Company Commander

Turnsheet Guide

Mission Allocation

To give your units orders you must use the Mission Allocation.

Missions are processed in order so you must give the mission a number.

Next, you must allocate a Mission Type.

These are:

MV - Move

PR - Probe

ATC - Advance to Contact

DA - Deliberate Assault

AS - Air Strike

AB - Artillery Bombardment

RC - Recon

EX - Exploitation

For clarification of these terms please see the rules. (Page 17)

Mission #		Qty	Unit Types & Cargo	Troop Cap	Cargo Cap	Load	Movement from / To				
							From Village			Village #	
Mission Type							To Village		Finras	Village #	
MV	x						Miles				
PR											
ATC							Marching				
DA							On Road	x			
AS							Off Road				
AB							Air				
RC							Sea				
EX							Day	x			
							Night				
							Other				
Totals				0	0	0					

Next you need to decide the force composition and add the units into the Unit Types & Cargo

Total Cargo weight (in Lbs) should be added to the Cargo Weight

Total Troop weight (in lbs) should be added to the Troop Cap column

Cargo capacity of each type of truck or transport should be added to the Load column.

You need more capacity than load so that it is a valid move

Then add in the start and finish location and their numbers (if known)

Next add in the approximate distance in miles

Now add a few details about the mission.

Troops marching

On Road

Off Road

Air

Sea

Day

Night

Other (with space to specify)

This completes your Mission Orders.

Of course if it is a complicated Mission you can add notes, or a separate sheet to explain your mission. You must also tell the GM if you have multiple Missions for the same operation.

Technical Training Purchases

Unit Type	TTC Modifier	TTC Base Price	Actual PI Cost	Village	#
	1	0	0		
	1	0	0		
	1	0	0		
	1	0	0		
	1	0	0		
	1	0	0		

After all movement and combat are resolved you move to administration orders. Above is the Technical Training Purchases table. To buy technology for weapons and units that you require you must spend Political Influence. Each month the Technical Training Modifier changes. It is notified on the website and changes on the monthly adjustment (or not as the case may be)

First enter the unit that you require technical training for.

Then enter the TTC Modifier. (From the website)

Enter the Base TTC (from the Unit description)

Multiply TTC Modifier by TTC Base Price to get the Actual PI Cost.

Then fill in the village details of where the PI should be taken.

Recruitment Level is straight forward. First you enter the location details (ie Location Name and Number) And then enter the amount of recruits that you require. Remember that each recruit reduces your available manpower by the same level. Not all recruitment will be successful.

Recruitment Level Settings		
Location	#	Recruits Needed

Infantry Unit Training

Location	#	Training setting	Quantity		
				0	No Training
				1	Recruit to Militia
				2	Militia to Regular
				3	Regular to Commando
				4	Pioneer to Combat Engineer
				5	Recruit to Pioneer
				6	Recruit to Field CP
				7	Field CP to TAC HQ
				8	Recruit to Medic

Infantry Unit Training

Again, enter the location where your training camp is located and its number. Select from the list on the right the unit type that you want to acquire and the quantity. Training will take the rest of the month and units will be upgraded on the monthly adjustment.

Cash Transfers				
Cash From	#	Cash To	#	Qty (MPs)

As you play it will be necessary to move MPs from one place to another for investment and buying Industry. Simply add in the location details where the money is located and the location details where you want the money to go. Then enter the quantity of MPs to transfer.

Combat Supply Purchase (Batch = 10 Combat Supplies x 7.5 MP)				
Village	#	Batches Ordered		Cost (x 20 MP & 20 PI)
Port required				

During the game you will need to purchase Combat Supplies. Enter the village details and the amount of combat supplies (x 10) that you require. Remember that combat supplies are only ordered and delivered to a port so it may take some time for supplies to reach the front line.

Fortification construction						
Village Name	#	Fort Type	Increase By	Defence Stores	Engineer Veh	Manpower

To Defend your locations you will need to build fortifications. As usual enter your location details and the fort type you want to add to the location. Then enter the quantity you want to add. (Some can only be increased by 1). Enter the defence stores, Engineer vehicles and manpower needed (ie pioneers and combat engineers)

Unit Purchases From Arms Dealer Report						
Unit Type	Qty	Delivery Village	#	Money From	#	Total MPs

To strengthen your forces you will have to buy weapons from the Arms Dealer Report. Enter the unit you want to buy (from the Arms Dealer Report) and the quantity. Village details of the location where the unit is to be delivered followed by the village where the money is to come from and finally the amount of money spent on the purchase.

Industry & Base Unit Purchase				
Unit Type	Qty	Build Village	#	MP Cost

To build Industry you will need to use this part of the turnsheet. Enter the unit you want to build and the quantity followed by the village details and the total cost of the purchase.

Resource Recon	
Village	#

When you have captured a village and there are no potentials it will be necessary to carry out a resource recon. All you need is a Commander to be present and enter the village details.

Investment Levels		
Village	#	Level

In order to increase your village size you will need to invest. Usually to be successful you will need a higher level than the current village size. Not all investment will result in an increase.

Special Action			
Resource Allocation	Village	#	
Lumber			
Sugar			
Bauxite			
Oil			
Combat Supplies			
MPs			
Political Influence			

Special Actions are your way to influence the game with your imagination and guile. You can try anything but not everything will work. With imagination you can seriously enhance your position either with training or industry bonuses or anything that your imagination can come up with. The actions are only limited by your imagination or deviousness. Serious enhancements to your faction or damage to other factions can be done with constructive use of special actions.

Working out the quantities of supplies needed and the transport requirements of a Combat mission is perhaps the most daunting part of Company Commander.

To help you to achieve this I have included a spreadsheet of the combat worksheet.

First you must enter your faction name.

Followed by a Mission Code for the attack.

Available Mission Codes and their Modifier values:

Recon = 1

Raid =1

Probe = 1

Artillery Barrage = 3

Advance to Contact = 2

Assault = 3

These values are the mission modifiers.

Next enter the Start/ Retreat Location name and number

And then the Objective Name and number (If known)

Section 1   Units & Cargo Requiring Transport

Unit Type	Qty	Unit Weight	Total Weight	Supply	Supply Mod	Supply Used	Combat Load	Tot Combat Load	Cargo Cap	Total Cargo Cap
Regular Infantry	6	2500	15000	3	3	54	3	18	80	480
Combat Engineer	2	2500	5000	4	3	24	4	8	80	160
Field CP	1	1250	1250	2	3	6	2	2	0	0
Officer	2	0	0	0	3	0	0	0	0	0
Commander	6	0	0	0	3	0	0	0	0	0
m-69 Mortar	2	98	196	8	3	48	8	16	0	0
Claymore Mines	12	6	72	0	3	0	0	0	0	0
Bangalore Torpedo	12	30	360	0	3	0	0	0	0	0
AT-3 Sagger	12	25	300	0	3	0	0	0	0	0
AP Mines UD	6	250	1500	0	3	0	0	0	0	0
Wire UD	6	500	3000	0	3	0	0	0	0	0
L-6 Wombat	2	towed	0	8	3	48	8	16	0	0
Carl Gustav	2	33	66	4	3	24	4	8	0	0
Combat Supplies	308	100	30800		3	0		0		0
Totals										
Total Cargo Load →		57544								
Total Supply Used →		→	→	→	204					
Total Combat Load →		→	→	→	→	→	68			
Total Cargo Capacity →		→	→	→	→	→	→	→	640	

Section 2   Marching Infantry Units

Unit Type	Qty	Supply	Supply Mod	Supply Used	Combat Load	Tot Combat Load	Cargo Cap	Total Cargo Cap
Regular Infantry	3	3	3	27	3	9	80	240
TAC HQ	1	2	3	6	2	2	0	0
			3	0	0	0		0
			3	0	0	0		0
Totals								
Total Supply Used →		→	33	→				
Total Combat Load →		→	→	→	11			
Total Cargo Capacity →		→	→	→	→	→	240	

The first section is for Units and Cargo requiring transport. Unit type and Quantity should be added as well as the unit weight for a single unit of the type (ie 2500 Lbs for an Infantry squad) The total weight

Section 3   Transport Units

Unit Type	Qty	Cargo Cap	Total Cargo Cap	Supply	Supply Mod	Supply Used	Combat Load	Total Combat Load
Zil Truck	10	5000	50000	4	3	120	4	40
LandRover	2	1000	2000	2	3	12	2	4
Trailer	6	700	4200	0	3	0	0	0
			0		3	0	0	0
Totals								
Total Cargo Capacity →		→	56200					
Total Supply Used →		→	→	→	→	132		
Total Combat Load →		→	→	→	→	→		44

This section is used to calculate the cargo capacity and combat supply use of transport units.

Section 4   Combat Vehicles

Unit Type	Qty	Supply	Supply Mod	Supply Used	Combat Load	Tot Combat Load	Squad Capacity	Total Squad Cap
T-55	2	15	3	90	15	30	1250	2500
PT-76	2	8	3	48	8	16	1250	2500
BTR-152	1	3	3	9	3	3	5000	5000
			3	0	0	0		0
Totals								
Total Supply Used →		→	147	→			
Total Combat Load →		→	→	→	49		
Total Squad Capacity →		→	→	→	→	→	10000

This section us used for any non truck combat vehicles such as tanks, APCs and armoured cars.

Combat Load Summary					
	Section 1	Section 2	Section 3	Section 4	Totals
Total Cargo Load	57544				57544
Total Supply Needed	204	33	132	138	507
Total Combat Load	68	11	44	46	169
Total Cargo Capacity	640	240	56200	5000	62080

In the Summary all the values from the 4 sections are collated so that you can see the weight/Capacity values at a glance. This summary is at the top of the form.

Combat Supply & Load Summary		
Total Supplies Need for Mission	795	
Total Combat Load	265	
Total Supplies needing transport	530	
Total Cargo Load	87820	Lbs
Total Cargo Capacity	156640	Lbs

In the Combat Supply & Load Summary all the loads and capacity are compared. You cannot have a greater loads than capacity.

When sent on a combat mission, Aircraft carry ordnance loaded on pylons. Each aircraft has differing capabilities depending on their design.

To load aircraft you should use an Aircraft Load sheet. On this sheet, you can designate the starting location and the target location. Next add in the quantity of pylons on the aircraft. After that enter the aircraft name and the maximum load

Aircraft Load worksheet				
Starting Location	Langsa		#	221
Target	Ghia Ghia		#	141
Aircraft Type			Pylon Qty	4
Fiat G-91	Max Load	4000	Pylon Load	1000
Supply	16	Mission Code	2	Supply Needed	32
Pylon	Weapon Load	Qty	Weapon Weight	Total Weight
1	AS-7 Kerry	1	633	633
2	BL-5 110 Lb HE Bomb	5	110	550
3	BL-5 110 Lb HE Bomb	5	110	550
4	AS-7 Kerry	1	633	633
5				0
6				0
			Aircraft Total Weight Load	2366
Altitude	1200	Ft		
Alternate Target	Bintan		#	145

As usual, you should enter the starting location and the target location.

Enter the Aircraft type and the load stats, ie Max load, Pylon quantity, Pylon load and supply needed (Multiply combat load by mission modifier)

You can then allocate bombs and other ordnance to the available pylons up to the maximum weight.

Next you should allocate an altitude for the attack bearing in mind the target and its possible defences.

In the event of a cowardly pilot or inclement weather you should designate an alternate target. Weather will be assessed for the alternate and if possible the attack will go ahead at the set altitude.