

COMPANY COMMANDER

INFANTRY AND PERSONNEL UNITS

TACTICAL BRIEFING ON INFANTRY PERSONNEL UNITS

Although the armour and aircraft are a desirable asset to any faction, it is the units from this section that carry out the tasks that will be vital to your success. Armour can destroy a well dug in enemy, and aircraft can inflict heavy losses, but it is only the Infantry which can hold the ground that you have captured. No vehicle unit can operate without the support of Infantry units. Armour deprived of Infantry support will become extremely vulnerable in close terrain to missile carrying enemy Infantry, and Armoured units will soon grind to a halt without the attention of a mechanics. Morale will drop if a force has no medics and the co-ordination of an operation will collapse if there are no Command elements to devise plans, draw up orders are distribute them to the formations which carry out the orders. TAC HQs are required for long distance communications and communications with aircraft. The most important links in the chain are the Officer and Commander. A Commander also carries out resource recon of each village to determine the levels of potentials in that location. Commanders and Officers also lead troops into battle, a vital role.

Without Combat Engineers and Pioneers, there can be no construction. Fortification of your positions will be essential if you are to defend them against aggression. In battle it is inevitable that losses will be sustained. Replacements are necessary to return depleted units to operational status after they have sustained heavy casualties.

The main fighting elements are very different in their capabilities. Militia units low level of training means that they are hard to direct, and it is difficult to prevent them from running away. The better the class of Infantry, the more versatile they are, but with a consequent rise in combat supply use in combat. Without plentiful Infantry, you will find that your faction will be very exposed, and vulnerable.

Company Commander Infantry Units

Unit Designation	Militia Infantry Squad		
Country	Local		
Base Price	0		
Base TTC	0		
Cargo Capacity (Lbs)	50		
Unit Weight (Lbs)	2500		
Combat Supply (Pts)	2		
Travel Range (Miles)	10		
Communication Range (Miles)	0		
Night	<input type="checkbox"/>		
Smoke	<input type="checkbox"/>		
Main Armament	10 x Rifles	Attack strength Infantry	2
Main Armament Range (M)	200	Attack Strength Soft	2
Secondary Armament	0	Attack Strength Lt Armour	0
Secondary Armament Range (M)	0	Attack Strength Anti Tank	0
Defence Strength	1	Attack Strength AAA	1
		Attack Strength Forts	1

10 locally recruited and armed men, Training is very poor. This unit is raised from local men, and armed with whatever weapons can be spared, often bolt action rifles from colonial times. They also carry grenades They can perform garrison duties but need other types of Infantry if they are to hold a defensive position. Morale of Militia infantry is fair, as they are enthusiastic, but with heavy losses this enthusiasm disappears and they will rout or desert. Physical endurance is average. Militia Infantry do not adapt well to lack of support.

Company Commander Infantry Units

Unit Designation	Infantry Squad	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	80	
Unit Weight (Lbs)	2500	
Combat Supply (Pts)	3	
Travel Range (Miles)	12	
Communication Range (Miles)	12	
Night	<input type="checkbox"/>	
Smoke	<input checked="" type="checkbox"/>	
Main Armament	10 x Semi Auto Rifles	Attack strength Infantry 5
Main Armament Range (M)	300	Attack Strength Soft 4
Secondary Armament	Light Machine Gun	Attack Strength Lt Armour 1
Secondary Armament Range (M)	500	Attack Strength Anti Tank 0
Defence Strength	2	Attack Strength AAA 3
		Attack Strength Forts 2

10 Men, equipped with semi-automatic assault rifles. The unit also has a light machine gun for fire support. Regular Infantry have a higher level of training than Militia infantry and better morale. They can be used for offensive operations, but need good leadership and plenty of support.

Company Commander Infantry Units

Unit Designation	Marine Squad		
Country	Local		
Base Price	0		
Base TTC	0		
Cargo Capacity (Lbs)	100		
Unit Weight (Lbs)	2500		
Combat Supply (Pts)	8		
Travel Range (Miles)	20		
Communication Range (Miles)	50		
Night	<input checked="" type="checkbox"/>		
Smoke	<input checked="" type="checkbox"/>		
Main Armament	9 x Assault Rifles	Attack strength Infantry	7
Main Armament Range (M)	300	Attack Strength Soft	6
Secondary Armament	GPMG	Attack Strength Lt Armour	2
Secondary Armament Range (M)	600	Attack Strength Anti Tank	0
Defence Strength	2	Attack Strength AAA	4
		Attack Strength Forts	3

10 highly trained and motivated men. This unit is armed with fully automatic weapons and a general purpose machine gun. They are also armed with a variety of grenades including smoke, fragmentation and white phosphorous. They can carry and use munitions such as Claymore Mines, anti tank weapons and demo charges. This units high morale, motivation and training making it very determined and able to operate for long periods away from command and control. This unit carries a powerful radio. Training is very long and expensive so you may not have many troops of this calibre.

Company Commander Infantry Units

Unit Designation	Combat Engineer Squad		
Country	Local		
Base Price	0		
Base TTC	0		
Cargo Capacity (Lbs)	80		
Unit Weight (Lbs)	2500		
Combat Supply (Pts)	4		
Travel Range (Miles)	20		
Communication Range (Miles)	0		
Night	<input type="checkbox"/>		
Smoke	<input checked="" type="checkbox"/>		
Main Armament	10 x Assault Rifles	Attack strength Infantry	4
Main Armament Range (M)	300	Attack Strength Soft	4
Secondary Armament	Flame Thrower	Attack Strength Lt Armour	2
Secondary Armament Range (M)	30	Attack Strength Anti Tank	2
Defence Strength	2	Attack Strength AAA	2
		Attack Strength Forts	6

10 Combat Engineers equipped with assault rifles and a flame thrower. This unit has received special training in the use of assault weapons for attacking fortified positions. This unit is essential for deploying Bangalore Torpedoes for breaching minefields and wire entanglements, and attacking enemy defensive positions and bunkers. A good supply of demo charges and Bangalores should be given to these units during an assault. They are capable of operating unsupported for short periods of time, and can be of great use in a raid, as long as they have demo charges with them. This unit can also fight well, particularly in defence, using its firepower and high morale, as well as its considerable explosive knowledge. Combat engineers usually help with construction tasks when not deployed in operations.

Company Commander Infantry Units

Unit Designation	Raider Section	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	50	
Unit Weight (Lbs)	1250	
Combat Supply (Pts)	4	
Travel Range (Miles)	40	
Communication Range (Miles)	100	
Night	<input checked="" type="checkbox"/>	
Smoke	<input checked="" type="checkbox"/>	
Main Armament	5 x Assault Rifles	Attack strength Infantry 4
Main Armament Range (M)	300	Attack Strength Soft 4
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	2	Attack Strength AAA 2
		Attack Strength Forts 0

One 5 man Raider Unit. This unit is an elite formation consisting of the best possible soldiers available. They are armed with assault rifles, HE grenades, Smoke Grenades and WP Grenades. They can also carry anti tank missiles and mines up to their allowance but would prefer agility over firepower. Their main role is not to engage the enemy but to use camouflage, stealth and endurance to gather intelligence about the enemy around them. They have a powerful radio which can be used to contact their TAC HQ and co-ordinate air, naval and artillery attacks. Their specialist equipment includes: Night Vision equipment for covert intelligence gathering and a telescopic sight. This unit, if used with imagination can be vital for showing you enemy dispositions without revealing your intentions.

Company Commander Infantry Units

Unit Designation	Commander	
Country	All	
Base Price	50	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	0	
Combat Supply (Pts)	0	
Travel Range (Miles)	25	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	1 x 9mm Pistol	Attack strength Infantry 0
Main Armament Range (M)	50	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	0	Attack Strength AAA 0
		Attack Strength Forts 0

A Commander is usually recruited from one of the better armies of the world and is therefore well trained and, has experience in commanding units in combat. Commanders are required to provide leadership, make tactical decisions and are also used as diplomatic attaches in such situation as dealing with Governments and negotiating surrenders with the leaders of garrisons.. They are armed with a single .45 cal pistol and are very vulnerable in combat. Lack of a Commander will mean that operations lack direction, organisation and logistical support. Each Commander requires the availability of TAC HQ to act as his staff for planning and communication. The presence of the commander will help to ensure that the troops morale is high and that command decisions are made quickly and properly. Commanders are considered to be knowledgeable of intelligence information regarding all areas of your faction, so the capture of your commanders can aid your enemy if interrogation is successful. A commander usually controls an a number of officer and Field CP combinations, but can take control of smaller operations.

Company Commander Infantry Units

Unit Designation	Officer	
Country	All	
Base Price	30	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	0	
Combat Supply (Pts)	0	
Travel Range (Miles)	20	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	1 x 9 mm Pistol	Attack strength Infantry 0
Main Armament Range (M)	50	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	0	Attack Strength AAA 0
		Attack Strength Forts 0

One Officer, skilled in command and control of small units. This medium ranking officer is capable of controlling small actions, co-ordinating unit movement and artillery support. However to do this he requires the presence of a Field CP, which has all the equipment and men to actually pass along the orders to the units involved in the fighting. An Officer is often subordinate to a commander and a TAC HQ in larger operations, where several officers and Field CPs might be under the control of a Commander. Officers are vital in order that the chain of command is established in each operation, and that each unit is properly briefed. In this way, individual units will fight as a cohesive force.

Company Commander Infantry Units

Unit Designation	Field CP Section	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	1250	
Combat Supply (Pts)	1	
Travel Range (Miles)	10	
Communication Range (Miles)	125	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	5 x Sub Machine Guns	Attack strength Infantry 1
Main Armament Range (M)	100	Attack Strength Soft 1
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	1	Attack Strength AAA 1
		Attack Strength Forts 0

5 man unit. This unit is equipped with medium range radio equipment, maps, and all the tools needed to plan and co-ordinate small to medium sized operations. A Field CP is able to control up to three Platoon sized Units. (12 Squads or 9 Vehicles). Their role means that they will have to be with the forces deployed with the fighting units to administer the orders of the combat leader in command of the fighting. A Field CP is the staff of an officer, who cannot control a battle without the vital tools with which this unit is equipped with. A Field CP can link up each fighting unit within its range, and call upon artillery fire. A Field CP is not equipped to call in Air Support.

Company Commander Infantry Units

Unit Designation	TAC HQ Section	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	1250	
Combat Supply (Pts)	2	
Travel Range (Miles)	10	
Communication Range (Miles)	200	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	5 x Submachine Guns	Attack strength Infantry 1
Main Armament Range (M)	150	Attack Strength Soft 1
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	1	Attack Strength AAA 1
		Attack Strength Forts 0

5 man unit. This unit has long range radio equipment capable of directing all other units including air support. They also have the tools necessary to co-ordinate large scale operations as directed by a commander, who is normally present at the TAC HQ. (See separate unit) A commander without a TAC HQ, will have little influence on a battle, as he will not be able to effectively control the Field CPs below him in the chain of command, who would then act on his orders to the units under their command.

Company Commander Infantry Units

Unit Designation	Recruit Squad	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	2500	
Combat Supply (Pts)	0	
Travel Range (Miles)	0	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	0	Attack strength Infantry 0
Main Armament Range (M)	0	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	1	Attack Strength AAA 0
		Attack Strength Forts 0

This unit consists of 10 raw recruits, ready for training. In order to make them battle worthy, they must attend the training camp, where they will pass out as militia Infantry after a month. they have very little combat value without first going through basic training, and should be sent into battle only as a last resort. With luck, most of the unit will last the course, and a militia unit should appear after training. Training is expensive, but vital. In an emergency, they may be armed, but effectiveness is very low.

Company Commander Infantry Units

Unit Designation	Pioneer Section		
Country	Local		
Base Price	0		
Base TTC	0		
Cargo Capacity (Lbs)	50		
Unit Weight (Lbs)	1250		
Combat Supply (Pts)	2		
Travel Range (Miles)	10		
Communication Range (Miles)	0		
Night	<input type="checkbox"/>		
Smoke	<input type="checkbox"/>		
Main Armament	5 x Submachine guns	Attack strength Infantry	1
Main Armament Range (M)	150	Attack Strength Soft	1
Secondary Armament	0	Attack Strength Lt Armour	0
Secondary Armament Range (M)	0	Attack Strength Anti Tank	0
Defence Strength	1	Attack Strength AAA	0
		Attack Strength Forts	1

5 Men with construction skills. This unit is required for the construction of fortifications and other facilities within a location. This unit is required for the emplacement of mines and wire, the construction of tank obstacles, field fortifications, bunkers, weapons pits, aircraft revetments, and fighting positions. Each Pioneer section can emplace up to 3 units of wire or mines per turn. They can perform mine sweeping operations in both land and sea (with a boat) environments at the same rate. The unit is lightly armed with small calibre weapons which are no match for infantry class units. Pioneers also help to reduce collateral damage at a location, and will produce defence stores from local materials.

Company Commander Infantry Units

Unit Designation	Replacement Section	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	1250	
Combat Supply (Pts)	0	
Travel Range (Miles)	0	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	0	Attack strength Infantry 0
Main Armament Range (M)	0	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	0	Attack Strength AAA 0
		Attack Strength Forts 0

5 men, assigned to no unit type. These men are awaiting placement in units badly depleted in combat. Units receiving these men will be downgraded due to dilution of skills. i.e. If a Commando unit receives a replacement unit, it will become a Regular Infantry unit. Militia Units will remain at that class should they receive replacements. The Replacement section has no combat value until it is allocated to a depleted unit. The unit has no movement and must be transported. Large amounts of replacements will be disbanded and formed into Militia Infantry Squads. Field Hospitals produce replacements from men fit enough to return to duty, and training camps will produce replacements as part of the training process.

Company Commander Infantry Units

Unit Designation	Medic Section	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	1250	
Combat Supply (Pts)	1	
Travel Range (Miles)	10	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	5 x 9mm Pistols	Attack strength Infantry 0
Main Armament Range (M)	50	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	1	Attack Strength AAA 0
		Attack Strength Forts 0

5 Men trained to provide combat medical assistance to troops in the field, perform medevac missions and carry out humanitarian missions for civilians in support of your faction. Although Medics cannot reduce combat losses, they will however slow the loss of casualties until they can be moved to hospital. This has an important morale effect, particularly in missions with low casualty ceiling or low quality troops, and in campaigns where losses are high. A formation without medical support may well not fight as hard as they could, knowing that injury may mean certain death without a medic to save them. These units are armed only with hand guns for protection of themselves and their patients, but in many cases operate in front line positions. Combat supplies are used by this unit in the form of medical supplies. Returning men to duty who would otherwise be lost may well be decisive.

Company Commander Infantry Units

Unit Designation	POW Sect.	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	1250	
Combat Supply (Pts)	0	
Travel Range (Miles)	10	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	0	Attack strength Infantry 0
Main Armament Range (M)	0	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	1	Attack Strength AAA 0
		Attack Strength Forts 0

Five men who have been captured or surrendered during a battle. They have no weapons or supplies and no combat value.

Company Commander Infantry Units

Unit Designation	Casualty Section	
Country	Local	
Base Price	0	
Base TTC	0	
Cargo Capacity (Lbs)	0	
Unit Weight (Lbs)	2000	
Combat Supply (Pts)	0	
Travel Range (Miles)	0	
Communication Range (Miles)	0	
Night	<input type="checkbox"/>	
Smoke	<input type="checkbox"/>	
Main Armament	0	Attack strength Infantry 0
Main Armament Range (M)	0	Attack Strength Soft 0
Secondary Armament	0	Attack Strength Lt Armour 0
Secondary Armament Range (M)	0	Attack Strength Anti Tank 0
Defence Strength	0	Attack Strength AAA 0
		Attack Strength Forts 0

5 wounded men. These battle casualties are wounded beyond the “Walking wounded” stage. They require hospital treatment, if they are to be saved. Casualties will become losses if they are not removed to hospital, where they may be treated. The presence of Medics will slow the loss of casualties, but cannot prevent it. At the Hospital some of the casualties will be healed and returned to duty as replacements. Others will be deemed “permanent losses”.