

Company Commander - Things to consider

The Economy

Industry

Industry requires 2 Manpower to operate. This means that increases in facilities usually need to be equalled by increases in village size.

Increasing village size is done by investment. This is done on the turn sheet, and every level of investment cost 5 MP.

There are two reasons to invest.

Firstly to increase village size and by extension the manpower pool.

This is usually achieved by investing more than the current level of the village. ie a village size of 4 would require an investment of 5 (25 MPs) or more.

Secondly investment to raise Popular Support.

Lower than village level investment stands a good chance of raising popular support and decreasing collateral damage. Sometime there will be no effect.

Be careful about recruitment. Each new recruit squad reduces the village level by 1 and the manpower pool by an equivalent number. Heavy recruiting will shut down industry very fast. The last to stop will be the tobacco plantations.

Popular Support

Every location has a popular support rating from 1 upwards. This is very important because it modifies the amount of production your mines and plantations produce. Therefore a tobacco plantation usually produces 15 Tobacco at optimum running. With a Popular support of 50 this will be reduced to 7. The Industrial efficiency bonus has a similar effect so at the start of the game your tobacco plantation may well only produce 3 tobacco per month. Reducing your potential earnings per plantation from 15 MPs to 3 MPs. Therefore both Popular Support and Industrial efficiency need to be boosted as soon as possible. Popular Support is boosted by the presence of some units. Officer, Commander, Medic and Pioneer units will achieve small rises. A Hospital will achieve more.

Special Actions

Increases in efficiency are achieved by special actions. You only have 3 per month and many demands on your priorities, so allocating sufficient resources to each action is very important. Very low allocation of resources will mean very low return. You should be thinking 100 Political Influence and realistic quantities of MPs and anything else that your action might need including personnel, vehicles and building materials (Defence Stores). Other types of resources such as lumber may be allocated to make your action happen.

The game does not expect you to research Copper Mining in tropical conditions or the

pest prevention in tobacco growing.

Instead, all you need to identify to the GM is:

A: The purpose of the action

B: The Allocation of resources ie PI, Lumber, Defence Stores

C: Allocation of Personnel and units. ie Pioneers for manpower, Trucks for moving, Excavators for building

D: Who the allocations are for, ie PI for Foreign Aid Agency or Combat Supplies for fuel and spare parts, Lumber for building materials. Never forget that MPs are the lubrication that moves things along.

E: The expected result.

You may not get the expected result for many reasons but it allows the GM to see what you are trying to do.

Those special actions are valuable and not to be wasted as you will need to achieve other things like military training and diplomacy.

Getting everything to port

Once you have some production it is important that you get it to the point of sale, the port. Normal movements are for military but the convoy moves are strictly civilian. You cannot move anything military, even combat supplies. However you can move PI even though there is a movement section to move PI and MPs. Of course, trucks are vital to this and you should never pass up an opportunity to buy every one that turns up on the Arms Dealer Report. You can of course use Naval transport with this game of Islands. Port efficiency will gain you more sold goods so you may want to get on to that at a later date.

Summary

At the start of the game all Industry is at a very low level of efficiency and the population are not entirely behind you.

You have limited opportunity to change this but there is money coming in, there are encounters that offer you different ways ahead and spare resources that you can harness to fix the problems. No player is going to repair the damage of many years of neglect over night so it is an incremental process.

Company Commander offers you quite a few options and important choices when you get into the game. Naturally, no course of action is without its drawbacks but if it was simple, anyone could do it. Hopefully with the available options, the game gives you a real challenge.