

16. SUPPLY RULES INTRODUCTION. (V 12.09.02)

How well a logistics system is run can be the most important factor deciding who wins a campaign or a war. Supply lines and related features must be represented to model their impact on military campaigns.

Units and markers (such as supply points, strategic resource points, army headquarters, depots, etc.) all represent various forms of supply or the administrative units necessary to move the supply to the front. Some general concepts apply.

16.A. SUPPLY STATUS.

Supply affects the abilities of units in movement and combat. Units operate normally if they are in full supply but they are less effective, offensively and defensively, when out of supply and they will gradually disappear as a fighting force if out of supply and isolated.

Units may have several of the following supply status's applied to themselves or their supply source at the same time.

- 1) **General supply:** Full supply and limited supply are together classed as "general" supply. General supply must be traced from a national supply source (Rule ???). *Note: Some rules specify that units must be "in general supply" for various purposes. This means the unit must draw supply from a general supply source (full or limited) and not from a special supply source.*
- 2) **Out of Supply:** Units that are not in general supply are classed as "out of supply."
- 3) **Full Supply:** To be in full supply, a unit must have a full supply line traced to it (Rule ???) or have enough SPs expended on it to put it back into full supply. *Note: This means that a unit in full supply must also be in general supply unless SPs are used to supply it.* Units in full supply suffer no constraints. They may move and attack normally. Attacks may require SPs to be expended (Rule???)
- 4) **Limited Supply:** Units in limited supply must trace a limited supply line (Rule ???) and suffer penalties as shown on the SUPPLY EFFECTS CHART.
- 5) **Special Supply:** Any unit using supply from non-national supply sources (for any reason) may be restricted as per Rule ???.
- 6) **Special Supply Sources:** Any unit may use special supply sources for combat and to improve its supply status. Special supply sources do not provide general supply but may be used to place a unit in full supply by also expending SPs. Unless SPs are being expended, they may only be used to maintain the current supply status of units; not to reduce U# of any unit.

16.B. SUPPLY STATUS MARKERS.

Supply status markers are used to show if a unit is either in limited supply or how many turns (or their equivalent) it has been out of supply. A turn out of supply consists of two player-turns. *For example, if a Soviet unit is first judged to be out of supply in the supply judgement phase of the Aug 2 41 Soviet player-turn, then the unit's first turn out of supply consists of the Aug 3 41 German player-turn and the Aug 3 41 Soviet player-turn.* An out of supply state is indicated by "U1" to "U8" markers where the number indicates the modified number of turns out of supply (Rule ???). Increase the level by one each time supply is checked in a friendly supply judge-

ment phase and the unit is out of supply. *Note: "U8" is the worst supply status a unit may have. No unit may perform any action that would lower its supply state past "U8". (Note: Cluttering the map with "Supply Status" markers can impede ease of play. Where possible, use a single "Supply Status" marker for an entire stack or pocket (of several hexes) of units that are in the same supply condition.)*

Limited supply is indicated by placing a "U0" marker on a unit judged to be in limited supply in the friendly supply judgement phase.

16.C. SUPPLY POINTS (SPs).

A supply point (Rule ???) represents the tonnage of supplies necessary for offensive operations or to keep units operating normally if they are out of supply. Supplies needed for some forms of construction are also represented. Abstractly, supply points can also be classed partly as planning and logistics needed for operations.

Supplies needed for the day to day operations of units in general supply are not shown. "SP" markers are used to show the supply available for each side.

16.D. STRATEGIC RESOURCE POINTS (SRPs).

Strategic resource points (Rule ???) represent the ability of a side to build or repair permanent structures such as fortifications, airbases, or rail lines. They may also represent the effort required for certain types of offensives. "SRP" markers are used to show the resources available for each side.

16.E. SUPPLY EFFECTS.

A units abilities (such as ZOCs, combat, strength, movement allowance, etc.) may be restricted if it is not in a state of full supply (Rule ???).

16.F. SUPPLY LINES.

A supply line (Rule 18) represents the method by which supply reaches combat units. It will usually have many different elements such as road and rail, each of which have a maximum length that may be traced. These will be affected by weather, partisans, etc.

16.F.1. NATIONAL SUPPLY SOURCES.

Each country will have one or more of its own general supply sources. These are known as national supply sources (Rule ???).

16.F.2. NATIONAL ARMY HQs.

Each country may have one or more army/front HQs (Rule ???) from which their units may trace full supply. A country may also trace full supply from a qualified Coalition HQ (Rule ???) or Command HQ (Rule ???).

A unit may only trace a limited supply line from a HQ belonging to another country. **Exception: If a country does not have their own army HQ in a theatre, they may trace a full supply line from any HQ of the contingent to which they belong.** *Note: Commonwealth units may always trace a full supply line from a British HQ.*

16.G. ISOLATION.

Isolation represents the effects on combat units when they are not able to receive the supplies and replacements necessary for day to day operations.

Isolation status of all units and hexes is determined at the start of each combat phase and supply judgement phase (three times per player-turn). A unit or hex isolated at the start of one of these phases remains isolated until isolation status is checked again. *Note: To speed play isolation should only be checked during the movement and combat phases for units that may be attacked or overrun. Usually this may be done at the instant the attack or overrun occurs.*

When isolation is checked, a unit or hex is isolated if a Line of Communication (see below) cannot be traced to it. There are two types of isolation as described below:

16.G.1. COMBAT ISOLATION.

A unit is combat isolated if it cannot have a line of communication (LOC) traced to it at the beginning of any combat phase. It is marked with a “Combat Isolation” marker. *Note: Unless a unit is being attacked, it is not necessary to indicate units that are combat isolated.* Combat isolated units that take losses are affected as per Rule ???.

16.G.2. SUPPLY ISOLATION.

A unit is supply isolated if it cannot have a LOC traced to it in the supply judgement phase. It is marked with an “Isolated” marker. Supply isolated units that take losses are affected as per Rule ???.

16.G.3. ISOLATED POCKETS.

An isolated pocket may be formed when a unit takes casualties or disruptions while isolated. All special replacements (Rule ???) are calculated normally for units in an isolated pocket. The RPs and eliminated units are placed in their own individual ISOLATED POOL (use Pool A, B, C, markers) instead of the FRONT POOL. Units in an isolated pool may be rebuilt normally using RPs in the pool. RPs and eliminated units may be shipped or flown out of the pool and placed in the theatre’s pool.

An isolated pocket may be eliminated voluntarily or is automatically eliminated when enemy units control its last hex. All RPs in an eliminated pocket are lost and generate special replacements as if eliminated isolated (Rule ???). Eliminated units are placed in the countries ELIMINATED ISOLATED BOX.

Note: In most cases, isolated units should not form a pool for ease of play as it is likely that the pocket will shortly be eliminated.

16.H. LINE OF COMMUNICATION (LOC).

A line of communication refers to the distance a unit may trace from a **hex** in general supply to the unit. Trace as if counting an overland supply route from the closest hex in general supply. The distance that may be traced is equal to three times the distance a unit may trace overland from an HQ in that weather condition and still be in supply. *For example, 21 supply line points in clear weather. The actual HQ supply range does not matter.* Anything past this distance is isolated (Rule ???).

Note: A line of communications may always be traced through a hex with a friendly unit in it.

Add all modified enemy ZOC costs to the hex count. No screening of enemy ZOCs is allowed. If the LOC has to be

traced through a friendly unit in an enemy ZOC, add the lowest numbered “+# MP” marker to the hex count.

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