

COMPANY COMMANDER

DEFENCES

TACTICAL BRIEFING ON DEFENCES

At the start of the game, you will control a number of villages. These will be the base of your operations. To protect them, there are a number of unit types that will add to the defences of each location. Wire and mines can be emplaced on the perimeter of your village, and a ring of trenches with strong points will add to the defensive value. Artillery should have the protection of a Weapons Pit, and vehicles can be added to their protection with a hull down position. A further enhancement to the perimeter defences is provided by an anti tank ditch, or a berm. Attacks at night by aircraft or ground forces can be illuminated by search lights. Aircraft can be made safer with an air revetment. All these defensive enhancements will be vital. Camouflage netting will help to conceal important units from detection by recon. The level of fortification is very important when a village is attacked by artillery, as low fortification levels are deemed to mean Infantry are exposed to its effects, and will probably suffer very heavy losses. Collateral damage will also effect the location for some time, as it is gradually repaired.

Engineering activity is calculated by the following equation:

$$\text{EAP} = \text{Comat Engineer Squad} \times 2 + \text{Pioneer Section} \times 1.$$

For example, if you have 1 Combat Engineer and 3 Pioneer Sections at a location, the EAP at that location is 5.

Company Commander Defence Units

Wire (Undeployed)

Country	Local	
Base Price	2	
Base TTC	0	
Unit Weight (Lbs)	500	
Defence Strength		
Excavators Needed:		
Towed	<input type="checkbox"/>	Defence Stores Needed:
EAP Needed:	0.3	Combat Engineers Needed:

Twenty-five 100' rolls of concertina wire. Unit weighs 500 lbs. Wire is used to disrupt infantry advances. They are placed on perimeters and with Field Fortifications to slow enemy infantry. They will not affect tanks and AFVs greatly. Wire is usually used in multiple thickness along key routes of suspected attack, and has been measured in acres in the past. A well defended location could have as many as 50 wire units emplaced. Wire is emplaced by Pioneer Sections at a rate of 3 units/Sect/turn. This unit becomes 'Wire Entanglement' after the Engineer or Pioneer units have deployed it.

Search Light

Country	All	
Base Price	8	
Base TTC	0	
Unit Weight (Lbs)	1200	
Defence Strength	1	
Excavators Needed:		
Towed	<input checked="" type="checkbox"/>	Defence Stores Needed:
EAP Needed:	0	Combat Engineers Needed:

1 search light, used for illuminating a base, or lighting up attackers, either on the ground or in the air. These lights are easily destroyed, but make a difference to the security of a base, if under attack in any form at night.

Company Commander Defence Units

Anti Tank Ditch

Country	Local		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)			
Defence Strength			
Excavators Needed:	4		
Towed	<input type="checkbox"/>	Defence Stores Needed:	15
EAP Needed:	8	Combat Engineers Needed:	4

A 50 yard stretch of anti tank ditch. The ditch is 4 feet deep and 6 feet wide, making it difficult for any vehicle to cross. It takes a lot of machinery and defence stores and manpower to create this obstacle, but it provides some security, and allows the defenders some protection from swiftly advancing armour. To gain full protection you should have 2 anti tank ditches for each village level. It requires 4 Excavators and 4 Combat Engineer units and 15 Defence Stores.

Weapons Pit

Country	Local		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)			
Defence Strength			
Excavators Needed:	1		
Towed	<input type="checkbox"/>	Defence Stores Needed:	30
EAP Needed:	4	Combat Engineers Needed:	1

This is the round entrenchment that was made famous in the Vietnam Firebases. A shallow pit, with underground crew cover and ammunition storage, and a sandbagged wall protecting the artillery piece. Each Weapons Pit takes 30 Defence Stores, 2 Combat Engineer Squads and 1 Excavators an entire turn to build.

Company Commander Defence Units

Air Revetment

Country	Local		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)			
Defence Strength			
Excavators Needed:	2		
Towed	<input type="checkbox"/>	Defence Stores Needed:	40
EAP Needed:	6	Combat Engineers Needed:	3

This is a wall that surrounds aircraft that are parked up on the airfield, either being worked on, or waiting for a mission. Each Revetment protects a single aircraft. It provides protection from strafing, rocket attack and shell splinters. It will not protect from a very near miss or a direct hit by any of the heavier weapons. It is built by Pioneer Sections or combat engineers, and takes 3 Combat Engineers or equivalent units a whole turn to build. They will need 40 Defence Stores to complete the task. 2 Excavators are required.

AFV "Hull Down" Fighting Position

Country	Local		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)			
Defence Strength			
Excavators Needed:	1		
Towed	<input type="checkbox"/>	Defence Stores Needed:	10
EAP Needed:	4	Combat Engineers Needed:	2

This is the classic 'Hull Down' fighting position. It provides protection from direct fire and observation, so that the AFV enjoys greater safety in a battle. It denies the unit the mobility that also offers good protection to highly trained crews, and has been described as a 'Tank Crew Grave' However there are definite advantages to having your armour protected like this. It takes 10 Defence Stores, 1 excavators and 2 combat engineer Squads or equivalent units an entire turn to dig this position.

Company Commander Defence Units

Strong Point

Country	Local		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)			
Defence Strength			
Excavators Needed:	4		
Towed	<input type="checkbox"/>	Defence Stores Needed:	40
EAP Needed:	8	Combat Engineers Needed:	4

A strong Point consists of Four sandbagged Weapons positions linked by trenches with top cover to protect from artillery fire. In the centre is a Fire position for an Artillery piece such as a mortar or Wombat. The trenches can house 4 squads of Infantry. A strongpoint will usually be built to considerably enhance the strength of a location. It is a large engineering undertaking but adds significantly to the defence of key villages. The build requires 4 Combat Engineers, 4 Excavators and 40 Defence Stores.

Fascene

Country	Local		
Base Price	2		
Base TTC	0		
Unit Weight (Lbs)	2000		
Defence Strength			
Excavators Needed:			
Towed	<input type="checkbox"/>	Defence Stores Needed:	
EAP Needed:	0	Combat Engineers Needed:	

A fascene is a bundle of steel pipes that are carried into battle to fill in anti tank ditches to create a crossing point. Any Truck can carry 2, and armoured vehicles can carry 1. Once used, they are considered expended, but give your forces vital ability in crossing an Anti Tank Ditch.

Company Commander Defence Units

Field Fortification Level

Country	Local	
Base Price	0	
Base TTC	0	
Unit Weight (Lbs)		
Defence Strength		
Excavators Needed:		
Towed	<input type="checkbox"/>	Defence Stores Needed:
EAP Needed:		Combat Engineers Needed:

When Infantry units stop for any length of time, they are usually ordered to 'Dig In'. In the first few hours, they make what are called 'Shell Scrapes', shallow trenches that allow men to get under ground level as protection against artillery attack. In the next few days, they will deepen these shell scrapes into fox holes. These two types of fortification are termed levels 1 and 2. After this stage the fox holes join together to become a trench, This is level three. Level four sees the strengthening and deepening of the trenches and fire positions being added. So the process goes on, until you have defences that were seen at the Western Front in 1916 and Monte Cassino in 1944. This would be level 12 Field Fortifications. This is a very expensive and time consuming process, that need a great deal of effort, equipment and stores to build. The table explains the requirements to move to the next level. You can only move up one level per turn. Without all the units and stores needed the level will not increase.

Camouflage Netting

Country	Local	
Base Price	1	
Base TTC	0	
Unit Weight (Lbs)	50	
Defence Strength		
Excavators Needed:		
Towed	<input type="checkbox"/>	Defence Stores Needed:
EAP Needed:	0	Combat Engineers Needed:

5 Large Camouflage nets. Enough netting to cover 5 units, reducing the possibility of enemy units spotting those protected by nets. Visual detection is made much harder, but nets are not as effective against other detection methods.

Company Commander Defence Units

Defence Stores

Country	Local	
Base Price	1	
Base TTC	0	
Unit Weight (Lbs)	100	
Defence Strength		
Excavators Needed:		
Towed	<input type="checkbox"/>	Defence Stores Needed:
EAP Needed:	0	Combat Engineers Needed:

100 Lbs of material used in the construction of Field Fortifications, bunkers, weapons pits Airstrips and Armoured Fighting Positions. These materials are sand bags, corrugated steel sheeting, metal stakes, timber, Pierced Steel Matting and concrete. Each unit of these materials costs around 1 MP.

SNR-125 Radar Station

Country	Russia	
Base Price	320	
Base TTC	440	
Unit Weight (Lbs)	2300	
Defence Strength	1	
Excavators Needed:		
Towed	<input checked="" type="checkbox"/>	Defence Stores Needed:
EAP Needed:	0	Combat Engineers Needed:

One reconditioned SNR-125 Mobile Radar Station. This unit is able to search out to 15 miles for air threats. It gives the defenders time to get under cover, and the air defences some warning of direction, speed and altitude of the attacker, significantly enhancing their chances of a successful engagement when the attacker arrives. It is towed by any vehicle.

Company Commander Defence Units

Berm

Country	all		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)	0		
Defence Strength	0		
Excavators Needed:	4		
Towed	<input type="checkbox"/>	Defence Stores Needed:	30
EAP Needed:	4	Combat Engineers Needed:	2

50 Metres of Berm. A Berm is a low hill behind which vital structures and units can be protected. A Berm is usually bulldozed from the existing ground, so heavy equipment in the form of Excavators, BAT-M or VCG are required to create such a barrier. A Berm gives good protection to defending Infantry and facilities within the Berm. Requires 2 combat engineers, 4 engineer vehicles and 30 defence stores, and is made in a single turn.

Bunker

Country	All		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)	0		
Defence Strength	24		
Excavators Needed:	4		
Towed	<input type="checkbox"/>	Defence Stores Needed:	40
EAP Needed:	4	Combat Engineers Needed:	2

A bunker is a hardened defensive position, usually within a defended area, used to shelter key units such as TAC HQ, Commanders and other important non combat units. It is expensive to build, requiring 2 combat engineers, 4 Excavator type units and 40 defence stores.

Company Commander Defence Units

Hardened Aircraft Shelter

Country	Local		
Base Price	0		
Base TTC	0		
Unit Weight (Lbs)	0		
Defence Strength	16		
Excavators Needed:	5		
Towed	<input type="checkbox"/>	Defence Stores Needed:	150
EAP Needed:	8	Combat Engineers Needed:	4

One New Hardened Shelter. Air revetments are good for protecting aircraft but the ultimate upgrade is the hardened shelter. This unit can protect your valuable aircraft and ground crew from attack, leaving you ready for a counter strike. A useful insurance policy. A hardened shelter takes 4 combat engineers (or 8 Pioneers Sections), 5 Excavators and 150 Defence Stores to construct, making it a major construction project.

Merte Shore Battery

Country	France		
Base Price	433		
Base TTC	500		
Unit Weight (Lbs)	0		
Defence Strength	2		
Excavators Needed:			
Towed	<input type="checkbox"/>	Defence Stores Needed:	
EAP Needed:	0	Combat Engineers Needed:	

One new Merte Shore Defence Battery. This unit has radar and a firing command centre that controls the battery of 4 missile launch tubes. You must have available Merte missiles to launch at the site. The battery will continue to fire as many missiles as it has or until the threat is eliminated. This is a significant shore defence asset that is capable of defending any shore location from enemy ships out to the horizon.