

## COMPANY COMMANDER

### NAVAL UNITS

#### TACTICAL BRIEFING ON NAVAL UNITS

The Country has a myriad of navigable rivers and an extended coast line. The transport capability of naval units is very large, and can be used in a strategic manner. Local fishing boats are available at the start of the game, and can carry a reasonable load of troops or goods. Lack of good roads turns any available water way into a highway, control of which might prove vital in the race to get resources to their point of sale. The enemy of course will be looking for these vulnerable targets to prevent your successful endeavours. Tactically, several options are available to you, from raiding to amphibious operations. Of course the threat of naval units means that aircraft will be looking for your shipping, and ever better units will be needed to fight off enemy attacks from surface units.

# Company Commander Naval Units

**Unit Designation** T-4 Light Landing Craft

<b>Country</b>	Russia
<b>Base Price</b>	321
<b>Base TTC</b>	240
<b>Crew</b>	8
<b>Cargo Capacity (Lbs)</b>	60000
<b>Cargo Cap (Squads)</b>	3
<b>Casualty Capacity (Sect)</b>	2
<b>Unit Weight (Lbs)</b>	
<b>Road Speed (mph)</b>	6
<b>Combat Supply (Pts)</b>	5
<b>Travel Range (Miles)</b>	400
<b>Communication Range (Miles)</b>	
<b>Defence Strength</b>	2
<b>Radar</b>	<input type="checkbox"/>
<b>Main Armament</b>	0
<b>Main Armament Range (M)</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>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0
<b>Secondary Armament</b>	0
<b>Secondary Armament Range (M)</b>	0

One reconditioned T-4 Landing Craft. The T-4 is the smallest of the Russian landing craft, It can travel all rivers, and has a reasonable load. This unit will be useful to almost any faction near to the coast or a river, as the poor road network means that rivers are a fast efficient way to move men, units and cargo. The T-4 is considered capable of carrying any single vehicle including tanks.

# Company Commander Naval Units

**Unit Designation** Zodiac Raft


<b>Country</b>	UK
<b>Base Price</b>	15
<b>Base TTC</b>	10
<b>Crew</b>	1
<b>Cargo Capacity (Lbs)</b>	1000
<b>Cargo Cap (Squads)</b>	1
<b>Casualty Capacity (Sect)</b>	1
<b>Unit Weight (Lbs)</b>	322
<b>Road Speed (mph)</b>	20
<b>Combat Supply (Pts)</b>	2
<b>Travel Range (Miles)</b>	200
<b>Communication Range (Miles)</b>	
<b>Defence Strength</b>	1
<b>Radar</b>	<input type="checkbox"/>
<b>Main Armament</b>	0
<b>Main Armament Range (M)</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>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0
<b>Secondary Armament</b>	0
<b>Secondary Armament Range (M)</b>	0


One new "Zodiac" Inflatable Inshore Assault Boat. This craft is rubberised canvas and is 20 feet long. Zodiacs are very seaworthy and have compartmentalised hulls to allow for damage. These boats are best suited to raiding and assisting in larger troop landings. The raft is powered by a 40hp outboard motor, but can be rowed during covert operations. When deflated it can be transported like normal cargo and weighs 322 Lbs.

# Company Commander Naval Units

<b>Unit Designation</b>	Hauk MTB		
<b>Country</b>	Norway		
<b>Base Price</b>	725		
<b>Base TTC</b>	350		
<b>Crew</b>	24		
<b>Cargo Capacity (Lbs)</b>	200		
<b>Cargo Cap (Squads)</b>	0		
<b>Casualty Capacity (Sect)</b>	0		
<b>Unit Weight (Lbs)</b>	32000		
<b>Road Speed (mph)</b>	37		<b>Attack strength Infantry</b> 3
<b>Combat Supply (Pts)</b>	18		<b>Attack Strength Soft</b> 4
<b>Travel Range (Miles)</b>	440		<b>Attack Strength Lt Armour</b> 3
<b>Communication Range (Miles)</b>	60		<b>Attack Strength Anti Tank</b> 1
<b>Defence Strength</b>	4		<b>Attack Strength AAA</b> 7
<b>Radar</b>	<input checked="" type="checkbox"/>		<b>Attack Strength Forts</b> 3
<b>Main Armament</b>	40 mm Dual pur		<b>Secondary Armament</b> 2 x 12.7mm HMG
<b>Main Armament Range (M)</b>	1200	<b>Secondary Armament Range (M)</b> 800	

One Reconditioned Hauk Motor Patrol Boat. This Norwegian unit was decommissioned in early 2008 and sold on. The torpedo tubes had been removed and twin Merte anti shipping missile replacing the old Penguin launcher. The 40mm Bofors gun has been retained as well as the pair of 12.7 mm heavy machineguns that can engage naval, air and ground targets. This unit will be one of the most important naval units as it able to engage surface targets at long range.

# Company Commander Naval Units

<b>Unit Designation</b>	Landing Craft Utility			
<b>Country</b>	USA			
<b>Base Price</b>	550			
<b>Base TTC</b>	80			
<b>Crew</b>	13			
<b>Cargo Capacity (Lbs)</b>	279987			
<b>Cargo Cap (Squads)</b>	40			
<b>Casualty Capacity (Sect)</b>	15			
<b>Unit Weight (Lbs)</b>				
<b>Road Speed (mph)</b>	13		<b>Attack strength Infantry</b>	2
<b>Combat Supply (Pts)</b>	8		<b>Attack Strength Soft</b>	2
<b>Travel Range (Miles)</b>	1200		<b>Attack Strength Lt Armour</b>	1
<b>Communication Range (Miles)</b>	50		<b>Attack Strength Anti Tank</b>	0
<b>Defence Strength</b>	3		<b>Attack Strength AAA</b>	3
<b>Radar</b>	<input checked="" type="checkbox"/>		<b>Attack Strength Forts</b>	1
<b>Main Armament</b>	2 x 12.7mm Mac		<b>Secondary Armament</b>	2 x 7.62 mm Machi
<b>Main Armament Range (M)</b>	1000		<b>Secondary Armament Range (M)</b>	600

One Reconditioned LCU Landing Craft. Of the same family as the LCM-8 but in a RO-RO configuration. This unit is slightly larger than the LCM and has a higher capacity. It is only lightly armoured and defended by a number of machine guns. It allows beach and harbour landings. A very useful naval unit.

# Company Commander Naval Units

**Unit Designation** Fishing Boat

<b>Country</b>	Local
<b>Base Price</b>	260
<b>Base TTC</b>	0
<b>Crew</b>	
<b>Cargo Capacity (Lbs)</b>	4500
<b>Cargo Cap (Squads)</b>	2
<b>Casualty Capacity (Sect)</b>	2
<b>Unit Weight (Lbs)</b>	
<b>Road Speed (mph)</b>	8
<b>Combat Supply (Pts)</b>	2
<b>Travel Range (Miles)</b>	500
<b>Communication Range (Miles)</b>	
<b>Defence Strength</b>	2
<b>Radar</b>	<input type="checkbox"/>
<b>Main Armament</b>	0
<b>Main Armament Range (M)</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>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0
<b>Secondary Armament</b>	0
<b>Secondary Armament Range (M)</b>	0

One local fishing boat. This unit is a civilian vessel pressed into service with your faction, although it still has to be bought. The vessel is about 50 feet long, and normally used for fishing, but provides space to transport a fair quantity of men or supplies. It has no armour, and is vulnerable to fire of all types. It is restricted to the coastline, and the first village upstream. Therefore, the rivers are not open to it for very far. There are considered to be many fishing boats operating in the area, so yours may well be able to travel unnoticed, making it a good way to carry goods or units covertly. This unit can also serve as a good support vessel for amphibious operations with other vessels carrying units ashore. It cannot carry vehicles or bulky objects, but artillery should be no problem, as it can be unloaded using the cranes aboard.

# Company Commander Naval Units

**Unit Designation** Small Coaster

<b>Country</b>	Local
<b>Base Price</b>	340
<b>Base TTC</b>	60
<b>Crew</b>	7
<b>Cargo Capacity (Lbs)</b>	120000
<b>Cargo Cap (Squads)</b>	12
<b>Casualty Capacity (Sect)</b>	8
<b>Unit Weight (Lbs)</b>	
<b>Road Speed (mph)</b>	15
<b>Combat Supply (Pts)</b>	6
<b>Travel Range (Miles)</b>	1800
<b>Communication Range (Miles)</b>	50
<b>Defence Strength</b>	2
<b>Radar</b>	<input checked="" type="checkbox"/>
<b>Main Armament</b>	0
<b>Main Armament Range (M)</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>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0
<b>Secondary Armament</b>	0
<b>Secondary Armament Range (M)</b>	0

One Coastal Freighter. This small cargo ship is a typical example of the small merchantman used for inter island transport. It carries a reasonable load of cargo over a great distance. Militarily it can carry as many as 12 infantry squads or a large amount of cargo or a combination of both. The unit is un-armoured but can have up to 4 machine guns for air and local defence. Any surface to air missiles aboard will be used in defence. It has a crane for loading small craft.



# Company Commander Naval Units

<b>Unit Designation</b>	Patrol Boat River(PBR)III		
<b>Country</b>	USA		
<b>Base Price</b>	275		
<b>Base TTC</b>	60		
<b>Crew</b>	4		
<b>Cargo Capacity (Lbs)</b>	500		
<b>Cargo Cap (Squads)</b>	0.5		
<b>Casualty Capacity (Sect)</b>	1		
<b>Unit Weight (Lbs)</b>	14000		
<b>Road Speed (mph)</b>	32		<b>Attack strength Infantry</b> 5
<b>Combat Supply (Pts)</b>	8		<b>Attack Strength Soft</b> 6
<b>Travel Range (Miles)</b>	120		<b>Attack Strength Lt Armour</b> 4
<b>Communication Range (Miles)</b>	50		<b>Attack Strength Anti Tank</b> 2
<b>Defence Strength</b>	2		<b>Attack Strength AAA</b> 4
<b>Radar</b>	<input type="checkbox"/>		<b>Attack Strength Forts</b> 2
<b>Main Armament</b>	3 x .5 Browning		<b>Secondary Armament</b> 2 x M60 7.62 mm
<b>Main Armament Range (M)</b>	1000	<b>Secondary Armament Range (M)</b> 600	

One reconditioned Patrol Boat River light river patrol craft. This unit has heavy short range armament consisting of 3 Browning 50 calibre heavy machine guns and 2 7.62 mm M-60 machine guns. The unit has very high acceleration up to around 32 miles an hour. Because of this there is very limited armour to protect the forward gunner and some vital areas of the craft. It can carry a 5 man unit or a small amount of supplies. This unit is very good for covert operations or escorting unarmed shipping.



# Company Commander Naval Units

**Unit Designation** RORO Ferry

<b>Country</b>	Local
<b>Base Price</b>	700
<b>Base TTC</b>	100
<b>Crew</b>	15
<b>Cargo Capacity (Lbs)</b>	100000
<b>Cargo Cap (Squads)</b>	20
<b>Casualty Capacity (Sect)</b>	6
<b>Unit Weight (Lbs)</b>	
<b>Road Speed (mph)</b>	15
<b>Combat Supply (Pts)</b>	12
<b>Travel Range (Miles)</b>	800
<b>Communication Range (Miles)</b>	200
<b>Defence Strength</b>	1
<b>Radar</b>	<input checked="" type="checkbox"/>
<b>Main Armament</b>	0
<b>Main Armament Range (M)</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>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0
<b>Secondary Armament</b>	0
<b>Secondary Armament Range (M)</b>	0

One RoRo Ferry. This is a Roll On - Roll Off Ferry designed to carry vehicles between ports. It can carry 15 vehicles of any weight and a considerable quantity of stores or troops. It has no armour but can be defended by weapons on board such as SAMs, guns and rockets. This unit may be very important to any faction and there are a number scattered throughout the islands. They are very expensive so acquisition may be better than purchase. Includes a crane for loading and unloading smaller vessels

# Company Commander Naval Units

**Unit Designation** LCM-8 Landing Craft

<b>Country</b>	USA
<b>Base Price</b>	700
<b>Base TTC</b>	70
<b>Crew</b>	5
<b>Cargo Capacity (Lbs)</b>	119840
<b>Cargo Cap (Squads)</b>	20
<b>Casualty Capacity (Sect)</b>	3
<b>Unit Weight (Lbs)</b>	
<b>Road Speed (mph)</b>	15
<b>Combat Supply (Pts)</b>	8
<b>Travel Range (Miles)</b>	190
<b>Communication Range (Miles)</b>	50
<b>Defence Strength</b>	2
<b>Radar</b>	<input type="checkbox"/>
<b>Main Armament</b>	0
<b>Main Armament Range (M)</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>Attack Strength AAA</b>	0
<b>Attack Strength Forts</b>	0
<b>Secondary Armament</b>	0
<b>Secondary Armament Range (M)</b>	0

One Reconditioned LCM-8 Landing Craft. This unit has a shallow draft and is designed to land troops, stores and vehicles onto beaches and ports. It can carry a tank or armoured vehicle of any size or a large quantity of stores and troops. It is lightly armoured but unarmed. This is an expensive unit but its ability to land almost anywhere must be seen as a huge asset.