


COMPANY COMMANDER

MODULE 11


NAVAL UNITS

TACTICAL BRIEFING ON NAVAL UNITS

The Country has a myriad of navigable rivers and an extended coast line. The transport capability of naval units is very large, and can be used in a strategic manner. Local fishing boats are available at the start of the game, and can carry a reasonable load of troops or goods. Lack of good roads turns any available water way into a highway, control of which might prove vital in the race to get resources to their point of sale. The enemy of course will be looking for these vulnerable targets to prevent your successful endeavours. Tactically, several options are available to you, from raiding to amphibious operations. Of course the threat of naval units means that aircraft will be looking for your shipping, and ever better units will be needed to fight off enemy attacks from surface units.

Unit Designation	T-4 Light Landing Craft		
Country	Russia		
Base Price	421		
Base TTC	240		
Crew	8		
Casualty Capacity (Sect)	2		
Cargo Capacity (Lbs)	60000		
Road Speed (mph)	6		
Supply (Pts)	3		
Travel Range (Miles)	400		
Night	<input type="checkbox"/>		
Smoke	<input type="checkbox"/>	Attack strength Infantry	0
Main Armament	0	Attack Strength Soft	0
Main Armament Range (0	Attack Strength Lt Armou	0
Cargo Cap (Squads)	3	Attack Strength Anti Tank	0
		Attack Strength AAA	0
		Attack Strength Forts	0
		Defence Strength	2

One reconditioned T-4 Landing Craft. The T-4 is the smallest of the Russian landing craft, It can travel all rivers, and has a reasonable load. This unit will be useful to almost any faction near to the coast or a river, as the poor road network means that rivers are a fast efficient way to move men, units and cargo. The T-4 is considered capable of carrying any single vehicle including tanks.

Unit Designation	Zodiac Raft		
Country	USA		
Base Price	15		
Base TTC	10		
Crew	1		
Casualty Capacity (Sect)	1		
Cargo Capacity (Lbs)	1000		
Road Speed (mph)	20		
Supply (Pts)	2		
Travel Range (Miles)	200		
Night	<input type="checkbox"/>		Attack strength Infantry
Smoke	<input type="checkbox"/>	Attack Strength Soft	0
Main Armament	0	Attack Strength Lt Armou	0
Main Armament Range (0	Attack Strength Anti Tank	0
Cargo Cap (Squads)	1	Attack Strength AAA	0
		Attack Strength Forts	0
		Defence Strength	1

One new "Zodiac" Inflatable Inshore Assault Boat. This craft is rubberised canvas and is 20 feet long. Zodiacs are very seaworthy and have compartmentalised hulls to allow for damage. These boats are best suited to raiding and assisting in larger troop landings. The raft is powered by a 115hp outboard motor, but can be rowed during covert operations.

Unit Designation	Fishing Boat
Country	Local
Base Price	260
Base TTC	0
Crew	
Casualty Capacity (Sect)	2
Cargo Capacity (Lbs)	4500
Road Speed (mph)	8
Supply (Pts)	2
Travel Range (Miles)	500
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (0
Cargo Cap (Squads)	4



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

One local fishing boat. This unit is a civilian vessel pressed into service with your faction, although It still has to be bought. The vessel is about 50 feet long, and normally used for fishing, but provides space to transport a fair quantity of men or supplies. It has no armour, and is vulnerable to fire of all types. It is restricted to the coastline, and the first village upstream. Therefore, the rivers are not open to it for very far. There are considered to be many fishing boats operating in the area, so yours may well be able to travel unnoticed, making it a good way to carry goods or units covertly. This unit can also serve as a good support vessel for amphibious operations with other vessels carrying units ashore. It cannot carry vehicles or bulky objects, but artillery should be no problem, as it can be unloaded using the cranes aboard.

Unit Designation	River Barge
Country	Local
Base Price	31
Base TTC	0
Crew	2
Casualty Capacity (Sect)	2
Cargo Capacity (Lbs)	30000
Road Speed (mph)	3
Supply (Pts)	2
Travel Range (Miles)	100
Night	<input type="checkbox"/>
Smoke	<input type="checkbox"/>
Main Armament	0
Main Armament Range (0
Cargo Cap (Squads)	3



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

One River Barge. This unit is a motorised barge, capable of carrying large quantities of goods. It is not armed, and can only operate on river, or travel from the mouth of one river to another in the sea. It has little in the way of defences and is extremely vulnerable, so should only be used in "safe" areas.