Company Commander

Reference Tables and Charts

Combat Mission Supply Factors						
Mission Type	Supply Factor	Casualty Ceiling %				
Ground Recon	1	5				
Probe	1	10				
Advance To Contact	2	20				
Deliberate Assault	3	40				
Exploitation	2	20				
Artillery Barrage	3	10				
Raid	1	2				
Close Air Support	2	30				
Airstrike	2	20				
Air Recon	1	5				
Air Superiority	2	30				

Facility Costs		
Туре	MP Cost	PI Cost
Mining Facility	500	500
Farming Type Facility	125	300
Oil Drilling Facility	2000	600
Lumber Yard	225	150
Port Facility	800	800
Border Warehouse	32	0
Training Camp	50	0
Vice Area	120	0
Harbour Facility	80	50
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PI Cost is a one off payment subject to the current TTC Modifier to purchase the technology

## Company Commander Reference Tables

	Vehicle Load Table (Men & Supplies)				
Unit	Load Troops	Load Cargo (Lbs)	Combat Supplies	Casualty Capacity (Sections)	
Land Rover	1 Section	1000	10	0	
ZIL Med Truck	2 Squads	5000	50	2	
Ural 375 Heavy Truck	2.5 Squads	8000	80	4	
Mule Train	N/a	1200	12	0	
BTR-152 APC	2 Squads	1200	12	0	
Saracen APC	1 Squad	1000	10	0	
AMX VCG	1 Squad	1000	10	0	
Trailer	N/a	700	7	0	
BMD-1	0.5 Squads	0	0	0	
FV-433 Stormer CP	0.5 Squads	500	5	1	
EE-11 Erutu	1 Squad	500	5	1	
Pinzgauer Ambulance	0 Squads	0	0	2	
ATMP	0 Squads	3530	35	0	
BAV-485	2.5 Squads	5500	55	1	
LARC-5	2 Squads	1120	11	1	
PTS	7 Squads	21952	210	4	

Fixed Wing Air Transport						
Aircraft	Range (Miles)	Max Cargo (Lbs)	Max Cargo (Squads)	Air Drop	LAPES	
C-212 Aviocar	400	6217	2 Squads	Yes	Yes	
Cessna U-27 Caravan I	1578	3835	1	Yes	No	
Anatov AN-12 Cub	2235	62000	6	Yes	Yes	
Aeritalia G-222	852	19840	5	Yes	Yes	
AN-2 Colt	525	4700	1	Yes	No	

Helicopter Weapon Load					
Helicopter	Pylons	Pylon Load			
Allouette III	2	200			
MI-2 Hoplite	4	165			
MI-8 Hip	4	400			
Helicopters are limited to Gunpods, Missiles and Rocket Pods					

## **Company Commander Reference Tables**

Infantry Loads and Marching Distances						
Unit Type	Combat Load	Other Load (Lbs)	Marching Distance (Miles)			
Commander	0	0	25			
Officer	0	0	20			
Militia Infantry Squad	2	50	10			
Regular Infantry Squad	3	80	12			
Marine Squad	8	100	20			
Raider Section	4	50	40			
Combat Engineer Squad	4	80	20			
Pioneer Section	2	50	10			
Medic Section	1	0	10			
Field CP	1	0	10			
TAC HQ	2	0	10			
Mechanic Section	1	0	5			
Replacement Section	0	0	0			

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.

	Towed Artillery Data					
Unit	Туре	Range Artillery	Range AT			
L-6 Wombat	120 mm RR	1200	900			
OFB	2" Mortar	850	n/a			
D-30	122mm Howitzer	15000	1000			
Oto Malera	105 mm Howitzer	10000	1000			
SBAT	Multi Rocket Launcher	8500	n/a			
Browning .5	Heavy Machine Gun	1000	n/a			
M-101	105 mm Howitzer	12325	800			
M-29	81mm Mortar	4700	n/a			

Training Settings0: No Training1: Training of Recruits to Militia2: Training Militia to Regular Infantry to Marine Squad4: Training Pioneer Section to Combat Engineers5: Training Recruits to Pioneer Section6: Training Recruit to Field CP7: Training Recruit to Medic9: Marine Squad To Raider Section2: Marine Squad To Raider SectionCamp SettingStarting UnitVpgraded UnitMP CostSupply Cost1Recruit Squad1Recruit Squad1Recruit Squad1Marine Squad2Militia Infantry2Militia Infantry3Regular Infantry4Pioneer Section^2Militia Infantry4Pioneer Section^5Recruit Squad+9Field CP7Field CP7Field CP7Field CP7Field CP7Field CP7Field CP7Field CP7Field CP8Recruit Squad+9Marine Squad*9Marine Squad*4Raider Section151594Recruit Squad will be split into the new unit a replacement Section* Marine Squad will be split between a Raider Section and a Replacement Section* Marine Squad will be split between a Raider Section and a Replacement Section10101041110<	
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ZIL Medium Truck       5000       20       12.5       10         Ural-375 Heavy Truck       8000       32       20       16         Mule Train       1200       4.8       3       2.4         Trailer       700       2.8       1.75       1.4         BAV-485       5500       22       13.75       11	Oil Load
Ural-375 Heavy Truck       8000       32       20       16         Mule Train       1200       4.8       3       2.4         Trailer       700       2.8       1.75       1.4         BAV-485       5500       22       13.75       11	2
Truck     Image: Constraint of the state of	10
Trailer       700       2.8       1.75       1.4         BAV-485       5500       22       13.75       11	16
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	1.4
LARC-5 11200 44.8 28 22.4	11
	22.4
PTS 21952 87 87 54	54
ATMP 3530 14 14 8.82	8.8

## Company Commander Reference Tables

Defence Building Costs					
Unit	EAP Needed	Excavators Needed	Defence Stores Needed		
Wire Entanglement	0.3	0	0		
AT Ditch	8	4	15		
Weapons Pit	2	1	30		
Air Revetment	6	2	40		
Hull Down Position	4	1	10		
Strong Point	8	4	40		
AP Mines	1	0	0		
AT Mines	1	0	0		
Bunker	4	4	40		
Berm	4	4	30		
Hardened Air Shelter	8	5	150		
EAPs are calculated in t	he following way: EA	P = Combat Engineers	x 2 + Pioneers		

Self Propelled Artillery Data							
Unit	Туре	Type Artillery Range AT Range					
Ceaser	155 mm	23800	1000				
Abbot	105 mm	17400	800				
Astros II	Multi Rocket	17500	n/a				
SPM-85 Pram-S 120 mm Mortar 8000 n/a							

Aircraft Ordnance Table						
Aircraft	Pylons	Weight Per Pylon	Additional Arms	Internal Armament	Radar	Runway Size
A-37 Dragonfly	8	625	N/A	7.62mm Minigun	Yes	6
OV-10 Bronco	6	600*	N/A	4 x .5 inch MG	No	3
Fiat G-91	4	1000	N/A	4 x .5 inch MG	Yes	5
MB-339	6	666	N/A	N/A	Yes	5
BAe Hawk	4	1650	2 x Sidewinder Racks	30mm Cannon	Yes	9
*Some pylons carry additional weight, See unit for explanation.						

Helicopter Transport Table						
Aircraft	Range (Miles)	Max Cargo	Max Squads	Max Sling	Airdrop	
MI-2 Hoplite	105	2000	1	1500	Yes	
Westland Wessex	390	4000	1.5	3990	Yes	
SA-330 Puma	313	7200	1	7055	Yes	
MI-8 Hip	280	6000	2	6600	Yes	
CH-47 Chinook	229	14356	4	28000	Yes	
SA-316 Allouette	308	1650	0.5	1650	No	

Field Fortification Build table				
Fort Level	Engineers Needed	Excavators Needed	Defence Stores Needed	Infantry Needed
1				1
2				2
3	1 Combat Engineer or 2 Pioneer	1	20	0
4	1 Combat Engineer or 2 Pioneer	1	20	0
5	1 Combat Engineer or 2 Pioneer	1	20	0
6	2 Combat Engineer or 4 Pioneer	2	30	0
7	2 Combat Engineer or 4 Pioneer	2	30	0
8	2 Combat Engineer or 4 Pioneer	2	30	0
9	3 Combat Engineer or 6 Pioneer	3	40	0
10	3 Combat Engineer or 6 Pioneer	3	40	0
11	3 Combat Engineer or 6 Pioneer	3	40	0

Level 1 and 2 fortifications are created by Infantry digging in. Level 3 and above require Engineers, Excavators and Defence Stores.