

COMPANY COMMANDER

MODULE 10

MUNITIONS


TACTICAL BRIEFING ON MUNITIONS

Since the end of World War II, the range of munitions available to an army have increased the capabilities of all unit types. Helicopters now have rocket pods, aircraft have a range of bombs for different missions, and Infantry have a range of missile weapons to combat fortifications, aircraft and armour.

In this section, you will find a range of weapons that are used on aircraft, helicopters and vehicles, as well as mines and infantry man portable weapons. Units with plenty of munitions available to them will fight to their full potential, and it is worth stockpiling munitions, as during extended combat, expenditure will be high. Indeed operations might be limited by the amount of the right type of munitions available.

Unit Designation	SA-7 Surface to Air Missile				
Country	Russia				
Base Price	22				
Base TTC	200				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	30				
Supply (Pts)	0				
Manportable	<input checked="" type="checkbox"/>				
Attack strength Infantry	0			Attack Strength Anti Tank	0
Attack Strength Soft	0			Attack Strength AAA	12
Attack Strength Lt Armou	0			Attack Strength Forts	0

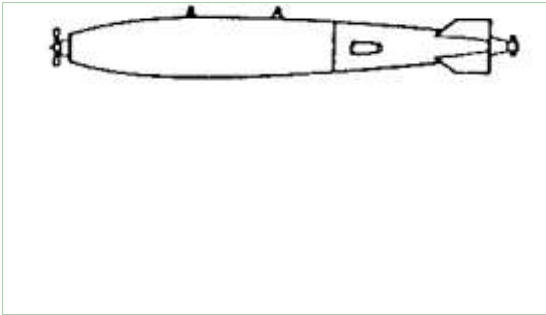
One new SA-7 Grail Man-portable Surface to Air Missile. The Grail is similar to the US Redeye. It uses an IR seeking, locking on to engine heat, optically sighted target system with accuracy slightly less than the Redeye, however, range and missile ceiling are somewhat better. Unit is discarded after one firing.

Unit Designation	RPG-7 Anti Tank Rocket				
Country	Russia				
Base Price	2				
Base TTC	0				
Cargo Capacity (Lbs)	0				
Unit Weight (Lbs)	15				
Supply (Pts)	0				
Manportable	<input checked="" type="checkbox"/>				
Attack strength Infantry	2			Attack Strength Anti Tank	3
Attack Strength Soft	6			Attack Strength AAA	0
Attack Strength Lt Armou	4			Attack Strength Forts	4

One new RPG-7V Anti Tank rocket. The RPG was based upon the WWII German Panzer Faust. Originally the RPG-2, which has been developed to greater lethality and longer range. Capable of damaging or destroying all game vehicles from short range, but also known to misfire. The range of 400 metres is downgraded by combat conditions, and as the weapon has no enhanced sighting system, it is totally dependant upon the firer and his range of vision. Used throughout the Vietnam war, and like the AK-47. It has become an icon of the irregular fighter from the hill of Afghanistan to the deserts of Iraq.

Unit Designation	HL-7-80 Rocket Pod				
Country	Italy				
Base Price	12				
Base TTC	44				
Cargo Capacity (Lbs)					
Unit Weight (Lbs)	165				
Supply (Pts)	0				
Manportable	<input type="checkbox"/>				
Attack strength Infantry	6			Attack Strength Anti Tank	4
Attack Strength Soft	6			Attack Strength AAA	0
Attack Strength Lt Armou	5			Attack Strength Forts	7

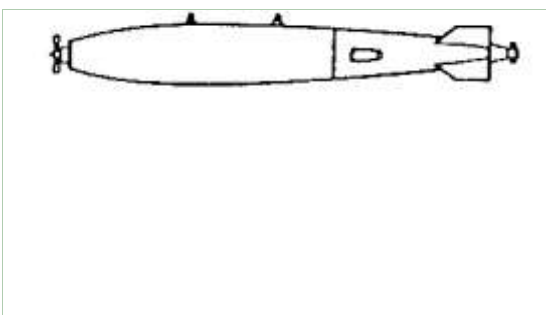
One new Aerea HL-7-80 medium rocket pod contains 7 tubes for Medusa air to surface rockets. These are powerful HE and fragmentation rockets with 3000 metres range. Once fired, they are considered used. Rockets give any aircraft a stand off capability and ability to attack area ground targets. Even light aircraft are capable of carrying these rockets, enhancing their air to ground capability.

Unit Designation	BL-5 110 lb High Explosive Bomb				
Country	USA				
Base Price	6				
Base TTC	20				
Cargo Capacity (Lbs)					
Unit Weight (Lbs)	110				
Supply (Pts)					
Manportable	<input type="checkbox"/>				
Attack strength Infantry				Attack Strength Anti Tank	
Attack Strength Soft				Attack Strength AAA	
Attack Strength Lt Armou				Attack Strength Forts	

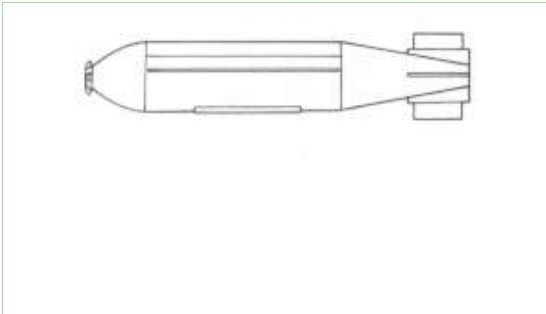
The BL-5 110 Lb High Explosive bomb. This bomb is not a heavy weapon, weighing only 110 Lbs, but can be used by light aircraft, or by heavier carrying aircraft with several loaded to the limit of the pylon load. Although not massive, this bomb allows light aircraft to carry some offensive armament that can inflict damage to area targets. Exposed troops, vehicles and facilities are prime targets.

Unit Designation	BL-7 250 Lb High Explosive Bomb				
Country	USA				
Base Price	8				
Base TTC	30				
Cargo Capacity (Lbs)					
Unit Weight (Lbs)	250				
Supply (Pts)					
Manportable	<input type="checkbox"/>				
Attack strength Infantry				Attack Strength Anti Tank	
Attack Strength Soft				Attack Strength AAA	
Attack Strength Lt Armou				Attack Strength Forts	

The BL-7 250 Lb High Explosive bomb. This bomb is the next heaviest bomb, weighing 250 Lbs. It needs a more capable aircraft, but has much greater destructive power. This unit can damage or destroy bunkers, fortifications and other "Hard" targets. Its blast effects a large area, causing a large crater, and considerable damage to nearby units. Again, more than one bomb can be carried as long as the weight of the pylon is not exceeded.

Unit Designation	EU-2 550 Lb High Explosive Bomb				
Country	USA				
Base Price	11				
Base TTC	35				
Cargo Capacity (Lbs)					
Unit Weight (Lbs)	550				
Supply (Pts)					
Manportable	<input type="checkbox"/>				
Attack strength Infantry				Attack Strength Anti Tank	
Attack Strength Soft				Attack Strength AAA	
Attack Strength Lt Armou				Attack Strength Forts	

The EU-2 550 Lb High Explosive bomb. This unit is a powerful ground attack weapon capable of causing heavy damage, and suited for attacking targets such as ports, Mines, bases and troop concentrations. It has massive destructive power will destroy anything nearby to its impact, filling in defences, destroying shelters and blasting anything above ground.

Unit Designation	BL-8 264 Lb Fragmentation Bomb				
Country	France				
Base Price	10				
Base TTC	32				
Cargo Capacity (Lbs)					
Unit Weight (Lbs)	264				
Supply (Pts)					
Manportable	<input type="checkbox"/>				
Attack strength Infantry	3			Attack Strength Anti Tank	1
Attack Strength Soft	3			Attack Strength AAA	0
Attack Strength Lt Armou	3			Attack Strength Forts	3


One new BL-8 Light Fragmentation bomb. This unit was designed to give light aircraft a cluster bomb attack capability. The light bomb can be carried by many aircraft, and in multiples by aircraft with larger pylon capabilities. The blast and fragmentation effect is not large, but this bomb sub munitions are capable of damaging light armour, and deadly against "soft" vehicles.

Unit Designation	AS-11 Anti Tank Guided Missile				
Country	France				
Base Price	9				
Base TTC	60				
Cargo Capacity (Lbs)					
Unit Weight (Lbs)	66				
Supply (Pts)					
Manportable	<input type="checkbox"/>				
Attack strength Infantry	0			Attack Strength Anti Tank	7
Attack Strength Soft	4			Attack Strength AAA	0
Attack Strength Lt Armou	7			Attack Strength Forts	7

One newly out of mothballs Aerospatiale AS-11 Anti Tank Guided Missile. This missile system has been converted from an earlier missile to be launched from a helicopter or slow moving fixed wing aircraft. The equipment to guide and mount the missiles has been designed to be used with many helicopter and aircraft types, and has been fired by units originating in NATO and Warsaw Pact countries. It is a very old design that requires the operator to keep the sight on the target during the flight to impact. The warhead is still capable of destroying most of the tanks and armoured vehicles that will be encountered, despite its age.
 MI-2 Hoplite: 2 Missiles, Scout: 4 missiles

Unit Designation	SUU-11 7.62 mm Gun Pod			
Country	USA			
Base Price	35			
Base TTC	30			
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	325			
Supply (Pts)	0			
Manportable	<input type="checkbox"/>			
Attack strength Infantry	6		Attack Strength Anti Tank	3
Attack Strength Soft	6		Attack Strength AAA	2
Attack Strength Lt Armou	4		Attack Strength Forts	1

One new General Electric SUU-11 Mini-gun Pod. These units require the use of one pylon. The pod carries 1500 rounds of 7.62 ammo. Capable of causing damage to light armour units but most effective when used to strafe ground troops that have little or no protection. Effective deployment level is 500 ft or lower.

Unit Designation	Bangalore Torpedo			
Country	USA			
Base Price	3			
Base TTC	3			
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	30			
Supply (Pts)				
Manportable	<input checked="" type="checkbox"/>			
Attack strength Infantry			Attack Strength Anti Tank	
Attack Strength Soft			Attack Strength AAA	
Attack Strength Lt Armou			Attack Strength Forts	

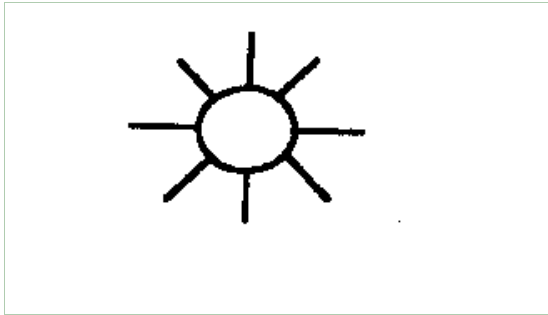
One new Bangalore Torpedo. Nothing to do with naval operations, this unit was used in the Second World War, and is comprised of several lengths of connecting tubing, filled with explosives. It is slid through a wire entanglement, and detonated, clearing a path through the wire or mines. (much like the larger Giant Viper unit) This operations should only be tried by Combat Engineers. A very useful addition to any Infantry assault that might stall upon deep wire entanglements. Unit is considered expended when used.

Unit Designation	AT-3 Sagger Anti Tank Guided Missile			
Country	Russia			
Base Price	7			
Base TTC	30			
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	25			
Supply (Pts)				
Manportable	<input checked="" type="checkbox"/>			
Attack strength Infantry	1		Attack Strength Anti Tank	8
Attack Strength Soft	3		Attack Strength AAA	0
Attack Strength Lt Armou	13		Attack Strength Forts	6

One new AT-3 Sagger Anti-Tank Missile. The Sagger is a primitive, yet highly respected ATGM. It uses magnified optical sighting and guidance is by wire. A flare attached to the missile assists the operator in guidance giving the weapon a good accuracy. The Sagger has several AFV and air mounting capabilities.(see units) The man-portable launcher is simple to operate and can be set up quickly. Night ops are limited, but possible. The armour penetration is about 500-600mm. For game purposes, the unit is fired once then discarded.

Unit Designation	Claymore Mine			
Country	USA			
Base Price	1			
Base TTC	12			
Cargo Capacity (Lbs)	0			
Unit Weight (Lbs)	6			
Supply (Pts)	0			
Manportable	<input checked="" type="checkbox"/>			
Attack strength Infantry	4		Attack Strength Anti Tank	0
Attack Strength Soft	3		Attack Strength AAA	0
Attack Strength Lt Armou	0		Attack Strength Forts	0

One new Claymore Mine. This is a directional mine, used by Infantry for perimeter defence and ambush. The mine is positioned and aimed in the direction of the enemy. It can be recovered and carried with infantry units and provides security and additional firepower.

Unit Designation	Illumination			
Country	USA			
Base Price	2			
Base TTC	10			
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	100			
Supply (Pts)				
Manportable	<input type="checkbox"/>			
Attack strength Infantry			Attack Strength Anti Tank	
Attack Strength Soft			Attack Strength AAA	
Attack Strength Lt Armou			Attack Strength Forts	

100 lbs of various calibre Illumination Munitions. These munitions can be used in all guns or artillery > 50mm or dropped from aircraft, up to the cargo load of the aircraft. They are used to light combat areas during night operations, greatly enhancing night combat capability. Usually used to light enemy areas for strike or to illuminate perimeters to ensure the constant detection of enemy units near your locations. Proper use of Illum Munitions can determine the outcome of a night operation in many cases.

Unit Designation **MK-36 Demo Charge**

Country **Russia**

Base Price **3**

Base TTC **10**

Cargo Capacity (Lbs)

Unit Weight (Lbs) **70**

Supply (Pts)

Manportable

Attack strength Infantry **4**

Attack Strength Soft **4**

Attack Strength Lt Armou **5**



Attack Strength Anti Tank **3**

Attack Strength AAA **0**

Attack Strength Forts **12**

This unit represents 100lbs of high explosive demolition charges. Used for the destruction of installations and fortifications. This unit is best utilised by combat engineers, or commando squads. Commonly used to destroy bridges and other large structures, but can be used to destroy smaller items such as parked aircraft or defences. In this case, the explosive is determined to be broken up into smaller packages. A very flexible weapon type but requires skilled unit types for safe use.

Unit Designation **Smoke Munition**

Country **Russia**

Base Price **3**

Base TTC **0**

Cargo Capacity (Lbs)

Unit Weight (Lbs) **100**

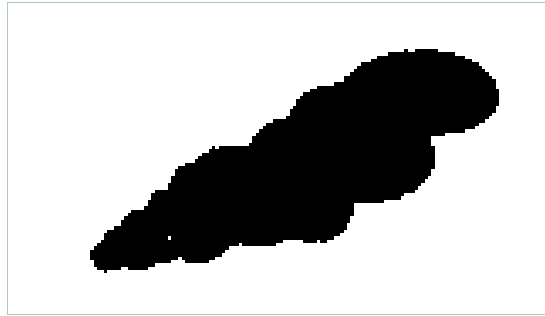
Supply (Pts)

Manportable

Attack strength Infantry

Attack Strength Soft

Attack Strength Lt Armou



Attack Strength Anti Tank

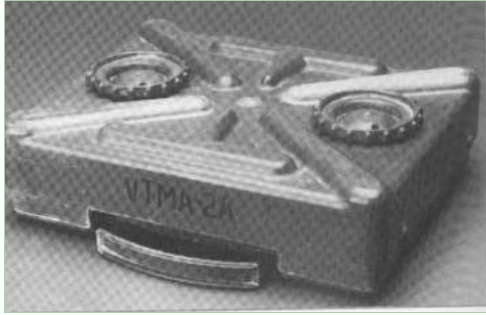
Attack Strength AAA

Attack Strength Forts


100 lbs of various calibre Smoke Munitions. These munitions are used to obscure vision on the battlefield. Smoke is often used to hide units, for instance during an artillery bombardment, to prevent accurate spotting by the gunners. Also smoke is often a vital ingredient for assaults, as it obscures advancing troops from the defenders guns and missile fire, so reducing casualties to the attackers. Is considered to be in several forms ranging from smoke grenades to artillery shells.

Unit Designation	Anti Personnel Mines			
Country	Russia			
Base Price	2			
Base TTC	0			
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	250			
Supply (Pts)				
Manportable	<input type="checkbox"/>			
Attack strength Infantry	3		Attack Strength Anti Tank	0
Attack Strength Soft	1		Attack Strength AAA	0
Attack Strength Lt Armou	0		Attack Strength Forts	0


This unit represents 100 Anti-Personnel Mines. These mines are laid out in a pattern by your Pioneers or Combat Engineers. One Engineer Squad can emplace up to three units of AP mines per turn. AP mines, when encountered cause casualties to a squad, usually killing only a few personal per unit, since not all mines will detonate in most cases. Multiple mine unit can cause high casualties and severe disruption to enemy units. Clearing mines under combat conditions is carried out by Combat Engineers using bangalore torpedoes. Once emplaced, AP mines can be retrieved at the same rate as they were laid. These mines are capable of damaging "soft" vehicles. Once deployed "AP Mines UD" changes to "AP Mines Emp". (For Emplaced)

Unit Designation	Anti Tank Mines			
Country	Russia			
Base Price	3			
Base TTC	0			
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	600			
Supply (Pts)				
Manportable	<input type="checkbox"/>			
Attack strength Infantry	0		Attack Strength Anti Tank	6
Attack Strength Soft	8		Attack Strength AAA	0
Attack Strength Lt Armou	8		Attack Strength Forts	0

12-30lbs Anti-Tank Mines. These units are similar to AP Mines except that they cannot be detonated by infantry. They take the same amount of time and manpower to emplace and clear and cover a similar area. One Pioneer Section can emplace up to three units of AP mines per turn. One difference is that if infantry are travelling on foot near a tank or AFV that detonates an AT Mine, the infantry will possibly take damage as well. Most AT Mine detonations will cause serious damage to AFVs and enough damage to cause tanks to be disabled.

Unit Designation	Combat Supplies			
Country	All			
Base Price				
Base TTC				
Cargo Capacity (Lbs)				
Unit Weight (Lbs)	100			
Supply (Pts)				
Manportable	<input type="checkbox"/>			
Attack strength Infantry			Attack Strength Anti Tank	
Attack Strength Soft			Attack Strength AAA	
Attack Strength Lt Armou			Attack Strength Forts	

This unit represents 100 Lbs of Combat Supplies. Combat Supplies are a generic term for everything used in battle, i.e. petrol, small arms ammunition, artillery ammunition, rations, medical supplies and spare parts. Attacking units will need plenty of combat supplies to carry out an attack, and some types of attack burn up more supplies than others. Defenders will use whatever supplies they have to defend their location, so keeping good supply levels in garrisons is essential. Combat supplies are bought at the border and transported to where they are needed by road or air.

Unit Designation	Durandal Runway Attack Weapon			
Country	France			
Base Price	18			
Base TTC	45			
Cargo Capacity (Lbs)	0			
Unit Weight (Lbs)	450			
Supply (Pts)	0			
Manportable	<input type="checkbox"/>			
Attack strength Infantry			Attack Strength Anti Tank	
Attack Strength Soft			Attack Strength AAA	
Attack Strength Lt Armou			Attack Strength Forts	

One new BLU-107 Durandal runway attack bomb. This unit is a specialist munition that is designed to crater runways, making them temporarily unusable to aircraft. This is achieved by the special design of the weapon, which incorporates a parachute and a rocket motor to achieve the damage. Once dropped, the parachute deploys, making the bomb point directly towards the surface of the runway. The rocket motor is then automatically fired, accelerating the weapon to a speed fast enough to pierce up to 11 inches of concrete, and embedding itself several metres below the surface. The main charge then explodes, causing a crater around 25 metres deep and 16 metres in diameter. This type of damage takes a long time to repair, and a lot of resources such as excavators, defence stores and combat engineers.

Unit Designation	SA-8 Gecko Surface To Air Missile			
Country	Russia			
Base Price	25			
Base TTC	40			
Cargo Capacity (Lbs)	0			
Unit Weight (Lbs)	80			
Supply (Pts)	0			
Manportable	<input type="checkbox"/>			
Attack strength Infantry	<input type="text"/>		Attack Strength Anti Tank	<input type="text"/>
Attack Strength Soft	<input type="text"/>		Attack Strength AAA	21
Attack Strength Lt Armou	<input type="text"/>		Attack Strength Forts	<input type="text"/>

One new SA-8 Gecko Surface to Air Missile. This solid propellant rocket has a range of 16000 yards and an attack altitude of 10,000 feet. This makes high and medium level attack very dangerous. The missile has a 35 Lb warhead fused for contact or proximity, making it very effective in bringing down aircraft. With radar tracking from the launcher, this is an all weather night and day missile. Usually deployed with mobile formations or important assets such as your main base. Requires a ZRK Romb Missile launcher vehicle to launch.