

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	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 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.