

# 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 | 600     | 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              | 2                            |
| Ural 375 Heavy Truck                | 2.5 Squads  | 8000             | 80              | 4                            |
| Mule Train                          | N/a         | 1200             | 12              | 0                            |
| BTR-152 APC                         | 2 Squads    | 1200             | 12              | 0                            |
| Saracen APC                         | 1 Squad     | 1000             | 10              | 0                            |
| AMX VCG                             | 1 Squad     | 1000             | 10              | 0                            |
| Trailer                             | N/a         | 700              | 7               | 0                            |
| BMD-1                               | 0.5 Squads  | 0                | 0               | 0                            |
| FV-433 Stormer CP                   | 0.5 Squads  | 500              | 5               | 1                            |
| EE-11 Erutu                         | 1 Squad     | 500              | 5               | 1                            |
| Pinzgauer Ambulance                 | 0 Squads    | 0                | 0               | 2                            |
| ATMP                                | 0 Squads    | 3530             | 35              | 0                            |
| BAV-485                             | 2.5 Squads  | 5500             | 55              | 1                            |
| LARC-5                              | 2 Squads    | 1120             | 11              | 1                            |
| PTS                                 | 7 Squads    | 21952            | 210             | 4                            |

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

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

| 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 <sup>^</sup> | 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      |

<sup>^</sup> 3 Pioneer sections are required to make up a Combat Engineer Squad

<sup>+</sup> 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          | 1                 | 30                    |
| Air Revetment          | 6          | 2                 | 40                    |
| Hull Down Position     | 4          | 1                 | 10                    |
| Strong Point           | 8          | 4                 | 40                    |
| AP Mines               | 1          | 0                 | 0                     |
| AT Mines               | 1          | 0                 | 0                     |
| Bunker                 | 4          | 4                 | 40                    |
| Berm                   | 4          | 4                 | 30                    |
| Hardened Air Shelter   | 8          | 5                 | 150                   |

EAPs are calculated in 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 Alouette            | 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<br>or 2 Pioneer | 1                 | 20                    | 0               |
| 4          | 1 Combat Engineer<br>or 2 Pioneer | 1                 | 20                    | 0               |
| 5          | 1 Combat Engineer<br>or 2 Pioneer | 1                 | 20                    | 0               |
| 6          | 2 Combat Engineer<br>or 4 Pioneer | 2                 | 30                    | 0               |
| 7          | 2 Combat Engineer<br>or 4 Pioneer | 2                 | 30                    | 0               |
| 8          | 2 Combat Engineer<br>or 4 Pioneer | 2                 | 30                    | 0               |
| 9          | 3 Combat Engineer<br>or 6 Pioneer | 3                 | 40                    | 0               |
| 10         | 3 Combat Engineer<br>or 6 Pioneer | 3                 | 40                    | 0               |
| 11         | 3 Combat Engineer<br>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.