

FIELDING A SUPPORT COMPANY

Have you ever wanted to field a Marder tank-hunter company, or perhaps you would like to command a whole artillery battalion? Well here's your chance!

In Total War games some players may want to try fielding a Support Company using troops that normally can only be fielded as support platoon. To do this use the following instructions:

STEP 1: CHOOSE A COMPANY DIAGRAM

Choose any Company Diagram from the nation you intend to play. You may want to choose one that matches the theme of the Total War game you are playing, or perhaps you might want to choose the same one being used by one of your allies.

STEP 2: CHOOSE YOUR COMBAT PLATOONS

Choose one of the Support Platoons from the Company Diagram you have selected in Step 1. This platoon will determine what type of company your Support Company will be. The selected Support Platoon becomes your force's Combat Platoons. You must take two or three Combat Platoons. You may ignore any special rules that require you to take other platoons before the platoons you have selected as your Combat Platoon.

If your Combat Platoon has multiple variants (such as different Motivation or Skill ratings), you must choose one and stay with it across all of your Combat Platoons.

For example, if you choose a Field Artillery Battery, your company will be an artillery Support Company and you must field at least two but no more than three Field Artillery Batteries.

STEP 3: CHOOSE YOUR SUPPORT PLATOONS

All of the other platoons on the Company Diagram are your Support Platoon options. You may only select one platoon from those that would normally be Combat Platoons, and only one platoon from those that would normally be Weapons Platoons, as Support Platoons. You may also choose one platoon from each Support box, including Support Platoons of the type that you chose to be your Combat Platoons, as further Support Platoons.

STEP 4: CHOOSE YOUR HEADQUARTERS

If all of the teams in your Combat Platoons are tank teams, you do not have a Company HQ platoon. Instead, before deployment, you may remove one tank from any of your Combat Platoons and make it into the Company Command tank.

If your Combat Platoons include mixed types of teams, use the directions on page 99 to make up your Support Company Headquarters. You must choose the variant that has the same Skill Rating as the Combat Platoon you chose in Step 2. The teams in your headquarters retain all of your nation's usual special rules.

SUPPORT ARMIES IN NORMAL GAMES

Support Companies are not the most balanced forces out there and should not be used in tournament play. However, with the permission of your opponent, you can certainly play a Support Company outside Total War in casual *Flames Of War* games using the normal missions.



HEADQUARTERS

COMPANY HQ

HEADQUARTERS

Fearless Company HQ

VETERAN

40 points

TRAINED

30 points

CONSCRIPT

25 points

Confident Company HQ

VETERAN

35 points

TRAINED

25 points

CONSCRIPT

20 points

Reluctant Company HQ

VETERAN

25 points

TRAINED

20 points

CONSCRIPT

15 points

OPTIONS

- Add two Jeeps for +5 points.
- Add two Half-tracks for +10 points.

FIELDING YOUR SUPPORT COMPANY

The characteristics for the Rifle teams, jeeps, and half-tracks are given below. These are meant to be simple generic teams and are not nation-specific. Feel free to use whatever models you would like for these teams, but they will use the following Arsenal entries. The teams will still use all of their nation's special rules, such as Automatic Rifles for the Americans and Stormtroopers for the Germans.

CAPTAIN

CAPTAIN



Company Command
Rifle team



2iC Command
Rifle team



Transport



Transport

COMPANY HQ

SUPPORT COMPANY HQ

ARSENAL

If you'd like to field transports that match your nation but are unsure which models to use, here are some suggestions.

For Germans use Kübelwagen models for your jeeps and Sd Kfz 251 models for your half-tracks.

For Americans, British, and Soviet forces, use the standard American-made Jeep transport for your jeeps and either the

M2 (for British and Soviet) or the M3 (American) as your half-tracks.

For other nations, have a look at gun platoons from their briefings to get an idea what sorts of transports you should use (if any).

INFANTRY TEAMS

| Team | Range | ROF | Anti-tank | Firepower | Notes |
|------------|----------|-----|-----------|-----------|-------|
| Rifle team | 16"/40cm | 1 | 2 | 6 | |

TRANSPORT TEAMS

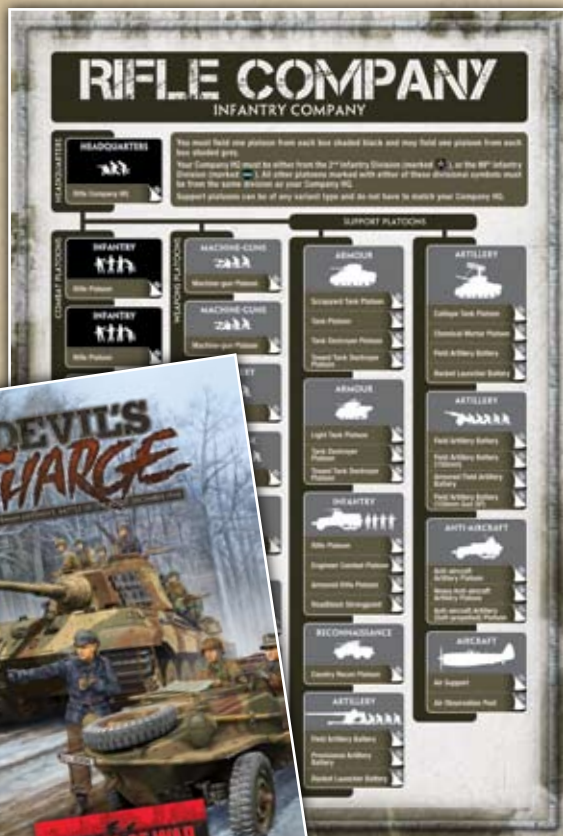
| Vehicle | Mobility | Armour | | | Equipment and Notes |
|------------|--------------|--------|------|-----|------------------------|
| | | Front | Side | Top | |
| Jeep | Jeep | - | - | - | Passenger-fired AA MG. |
| Half-track | Half-tracked | 1 | 0 | 0 | Passenger-fired AA MG. |

SUPPORT ARMY EXAMPLE

In this example, I have created a 1650-point Support Company with M7 Priest HMC self-propelled howitzers.

STEP 1: CHOOSE A COMPANY DIAGRAM

The company has been formed from the US Rifle Company found in *Devil's Charge* on page 48.




STEP 2: CHOOSE YOUR COMBAT PLATOONS

I would like to build my force around the cool M7 Priest HMC self-propelled howitzers, so I chose the Armored Field Artillery Battery as my Combat Platoon.

I will need to take two or three Armored Field Artillery Batteries.

Since my platoon has multiple ratings (Confident Veteran and Confident Trained) I will need to choose one and stick with it across all of my Combat Platoons. In this case I have chosen Veteran artillery.

ARTILLERY



| | |
|--|----|
| Field Artillery Battery | 75 |
| Field Artillery Battery (155mm) | 75 |
| Armored Field Artillery Battery | 75 |
| Field Artillery Battery (155mm Gun SP) | 75 |

ARMORED FIELD ARTILLERY BATTERY

| PLATOON | ✓ | ✗ |
|-----------------|------------|------------|
| 4 M7 Priest GMC | 390 points | 300 points |
| 4 M7 Priest GMC | 280 points | 215 points |
| 3 M7 Priest GMC | 220 points | 170 points |

OPTIONS

- Add a Jeep and an M2 half-track with .50 cal AA MG for +5 points for the battery.
- Replace Jeep with an M2 half-track with AA MG for +5 points.

The M7 Priest is an armored self-propelled 105mm howitzer. This gives the battery the ability to rush to where its needed and quickly put down a bombardment without having to unlimber, set-up gun pits, and other cumbersome tasks of the towed artillery.

The 4th Infantry Division was unique in that they had batteries of four M7 Priests instead of towed guns. This stems from the division's history as the army's only mechanized division.

CAPTAIN

Command Carbine team

Staff team

MG half-track with .50 cal AA MG

NO SECTION

4 M7 Priest HMC

4 M7 Priest HMC

4 M7 Priest HMC

4 M7 Priest HMC

ARMORED FIELD ARTILLERY BATTERY



STEP 3: CHOOSE YOUR SUPPORT PLATOONS

Having chose the Rifle Company, I have a lot of different platoons to take as support. I'd like to keep with the artillery theme, so I'll grab something from one of the Artillery Boxes.

I still have to obey the normal rules that say I can only chose one platoon from each box, so I'll have to choose between a Calliope Tank Platoon, a Chemical Mortar Platoon, a Field Artillery Battery, or a Rocket Launcher Battery. I like the Calliope, so I'll choose that platoon from this box.



I can also take a platoon from the box I chose in Step 2, so I'll grab a veteran Field Artillery Battery (155mm Gun SP) for some heavy firepower. Obviously I'll need the battalion's L4 spotter plane, so I've taken an Air Observation Post as well.

To round things out I'd like to have some troops in the field to help me spot targets and help out where needed. So I have added a Cavalry Recon Platoon with three Cavalry Recon Patrols.

STEP 4: CHOOSE YOUR HEADQUARTERS

Not all of the teams in my Armored Field Artillery Batteries are Tank Teams, so I'll use the Support Company Headquarters platoon. My platoons are Veteran, so I'll need to use the matching set of points for my HQ (35 points).

Since my combat platoons are mobile, I should probably give my HQ some wheels. I've added half-tracks to my Support Headquarters for +10 points. My force is American, so I can use standard M3 Half-track models, or I could use a captured German one as a bit of flavour!

After all of the dust has settled, I've got an impressive collection of firepower to help out my comrades:

MY ARMORED FIELD ARTILLERY BATTALION

| | |
|---|--------------------|
| Support Company HQ: | |
| At full strength with half-tracks | 45 points |
| Armored Field Artillery Battery: | |
| At full strength with half-tracks added | 400 points |
| Armored Field Artillery Battery: | |
| At full strength with half-tracks added | 400 points |
| Armored Field Artillery Battery (155): | |
| At full strength | 335 points |
| Calliope Tank Platoon: | |
| 4x Calliope Tanks | 160 points |
| Cavalry Recon Platoon: | |
| At full strength | 270 points |
| Air Observation Post: | |
| L4 Grasshopper AOP | 40 points |
| Total | 1650 points |

