

Company Commander Rules (v1.05, 22nd October 2024)

Summary

The game recreates small unit combat from the First World War to the modern day. The game recreates small unit combat from the Second World War to the modern day. Players can command German, Italian, French, United States, U.K. and Chinese forces in a wide range of missions. There is a selection of pre-built scenarios, as well as the option to design your own army, using it in a wide range of missions using 'Force Builder'.

Scale

The scale is 1 hex = 100 metres. Each unit has a strength point value where one strength point equals one vehicle, armoured or not, a 4-6 man infantry team, or one heavy weapons team, such as a machine gun team. As a result, most vehicle units in the game are just one strength point. Most infantry squads are two strength points, representing two fire teams within the squad. Larger infantry squads, such as the USMC 13-man squad are three strength points. Large heavy weapons, such as an anti-tank gun are one strength point. Many smaller heavy weapons, such as heavy machine guns are 2 strength points. Most small man portable weapons, such as a bazooka, are integrated into the infantry squads. Most artillery fire is conducted by off-map units that represent whole batteries and are usually four or six strength points.

Combat Representation

The game has tried to be very accurate in its display of the effectiveness of armour and weapons for the period. In game terms most losses to a unit are shown as 'kills'. Game losses represent all types of casualties that result in a soldier, a unit or a weapon becoming combat ineffective and for all practical purposes unable to play a further role within the current scenario.

The game vs. history and ease of play

All unit effectiveness levels are based on the available historical data. Many units and vehicles have multiple weapons, others have options on how they shoot e.g. either direct fire or via indirect fire. As the player you never need to choose which weapons to fire. The game engine, where there is a choice, will always choose the most effective available weapons to fire at the selected target. Many weapons, typically assault guns, that did only occasionally fire indirectly, do not have this ability in the game. Assault weapons firing indirectly were usually part of some pre-battle bombardment. The focus of the game is relatively short, small unit battles. Historical tactical doctrine usually encouraged direct fire and for game purposes this has usually been enforced. A unit is not able to fire indirectly at a target it can conduct direct fire against.

Mounting and dismounting

A player should be aware that most infantry units may not remount once they have dismounted. Until the era of the MICV most transports were only assigned to a unit to deliver them to the combat zone. After dismounting most such non-dedicated units will exit the battlefield immediately and would not be expected to return within the time represented within the game. This includes most APC's. APC's were expected to unload their charges closer to the enemy and in a combat zone, but not to hang around providing fire support. An example is the U.S. M3 Half-track, where many are armed with a 50 cal. and two 30 cal. machine guns. A lot of supporting firepower, but these are usually operated by the transported unit, so cease to be of any value after dismounting.

Starting a game

Select Scenario

- On loading the game select 'New Game'.
- Select a scenario from the list on the left of the screen.
- Select the side you wish to play as from the lower left options.
- Then select the game difficulty level from the lower right options.
- Then select the Continue button from the lower right corner.

Deployment Phase

Some, but not all, missions start with a deployment phase. Many units will have already been allocated as reinforcements, and where this is the case, their potential arrival hexes marked on the map. The available on-map units will have been placed on the map already. Select any on-map unit and if there is a choice of where to deploy it, any alternate deployment hexes will be highlighted. Select a highlighted hex and the selected unit will change its initial position to that hex.

During deployment a player may choose to start with some units mounted or dismounted. After completing the deployment options select the 'End Deployment' button to end the deployment phase to begin the mission.

General Rules

Game Turn Sequence of Play

First Player Turn (Human or A.I.)

'Select a unit' then:

- Move the selected unit or
- Attack with the selected unit or.
- Move and then attack with the selected unit **or**;
- Select an off-map unit to attack **or**;
- 'End the player turn'

As a result of the game turn ending, or a result of the units move or attack, the game may automatically end if the 'game over' conditions have been achieved.

If the player did not select to 'End the player turn' then play returns to the first step, 'Select a unit'. If there are no more units that can be selected, then the 'End player turn' button will continually flash.

As a result of selecting 'End game turn' the game did not automatically end then play passes to the other player.

Second Player Turn (Human or A.I.)

'Select a unit' then:

- Options and outcomes as for the first player turn.
- On ending the second player turn, if the game does not automatically end, a new game turn begins, and play reverts to the first player.

Movement

Normal movement

On selecting a unit all the hexes a unit can reach will be highlighted. Then

- Select a highlighted hex and the unit will move to that hex.
- Most units that move can still shoot if there is a target available.
- Some units are unable to move and shoot, such as towed anti-tank guns.
- Any unit that moves will have a significantly reduced chance of hitting when shooting.
- Shooting and moving makes it difficult to hit. Even in a vehicle with weapon stabilisers, moving has a significant impact on the crew's ability to direct fire.
- Shooting and moving also reduces a weapon's rate of fire.
- Only direct, rather than indirect fire, is allowed by a unit that moves.

Enhanced movement

On selecting a unit some hexes may be highlighted in a different colour. These are the hexes a unit can reach while remaining a safer distance away from the enemy. In this case the unit can move farther than normal. Units that move to enhanced movement hexes cannot shoot in the same player turn. The unit's focus is on rapid movement, not shooting.

Unit Facings

On selecting a unit, unless it is a unit, such as most infantry units, that ignores facing, two facing arrows will appear on the unit.

- Select the left or right arrow and the unit will turn to face that direction.
- On a keyboard the < > keys also change a unit facing.
- Infantry units can shoot in any direction without any penalty.
- Guns mounted on turntables can shoot in any direction without any penalty.
- Vehicles with turrets can shoot with their turret weapons in any direction without any penalty.
- Other units that change facing, to attack a target outside of a 120-degree arc to its front, have a reduced chance of hitting when shooting, as if it had moved.
- Armoured units have different armour strengths on each facing. Front armour covers attacks from 120 degrees of their front. Rear armour 120 of their rear. Other attacks are on their flank armour.
- While in a scenario, the unit display to the top right of the screen, shows a unit's armour on each facing.

Terrain

Different terrain has different effects for movement, line of sight and combat.

- Some terrain slows units down e.g. entering a ditch ends a unit's movement. Other terrain ends a unit's movement on leaving it e.g. marsh.
- Some units move faster along roads.
- Paved roads allow some units to move faster than on unpaved roads.
- Some terrain blocks line of sight.
- Some terrain provides cover and reduces the chance of being hit e.g. woods.
- Some terrain provides cover, reducing the chance of being hit, but also protects a unit reducing the chance of being damaged or suppressed on being hit e.g. a building.
- See the terrain effects chart for more details.

ZOC's

- A zone of control (ZOC) is all six hexes adjacent to an enemy unit, except for aircraft, static supply vehicles, and supply dumps.
- A unit ends its movement on entering an enemy unit's ZOC, no matter how far it has moved to that point.
- A unit may leave an enemy ZOC at the start of its movement.
- A unit that starts its turn in an enemy ZOC may move from one enemy ZOC to another enemy ZOC.
- Units that are in an enemy ZOC may only attack an adjacent enemy unit.
- Most infantry units that are in the ZOC or any enemy armoured units may only perform a 'Close Assault' attack, rather than a ranged attack.

Unit Displays

On selecting a unit, information about that unit appears in the 'Unit Display' to the top right of the screen. If the unit also has one or more weapons, information about them appears below the 'Unit Information Display' in the 'Weapon Display'.

Unit Information

- Shows the units image, name, and faction.
- An AFV unit displays its armour values on each facing.
- A unit's normal and any enhanced movement allowance.

Weapon Information

Select the weapon display to increase or decrease the amount of weapon detail shown.

- The weapons range, armour penetration values at minimum and maximum range e.g.

Range:	2	8
Penetration:	9	5

- A weapons 'Strength' value, the higher the value the more effective a weapon is at destroying any target it hits.
- An indirect fire weapon only displays one strength value as it is the same at all ranges.
- Where a weapon is capable of both direct and indirect fire both sets of values are shown.

Combat

Direct Fire vs. Indirect Fire

- Direct fire weapons may only fire at units that they can see.
- Most Indirect fire weapons may fire at enemy units any friendly unit can see and is in range.
- Some weapons can both fire direct and indirect but any unit that has a direct target may not use indirect fire against that target.

Suppressed and Destruction

When attacking, the firing unit can 'hit' or 'miss' a target. If it hits the target the outcome may be 'no effect', 'Suppressed' or target 'Destroyed'. A suppressed target is effectively immobilised, usually until the end of the owner's next player turn. An already suppressed target is harder to hit, as the target has 'gone to ground', but is easier to destroy as an already suppressed target, that is hit again, is more likely to suffer catastrophic damage or suffer a collapse of morale.

Cautious(C)

A unit that does not move or shoot is cautious and has a (C) marker, taking advantage of any cover from shooting. Cautious units are harder to hit. Some units may move and retain the benefits of being cautious. These are typically Recce units, but in the modern period the benefit applies to some other units, such as units equipped with Hammerhead missile launchers and many attack helicopters with mast sights.

Suppressed(S)

As a result of being hit in combat a unit that is not destroyed may become 'Suppressed' (S).

- A suppressed is temporarily immobilised and may not move, shoot or melee attack.
- A unit will remain suppressed until the end of its next player turn when it will automatically attempt to recover from being suppressed. The chance of recovering from suppression varies, depending on the unit's 'quality'.
- A suppressed unit is also 'Cautious' and is therefore harder to hit.
- A unit that is already suppressed, that is suppressed again, is destroyed.
- A unit that recovers from suppression changes its status from 'suppressed' to 'cautious'.

Destruction

The chance to 'destroy' an enemy unit when a shooting unit is selected:

- Depending on the current facing of the hull, the turret, and the arc of fire of its shooting weapons, all possible targets are highlighted.
- The percentage chance of 'destroying' each available target unit is displayed. The chance of suppressing a unit will be slightly higher.
- The available targets and percentage chance of success will change if a unit subsequently moves or changes facing.

Unit Quality

Units are either Green(E), Trained(D), Experienced(C), Veteran(B) or Elite(A).

- When shooting, a unit with a higher skill level than its target is more likely to hit it and less likely to be hit by it.
- A unit with a lower skill level than its target is less likely to hit it and more likely to be hit by it.
- It is assumed more experienced units are more likely to make better use of cover, no matter how limited it is.

Rate of Fire

All weapons are assigned a moving and a stationary rate of fire. When a unit shoots it makes a separate attack, at the same target, for each rate or fire level for each available weapon e.g. An M4 Sherman Tank that moves has a higher rate of fire for its main 75mm gun if it does not move. An M4 Sherman also has a coax machine gun. If this is more able to damage the target unit than its 75mm gun, then this will be used in the attack. There is also a hull machine gun, this may shoot if its operator is not otherwise engaged. While the other weapons can shoot all-round the hull machine gun will only attack any target that is in the front arc of the Sherman tank.

Fire Procedure

Ranged Combat Procedure

Direct Fire vs. armoured target steps.

1. Select the weapon to fire.
2. Find the number of attacks.
3. Find the number of hits.
4. Any glancing or penetrating hits.
5. Any saving rolls e.g. for protected ammo storage in the target.
6. Apply the effects of the unsaved hits.
7. Are there any more weapons to fire, if so, return to step 1?

Indirect fire vs. armoured target steps

1. Find the target.
2. Select the weapon to fire.
3. Find the number of attacks.
4. Find the number of hits.
5. Any glancing or penetrating hits.
6. Apply the effects of the unsaved hits.
7. Are there any more weapons to fire, if so, return to step 1?

Direct Fire vs. non-armoured targets steps

1. Select the weapon to fire.
2. Find the number of attacks.
3. Find the number of hits.
4. Any wounding hits.
5. Check for any cover saves.
6. Apply the effects of the unsaved hits.
7. Are there any more weapons to fire, if so, return to step 1?

Indirect fire vs. non-armoured targets steps

1. Find the target hex.
2. Select the weapon to fire.
3. Find the number of attacks.
4. Find the number of hits.
5. Any wounding hits.
6. Check for any cover saves.
7. Apply the effects of the unsaved wounds.
8. Are there any more weapons to fire, if so, return to step 1?

How the to select the weapon or weapons to fire

1. This choice is made by the computer based upon the target selected.
2. If the target is visible to the shooter and in range of any of direct fire weapons, a direct fire weapon is selected.
3. If the target is not visible to the shooter, an indirect fire weapon is selected.
4. Where a shooter has multiple weapons able to fire at the same time either all its direct fire weapons or all its indirect fire weapons will attack.
5. Where a unit has multiple weapons that are direct fire weapons that cannot fire together then the one most likely to destroy the target will be selected. An example of this would be

an M551 Sheridan that fires a normal tank gun shot or a missile, but not at the same time, as both use the same gun barrel as the launch mechanism.

Find the target (indirect fire only)

Indirect fire Scatter;

- * Depending on the shooting unit's skill level the centre of the indirect fire attack may deviate from the hex selected by the player and may result in different target hex.
- * Depending upon the scatter the target unit is always the unit in the final target hex.

Some units conduct barrage attacks with a blast radius. After this attack is completed, if the unit is a rocket launcher, an artillery unit or a mortar, the barrage may also attack additional targets near to the original target.

Barrage Type	Radius	Target probability
None	0	100%
Large	1	50%
Massive	2	25%
Huge	3	15%

All units, of both sides, within the radius, as well as the original target, have the above chance of becoming a target depending upon the size of the blast radius.

Find the number of attacks

Firing unit has not moved and is shooting indirectly:

The number of attacks is always 1, multiplied by the hit points remaining in the shooting unit.

Direct firing unit has not moved: The number of attacks is the unit's stationary rate of fire for the specified weapon, multiplied by the hit points remaining in the shooting unit.

Direct firing unit has moved: The number of attacks is the unit's moving rate of fire for the specified weapon, multiplied by the hit points remaining in the shooting unit.

Find the number of hits

The 'Ballistic Score (BS)' to hit is 5 (*or less on a D10*), modified by;

All shooting

- 1 Target is **Cautious** or **Suppressed**
- +2 Shooter is Elite (**A**)
- +1 Shooter is Veteran (**B**)
- +1 Target is Trained (**D**)
- +2 Target is Green (**E**)
- 2 Target is Elite (**A**)
- 1 Target is Veteran (**B**)
- 1 Shooter is Trained (**C**)
- 2 Shooter is Green (**D**)
- +2 Shooter is using a **Smart** Weapon

Direct fire only

- +x Shooter has a rangefinder of value x
- +1 Range is $\leq 20\%$ max range
- 1 Range is $> 40\%$ and $\leq 60\%$ max range
- 2 Range is $> 60\%$ and $\leq 80\%$ max range
- 3 Range is $> 80\%$ max range
- 2 Shooter moved
- +1 Shooter moved and has a 1st generation stabilised weapon
- +2 Shooter moved and has a 2nd generation stabilised weapon
- 1 The shooting unit moved, and the shooting weapon is **Overworked**
- 1 Shooter is at **Low Ammo**
- 1 The target is in **Cover**, or uphill of and facing the shooter i.e. hull down
- 2 Firing from, through, or into **Smoke**
- 1 Shooter is a **Smart** weapon and the enemy force has an electronic warfare (**EW**) unit

Indirect fire only

- Decreasing the base score to hit;
- 2 The target is visible to the shooter
- 3 The target is not visible to the shooter
- 1 The target is in **Cover**

Some weapons have no range modifiers, e.g. most missiles, and many very short-range weapons.

Hit Probability

Roll a D10

- 1 always hits
- 10 always misses, otherwise;

Hit roll \leq modified score to hit	=	Hit
Hit roll $>$ modified score to hit	=	Miss

For each hit vs. an armoured target

Attack value (AV)	=	Shooting weapons penetration value at the attack range
Defence value (DV)	=	Targets armour value on the attacked side + D6

$$\text{Net penetration value (NPV)} = \text{AV} - \text{DV}$$

NPV > 0	A penetrating hit
NPV = 0	A glancing hit
Any other result	No Effect

Defence Value (DV)

The DV is the armour value defending on the side of the target attacked;

- * Against top attack and indirect fire weapons the armour value is always the rear armour.
- * The Front armour covers a 120 degree to the front of the target
- * Rear armour covers a 120 degree to the rear of the target.
- * Other attacks are on the side armour.

Hit damage

A D100 is now rolled and compared to the AP value of the shooter. Some units are prone to critical damage after being hit. These units are classed as vulnerable (including suppressed and open topped).

AP	Success Result
6	100 or less
5	83 or less
4	66 or less
3	33 or less
2	17 or less

+1 Added the shooters AP value is the target is vulnerable

Glancing hit

Success = Target suppressed, otherwise no effect

Penetrating hit

Success = Target damaged (lose one strength point), otherwise suppressed

A target that is already suppressed and is suppressed again is damaged. Otherwise, a damaged target loses a strength point and is destroyed if already at strength 1

Cover saving rolls

For each hit vs. a non-armoured target. Non-armoured targets now make a cover saving roll. Rolling a D6, if the result is equal to, or less than, their cover save value then the hit is ignored. Front line units are non-armoured units that would expect to be in positions of enemy direct fire, such as infantry, machine guns and anti-tank guns.

Cover save values

+ 1	Front line units
+ 1	In soft cover(woods)
+ 2	In hard cover(buildings) or an entrenchment
+ 3	In a fortification

Finally, roll and D6 and compare the attacking weapons strength to find the combat outcome. Weapon strengths vary from 1 for long range rifle fire, to 6 for some heavy artillery.

<= weapon strength	=	Target damaged
= weapon strength	=	Other units suppressed
Any other results	=	No effect

A target that is already suppressed and is suppressed again is damaged. Otherwise, a damaged target loses a strength point and is destroyed if already at strength 1.

Close assault

Infantry units that are capable of a close assault may only attack adjacent armoured units by a close assault.

Unit hit success

An attacker will make a successful attack based on the following result of a D6 roll.

Adding +1 to the roll if the target is open topped, such as an M3 Half-track

Attacker Quality	Hit Score
Elite (A)	2 or more
Veteran (B)	3 or more
Trained (C)	5 or more
Experienced (D)	4 or more
Green (E)	6 or more

Any other result is a failure, and the attack ends.

Weapon effectiveness

Following a successful hit, the attacking unit rolls for a successful damage roll, the attacking unit uses another D6 succeeding on. There is no close assault modifier for HEAT weapons vs. modern armour. It is assumed that in close assault the attacking unit is able to manoeuvre to attack the weakest points of the target.

LAW/MAW/Panzerfaust and Panzerschreck units	4 or less
Bazooka and PIAT teams	3 or less
Anti-tank rifle teams and suicide assault units	2 or less
Other infantry teams	1 or less

Close assault combat outcome

Following a successful damage roll use another D6 with the following outcome.

1 or 2	Target Suppressed
3 to 6	Target Destroyed

Overwatch Fire

While a unit that does not move or shoot becomes 'Cautious'. it also gains the ability to perform overwatch fire. A unit on overwatch can fire at enemy units, during the enemy player turn. This fire is conducted by the A.I., on behalf of the non-phasing player. The A.I. will not shoot at all enemy targets, but at ones with a high degree of a probability of success.

A.A. Fire

Shooting at aircraft and helicopters

All units with an anti-aircraft (A.A.) weapon always attempt to shoot any enemy aircraft or helicopter that moves into range. This shooting is all automatic, not optional, requiring no player interaction. All units that can, will shoot at each flying unit while in range, but only once at each target. The A.A. value is the chance in 100 of hitting and damaging the aircraft or helicopter.

A.A. weapon effectiveness

1%	Light machine guns and rifles
2%	Heavy machine guns such as .50 cal. and 12.7mm H.M.G.
3%	A.A. guns from 15mm through to 29mm
4%	Guns from 30mm through to 49mm
5%	Guns from 50mm upwards

- * Twin A.A. guns increase their effectiveness one level e.g. A twin 20mm A.A. guns are in the 4% category.
- * Quad mounted A.A. guns increase their effectiveness by two levels e.g. A quad 20mm A.A. guns are in the 5% category.

Aircraft Saves

All aircraft and helicopters have a save value, depending upon their resilience to damage. Roll a D6 and if it is less than their save value the hit and any damage is ignored.

Drones, Helicopters and Aircraft

Some A.A.A. and SAM's units may only shoot at Drones and Helicopters. Other units may not shoot at Drones.

Smoke

Some units can direct fire smoke and some units can fire a smoke barrage into multiple hexes. Smoke ammunition use is severely limited. When a unit can fire smoke, the 'Smoke' button appears to the top right of the display. Select 'Smoke' then a target hex on the battlefield. Smoke will appear in that hex for a limited number of times, restricting fire through the hex while it persists.

Ammunition

The game engine does support tracking ammunition usage for most weapons. Ammunition tracking adds complexity but is rarely a factor in these relatively short tactical engagements. Ammo settings vary between:

- A finite number of shots with no ammo resupply.
- A finite number of shots but may be resupplied.
- X shots, then a unit goes to low ammo(L).
- Units that do not move, shoot or get shot at, have a chance of ammo resupply each turn, but only if already at low ammo(L) or no ammo(O).

HEAT Weapons (A general term for all Chemical Energy Weapons)

HEAT and other chemical based anti-tank weapons such as HESH appeared during World War II. HEAT weapons first appeared in the Western Desert war. This was a new kind of anti-tank shell and deadly at very low velocity e.g. the U.S. Bazooka. HEAT weapons have the same armour penetration at all ranges.

Open topped

Some armoured units are vulnerable to close assault and are easier to destroy in close assault by being open topped, typically from attacks with grenades. While many such units are obvious, such as the U.S. M3 Halftrack, this also includes some vehicles that require the crew to expose themselves in combat.

Overworked

In many units their weapons are classed as overworked. These represent vehicles that are often crowded or have a badly organised interior, or most often where the vehicle commander is assigned too many tasks such as gunner or loader. In this case the units take additional penalties to move and shoot.

Tactical 'Suicide' Drones

Many tactical drones are also suicide drones and may attack enemy units, while also destroying themselves. These do not count as a lost unit to the owning player. Move a tactical suicide drone next to an enemy unit and the chance of a successful attack will be displayed. Click the enemy unit to attack it and destroy the drone.

Recon Drones

Recon Drones may not attack but offer excellent visibility of enemy units.

Recon Units

Other Recon/Recon units are always considered **Cautious** if they did not shoot in their last shooting phase.

Launching Drones

Many units carry a limited supply of drones. To launch a drone, select a unit that has not shot or moved. Then select the 'Drone' button to the top of the screen. Finally select a hex adjacent to the selected unit a drone will appear in the hex.

Smart weapons and Electronic Warfare

Many modern weapons are considered to 'Smart' weapons. These are extremely accurate but possibly subject to enemy electronic counter measures. If the enemy has a dedicated Electronic Warfare unit on the battlefield the accuracy of smart weapons is reduced.

Reinforcements

Some missions have reinforcements. It will be clear at the start of each mission which units of your army are reinforcements. Where there are reinforcements in a mission either; all the support units in your force will start the game as reinforcements, or all of your core force will start the game as reinforcements.

The possible entry hexes for friendly and enemy reinforcements will always be marked on the map until there are no more reinforcements available for that hex. The arrival of which units will arrive at which reinforcement hex and in which order may be random.

If a unit occupies an arrival hex a reinforcement unit may not arrive and it will be delayed. Otherwise on occasions, and these are usually at map edge roads and trails where multiple units are scheduled to arrive at the same hex. As one reinforcing unit leaves its arrival hex, another reinforcing unit will arrive there. Players are advised to keep the arrival hexes free of any units.