Company Commander

Reference tables

Helicopter Weapon Loads		
Helicopter	Alternate Loads	
Westland S-55 Whirlwind	n/a	n/a
MI-2 Hoplite	2 Rocket Pods	n/a
Westland Scout	2 Rocket Pods	Up to 4 SA-11 ATGM

Helicopter Transport Table					
AIRCRAFT	**RANGE MILES**	**MAX CARGO LBS (Internal)**	**MAX CARGO SQUADS**	**MAX SLING RATING**	**AIRDROP**
S-55 Whirlwind	247	2500	1 squad	1000	Y
MI-2 Hoplite	105	2000	1 squad	1500	Y
Westland Scout	135	1500	0.5 squads	1200	Y

Communications Ranges	
Unit Type	Radio Ranges (miles)
Infantry Class Units	2
Commando Squad	15
Field CP	20
Tac HQ	200
Artillery Crewed Weapons	2
AFVs	15
Aircraft	200
Naval Units	25

Combat Mission Modifiers	
Mission Type	Supply Mod
Ground Recon	1
Probe	1
Advance To Contact	2
Deliberate Assault	3
Raid	1
Artillery Barrage	3
Aerial Recon	1
Close Air Support	2
Airstrike	2

Vehicle Load Table (Commodities)					
Unit	Load Cargo (Lbs)	Sugar Load	Lumber Load	Bauxite Load	Oil Load
Land Rover	1000	4	2.5	2	2
ZIL Med Truck	5000	20	12.5	10	10
Ural-375 Hv Truck	8000	32	20	16	16
Mule Train	1200	4.8	3	2.4	2.4
Trailer	700	2.8	1.75	1.4	1.4
Decimals have been added for multi truck movement. Less than 1 commodity cannot be carried unless there is sufficient transport in the whole move. ie 2 Land Rovers can carry 5 lumber. 1 Land Rover can carry 2 lumber.					

Towed Artillery Data Table					
Unit	Type	Range Artillery	Range AT	Accuracy	Damage
L6 Wombat	120 mm RR	1200	900	10	5
M-90	60mm Mort	4800	N/A	5	3
M-69	82 mm Mort	7000	N/A	6	4
Oto Malera	105mm Pak	10000	1000	25	10
D-30	122mm How	15000	1000	35	14

Range: This indicates the weapon max range.
Accuracy: This indicates the accuracy of the weapon at it's optimum range (60% of maximum).
Damage: This is the damage that several direct hits will do on soft targets. (Infantry or unarmored vehicles) for comparative purposes.
Range AT: The range at which anti tank targets may be engaged. This is not the primary role, and anti tank capability is significantly lower than artillery fire.

Self-Propelled Artillery Data Table					
Unit	Type	Artillery Range	AT Range	Accuracy	Damage
M-125	81mm Sp Mortar	4000	n/a	40	3
ASU 57	SP 57mm Gun	1200	800	30	2
M-44	SP 155 mm Howitzer	15970	1000	40	10
M-50 Ontos	6 barrelled 106mm SP Gun.	1100	800	45	6
PRAM-S	120 mm Mortar	8750	n/a	50	7

Aircraft Ordnance Load and Internal Weapon Table						
Aircraft	Qty of Pylons	Weight per Pylon	Additional Arms	Internal Armament	On Board Radar	Runway size
Beech T-34	4	300		0	No	5
RTAF-5	4	130		0	No	3
BN-2 Defender	4	550		0	No	6
SF-260 Warrior	4	165		1 x 7.62mm MG	No	4
C-212 Aviocar	2	165			No	4

Vehicle Load Table (Men & Supplies)				
Unit	Load Troops	Load Cargo (Lbs)	Combat Supplies that can be carried	Casualty cap (Sections)
Land Rover	1 Section	1000	10	0
Land Rover Ambulance	n/a	n/a	n/a	2
ZIL Med Truck	2 squads	5000	50	2
Ural-375 Hv Truck	2.5 Squads	8000	80	2
Mule Train	nil	1200	12	0
AMX-VCG	1 Squad	1000	10	0
BTR-152	1.5 Squads	2000	20	1
AMX-VCI	1 Squads	2000	20	0
Saracen	1 Squad	1000	10	0
Trailer	nil	700	7	0
Cargo Capacity is given as a whole. For instance, a ZIL can carry 2 Squads, OR 5000 Lbs of Cargo, or a mix such as 1 squad and 25 combat supplies.				

Fixed Wing Air Transport					
AIRCRAFT	RANGE (MILES)	MAX CARGO LBS	MAX CARGO SQUADS	Air-drop	LAPES
BN-2 Defender	706	2048	1 Squad	Y	N
C-212 Aviocar	400	6217	2 squads	Y	Y

Infantry Load and Marching Distances			
Unit Type	Combat Load	Other Load	Marching Range
Commander	0	0 Lbs	25 m
Officer	0	0 Lbs	20 m
Militia Infantry Squad	2	50 lbs	10 m
Regular Infantry Squad	3	80 lbs	12 m
Commando Squad	4	100 lbs	20 m
Pioneer Section	2	50 lbs	10 m
Combat Engineer Squad	4	150 lbs	20 m
Medic Section	1	0 lbs	10 m
TAC HQ	2	0 lbs	10 m
Field CP	1	0 lbs	10 m
Mechanic Section	1	0 Lbs	5 m
Replacements	0	0 lbs	0 m

Notes on Infantry Quick Reference Table
Combat Load: The amount of combat supplies that the unit can carry with it under its own power, or in addition to any transport requirements. For instance, a Zil truck carries 2 squads of Reg Infantry, as well as its own combat load of 4 combat supplies and 8 additional combat supplies carried by the Infantry it is transporting, making 12 combat supplies in all.

Other Load: This rating in Lbs, is the amount of NON SUPPLY munitions that a unit can carry in addition to its combat load of supplies. For instance, a Militia Squad could carry 2 supplies and 6 RPG-7s.

Marching Range: This is the distance that the given unit can travel in one day. Bearing in mind that a turn is considered to be three days, a Field CP could travel 30 miles ON FOOT. Note that Infantry units using Mule Trains are considered to be marching.

Training Camps And Training

Training Camps are establishments that train recruits and upgrade other types of Infantry units.
In the game there are now 7 training settings.
0. No training ordered.
1. Training of Recruits to militia.
2. Training Militia to Regular Infantry.
3. Training Regular Infantry to Commando.
4. Training Pioneer to Combat Engineer.
5. Training of Recruits Pioneers.
6. Training Recruit to Field CP
7. Training Field CP to TAC HQ
8. Training Recruit to Medic.

These settings are standing orders that can be changed at any time during the month. The results of the training will be seen on the monthly adjustment printout.
The costs of training each type of unit are detailed on the table.
Mercenaries, Commander and Mechanic Sections are available for hire from the arms dealer report.

Personnel Training Costs

Camp Setting	Starting Unit	Upgraded unit	MP Cost	Supply Cost	PI Cost
1	Recruit Squad	Militia Infantry	2	2	2
2	Militia Infantry	Regular Infantry	5	5	5
3	Regular Infantry	Commando Squad	10	10	10
4	Pioneer Section^	Combat Engineers	12	12	12
5	Recruit Squad+	Pioneer Section	5	5	5
6	Recruit Squad+	Field CP	12	12	12
7	Field CP	TAC HQ	20	20	20
8	Recruit Squad +	Medic Section	7	7	7

^ 3 Pioneer sections are required to make up a Combat Engineer Squad
+ Recruit Squad will be split into the new unit a replacement Section.
Any more than 4 Replacements in a training camp will revert to Recruit Squads. This simulates the rejected men from the more technically skilled units being recycled back into recruits for Infantry training. This action has no cost.

Defence Building Costs	EAP = Engineer Activity Points		
Unit	EAP Needed	Excavator Needed	Defence Stores Needed
Wire Entanglement	.5	0	0
AT Ditch	8	4	15
Weapons Pit	6	3	15
Air Revetment	6	2	20
Hull Down Position	2	4	10
Strong Point	8	4	40
AP Mine	1	0	0
AT Mine	1	0	0
Slit Trench	1	1	8
Fox Holes			0
Bunker	4	4	40
Berm	4	4	30

Engineer activity points are calculated in the following way: Engineer activity = number of combat engineers x 2 + number of pioneers. Each task requires a number of engineering points to complete. Ie to deploy 1 unit of mines requires 1 pioneer section, or half a combat engineer squad.