

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 | | |
|-----------------------|---------|---------|
| Type | 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 |

PI Cost is a one off payment subject to the current TTC Modifier to purchase the technology

| 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 | 0 |
| Ural 375 Heavy Truck | 2.5 Squads | 8000 | 80 | 0 |
| Mule Train | N/a | 1200 | 12 | 0 |
| BTR-152 APC | 1.5 Squads | 2000 | 20 | 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

| 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 | Type | 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 |

Infantry Training

Training Settings

- 0: No Training
- 1: Training of Recruits to Militia
- 2: Training Militia to Regular Infantry
- 3: Training Regular Infantry to Marine Squad
- 4: Training Pioneer Section to Combat Engineers
- 5: Training Recruits to Pioneer Section
- 6: Training Recruit to Field CP
- 7: Training Field CP to TAC HQ
- 8: Training Recruit to Medic
- 9: Marine Squad To Raider Section

| Camp Setting | Starting Unit | Upgraded Unit | MP Cost | Supply Cost | PI Cost |
|--------------|------------------|------------------|---------|-------------|---------|
| 1 | Recruit Squad | Militia Infantry | 6 | 6 | 6 |
| 2 | Militia Infantry | Regular Infantry | 15 | 15 | 15 |
| 3 | Regular Infantry | Marine Squad | 25 | 25 | 25 |
| 4 | Pioneer Section^ | Combat Engineer | 25 | 25 | 25 |
| 5 | Recruit Squad+ | Pioneer Section | 10 | 10 | 10 |
| 6 | Recruit Squad+ | Field CP | 15 | 15 | 15 |
| 7 | Field CP | TAC HQ | 25 | 25 | 25 |
| 8 | Recruit Squad+ | Medic Section | 15 | 15 | 15 |
| 9 | Marine Squad* | Raider Section | 20 | 20 | 20 |

^ 3 Pioneer sections are required to make up a Combat Engineer Squad

+ Recruit Squad will be split into the new unit a replacement Section.

* Marine Squad will be split between a Raider Section and a Replacement Section

Vehicle Load Table (Commodities)

| Unit | Cargo Load (Lbs) | Tobacco Load | Lumber Load | Copper Load | Oil Load |
|----------------------|------------------|--------------|-------------|-------------|----------|
| Land Rover | 1000 | 4 | 2.5 | 2 | 2 |
| ZIL Medium Truck | 5000 | 20 | 12.5 | 10 | 10 |
| Ural-375 Heavy Truck | 8000 | 32 | 20 | 16 | 16 |
| Mule Train | 1200 | 4.8 | 3 | 2.4 | 2.4 |
| Trailer | 700 | 2.8 | 1.75 | 1.4 | 1.4 |
| BAV-485 | 5500 | 22 | 13.75 | 11 | 11 |
| LARC-5 | 11200 | 44.8 | 28 | 22.4 | 22.4 |
| PTS | 21952 | 87 | 87 | 54 | 54 |
| ATMP | 3530 | 14 | 14 | 8.82 | 8.8 |

Decimals have been added for multiple truck deliveries.

| 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 | 3 | 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 the following way: EAP = Combat Engineers x 2 + Pioneers

| Self Propelled Artillery Data | | | |
|-------------------------------|---------------|-----------------|----------|
| Unit | 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.