

## COMPANY COMMANDER

### MUNITIONS

#### TACTICAL BRIEFING ON MUNITIONS

Since the end of World War II, the range of munitions available to an army have increased the capabilities of all unit types. Infantry have a range of missile weapons to combat fortifications, aircraft and armour.

In this section, you will find a range of weapons that are used by ground units and vehicles, as well as mines and infantry man portable weapons.

Units with plenty of munitions available to them will fight to their full potential, and it is worth stockpiling munitions, as during extended combat, expenditure will be high. Indeed operations might be limited by the amount of the right type of munitions available.

# Company Commander Munitions

<b>Unit Designation</b>	SA-8 Gecko Surface To Air Missile
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<b>Country</b>	Russia
<b>Base Price</b>	186
<b>Base TTC</b>	40
<b>Unit Weight (Lbs)</b>	80
<b>Combat Supply (Pts)</b>	0
<b>Attack strength Infantry</b>	0
<b>Attack Strength Soft</b>	0
<b>Attack Strength Lt Armour</b>	0
<b>Attack Strength Anti Tank</b>	0
<b>Manportable</b>	<input type="checkbox"/>



<b>Attack Strength AAA</b>	21
<b>Attack Strength Forts</b>	0

One new SA-8 Gecko Surface to Air Missile. This solid propellant rocket has a range of 16000 yards and an attack altitude of 10,000 feet. This makes high and medium level attack very dangerous. The missile has a 35 Lb warhead fused for contact or proximity, making it very effective in bringing down aircraft. With radar tracking from the launcher, this is an all weather night and day missile. Usually deployed with mobile formations or important assets such as your main base. Requires a ZRK Romb Missile launcher vehicle to launch.

<b>Unit Designation</b>	Combat Supplies
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<b>Country</b>	All
<b>Base Price</b>	0
<b>Base TTC</b>	0
<b>Unit Weight (Lbs)</b>	1000
<b>Combat Supply (Pts)</b>	0
<b>Attack strength Infantry</b>	0
<b>Attack Strength Soft</b>	0
<b>Attack Strength Lt Armour</b>	0
<b>Attack Strength Anti Tank</b>	0
<b>Manportable</b>	<input type="checkbox"/>



<b>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0

This unit represents 100 Lbs of Combat Supplies. Combat Supplies are a generic term for everything used in battle, i.e. petrol, small arms ammunition, artillery ammunition, rations, medical supplies food and spare parts. Attacking units will need plenty of combat supplies to carry out an attack, and some types of attack burn up more supplies than others. Defenders will use whatever supplies they have to defend their location, so keeping good supply levels in garrisons is essential. Combat supplies are sold by the pallet. Each pallet carries 10 combat supplies. A pallet of Combat supplies costs 20 MPs and 20 PI. Combat supplies are bought at a port and should be transported to where they are needed by road, sea or air.

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<b>Unit Designation</b>	Anti Tank Mines				
<b>Country</b>	Russia				
<b>Base Price</b>	3				
<b>Base TTC</b>	0				
<b>Unit Weight (Lbs)</b>	600				
<b>Combat Supply (Pts)</b>					
<b>Attack strength Infantry</b>	0				
<b>Attack Strength Soft</b>	8				
<b>Attack Strength Lt Armour</b>	8			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	6			<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input type="checkbox"/>				

20-30lbs Anti-Tank Mines. These units are similar to AP Mines except that they cannot be detonated by infantry. They take the same amount of time and manpower to emplace and clear and cover a similar area. One Pioneer Section can emplace up to three units of AP mines per turn. One difference is that if infantry are travelling on foot near a tank or AFV that detonates an AT Mine, the infantry will possibly take damage as well. Most AT Mine detonations will cause serious damage to AFVs and enough damage to cause tanks to be disabled. Mines are layed to cover the entire perimeter so multiple minefields will increase the density of the perimeter.

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<b>Unit Designation</b>	Anti Personnel Mines				
<b>Country</b>	Russia				
<b>Base Price</b>	2				
<b>Base TTC</b>	0				
<b>Unit Weight (Lbs)</b>	100				
<b>Combat Supply (Pts)</b>					
<b>Attack strength Infantry</b>	3				
<b>Attack Strength Soft</b>	1				
<b>Attack Strength Lt Armour</b>	0			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	0			<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input type="checkbox"/>				

This unit represents 400 Anti-Personnel Mines. These mines are laid out in a pattern by your Pioneers or Combat Engineers. One Engineer Squad can emplace up to three units of AP mines per turn. AP mines, when encountered cause casualties to a squad, usually killing only a few personal per unit, since not all mines will detonate in most cases. Multiple mine unit can cause high casualties and severe disruption to enemy units. Clearing mines under combat conditions is carried out by Combat Engineers using bangalore torpedoes. Once emplaced, AP mines can be retrieved at the same rate as they were laid. These mines are capable of damaging "soft" vehicles. Mines are layed to cover the entire perimeter so multiple minefields will increase the density of the perimeter.


<b>Unit Designation</b>	Smoke Munition				
<b>Country</b>	Russia				
<b>Base Price</b>	4				
<b>Base TTC</b>	0				
<b>Unit Weight (Lbs)</b>	100				
<b>Combat Supply (Pts)</b>					
<b>Attack strength Infantry</b>	0				
<b>Attack Strength Soft</b>	0				
<b>Attack Strength Lt Armour</b>	0			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	0			<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input type="checkbox"/>				

100 lbs of various calibre Smoke Munitions. These munitions are used to obscure vision on the battlefield. Smoke is often used to hide units, for instance during an artillery bombardment, to prevent accurate spotting by the gunners. Also smoke is often a vital ingredient for assaults, as it obscures advancing troops from the defenders guns and missile fire, so reducing casualties to the attackers. Is considered to be in several forms ranging from smoke grenades to artillery shells.

# Company Commander Munitions

<b>Unit Designation</b>	Demo Charges			
<b>Country</b>	USA			
<b>Base Price</b>	3			
<b>Base TTC</b>	10			
<b>Unit Weight (Lbs)</b>	20			
<b>Combat Supply (Pts)</b>				
<b>Attack strength Infantry</b>	4			
<b>Attack Strength Soft</b>	4			
<b>Attack Strength Lt Armour</b>	5		<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	3		<b>Attack Strength Forts</b>	12
<b>Manportable</b>	<input checked="" type="checkbox"/>			

This unit represents 20lbs of high explosive demolition charges. Used for the destruction of installations and fortifications. This unit is best utilised by combat engineers, Raider Sections or Marine squads. Commonly used to destroy bridges and other large structures, but can be used to destroy smaller items such as parked aircraft or defences. A very flexible weapon type but requires skilled unit types for safe use.

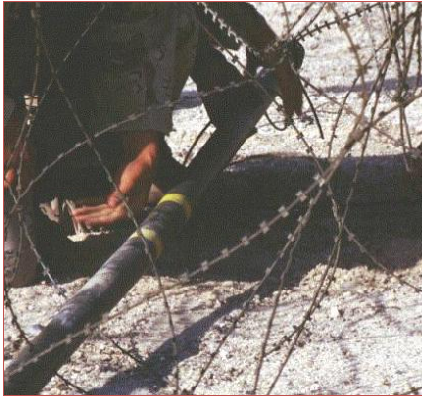
<b>Unit Designation</b>	Illumination			
<b>Country</b>	USA			
<b>Base Price</b>	4			
<b>Base TTC</b>	10			
<b>Unit Weight (Lbs)</b>	100			
<b>Combat Supply (Pts)</b>				
<b>Attack strength Infantry</b>	0			
<b>Attack Strength Soft</b>	0			
<b>Attack Strength Lt Armour</b>	0		<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	0		<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input type="checkbox"/>			

100 lbs of Illumination Munitions. These munitions can be used in all guns or artillery > 50mm They are used to light combat areas during night operations, greatly enhancing night combat capability. Usually used to light enemy areas for strike or to illuminate perimeters to ensure the constant detection of enemy units near your locations. Proper use of Illum Munitions can determine the outcome of a night operation in many cases.

# Company Commander Munitions

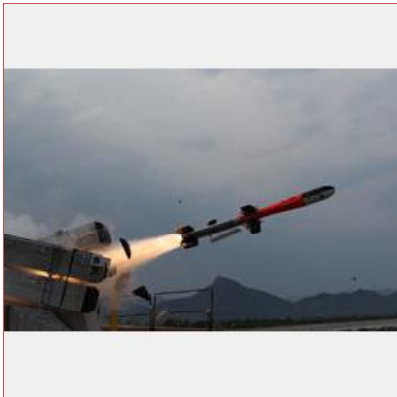
<b>Unit Designation</b>	AT-3 Sagger Anti Tank Guided Missile				
<b>Country</b>	Russia				
<b>Base Price</b>	17				
<b>Base TTC</b>	30				
<b>Unit Weight (Lbs)</b>	25				
<b>Combat Supply (Pts)</b>					
<b>Attack strength Infantry</b>	1				
<b>Attack Strength Soft</b>	3				
<b>Attack Strength Lt Armour</b>	13			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	8			<b>Attack Strength Forts</b>	6
<b>Manportable</b>	<input checked="" type="checkbox"/>				

One new AT-3 Sagger Anti-Tank Missile. The Sagger is a primitive, yet highly respected ATGM. It uses magnified optical sighting and guidance is by wire. A flare attached to the missile assists the operator in guidance giving the weapon a good accuracy. The Sagger has several AFV and air mounting capabilities.(see units) The man-portable launcher is simple to operate and can be set up quickly. Night ops are limited, but possible. The armour penetration is about 500-600mm. For game purposes, the unit is fired once then discarded.


<b>Unit Designation</b>	Bangalore Torpedo				
<b>Country</b>	USA				
<b>Base Price</b>	3				
<b>Base TTC</b>	3				
<b>Unit Weight (Lbs)</b>	30				
<b>Combat Supply (Pts)</b>					
<b>Attack strength Infantry</b>	0				
<b>Attack Strength Soft</b>	0				
<b>Attack Strength Lt Armour</b>	0			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	0			<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input checked="" type="checkbox"/>				

One new Bangalore Torpedo. Nothing to do with naval operations, this unit was used in the Second World War, and is comprised of several lengths of connecting tubing, filled with explosives. It is slid through a wire entanglement, and detonated, clearing a path through the wire or mines. (much like the larger Giant Viper unit) This operations should only be tried by Combat Engineers. A very useful addition to any Infantry assault that might stall upon deep wire entanglements. Unit is considered expended when used.

# Company Commander Munitions


<b>Unit Designation</b>	Merte MK2 Anti Ship Missile				
<b>Country</b>	Italy				
<b>Base Price</b>	220				
<b>Base TTC</b>	20				
<b>Unit Weight (Lbs)</b>	660				
<b>Combat Supply (Pts)</b>	0				
<b>Attack strength Infantry</b>	0				
<b>Attack Strength Soft</b>	0				
<b>Attack Strength Lt Armour</b>	0			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	0			<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input type="checkbox"/>				

One new Marte light weight anti ship missile. The Marde has been designed to fit a number of roles from Shore Defence missile to air launched ship killer. It can also be fired from aboard naval units. It has "Out to Horizon" range and can cause a death blow to smaller ships and serious damage to larger vessels. It is guided by radar beam riding at very low altitude and is a difficult missile to counter.

<b>Unit Designation</b>	Mon-50 Mine				
<b>Country</b>	Russia				
<b>Base Price</b>	3				
<b>Base TTC</b>	4				
<b>Unit Weight (Lbs)</b>	4				
<b>Combat Supply (Pts)</b>					
<b>Attack strength Infantry</b>	6				
<b>Attack Strength Soft</b>	4				
<b>Attack Strength Lt Armour</b>	0			<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	0			<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input checked="" type="checkbox"/>				

One New MON-50 Directional anti personnel Mine. This unit is very similar to the American Claymore mine. It can be activated manually by command wire or by a trip wire making it a very deadly device. It is light and several can be carried by a squad. It has a lethality of around 120 metres with a hail of ball bearings. Very useful in defending a perimeter.

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<b>Unit Designation</b>	FIM-92 Stinger Surface to Air Missile			
<b>Country</b>	USA			
<b>Base Price</b>	136			
<b>Base TTC</b>	400			
<b>Unit Weight (Lbs)</b>	35			
<b>Combat Supply (Pts)</b>	0			
<b>Attack strength Infantry</b>	0			
<b>Attack Strength Soft</b>	0			
<b>Attack Strength Lt Armour</b>	0		<b>Attack Strength AAA</b>	30
<b>Attack Strength Anti Tank</b>	0		<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input checked="" type="checkbox"/>			

One New FIM-92 Stinger Surface to Air Missile. This missile is a second generation manportable SAM capable of engaging low flying aircraft and helicopters. It is carried and operated by one man and gives your forces a credible anti aircraft capability. It is a battle proven system, used in a number of conflicts. It is a complex and expensive unit. The missile can be used as an aircraft mount with certain aircraft.

<b>Unit Designation</b>	RPG-7 Anti Tank Rocket			
<b>Country</b>	Russia			
<b>Base Price</b>	12			
<b>Base TTC</b>	0			
<b>Unit Weight (Lbs)</b>	15			
<b>Combat Supply (Pts)</b>	0			
<b>Attack strength Infantry</b>	2			
<b>Attack Strength Soft</b>	6			
<b>Attack Strength Lt Armour</b>	4		<b>Attack Strength AAA</b>	0
<b>Attack Strength Anti Tank</b>	3		<b>Attack Strength Forts</b>	4
<b>Manportable</b>	<input checked="" type="checkbox"/>			

One new RPG-7V Anti Tank rocket. The RPG was based upon the WWII German Panzer Faust. Originally the RPG-2, which has been developed to greater lethality and longer range. Capable of damaging or destroying all game vehicles from short range, but also known to misfire. The range of 400 metres is downgraded by combat conditions, and as the weapon has no enhanced sighting system, it is totally dependant upon the firer and his range of vision. Used throughout the Vietnam war, and like the AK-47. It has become an icon of the irregular fighter from the hill of Afghanistan to the deserts of Iraq.



# Company Commander Munitions

<b>Unit Designation</b>	SA-7 Surface to Air Missile			
<b>Country</b>	Russia			
<b>Base Price</b>	110			
<b>Base TTC</b>	200			
<b>Unit Weight (Lbs)</b>	30			
<b>Combat Supply (Pts)</b>	0			
<b>Attack strength Infantry</b>	0			
<b>Attack Strength Soft</b>	0			
<b>Attack Strength Lt Armour</b>	0		<b>Attack Strength AAA</b>	12
<b>Attack Strength Anti Tank</b>	0		<b>Attack Strength Forts</b>	0
<b>Manportable</b>	<input checked="" type="checkbox"/>			

One new SA-7 Grail Man-portable Surface to Air Missile. The Grail is similar to the US Redeye. It uses an IR seeking, locking on to engine heat, optically sighted target system with accuracy slightly less than the Redeye, however, range and missile ceiling are somewhat better. Unit is discarded after one firing.