

## Things to Consider in the Early Stages of Company Commander

Production in every location from the first Monthly Adjustment is disappointing.

This is due to the very low levels of Industrial efficiency and the Popular support within your faction.

Obvious answers to this problem are to try to get your bonus for the Industry you control up as much as possible. Usually with modest investment you can get a 10% improvement at the first attempt. Getting popular support to rise involves a little TLC of the people under your control. A medic used for Hearts and Minds type operations or some investment of lumber to help to improve housing for example.

Port operations will suffer from similar problems so sales may be less than you hoped. Investment will pay for itself in the medium term.

In game terms the player who is most successful in improvements in these areas will realise greater production and sales and reap the rewards.

As a game design feature, the more successful you are at getting levels up, the more you get for your efforts.

### The weapons I want are not on the Arms Dealer Report

Your Arms Dealer Report lasts the whole month. Often you will not have everything you want of need, but it will come onto the list eventually, and it is wise to buy ahead for the future, For example, you probably have a runway by now and maybe you are looking towards air operations. If you can afford it, it might be wise to stock up on bombs, as an air bombardment campaign uses up ordnance at a terrific rate.

The obvious “must have” units on the ADR are trucks. Buy everything you can. Transport is key.

### My Goods are not getting to my ports fast enough.

It is vital that your goods are stockpiled at your ports so that they can be sold to give you the cash you need. For that reason, you must make the best use of the convoy move. With this order you can travel to multiple locations and pick up goods. Terminate the convoy at your port and they unload all goods there. Its a powerful tool for gathering your commodities in one place.

### I'm short of cash

Have a look at your Illegal Activity. Vice Areas can give a boost in finance, but beware, the penalties in Political Influence can be heavy. However, the PI Penalty only applies to the location where the Vice Area is located.

### What the hell are Encounters?

Every month you will get an Encounter. These are incidents that happen around you that you are asked to react to. Generally these are a good thing in respect to gaining cash, extra kit or Influence. If you fit the forces deployed to the task you should get the benefit. These start off fairly simple and can get quite intricate as your forces capabilities improve.

### Turn Frequency

In order to get everything done you are allowed three turns every month. You can send them as soon as you receive you results from the previous turn but remember, a turn in the last week of the month may be useful to get everything in place for the monthly adjustment. (on the 30<sup>th</sup> of the month)