

COMPANY COMMANDER

BASE UNITS

TACTICAL BRIEFING ON BASE UNITS

The villages you control will have to be developed with whatever Industry they can support if you are to be successful. The units in this section will provide you with the Infrastructure for Industry and allow you to add other capabilities to your power base such as an airstrip or a field hospital.

Company Commander Base Units

Unit Designation Airstrip

Country Local

Base Price 0

Base TTC 0

Defence Strength 2



This unit represents a section of Concrete runway, fuelling and maintenance facilities. Level 1 Airstrip is allocated to facilities such as areas for parking aircraft, fuelling and maintaining them. Helicopters can operate from a level 1 airstrip. After that, a growing amount of airstrip is required as heavier aircraft become available and require greater take off and landing distances. Building a runway is a costly and time consuming venture. It requires the continued presence of 3 trucks (ZIL or URAL), 5 pioneers or 3 combat engineers and 5 excavators. The more manpower available (Pioneer or Combat Engineer) the faster the airstrip will be built. You will need 40 defence stores at the start to build the airstrip. The build may take several turns to complete. A large airstrip can sell goods by incoming foreign cargo aircraft. Each level over size 7 can handle 6 units of sale in the same way as a Port Facility. No Political Influence is gained by sales from an airstrip.

Unit Designation Field Hospital

Country Local

Base Price 300

Base TTC 300

Defence Strength 1



One field hospital. On the surface this might seem to be a luxury, but a hospital will generate PI at up to 150 per month for your faction as well as a constant trickle of replacements as men are made fit for duty again. The Hospital will take 5 combat supplies at the monthly adjustment for medical use, however if these are unavailable, the hospital will not function, and a PI penalty will be imposed, as you will be seen to be showing neglect of the people and military under your care. Casualties should be moved to a Field Hospital as soon as possible to make sure that more of them survive, and are able to return to duty.

Company Commander Base Units

Unit Designation Training Camp

Country Local

Base Price 50

Base TTC 0

Defence Strength 1



This unit represents the training facilities to convert units from recruits into different types of Infantry. Each level can train 30 men per month. A Training camp will make 3 recruit squads into 3 militia, or upgrade militia to better classes of Infantry. The costs of training vary with each unit type. The training camp has no defensive value. Increases in the size of the camp, cost 50 MPs. You can only have a training camp in one location, usually near a coast or border, but this can be increased in size for greater turn over of recruits.

Unit Designation Lumber Yard

Country Local

Base Price 225

Base TTC 150

Defence Strength 2



Each Lumber Yard produces up to 15 units of lumber. In addition each yard generates up to 20 Political Influence at the monthly adjustment. It uses 2 units of manpower from the available pool. Like all production it is enhanced with good Popular support and relevant Combat Bonuses. It is adversely effected by collateral damage and some Combat Bonuses.

Company Commander Base Units

Unit Designation Port Facility

Country Local

Base Price 800

Base TTC 800

Defence Strength



This unit represents the wharf, Cranes deep water channels and warehouse facilities at a coastal location. The more Port Facilities, the greater the number of goods that can be handled.

Each facility can handle up to 12 units of commodities per month.

Stockpiles are sold in this order at a Port Facility:

- 1 Oil
- 1 Copper
- 5 Tobacco
- 2 Lumber

Each of these is counted as a single sale. The sales are then repeated until all ports have made 12 sales or there are no more commodities to sell. The port is considered to have the necessary equipment to handle the loading and of vessels. Ports are quite vulnerable to air and artillery strikes. Ports can only be built at coastal locations. You can have unlimited number of ports at a coastal village. Ports cannot be moved. Each Port Facility will earn up to 10 political Influence per month. In addition to the trade role, Ports may load and unload vehicles from cargo ships.

Unit Designation Village

Country Local

Base Price 5

Base TTC 0

Defence Strength 2



One village level, representing dwellings and all the necessary infrastructure. To increase the size of a village, it is necessary to invest MPs in the village. Generally, an Investment (In MPs) greater than the current village size will have a positive effect. If Investment is insufficient, then no rise will be given to the village, but the MPs will still be used for the good of the village. Collateral damage reflects damage to the village, as a percentage. MPs to be invested in the village have to be at the location for this action to succeed. The Investment level will appear on the printout for that location, and Investment will be assessed on the monthly adjustment.

Company Commander Base Units

Unit Designation Vice Area

Country Local

Base Price 120

Base TTC 0

Defence Strength 0



An area of a location under your control that has been set aside for illegal or immoral activity. As the owner of the area you will gain money from all activity in the area. Although this can be profitable there is a downside in that it tends to reduce popular support and has a very bad effect upon the Political Influence within the location. You should gain at least 30 MPs and perhaps as many as 200. However the easy money may not be worth the penalties.

Unit Designation Harbour Facility

Country Local

Base Price 80

Base TTC 50

Defence Strength 1



One Harbour facility. This unit allows for loading and unloading of shipping. While goods can be loaded and unloaded across a beach, it needs a landing craft type vessel to do it. With the Harbour facility all cargo carrying vessels can load and unload with ease. Unlike Port Facilities there is no sale of commodities or Political Influence. The unit is fairly cheap and has low technology demands.

Company Commander Base Units

Unit Designation Oil Drilling Rig

Country Local

Base Price 600

Base TTC 2000

Defence Strength 1



One New Oil Drilling Rig. This unit is needed to exploit the oil deposits under the Islands. It is very expensive and you need good technical expertise to set it up. Each month it will produce up to 10 units of oil. In addition, each unit will produce up to 25 Political Influence. Drilling Rigs are conspicuous and easily destroyed so keep this valuable target safe.

Unit Designation Tobacco Plantation

Country Local

Base Price 125

Base TTC 300

Defence Strength 2



One Tobacco Plantation. This unit will produce up to 15 bails of tobacco each month. In addition, it will generate up to 15 Political Influence per plantation. A plantation uses 2 manpower. If you have the terrain to set up a plantation, it is a cheap ongoing source of revenue.

Company Commander Base Units

Unit Designation Cooper Mine

Country Local

Base Price 500

Base TTC 500

Defence Strength 2



One Open Cast Copper Mine. Copper is very common in the area and is usually mined with the open cast method using heavy plant machinery. This unit is expensive to set up and needs some technical know how. Each month the Mine will produce up to 10 Copper Ore and between 15 and 35 Political Influence. Open Cast mining may start to effect local lumber and tobacco potentials as the mine takes more and more of the surface away.

Unit Designation Base Workshop

Country Local

Base Price 220

Base TTC 800

Defence Strength 1



One Base Workshop. This unit is a warehouse equipped with all the equipment needed to quickly repair battle damaged and broken down vehicles. Units must be moved to this location by recovery vehicles where the repairs can be completed assuming the required commodities are available. Repairs require a specific order by the controlling player and are not automatic.