COMPANY COMMANDER

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A Wargame of

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Small Unit

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Tactical Conflict

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Third World

Contents

Part 1

The Economics

What's It All About?
Company Commander is a simulation of a Civil War in a Third World Country.

Scenarios have been set in Madagascar, Eastern Africa, South America, Thailand and Egypt. This Scenario is set in a fictional country called Malanesia. It has attributes similar to those of Indonesia.
Units represent Individual vehicles, aircraft and boats. Infantry and Support units are either 5 man Sections or 10 men Squads.
The aim of the game is to control as large a part of the country as you can. This is done through force of arms or any other means that you can devise.

The History of the Nation
The country has been ruled for many years by the Sukamo family, however since the death of the elder Sukamo (The so called "Great One") things have started to slip, and the iron grip with which they held the country and all its many factions began to loosen. The Great Ones son, Susilo allowed many to influence him, and without his father's ruthless streak, the reigns of power began to slip between his hands. Unrest became tolerable, and there were riots in most provinces. Susilo tried to hang on to power, but the factions held in check by his father for many years now saw their opportunity. The end of the regime came on the highway to the airport, when a massive roadside bomb destroyed most of the motorcade, killing Susilo, his family and most of the cabinet. What followed was a frenzy of factional and tribal violence. However, this backwater of the world failed to come to the notice of the International community for many months. The international Community and the UN had created sanctions and weapons embargoes to slow the fighting, but illegal sales and an ever growing black market made sure that the flow of weapons kept on coming. Eventually the major fighting died down with all of the major factions exhausted. The country was devastated, and the people divided into dozens of smaller warring factions. The discovery of oil, along with vast deposits of Copper made the situations worse. Vested interests would love to get their hands on the riches that are on offer but the fear of UN and International sanctions have kept the outsiders at bay. It is at this point that the game starts.

Your Entry Into the Game
Imagine that you have been an officer with one of the "Better" Regiments in the worlds armed forces, perhaps the Parachute Regiment, SAS, SBS, Foreign Legion or Green Berets. After the end of the Cold War, many of these highly capable soldiers found themselves out of work. However, the trade of Mercenary leader has yet to go out of fashion.

Imagine, that after being thrown on the scrap heap in the name of Arms reduction, that you were offered a chance to lead men in combat again. The Third World is still a place of turmoil, where the biggest and best army still dictates the way things will be.
Would you go to a far off land and train and direct the operations of a mercenary and tribal army for a large fee?

If the answer is "Yes", all you have to do is sign the contract and get your flight to adventure…….

As the Commander of the local forces you will decide which units you will buy, from which country you will buy them and the deployment of your military forces and your objectives. You will encounter Factional War-lords from different areas of the country, each trying to gain total control of the nation and its wealth. Politics, alliances, economics, and military force all play a role in this game of domination and conquest.

Now the nation is in your hands…..

The Nation's Economy

As with every war, this one will be expensive. Even the older equipment that is available to you will still come at a price. In order to finance the war, you will need to harness the natural resources of the area that you control and develop the industrial potential. This often means getting your population to develop agriculture, mining and oil production. Your industry will start to recover from years of neglect and war and you will start to get a trickle of goods stockpiled at your villages. These stockpiles then need to be transferred to a place where they can be sold. This is usually a Port and in special cases at airfields.

Your workers start with little skill but this can be improved by investment, training and imaginative actions. This will significantly increase the industrial output over time. This race to increase production will be crucial. In order to get your goods to a point of sale you must use trucks and cargo ships. Plenty of trucks will be needed to move your commodities, weapons, men and supplies to where they are needed. Sales of goods will take place on the 28th of each month at what is known as the Monthly Adjustment. Money is deposited at the point of sale.

Transporting Industrial Goods

Although there are a number of transport units in the game, there are two types of truck used for transportation of Industrial goods or military unit movement. The other types of transport units are used for military or specialist tasks which will be covered later in the rules.

The ZIL Medium Truck which is a Soviet supplied truck of 1950s vintage and the least reliable of the pair.

The Ural-375 Heavy Truck is a much more modern truck from the late Soviet era. Consequently it is much more reliable and less likely to break down.

Trucks are bought from the Arms Dealer report which is published every month on the Monthly Adjustment.

In addition to your normal moves, you may carry out convoy moves in your turn. These are special moves to help you to get goods from their point of origin to the point of sale.

Another important unit for moving goods will be the Small Coaster which will be vital for island to island transport and can use the Convoy Move.

For cargo loads see the reference tables section.

Resource Potentials

Every village has at least some potential for the production of the four commodities in the game. These are an Agricultural product such as Sugar or Coffee, Lumber, A mining product like Bauxite or Copper and Oil.

The Resource Potential listed at a particular location is the maximum number of that Commodity type measured in points that the location may produce per monthly adjustment.

This number reflects the suitability of the location to produce each commodity. (I.e. Sugar production in mountains is very low)

Construction of mines, plantations, Lumber yards and oil wells will allow production of that type of commodity up to the ceiling of the potential.

Resource potentials are not fixed, and some will change as a result of production or Natural Disaster such as floods, Earthquake or Forest Fires. Military action rarely has an effect upon Potentials.

A location that has zero potential after a Resource Recon for a particular commodity cannot be increased.

Selling Goods

At the Monthly Adjustment (Usually the 28th of each Month) your Ports and certain Airfields will sell as many of the commodities present at the location as is possible. It is always a good strategy to spend part of your effort on stocking up commodities at your port locations so that you are able to sell the maximum amount each month. See Sale of Commodities

Airbase Sales

Airbase sales will be smaller than any other type of facility. In order to land heavy cargo aircraft, you will need to have an minimum airstrip of 7.

See Sale of Commodities

Other Financial Situations

Transactions between factions are possible with some restriction. You may sell locations or equipment. Keep in mind that you require the technical training for the unit before you can purchase it from another player. Political Influence may NEVER be traded since it represents the influence your faction has on Foreign Governments. You can never sell or give your men to another player. Your men will fight for you and only for you.

Political Influence

Political Influence is gained by running the Infrastructure of the area that you control. Political Influence is used for acquiring technical training, training camp operations, Combat Supply purchases and special actions.

Technical Training

The main use of Political Influence is to acquire more effective weapons. Before you can purchase anything from the Arms Dealer Report you must first acquire the technology. The only way you can do this is by spending Political Influence. Each unit has a "Base TTC" notified in the unit stats for the type of unit you want to acquire the technology for. This is multiplied by the TTC Modifier to give the Actual PI Cost.
The TTC Modifier is posted on the Website and changes usually at the end of each month.

Technical Training has only to be done once for each unit type.

Units with 0 in the "Base TTC" section are available at the start of the game and do not need technical training.

If you do not have the technical training for a unit, the Arms Dealers will not sell you the unit in question.

Investment

In order to increase the size of your villages you must invest MPs in them. Investments will not always work as the money may be embezzled away by corrupt officials or stolen, or not be sufficient to effect the circumstances of the village. The larger the difference between the current village size and the investment level, the more likely there will be an increase. Investments may increase popular support reduce collateral damage and generate Political Influence. The money will still be used even if there is no village size increase but the village may get some of the benefits.

Cash Transfers

Money can be moved from place to place to either secure it or concentrate cash for large purchases or civil construction such as Copper mines etc.

Purchasing Industry and Base Units

Once you have captured a location, built a village if necessary and carried out a resource recon you will be notified of the resource potentials of the village. It may have lots of trees to give a good lumber potential or other natural resources depending on its geographical area. If you want to exploit these natural resources you must start building industry at the village. Industry is purchased on the turnsheet. You may only build one unit of Industry per turn.

Other facilities can be purchased but have more complicated requirements
Village: See Investment Level
Airstrip: To build an Airstrips it requires the presence of 3 trucks (ZIL or URAL), 5 pioneers or 3 combat engineers and 5 excavators. You will need 40 Defence stores at the site to complete the task. The build may take several turns to complete.

Industrial Bonuses
Your Industry starts the game in a very run down state. Any industry has suffered many years of neglect and war. You should have around 50% of the production that can be generated. In order to recover from this, you

will have to invest in your facilities. This is done by the use of Special actions. Special Actions give you the ability to allocate resources and manpower to gain improvements to your production rates. This will be a long process with small increases but a 10% increase in Copper production across your faction can realise many hundred MPs when the extra Copper or other goods made available to you are sold. Bonuses can be gained for the ports and airfields to enhance the amount of goods that are sold and combat supply purchases may be enhanced. This is a very important task that will allow you to increase your industrial output significantly and increase your available MPs dramatically.

<p align="center">Part 2</p>

The Military

Infantry
In Company Commander Infantry units are comprised of 10 men squads and 5 men sections. Officers and Commanders are single man units.

Infantry Recruiting
In order to get recruits for your armed forces, you will have to carry out recruitment. This delves into the heart of the game, as each recruit gained at a village reduces the village level by 1. This in turn reduces the available manpower to operate the industrial units such as plantations and mines. The classic choice between plough shares or swords. Until you have recovered the level of the village, you may adversely effect production, should you recruit too heavily. Each attempt at recruitment costs 1 MP but may not be effective. In this case the MP cost is lost. Once you have your recruits at a village you must transport them to your training camp.

Infantry Training
Once you have moved your recruits to the Training Camp you can begin training them up to a more effective unit with better arms and greater capability. Training takes until the next monthly adjustment and costs a variable amount of MPs, Combat Supplies and PI depending on the type of unit you are training up to. Training takes a month and is administered as part of the monthly adjustment.

Combat Supplies
Almost everything that happens in the game needs Combat Supplies to work. Combat Supplies represent Ammunition, Fuel, Food, Spare Parts and Medical Supplies. Combat Supplies are purchased at a Port that you

control. Transport will be required to get them to the places they are needed. Combat supplies are needed for special actions, training and combat.

Weapons

Infantry are trained from the local population but heavy weapons and vehicles are bought from abroad. The Arms Dealer Report is where you are notified about the availability and price of the weapons. The Arms Dealer Report is unique to each player and changes every month. Not every unit will be available. You must have the technical training before you can purchase from the Arms Dealers. Purchases will be delivered to your port.

Military Training & Combat Bonuses

With military tactics being a complicated business it is not enough to purchase Technical Training for the units you wish to use but to train your men in the best use of those weapons. This is achieved by gaining combat bonuses. Combat bonuses are the cumulative tactical knowledge of your faction. It is no use buying a bomber aircraft, bombs and combat supplies and building a long runway then expecting the poor man in the cockpit to be able to map read to a target, identify the target, dodge the air defences and then let go his bombs at the precise moment necessary to destroy the target without at least some sort of training. This is true for almost all operations and includes the leaders of your forces.

Training is carried out by the use of special actions where you can allocate resources and units to carry out the task. It is worth thinking about the task and allocating realistic and relevant amounts of resources to the task.

Special Actions

Special actions are a key part of Company Commander. Although there are comprehensive options in standard play, Special Actions allow for you to try anything you like. Not everything will work and almost everything has a cost. Special actions require some "out of the box" thinking if you are to get the full benefit from them. They may involve intelligence gathering, seeking out rare equipment, acquiring specific training or influencing outside powers. Its up to you whether you use your Special Action and how you do it.

Combat

Combat is initiated when you move your forces in whatever form to a village location that is not controlled by you. This combat is in the framework of mission types. There are Nine Ground combat missions with four air missions. Combat is very expensive. It requires a lot of combat supplies and sometimes extra weapons like rocket launchers bombs and missiles. Each mission type has a differing modifier that dictates the tempo of the battle.

Ground Recon

Ground Recon is a mission designed to gather intelligence about the dispositions of the defenders at a given location. By its nature this is a covert operation that requires a high level of training and competence. The mission has a very low casualty ceiling as any discovery would reveal the mission to the defenders. It also has a very low supply modifier as the mission should not initiate any combat.

Probe

This action will attempt to close with the defenders and engage them in a fire fight, to ascertain the strength of the defence, or to take a poorly defended location. For this reason, very few casualties are needed to convince the leader of the attack that the defences are too strong.

Advance To Contact

In this action, troops are ordered to carry out an attack with the hope of capturing the objective. The casualty ceiling is higher, and the amount of units usually larger. The attack will be more sustained than a probe and pressed harder. The attacker will use more combat supplies. The higher casualty ceiling will allow for high tempo combat for a short time after which the attack will be abandoned if not successful.

Deliberate Assault

This is an planned attack on a known location using all arms. It is generally a large scale attack with support from artillery, armour and possibly aircraft. Support units vital for this operation are Field CP and usually a TAC HQ together with the necessary officers and commander. If air support is involved, a TAC HQ is required. The casualty Ceiling is higher, reflecting the willingness to take losses in order to gain the objective, but the use of Combat Supplies is also much higher per unit. In order for a Deliberate assault to be launched, sufficient Combat Supplies must be available at the start location of the attack. Attackers with insufficient Combat Supplies could well find the attack failing and high casualties from unsuppressed defensive fire.

Exploitation

After a successful Deliberate attack (only), it is possible to carry out an exploitation attack. This attack can only be carried out by vehicle units and personnel class units mounted in carriers or trucks. The attackers can travel to the next village in the road net and carry out an advance to contact mission. This may have improved chances of success if enemy units had already retreated from the previous battle. If this attack is ordered, an ad-hoc formation will be formed from surviving units and thrown into the attack. Any support units necessary will also be added. If this order is in effect, the supply situation should be looked at, as many more combat supplies may be needed for this action, and reinforcement and re-supply is not possible before the start of the action. The new objective should be notified to the GM. An order option has been given on the turn sheet to allow for a more planned operation. Supply modifier and Casualty ceiling: Same as Advance to contact.

Artillery Barrage

The artillery Barrage mission is designed to move artillery units to within range of the target with enough combat supplies and appropriate support units without the commitment of ground forces to indirectly attack the objective. A Barrage uses a lot of combat supplies and can inflict heavy damage upon an enemy location. For artillery to be effective you will need some type of spotting force to accompany the attack. Either a Marine squad or Raider Section or a spotting aircraft should be used. This may require the deployment of a TAC HQ to provide communication support. Enemy defenders will attempt to neutralise spotting units and any Artillery at the target location will attempt counter battery fire. The casualty ceiling is fairly low as the mission will be abandoned if strong resistance is met. Combat supply use is high.

Siege

It is possible to besiege a village. This will prevent any production, or sales, of any type except for air sales, which will be badly effected. Besieged units use 1 combat supply per month and each village level uses combat supplies. Once the combat supplies have been exhausted the village will surrender. Of course, the defenders can attack out of their village, as long as they have the resources to do so, using conventional battle orders or an external force can intervene. Besieging units will also use combat supplies to maintain themselves in the field.

Air Operations

As well as ground combat there are a number of air combat missions.

Air Recon

This is a mission that does not involve attacking any ground targets. It is designed to fly to the target and assess the scale of the defenders. The defenders may well get upset by this intrusion and will attempt to engage the offending aircraft. Also there is a chance that Air Defence aircraft may arrive and engage the recon aircraft. Results will be variable based upon weather, defences at the location, (being shot at ruins the concentration), and the scale of defences and camouflage. You will be notified of the results of this mission.

Close Air Support

The Close Air Support mission is an attack in support of ground forces. It cannot be carried out without troops on the ground. The troops being supported must also have a TAC HQ as part of the force. This is the most difficult of air operations as there is a very real risk of hitting their own ground units and any anti aircraft your ground forces might be deployed with. Units attempting close air support missions should be well trained before being committed. If there are any hostile aircraft in the area the mission will be aborted unless the CAS aircraft are accompanied by escort aircraft or are armed with their own defensive weapons.

Airstrike
The airstrike mission is an attack carried out entirely with aircraft against a given location. Aircraft will fly to the objective and attempt to attack specified targets until all ordnance is used or the force suffer significant losses. If enemy fighters are present, or the strength of the ground air defences is strong, the mission may abort unless escorted by friendly fighters or flak suppression units. All aircraft should have an aircraft load chit completed. Airstrikes are expensive as they use both combat supplies and ordnance.

Air Superiority
At the start of the game a few aircraft have an air to air capability. However the Air Superiority mission is designed to destroy enemy aircraft over the battlefield. The enemy may have standing patrol over their location or it may be an encounter. Usually air to air combat training will be important to the success of this mission. Often this mission will fail to engage enemy aircraft.

Each mission type has different supply parameters and a casualty ceiling. If the supply usage exceeds the mission or the casualty ceiling is reached the mission will fail and the forces will immediately withdraw to their starting location. Additional losses may be incurred during the withdrawal.

<u>Part 3</u>

Nuts And Bolts

The Game Map

As part of the set-up for the game you should download the map. It covers a vast area of sea populated by many small and large islands. This is the country that will be the stage for the drama to come.

On Land:
The scale of the map is: 1" = 15 Miles

On the Sea:
The scale of the map is 1" = 50 Miles

Terrain will effect your units during combat and the industry potentials will be dictated by the local terrain. Usually clear terrain denotes tobacco plantations, while Forested areas denote a better lumber potential. Mountains are where copper ore is to be found. Oil may be found towards the centre of the map.

Usually the map will change very little but the potentials of each village may alter due to industrial exploitation and natural disaster.

Rivers are considered to be bridged where roads cross and all bridges are intact. Bridges can be attacked but are very difficult to destroy by air or artillery attack. Usually to guarantee destruction, demo charges should be used by an elite infantry unit.

Roads as marked are not the black top highways that might be imagined. Instead they are mostly little better than wide jungle tracks. This means they are very vulnerable to weather. For this reason trucks are stretched to the limit of endurance on every trip. Maintenance units will be needed to keep trucks moving and to repair them when they break down. This is usually automatic if there are sufficient resources.

Ports are established to sell goods. The cheaper harbour is established to allow for loading and unloading of ships other than landing craft type units.

Movement and Time

Your turns represent three days of time as far as movement and combat related operations are concerned.
The time in between turns, you are considered to be in a defensive posture.
The blog on the website will have dates and reports on prominent battles and events occurring in the game. These dates are the day on which the events occurred in game time. It gives you a rough idea what happened and when.
During operations, time plays a very important role. The amount of time it takes to reach an objective, determines the amount of time that your forces have for the actual mission. For moves, the number of trips that your can do in a period of time will determine the cargo that can be carried during a turn. In large combat, time will determine whether or not the location can be taken in a single turn or if your units will have to return to the attack later.

Maximum movement for the turn is determined by:
(Max Move = Unit speed x 8 hours x 3 days) This represents the fact that only 8 hours of the day can be spent on actual movement, This is an average time when other factors are added such as darkness, slow traffic, bad roads breakdown, crew desertions, loading and unloading etc. A unit cannot move more than its maximum range.

Carrying Combat Supplies

Each units is capable of carrying its supply factor in combat supplies. This represents the unit's basic combat load of ammo, fuel, medical supplies, rations and spare parts, etc. If you wish to transport more Combat Supplies than your units can carry as its "basic combat load", then you will have to provide additional transport.

For example:

A single M-48 tank carries 15 Combat Supplies with it. (supply factor x1). This represents the tank's basic combat load. If you wished to carry additional Combat Supplies, you would have to provide a truck or some other means of transport to carry the additional Combat Supplies. Note that once the M-48 is in combat, its supply factor x 1 is used up very quickly. Once these supplies are exhausted, it will have to resupplied from Combat Supplies carried by another vehicle, or the tank will be forced to withdraw from the action.

Weather Effects

Historically weather has often been a decisive factor. Weather will effect most operations, and particularly combat. ie if there is fog in the area of the battle, then air support will have to be aborted. Weather is determined during combat, and cannot be pre determined. Missions may be aborted or adversely effected, so you should build in options to your orders when planning combat. Bad weather may also effect routine movement, as roads may be impassable, or bridges washed away. Natural phenomenon such as earth quakes and monsoons may effect the potentials of a Village. For instance, a monsoon may destroy your tobacco plantations, or flood a mine. Remember that D Day was delayed by the weather, so your small operations cannot be immune.

Alliances

It is unlikely that you will become victorious without relying on other factions, at least some of the time during a game. You may find that alliances, both short term and long term, will be required. While alliances can sometimes yield unexpected results, the concept, for the most part is a sound one.

To formalise an alliance, an alliance document must be drawn up and signed by both players. This not need be in depth, just a declaration, so the GM can add your names to the mutual alliance sections. The details can be worked out by the parties involved. The signatures are to ensure that both parties agree to the alliance, so that it is clear. You may bluff anyone about the alliances you have except for the GM. Breaking an alliance is allowed, and yours and your former allies printouts will be amended accordingly at that point the alliance is terminated. Offensive action against that former ally cannot begin for 28 days. (Real time). This is to simulate the breakdown of relations that will normally be the cause of a split.

Sale of Commodities

Commodities can be sold in two different ways.

At a port: A port will automatically sell 12 units of goods per port level at the Monthly Adjustment.

Goods are sold at the following rates:

Oil will generate between 10 and 16 MP per unit sold.

Copper will generate between 5 and 8 MP per unit sold

Lumber will generate between 4 and 5 MP for every batch of 2 units (sold as two unit blocks).

Tobacco will generate between 5 and 7 MP for every batch of 5 units sold.

Commodities are sold in batches in the following order till the amount they are able to sell has been reached or commodities are exhausted. Each sale regardless of the amount of goods sold is considered to be a single sale. I.e., the sale of 5 tobacco is a single sale from the 12 allowed.

1 Oil (1 sale)

1 Mineral (1 sale)

5 Farm Product (1 sale)

2 Lumber (1 sale)

Therefore a single port would sell 1 Oil, 1 Mineral and 5 Farm products and 2 Lumber, (Classed as 4 sales) then begin the process again, until 12 sales had been made. Once sold, the money is placed in the village where the sale occurred.

The second method is sales from a larger airbase, but sales will be smaller than any other type of facility. In order to land heavy cargo aircraft, you will need to have an airstrip of 7 or bigger. Only 6 sales will be made from the airbase regardless of airbase size.

Goods are sold in the following amounts

Oil will generate between 8 and 12 MP per unit sold.

Bauxite will generate between 3 and 7 MP per unit sold

Lumber will generate between 3 and 6 MP for every batch of 2 units (sold as two unit blocks).

Sugar will generate between 3 and 5 MP for every batch of 5 units sold.

Sales at Ports and Airstrips will only occur at the Monthly Adjustment.

Vice Area

A Vice Area generates a steady stream of revenue but has a negative impact upon the Political Influence of the location. Up to 200 MPs can be generated per month at the monthly adjustment. Political Influence will be reduced by over 50%. Setting up a Vice Area costs 120 MPs.

Other Financial Situations

Transactions between factions are possible with some restriction.

You may sell locations or equipment. Keep in mind that you require the technical training for the unit before you can purchase it from another player. Political Influence may NEVER be traded since it represents the influence YOUR faction has on Foreign Governments. You can never sell or give your men to another player. Your men will fight for you and only for you. This is only for infantry class units. Equipment can still be sold to another player.

Carrying Mixed Cargo and Troops

Aircraft, Armoured Personal Carriers, Trucks, Ships:

There are some units which specify that they may carry "X" number of squads or "X" lbs of cargo. If you wish to carry both squads and cargo, you will need to use the following procedure to determine how much of each item you can carry.

Take the total cargo capacity of the unit in question and divide by the total number of squads it can carry (sections count as 1/2 a squad). The result is the equivalent weight/volume taken up by each squad.

Multiply the number you calculated in the above step by the total number of squads you want to carry. This will give you the total cargo capacity used by those squads.

Subtract the total cargo capacity required for squads from the total cargo capacity for that unit. The result is the cargo capacity you have left over to carry cargo with.

For example you have a Ural-375 "Heavy Truck" and you wish to carry 1 squad and you need to figure out how much cargo capacity is left to carry other cargo:

Total cargo capacity (10,000 lbs) is divided by the number of squads it can carry (2) gives you a rating of 5,000 lbs equivalent cargo weight per squad.

Squad equivalent cargo weight (5,000 lbs) is multiplied by number of squads you wish to carry (1) giving you a total of 5,000 lbs. Subtract the total cargo capacity required for squad (5000) from the total cargo capacity for a Ural-375 (10,000) giving you 5,000 lbs of cargo left to carry stores and equipment.

Note that the 1 squad and Ural 375 can carry its "basic combat load" without effecting the cargo capacity. 2 Combat Supplies for the squad and 3 Combat Supplies for the Ural 375 can be carried along with 5,000 lbs of cargo and one squad.

Carrying Infantry Units on Tanks & Armoured Cars

There are many units, including all tanks and armoured car units, that do not have a rating for the number of troops they may carry. In these cases the default is 1/2 a squad per vehicle. This represents the ability of the infantry to "ride on the tanks". It should be noted that this method of transport is risky since the infantry are in very exposed positions and if the unit runs into enemy troops, losses could be high. In no case can a tank or armoured car be used to carry cargo. Only units that have cargo capacities can carry cargo.

For example, a single M-48 Main Battle Tank can carry 1/2 squad or a full section. If there are two M-48s, then a full squad could be carried by the tanks. In no case could the tanks or armoured vehicles be used to carry cargo or additional combat supplies.

Air Transport Operations

Air transport operations involve the transfer of personnel, cargo and equipment by aircraft or helicopter to and from both airfield locations and non-airfield locations. They can be performed both in and out of combat, the former of course being much more hazardous. The use of aircraft for the transport of personnel and equipment has it's advantages and disadvantages. Advantages include the relative safety due to the avoidance of most of the more prominent weaponry that is used to disrupt transport, and the speed and range that aircraft

have over similar ground operations. Disadvantages include the cost per cargo load as compared to ground cargo vehicles and the usual total destruction of cargo should the aircraft be destroyed.

Fixed-Wing Aircraft

Fixed wing aircraft require an airfield for most operations except for parachute operations and parachute drops of equipment.

Air Drop operations are performed using parachutes to drop cargo. Operations of this nature are usually done from less than 1000 feet altitude. However AAA defences are very effective at the optimum altitude. The maximum single item weight dropped must be less than 2 tons, however, multiple 2 ton loads can be dropped from a single aircraft. Some specialist vehicles can be air dropped from aircraft with a rear ramp and the carrying capacity.

Rotary-Wing Aircraft: (helicopters)

Helicopters have proven to be very efficient in the delivery of men and equipment to combat situations. They can land almost anywhere and deliver fairly large cargo to awaiting combat troops in short periods of time. Maintenance at the landing zone is not required in most cases, nor are the long runways and cargo handling equipment associated with Fixed Wing aircraft. Their drawbacks are the small loads carried and their slow speeds, vulnerability to fire and short ranges. Another drawback is the maximum size of interior loads for helicopters. The maximum size for a single piece of cargo is 1/10th of the helicopters max load. Therefore, most vehicles cannot be carried, restricting the usual interior cargo to mortars, Infantry and combat supplies. Helicopters may carry exterior loads on slings. The weight of an under-slung load is detailed in the unit stats.

Combat Operations

Victory is not attained by simply outnumbering the enemy. The support, planning and types of weapons used in an operation are as important as numbers. Unit training for the task they are being asked to perform is also vital. Combat Supplies and their availability play very important roles in the evaluation of the combat. In short, combats are based on hundreds of variables to determine the outcome.

Combat Sequence

Each combat is broken down into phases, from initial deployment to the logistics of securing the location after you overrun it. At any point in the combat, depending on the situation, you could lose control of the battle and be forced to retreat. Retreat conditions should be given by the player on his turn, but often the game programme will determine when a combat has reached a decisive point. As attackers choose the type of mission, this often dictates the level of commitment to the operation, and the casualty ceiling that is acceptable. I.e. a probe mission has a very low casualty ceiling, in contrast to an all out assault, where many casualties might be considered as a fair price to capture a village. If indicated the GM will not retreat your units in any other situation other than the one indicated. For defenders, there will come a point where the attackers are clearly about to overrun the location, and the defenders will automatically attempt a "bug out" to the nearest friendly location. This often involves abandoning all heavy equipment, but vehicles are often used to escape. The point at which this occurs depends on many factors but available combat supplies and leadership will play a large part.

Plans, deployment and support

A broad outline of the attackers intentions and planning will enable the GM to carry out your intentions during the combat much more closely than if no instruction is given.

Combined Arms and Support

The concept of "combined arms" is essential to combat. Tanks do not operate well alone. CAS and Artillery fire missions tend to increase the efficiency of your infantry operations. From a defensive stand-point, a location that cannot provide counter-battery fire against enemy artillery, can be bombarded extensively with no retaliation from the location. A location with mainly artillery can be easily overrun if there are not enough infantry class units to defend the perimeter. The same applies to airfields. A weakly defended airfield can be overrun with a small force, possible resulting in the capture of several aircraft. This sort of operation can be financially devastating to your cause.

Geographical and Other Factors Affecting Combat

The geography and terrain of the area can affect deployment of certain weapon types, as can weather and time of day. Night operations are very risky, unless the forces involved are well trained and prepared. Airstrikes at night, with aircraft suitable for this role, can be very devastating to a defender not prepared for a night engagement. Most AAA weapons are less than adequate when deployed at night, especially optically guided types. Recon at night reduces the risk to the teams, but also reduces efficiency of the recon. Night reduce the efficiency of sentries and perimeter guards making most raids and other small unit actions much more efficient. Night is also a factor in the movement of certain AFVs and tanks. Ambushes can be very detrimental to convoys unless AFVs with night capabilities are present. On the other hand, the movement of convoys at night reduce the risk of enemy aerial spotting. Other factors to consider are mountains, swamps, rivers and deserts. Mission unit types should be adjusted to take into consideration the terrain involved. ie do not use tanks in a swamp, or mechanised forces in mountains.

Combat Supply Expenditure for Combat

Military forces require huge amounts of combat supplies to keep operations going smoothly and as planned. Combat supply is in the form of ammunition, rations, medical supplies spare parts and fuel, and are constantly expended to keep operations at peak efficiency. During combat, huge quantities are expended and during peace lesser amounts, but it is still almost always used. To determine the number of combat supplies that a particular unit requires in order to perform the assigned task, you simply multiply as follow:

(Number of Units) X (Supply Factor) X (Supply Factor Modifier) = Combat Supplies Required

This formula will give you the number of combat supplies required by a particular unit. See the section on the "Combat Worksheet" for more details. Units will not be allowed to attack without the required amount of combat supplies. In many cases you will have to transport large quantities of combat supplies to the combat area to support your offensive. Such are the problems faced by the unit commander in modern warfare.

Units without combat supplies cannot attack, and if attacked will retreat towards a supply source. They will, however, defend, but at a great disadvantage (lack of combat supplies will force units to conserve ammunition, casualties will suffer for lack of Medical supplies, etc.)

Combat supply usage will be balanced by the type of action. A large force will not use up its calculated combat supplies if it encounters very light resistance in a battle. Defenders will use combat supplies appropriate to the units they are defending against.

General Orders and Supply Factors Modifiers

The are several different types of combat orders that you may issue. The type of combat order issued affects the amount of combat supplies used and what your units are expected to do.

Mission Types

MOVE

This order is the simple movement of units or commodities from one location to another. Units will travel by the route specified with your turn, ending movement in the specified location. Unless you specify otherwise, your units will defend the move with only enough force to safely avoid engagement. If an enemy held location is encountered along the route, the units will return home unless ambushed. Each Move order takes one block on a turn sheet.

Supply Modifier = 0

GROUND RECON

This mission represents the movement of recon forces into the area of the objective. The description of the operation and the units deployed will determine what type of intelligence that you will obtain from the recon. For example, Commando squad doing a night recon mission will probably get better intelligence than a Militia infantry unit. Recon is by its nature supposed to be covert, and if discovered, the mission should be considered a failure.

Casualty ceiling 5%
Supply Modifier = + 1
No Combat worksheet required.

PROBE
This mission is the next step up from a recon mission. This action will attempt to close with the defenders and engage them in a fire fight, to ascertain the strength of the defence, or to take a poorly defended location. For this reason, very few casualties are needed to convince the leader of the action that he has bitten off more than he can chew.
Casualty Ceiling: 10%
Supply Modifier: +1
No Combat worksheet required.

ADVANCE TO CONTACT
The next more aggressive action. In this action, troops are ordered to carry out an attack with the hope of taking the objective. The casualty ceiling is higher, and the amount of units usually larger. If artillery is involved in the attack, It is vital to have a Field CP and officer present to co-ordinate the larger number of units spread over a greater area, and definitely advantageous for a commander to be involved in the attack.
Casualty Ceiling: 20%
Supply Modifier +2
Combat worksheet may be required depending on the scale of the battle.

DELIBERATE ASSAULT
This is an orderly attack on a known location, using all arms. It is generally a large scale attack with support from artillery, armour and possibly aircraft. Support units vital for this operation are Field CP and usually a TAC HQ together with the necessary officers and commander. If air support is involved, a TAC HQ is required. The casualty Ceiling is higher, reflecting the willingness to take losses in order to gain the objective, but the use of Combat Supplies is also much higher per unit. In order for a Deliberate assault to be launched, sufficient Combat Supplies must be available at the start location of the attack. Attackers with insufficient Combat Supplies could well find themselves in desperate trouble, as small arms are considered to be the first type to run out, leaving Infantry units exposed to counter attack.
Casualty Ceiling: 40%
Supply modifier: +3
Combat worksheet is required.

EXPLOITATION
After a successful Deliberate attack (only), it is possible to carry out an exploitation attack. This attack can only be carried out by vehicle units and personnel class units mounted in carriers or trucks. The attackers can travel to the next village in the road net and carry out an advance to contact mission. This may have improved chances of success if enemy units had already retreated from the previous battle. If this attack is ordered, an ad-hoc formation will be formed from surviving units and thrown into the attack. Any support units necessary will also be added. If this order is in effect, the supply situation should be looked at, as many more combat supplies may be needed for this action, and reinforcement and re-supply is not possible before the start of the action. The new objective should be notified to the GM. An order option has been given on the turn sheet to allow for a more planned operation.
Supply modifier and Casualty ceiling: Same as Advance to contact.
Due to the nature of the attack a combat worksheet cannot be used. The GM will try to send the force requested, but may have to substitute units due to combat losses in the previous action. This will usually be done on a one for one basis.

SIEGE
It is possible to besiege a village. This will prevent any production, or sales, of any type except for air sales, which will be badly effected. Obviously, the more losses the enemy takes, the weaker the defence will become, and combat supplies will be a major issue in how long the defender can hold out. Of course, the defenders can attack out of their village, as long as they have the resources to do so, using conventional battle orders. Besieged

units use 1 combat supply per month and each village level uses combat supplies. In a siege the combat supplies of the forces involved will be a vital consideration. Besiegers should note that they too will require combat supplies to maintain their grip on the siege lines.

RAID
The units involved will attempt to infiltrate enemy lines and initiate a raid on a specified target. The primary mission is to destroy the target and get out of the area alive. Targets are usually aircraft, specific tanks, artillery guns, etc., however, you may indicate multiple targets. The more targets, the riskier the mission. These missions are very dangerous and best left to commandos.
Supply Modifier = 1

ARTILLERY BARRAGE
Units will travel, if required, to outside the location and perform an artillery barrage. Enemy units will respond to the best of their ability in an effort to silence your units and cease the shelling. For effective artillery bombardment it is vital to have forward observation either by aircraft or men on the ground directing fire.
Supply Modifier = 3

AERIAL RECON
Aircraft will fly to the indicated Village, or patrol radius, and conduct a series of passes over the area to gain information on enemy strengths, etc. The lower the recon (altitude is indicated on your move) the better the recon info but also the more vulnerable the aircraft becomes to Anti aircraft fire and SAMs. Usually a village with significant Anti aircraft defences will have less intelligence given due to the difficulty of the operation, Indeed the aircraft may be destroyed in the attempt. Visual recon should be performed at less than 2000 feet. This mission requires 1 movement block on your turn sheet, but may cover up to 6 individual locations per mission if these are within the range of the aircraft.
Supply Modifier = 1

CAS (Close Air Support)
Aircraft will conduct close air support mission in support of ground units at the specified location. Ensure that weapons carried are listed on a Aircraft load chit. Aircraft pilots under a CAS order will retreat if enemy Air Superiority aircraft are present unless your attack has Air Superiority aircraft of it's own. Close air support carries risks for the friendly forces so training levels should be high and communication should be in place if this type of support is to be effective.
Supply Modifier = 2

AIR STRIKE
Aircraft will fly to the objective and attempt to strike at specified targets until all ordnance is used. If enemy fighters are present, or the strength of the ground air defences is strong, the mission may abort unless escorted by friendly fighters or flak suppression units. All aircraft should have an aircraft load chit completed.
Supply Modifier = 2

AIR SUPERIORITY
Aircraft will conduct Air Superiority mission to disrupt and destroy enemy CAS and Air Superiority aircraft. List weapons carried, usually Air to Air Missiles and aircraft machine-guns.
Supply Modifier = 2

The above orders can be used as they are or modified to suit your particular intentions at the time. The orders are indicated to cover certain concepts, such as post battle disposition, of your force and aggressiveness of the attack. Turn explanations allow you to alter the attack types and indicate almost any concept for your missions.

Casualty Ceiling
This is the threshold level where the mission may be deemed unsuccessful, and all units will retreat as per any retreat orders. Although the casualty ceiling for each mission type is being dictated, you are always free to set the level yourself. The Threshold level is where orders, level of success, quality of troops, training, current

supply status and several other factors are assessed. An attack may continue, if factors are in the attackers favour.

Infantry Class Ground Operations

These operations will probably make up the bulk of your strategy due to both availability and cost effectiveness. While aircraft or armour may be efficient support units, they cannot overrun a Village. If enemy units are in heavily fortified locations your own infantry are required to clear the location. This concept makes the job of the infantry very dangerous, resulting in the highest rate of losses in most battles.

Infantry operations involve the use of ground forces, sometimes with support from armoured vehicles to reduce the effects of the slow speed and light firepower of infantry. They are relatively inexpensive to conduct but usually must be supported to be effective.

Infantry Class Crewing of Weapons

Certain weapons, as indicated in the Units section, can be crewed by infantry class units. These light mortars, ATWs and SAMs give infantry a degree of self sufficiency and multi role capability. The firepower of the infantry squad is however reduced, in the normal role, since a part of the squad is considered to be employing the weapon.

Artillery Operations

Artillery operations are probably one of the most misunderstood types of military combat. Artillery has been proved to be the greatest destroyer on almost every battlefield. However, accurate delivery of fire is the key to effective artillery use. In any attack artillery causes disruption of the enemy as well as destruction and casualties. However, artillery fire needs direction of forward observers, who in their turn require good communications with the gunners, if they are to direct fire accurately. For game purposes, this operation requires good quality troops near to the target, usually a Field CP to provide radio links, plenty of supplies and the trucks to carry them, the artillery units and the trucks to move them. You will see that hitting the target requires many men much equipment and lots of training.

Counter-Battery

When attacked by artillery, all suitable artillery within the target base will attempt counter battery fire. This fire is automatic, but good training will increase the likelihood of success. Locating the enemy is the key to success. Destroying spotting units also has an effect on the attacker. Counter battery fire is very difficult to achieve, so every aid should be used to locate the attackers, in order to destroy them before they can cause too much damage. Self Propelled artillery is much less vulnerable to counter battery fire.

AAA (Anti-aircraft Artillery)

Quick firing Anti aircraft guns have a secondary role in that they can be used against ground targets. With no aircraft to worry about, anti aircraft guns may be turned on attacking ground forces with devastating effects. Likewise they may be used to support a ground attack.

Artillery Munitions

Besides the normal artillery ammunition (Combat Supplies), which represents HE (High Explosive) rounds, your artillery is capable of using Illumination or Smoke. These munitions can be purchased on the Arms Dealer report. Smoke can be used to hide targets during an air attack, or mask units as they advance to reduce the effectiveness of the defenders fire, or cover your combat engineers as they work to clear defences. Illumination can be used to light up a base at night during an attack, or can be carried by aircraft to illuminate a target. Imaginative us of these weapons will bring benefits.

Artillery Crews

Guns are considered crewed. Self Propelled artillery units are considered to have crews.

Self Propelled Artillery

These units are basically guns mounted on light-medium armoured vehicles to give them mobility for combat. They have similar specification to the equivalent fixed unit.

The main reason for the use of SPART vs ART is the fact that the unit can usually fire and move before the enemy can pin-point his position. Other inherent advantages are the set-up time of the weapon and armour

protection for the crew. The average piece of fixed artillery takes about 10 to 40 minutes to set up for firing. SPART takes about 5 to 10. The same applies to movement in battle, the SPART unit taking almost no time to retreat from a position while the Fixed or Towed unit will have to be unlimbered and attached to a tow truck, etc.

Armoured Operations

Tanks, armoured cars and APCs represent one of the most deadly units on the battlefield. They can deliver devastating fire power with good accuracy and are very hard to attack by most units. This, in most cases, results in tanks fighting other tanks in combat. They are however, expensive, limited in range and a nightmare to logistics and maintenance personnel.

While the last statement may serve to deter the average player from the use of tanks, it must be noted that the offensive possibilities when using armour combined with infantry is unparalleled by any other unit combination in the game. As locations grow more powerful, tanks will be required to support infantry on the offensive if you wish to overrun locations. They are also used in situations where artillery is not accurate enough to do the job such as close support to infantry attacking a Village or locations where the enemy perimeter is riddled with MG positions. The infantry alone would surely be destroyed should it try to charge a line of .50 cals across an open field, but accurate tank firepower could serve to take out the positions so as to allow the infantry to gain a foothold in the Village.

Air Operations

FAC (Forward Air Control)

These missions are used to provide spotting on the battlefield for the determination of enemy positions, and directing artillery or air attacks onto those positions. Forward air control (FAC) operations are very risky, but short of putting ground units very close to enemy positions, are the best method of controlling fire missions. The best aircraft are the light prop driven types and smaller helicopters due mostly to their low cost and slow speed. Jet aircraft are in many cases too fast to be used for this purpose and losses of jets are much more devastating financially, to your cause.

Flak Suppression

Most flak suppression missions are in support of CAS missions, some however, may have the sole purpose of destroying AAA capabilities. In support of CAS operations, the flak suppression aircraft are used to destroy or otherwise keep the AAA defences busy while the CAS or strike aircraft deploy their weapons. This allows the strike force to concentrate on the targets rather than the Air Defence Network. A good rule of thumb is one flak suppression aircraft for each 3 AAA or SAM units, if possible. This will usually ensure very little SAM/AAA activity.

Aircraft Ordnance

Air attacks are expensive, due to the cost of the infrastructure, aircraft, combat supplies and ordnance used in the operations. The bombs and rockets used are very effective against troops provided they have no fortifications to take cover in. A single 550lb HE bomb delivered directly on target can take out 2-3 squads if no protection is present. This however is almost never the case. Enemy Infantry will inevitably dig in as soon as they arrive at a location to ensure that their troops are not as vulnerable to such attacks. The more fortifications, the more firepower you must expend to inflict damage. In rural areas, target acquisition can be disrupted due to jungle cover, weather and other factors. The costs can soon become very large.

In general, each type of air dropped munitions has a main purpose. Some can be used for more than one purpose but is still more efficient in its prime purpose. For example, Ordnance HE is designed to destroy structures such as buildings, but is fairly efficient for inflicting concussion damage to troops and light armoured vehicles. Napalm is designed as an anti-personnel weapon but will do considerable fire damage to anything it strikes.

More information can be found under the type of ordnance in the Units section. Remember that these ratings represent "perfect" situations. They can be greatly reduced under battle conditions.

Air Weapons
In order to conduct air operations, you must understand the use of AAMs, Aircraft MGs and the pylon loading rules, as they apply to aircraft. The following text gives an idea of the capabilities of air weapons platforms.

Pylon Loading Rules
In the Units section, each aircraft type has information on the types and amounts of weaponry that can be carried, usually on pylons under the aircraft wings and body. Some aircraft cannot use certain types of weapons normally because of weight restrictions, but in a few cases due to electronic or carrying restrictions usually associated with the country or origin, however most weapons are suitable for use with all types of aircraft as long as they have the carrying capacity.

Unless otherwise specified, an aircraft can load and deploy any air munitions that will fit and not exceed the weight restriction of the pylon.
Pylons are capable of carrying more than 1 ordnance. For instance, if a pylon load was 600 Lbs then the pylon could carry 5 x 110 Lb bombs. This rule does not apply to missiles, as they need to be connected to the aircraft electronic systems. Different weights and types of bomb cannot be mixed on a single pylon.
Air to air missiles, and air to ground missiles require a single pylon each.
Rocket pods require a single pylon.
Pylon loading information should be indicated on an Air Weapons Load chit. (An example of this sheet is to be found in the Game Documentation section of the rules)

Helicopter Weapons Loading
The above information applies to fixed wing aircraft only. Helicopters are detailed under the unit type in the Units section, with respect to mountable weapons. See the Reference Tables for further information.

Reconnaissance
Reconnaissance operations are required to keep appraised of enemy strengths and movements both in and out of combat. Without at least some recon of the objective, your operation will suffer since you may not be aware of your opponents' combat potential. Of the various recon methods, some are more dangerous and/or more effective than others. Recon at night gives less intelligence, but is also usually much safer.

Electronic Recon
Electronic or Radio recon is performed by TAC HQ. The intelligence that you receive will be very limited, usually approximate size or location of the enemy units. It represents the monitoring of radio traffic in an area. Radio recon can be used to scan a district to determine if locations are occupied by military forces.

Recon of Resource Potentials
In order to determine the resource potentials of your location, a commander must be present to do the survey. You may not recon resource potentials at an occupied location since the process requires very overt operations and the enemy is not about to stand by and watch.

Logistic & Command Support Operations
Logistics and Command are important factors in combat. You may have scores of weapons and personnel with astronomical firepower on the front lines, but without command support they are severely limited. Command units focus the firepower to where it will be most effective, based on extensive training in combat tactics. Logistics units such as the Field CP ensure that the force has ample Combat Supplies, recovery, engineering and communications support in the right place at the right time.

Command
The tasks of unit command are not easily specified. The command network consists of several layers, from squad level to the commander of the entire operation.
At the lowest levels, squads take orders from squad leaders, usually sergeants. These men work with troops in the field directly in combat. They are not represented as a unit in the game but one is considered to be present in each squad.

The next level of command is the company commander. This rank is usually captain or above. This is represented in the game as an Officer unit. (see unit descriptions under personnel. He is responsible for 3-5 platoons, usually 12 combat units. He is usually positioned at the Field CP as close to the action as possible, so that the battle can be managed in real time. He is responsible for tactical direction of his units, logistical support and artillery support.

Each Officer requires a Field CP as a staff to carry out orders issued by the officer. Without the facilities provided by the Field CP, the officer is no more than a spectator.

In larger battles it may be necessary to have two field CPs to control the battle. In this case, a further element of command and control is required in the form of a TAC HQ, which provides overall co-ordination and is able to use close air support. TAC HQs are considered to be with the forces deployed, but further back than the Field CPs. This means that they may be close to the battle and in real danger if the defenders have heavy weapons.

In Company Commander command elements are absolutely vital if your forces are to operate to anywhere close to their full potential. Without these units present, it is likely that your forces will fight at less than 50% of their potential, especially in battles involving more than 12 combat units. A TAC HQ is required for close air support to be successful. This does not mean that close air support cannot be ordered to the battle, but it does mean that they might napalm your own units.

The following rules apply for HQ and Command Units.

In Company Commander a platoon is considered to be 6 combat units. 2 platoons makes up a company.

An Officer and his staff in the form of a Field CP can command 12 combat units.

Engineering Operations & Maintenance

Mobile workshops have been provided to keep your units running in the harsh terrain, and in combat. Trucks will cover many miles, in terrible conditions of weather and terrain, and a proportion of them will suffer breakdowns. The cheaper medium trucks are more liable to break down, but all trucks are liable to breakdown at some point. Truck units with a mobile workshop at their location stand a reduced chance of breaking down. Broken down trucks will be repaired if there is a mobile workshop present at the monthly adjustment. Mobile workshops can be ordered to repair trucks between monthly adjustments, however, there is a cost in Combat supplies depending on the truck type.

Truck Type	Combat supply repair cost
Zil	4
Ural	5

If units other than trucks are disabled in battle, it will be necessary to recover the unit using a recovery vehicle. You should then move the Recovery Vehicle back to a location containing a Base Workshop where the damaged unit can be repaired. The damaged unit will appear on your printout as "Damaged Veh" but the type of unit and repair costs will be notified on the battle report from the battle where the unit was damaged.

Aircraft Ground Crew

A mobile workshop or mechanic section is required as ground crew for aircraft, without a ground crew present, the aircraft will not remain operational for long. Each aircraft requires a number of mobile workshops or mechanics as specified in the unit listing.

Recovery of Damaged Vehicles

If a units are damaged in combat, and you lose control of the location you also lose the right to recover any vehicles. The player in control of the location after the battle can salvage the damaged units from BOTH SIDES. You will need to have the Technical training for any unit that is to be recovered. The costs of repair are detailed on your battle report.

Combat result will inform you of disabled vehicles with results such as "Disabled and abandoned" "Disabled and Recovered" The loss of a powerful armoured unit due to no recovery would be a great pity, particularly if it is repaired by the enemy and used against you.

Mechanics and Recovery

It is always a good idea to include mechanic support for operations, whether it be a truck mounted operation, or an armoured attack. Mechanics may keep your trucks running, but you will need heavier support in larger operations. Mobile workshops should be included, and a recovery vehicle may be needed if an important armoured vehicle is not to be abandoned and destroyed by its crew. These additional costs are necessary to keep your vehicles from suffering crippling mechanical attrition. Vehicle units damaged in combat will require recovery, and this might involve a whole mission in itself.

Engineering Operations and Construction

Engineering operations involve the construction of fortifications, bridges and the emplacement and maintenance of mines and wire. It also includes the use of demolition by Combat Engineers to destroy enemy defences and fortifications during an assault. Combat engineers alone cannot hope to achieve the destruction of minefields, wire and fortifications without demo charges, Bangalore torpedoes and the support of vehicles such as the AMX-VCG. Destroying defences is very dangerous work, usually done under fire, so smoke and supporting fire is often necessary to save the lives of the combat engineers so they can create gaps in the defences for the attack to be a success. Infantry attacks through mines and wire against dug in defenders will inevitably be stopped with very heavy losses.

Construction

Pioneers are required before most fortifications can be built. The amount of Units required is listed in the Units section under the particular task. The unit must be available for the entire turn. Units allocated to build tasks must be present throughout the turn, or the build will fail. This is particularly important for airstrip construction that may take several turns.

Airstrips

These take a long time to build, and require sizeable commitment of manpower, equipment and defence stores. Once ordered, the computer will monitor the presence of the necessary units at the airstrip build location. If you reduce the amount of units, stores, vehicles or manpower below the necessary level during the period, the airstrip build will be suspended until there are sufficient resources to recommence.

In order to build an airstrip, or increase size, you will need the following at the location:

40 Defence Stores

3 Trucks (Zil or Ural)

5 Excavators

3 combat engineers (or 5 Pioneers or a combination of both)

The build will take several turns to complete, and a total of around 40 defence stores for the task. The build cycles through several revolutions, each of which requires the above to complete. After the correct number of cycles have been completed, the airstrip will be allocated to you.

Communications, Command & Control

Communications are vital at all levels of an operation, from the simple radio contact of two infantry squads less than a mile apart to the co-ordination of air strikes from a base 200 miles away.

Without communications, the commanders and officers directing the battle will be powerless to influence events out of their immediate location. Co-ordination of air units from far off bases, artillery from miles behind the front line, combat units involved in heavy fighting and reserves held back from the immediate assault will be impossible without good command communications.

For this reason, it is vital to have enough officers and commanders available to command the combat units involved. You should also have the necessary Command Posts and TAC HQs to convey the orders to combat units. In modern combat, the availability and distribution of information is the key to an effective offence or defence.

Naval Operations

The naval units in the game are used primarily for river and coastal operations where land is never more than a few miles away. They are, for the most part, restricted to fire support and transfer of cargoes, due to their size. Naval units are vulnerable to artillery and anti tank guided missiles and for some unit types, small arms.

Recruitment

In order to get recruits for your armed forces, you will have to carry out recruitment. This delves into the heart of the game, as each recruit gained at a village reduces the village level by 1. This in turn reduces the available manpower to operate the industrial units such as sugar plantations and mines. The classic choice between plough shares or swords. Until you have recovered the level of the village, you may adversely effect production, should you recruit too heavily. Each recruitment level costs 1 Money.

Casualties

Casualties will be allocated during combat, and need to be taken to a field hospital as quickly as possible. This can be done using any vehicle, but field ambulances are available, and helicopters can also evacuate casualties. Casualties left laying around after the battle will eventually die off, but their presence will have a detrimental effect upon the location.

Combat Supply Purchase

Combat supplies are purchased at ports and border locations. They can be bought each turn, and are delivered for distribution by the next turn. Combat supplies are bought in batches of 10, and each batch of 10 costs 20 Money and 20 PI. A section on the turn sheet is used to purchase combat supplies.

Village Manpower

Each village has its manpower available calculated from the current village level. Approximately 75% of a Village Level is used as manpower. Therefore a village size 12 will generate 9 manpower that will be able to run 4.5 industrial units. Each industry unit requires an availability of two manpower to function. Should there be a shortage of manpower, not all production facilities will work. This may reduce the amount of goods produced, and adversely effect your overall income. A balance needs to be struck between recruitment and production.

Village Size Increase

In certain circumstances, Investing in a village will increase the size of the village.
Each investment level ordered costs 5 Money. The larger the difference between the investment level and the current village level, the more likely the village level will be increased. Money will still be deducted if no village increase is attained. Investment can be expensive, and there is a limit to the size of a village that once reached will not be exceeded. Investment may help to improve popular support and reduce collateral damage, even if no village increase occurs. Successful investment will gain some political influence.

Field Locations (No name)

You can set up one field location which is assumed to be in the jungle. For this reason the Field Location uses combat supplies at a very high rate. Once a field location has no further use it can be abandoned.
If you carry out combat operations from a Field Location the defending player will be notified of the existence of the Field Location.

Schedule of Fees

Company Commander is a realistic conventional warfare correspondence game designed for the "serious" adult wargamer.

Set up in new or existing game	Free (Online Download)
Standard Turn (Set amount of orders)	£3.50
Monthly adjustment/ Newsletter	£3.00

There are no hidden fees, that you are faced with out of the blue.

GM Interaction

It is probably the case that every designer puts in that the rules may not include everything that can happen in a game. In Company Commander this is especially true. While I have tried to cover the rules in their entirety

there are bound to be things that I have not made a rule for. In those instances where you cannot find anything in the rules, reference tables or the "How to play the game" sections, I am hear to answer.

I have always believed that your GM should be approachable, particularly where there are free play elements such as special actions. So if you don't know the answer, simply ask. I now have a Facebook page for the games and my email will always be available. Happy gaming

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