2	10	
Strong Point	4 Combat Engineer or 8 Pioneer	4	40	
Hull Down Position	2 Combat Engineer or 4 Pioneer	3	15	
Weapons Pit Build	1 Combat Engineer or 2 Pioneer	2	10	
Air Revetment	2 Combat Engineer or 3 Pioneer	1	20	
Anti Tank Ditch	2 Combat Engineer or 4 Pioneer	4	15	
Bunker	2 Combat Engineer or 3 Pioneer	4	40	
Berm	2 Combat Engineer or 3 Pioneer	4	30	