

COMPANY COMMANDER

MODULE 7

ENGINEERING UNITS

TACTICAL BRIEFING ON ENGINEERING UNITS

The need for specialist vehicles has been clear for many years.

Recovery vehicles are necessary to prevent the loss of powerful and expensive units through breakdown or immobilisation.

Engineer vehicles are necessary to assist combat engineers in overcoming the defences of enemy locations, or to build fortifications of your own.

It is easy to destroy a bridge, but it requires a great many men and specialist units to build one. These units are vital to such operations, and if you are to make viable defences, you will have to invest in these units.

A well dug in enemy will resist most types of attack, and specialist defences need to be breached. Assault engineer vehicles have dozer blades that can clear a path through minefields. The TMM Bridge unit will be needed to provide river crossings. The faction with the best offensive and defensive engineering capability will be much harder to defeat, and its losses in the offensive may well be much lower.

Unit Designation	Excavator
Country	Germany
Base Price	45
Base TTC	0
Crew	1
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	5250
Road Speed (mph)	51
Supply (Pts)	2
Travel Range (Miles)	437
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (M)	0
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



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

One reconditioned wheeled excavator. This unit is a 4x4 truck mounted mechanical digger capable of digging slit trenches and bigger defences. It has no combat ability or armour, and is easily destroyed, however its performance before a battle in building fortifications for the defenders may make the difference between winning and losing.

Unit Designation	M-820 Mobile Workshop
Country	USA
Base Price	75
Base TTC	0
Crew	3
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	41767
Road Speed (mph)	56
Supply (Pts)	3
Travel Range (Miles)	600
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	3 x 9mm Submachine gun
Main Armament Range (M)	100
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



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

One converted cargo truck and 3 mechanics. The truck has been fitted with a small workshop, a winch and crane, and can carry out maintenance and repairs. This unit will keep your trucks running, and repair damaged and broken down units. The crew are not Infantry, and have little combat value, and should be protected, as their role is vital in keeping your units fighting. One converted cargo truck and 3 mechanics. The truck has been fitted with a small workshop, a winch and crane, and can carry out maintenance and repairs. This unit will keep your trucks running, and repair damaged and broken down units. The crew are not Infantry, and have little combat value, and should be protected, as their role is vital in keeping your units fighting.

Unit Designation	TMM Self Propelled Bridge
Country	Russia
Base Price	120
Base TTC	520
Crew	3
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	42900
Road Speed (mph)	34
Supply (Pts)	4
Travel Range (Miles)	329
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (M)	0
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



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

One new TMM Truck Mounted Bridge. The bridge is erected by winches on the truck, and then laid over the obstacle. It can span a 40 metre gap, in game terms, every river on the map or any anti tank ditch. The truck is un-armoured, and vulnerable to fire, and could be a costly loss. Crossing a river or AT ditch in a contested area might be a difficult task.

Unit Designation	AMX-VCG Combat Engineer Vehicle
Country	France
Base Price	240
Base TTC	730
Crew	2
Cargo Capacity (Lbs)	500
Casualty Capacity (Sect)	1
Unit Weight (Lbs)	33069
Road Speed (mph)	45
Supply (Pts)	4
Travel Range (Miles)	220
Night	<input type="checkbox"/>
Smoke	<input checked="" type="checkbox"/>
Main Armament	1 x 12.7 mm HMG
Main Armament Range (M)	900
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	1



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 AMX-VCG armoured engineer vehicle. This unit is based upon the AMX-13 Light tank design. The vehicle has combat engineering equipment fitted and can carry a squad of combat engineers. It can be used to protect engineers as they carry out their tasks in assaults, and provides covering fire as well as its own engineering capabilities. A very useful vehicle that will add to the assault abilities of any force. It is lightly armoured and vulnerable to AT fire, but provides valuable units with much needed support at a lower price than normal MBT based engineer vehicles. However the lower price means that the survivability of the unit is much lower than higher priced units.

Unit Designation	M-816 Recovery Truck
Country	USA
Base Price	101
Base TTC	550
Crew	3
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	36000
Road Speed (mph)	53
Supply (Pts)	3
Travel Range (Miles)	350
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (M)	0
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



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

One reconditioned M-816 recovery truck. This unit is a converted truck, used to recover heavy vehicles, and tow them to where they can be repaired. The crew have no combat ability, and the unit is very vulnerable to enemy fire, but may be very useful in moving broken down units to safety. Capable of towing units up to 16000 points, or more if working as a group of towing units.

Unit Designation	RV-730 Recovery Truck
Country	Sweden
Base Price	131
Base TTC	240
Crew	1
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	46297
Road Speed (mph)	62
Supply (Pts)	3
Travel Range (Miles)	312
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (M)	0
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



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

One New Hagglunds RV730 Wheeled Heavy Recovery Vehicle. Despite its appearance, the RV730 is a heavy lifter designed to recover armoured vehicles, including the heavy Main battle tanks. It is used to assist in the repair of vehicles that have either broken down, or been damaged in battle, and will often work closely with a mobile workshop or mechanic sections to effect a repair. The unit is unarmoured, so care must be taken if used with attacking forces.

Unit Designation	BAT-M Bulldozer
Country	Ukraine
Base Price	134
Base TTC	200
Crew	1
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	27500
Road Speed (mph)	25
Supply (Pts)	2
Travel Range (Miles)	210
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (M)	0
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



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

One Reconditioned BAT-M Bulldozer. This unit has a bulldozer blade mounted on a converted weapons carrier. The unit is unarmoured, so very vulnerable to every type of fire, however, its presence may mean the difference between winning or losing. It has a two tonne crane that can help to recover broken down vehicles.

Unit Designation	M-88 Armoured Recovery Vehicle
Country	USA
Base Price	330
Base TTC	350
Crew	4
Cargo Capacity (Lbs)	0
Casualty Capacity (Sect)	0
Unit Weight (Lbs)	123459
Road Speed (mph)	27
Supply (Pts)	9
Travel Range (Miles)	300
Night	<input type="checkbox"/>
Smoke	<input checked="" type="checkbox"/>
Main Armament	12.7mm HMG
Main Armament Range (M)	800
Secondary Armament	0
Secondary Armament Range (M)	0
Cargo Cap (Squads)	0



Attack strength Infantry	3
Attack Strength Soft	4
Attack Strength Lt Armour	2
Attack Strength Anti Tank	0
Attack Strength AAA	3
Attack Strength Forts	1
Defence Strength	12

One reconditioned M-88 Heavy Armoured Recovery Vehicle. This unit is needed to recover tanks and heavier units, which the lighter RV-730 truck mounted recovery system cannot deal with. As it is an armoured unit, it can also go into combat and recover any vehicle that has been disabled, saving the vehicle from capture by an enemy, should you have to withdraw. This makes it a valuable addition to any armed forces.