

17. SUPPLY EFFECTS. (V 12.09.02)

A units state of supply may affect its ZOCs, movement allowance, combat strength, AEC, ATEC, AA, and die rolls for elimination due to isolation.

17.A. EFFECTS OF BEING IN LIMITED SUPPLY (U0).

A unit in limited supply will have its abilities restricted as follows:

- 1) A combat motorized units movement is affected as shown on the SUPPLY EFFECTS CHART (see below).
- 2) Engineering units construction/demolition times are affected as per the ENGINEERING MODIFIERS TO TIME/COSTS TABLE (usually half the normal effects).

Table 1 Supply Effects Chart

SUPPLY EFFECTS CHART									
UNSUPPLIED STATUS		ELIM. ROLL	MOVEMENT EFFECTS		COMBAT EFFECTS (with no SP expenditure)				
			C/M	OTHER	ATT*	DEF	AEC	ATEC	AA
U0	Full ZOC	---	#	---	---	---	---	---	---
U1		9+	#	---	---	---	3/4	---	---
U2		8+	1/2#	1/2	---	---	1/2	3/4	3/4
U3	Red. ZOC	7+	1/2#	1/2	3/4	3/4	1/4	1/2	1/2
U4		6+	1/2#	1/2	3/4	3/4	0	1/4	1/4
U5		5+	1/2#	1/2	1/2	1/2	0	0	0
U6	No ZOC	4+	1/2#	1/2	1/2	1/2	0	0	0
U7		3+	1/2#	1/2	1/2	1/2	0	0	0
U8		2+	1/2#	1/2	1/2	1/2	0	0	0

* This multiplier is in addition to the usual halving of the attack strength if the necessary SPs of attack supply are not expended.
 # No exploitation movement allowed unless 1/12 SP per RE is expended from a special supply source in range.

Notes: 1) Any unit attacking or being attacked has its "U#" increased by one after the attack unless SPs are expended for the attack.
 2) All combat effects shown on the Supply Effects Chart are ignored if SPs are expended to supply an attack or if 1/2 SP per defending stack is expended (at the instant of combat).
 3) Units roll for elimination only if they are isolated by and in a partial ZOC or better, taking terrain effects into account. Modify as per Rule 17.D ???
 4) Ignore all movement effects if a unit voluntarily increases its supply status by 1.

17.B. EFFECTS OF BEING OUT OF SUPPLY.

A unit out of supply has its abilities restricted, depending on the number of consecutive turns the unit is out of supply.

17.B.1. SUPPLY EFFECTS ON GROUND UNITS.

See the SUPPLY EFFECTS CHART shown below for the effects of each turn of being out of supply on ground units. These effects may be partially ignored as follows:

- a) A unit may ignore all movement effects (for the current phase) shown on the SUPPLY EFFECTS CHART by increasing his "Supply Status" marker by one level at the start of the unit's movement. For example, in the exploitation phase, a motorized unit at U5 status (half movement in the initial phase with no exploitation phase movement) could increase its supply status marker to U6 at the start of its movement and use its full movement factor (which is halved unless it is also in reserve).
- b) All combat effects shown on the SUPPLY EFFECTS CHART may be modified by expending SPs. If additional SPs are

expended by the attacker to supply an attack or if the defender expends 1/2 SP times its base ZOC to defend (at the instant of combat), the "U#" of the affected units is improved by three levels for that combat. Note: Effects are in addition to the normal halving of the attacker if SPs are not expended for combat. For example, a defending stack with a partial ZOC (before supply or terrain modifiers) at U5 would be reduced to U2 by spending 1/4 SP (1/2 SP x 1/2 for partial ZOC). An attacking 20 point stack at "U7" expending extra supply would be counted as being at "U4" which would give it a modified strength of 15. This would still be halved if normal attack supply was not expended.

17.B.2. EFFECTS ON AIR UNITS.

During each supply judgement phase, determine the supply status of all air units. Air units are affected by their supply status as shown below:

- a) Any air unit at "U1" or higher status, increases the U# by one when they land after flying any air mission.
- b) Any air unit at "U1" or higher that uses airbase capacity to improve its operative status without an ARP expenditure, increases its U# by one.

17.C. OUT OF SUPPLY PROCEDURE.

If a friendly unit is out of supply at the start of the player's supply judgement phase, a "U1" marker is placed on the unit. If the unit is in limited supply, place a "U0" marker on it.

If a "Supply Status" marker is on a unit and it is in an out-of-supply situation while defending against an attack of at least 1:2 odds, the "Supply Status" marker is increased by 1. For example, an out of supply unit with a "U2" marker on it, is attacked in the Soviet player-turn and does not spend 1/2 SP to defend at full value. The marker would become a U3 at the end of the combat phase. The marker would still increase by one level to U4 during the next German supply judgement phase. If the unit was in limited supply (U0), the marker would not be increased because of the attack.

If a ground unit has a "U1" or greater marker on it, is in an out of supply situation and makes an attack, it has its "Supply Status" marker increased by one level unless it expends SPs from a special or national supply source to make the attack. Note: An attacking U0 unit does not increase its U# even if no SPs are expended for the attack.

17.D. REDUCING THE SUPPLY STATUS MARKER.

A unit may reduce the "U#" marker in two ways as described below:

17.D.1. RETURNING A UNIT TO A FULLY SUPPLIED STATE.

When a unit returns to a state of full (not limited) supply, the "U#" marker is reduced by two at the end of the friendly supply judgement phase. The marker is removed upon reaching U0. If the unit is in full supply, the unsupplied level will never increase. For example, if a Axis unit was at U7 due to bad weather reducing the supply range, and then became in full supply (in the next supply judgement phase) due to the weather becoming clear, the U7 would reduce to U5 in the same Axis phase as it was judged to be in full supply. It would then reduce by 2 in each Axis supply judgment phase until U0 is reached at which point it is removed. If the unit made an unsupplied attack during this time, the "U#" marker would not be increased as the unit is in full supply.

17.D.2. REDUCTION BY THE USE OF SPECIAL SUPPLY.

If a unit is out of supply and is being supplied only by supply points, the "U#" marker will increase by one as usual during the appropriate supply judgement phase. It will be reduced by a maximum of two, due to the expenditure of SPs during the supply expenditure step. If reduced two levels

when initially at U1, or one level when initially at U0, the unit is now classed as being in full supply.

Supply points may be expended by both players during either supply judgement phase but only once per phase. (I.e., Unit's may only be reduced by two unsupplied levels during any supply expenditure step.) An expenditure of 1 SP reduces 12 REs by two levels or 24 REs by one level. Fractional SPs may be expended (use 1/2, 1/4, 1/8, and 1/6 SP markers). *Note: Air units are 1 RE each.*

Example: An Axis division and three regiments (5 REs) at U5 status, are in an out of supply hex at the start of the German supply judgement phase and so will be increased to U6. The Axis expends 1/2 SP to resupply the units and reduces it to U4 status. During the Soviet supply judgement phase, the Axis elects to expend another 1/2 SP (trying to speed up the resupplying process) and reduces the "Supply Status" marker by two to U2 status. In the next German supply judgement phase the marker increases to U3, but the German again spends 1/2 SP and reduces it to U1. During the Soviet supply judgement phase the German again expends 1/2 SP reducing the marker by two levels. The first level would be to U0 and the second would be Full Supply. This would allow all mot/art units full movement until the next Axis supply judgement phase. If the German had not spent the 1/2 SP during the Soviet supply judgement phase but had delayed it to the German player-turn, the marker would have increased to U2 and then been reduced to U0.

17.E. ELIMINATION DUE TO ISOLATION.

If, after expending SPs for resupply, during a friendly supply judgement phase, a player's units' are isolated, in an enemy ZOC, and are at a U1 or higher level, the units are checked for elimination. (They need not have been isolated in the preceding turns.) One die is rolled for the unit, modified as shown on the SUPPLY EFFECTS CHART (due to weather, terrain, and unit type). The unit is eliminated if the resultant number is equal to or greater than the elimination roll shown on the SUPPLY EFFECTS CHART as modified by the ELIMINATION ROLL MODIFIER CHART. If the unit forms a cadre or remnant, it is reduced to its cadre or remnant strength.

Die roll modifiers for a fortress apply only in two cases:

- 1) If it started the game owned by the player and has never been owned by the other player any time.
- 2) If the fortress was improved by the current owner.

Table 2 Elimination Roll Modifiers

ELIMINATION ROLL MODIFIERS	
ANY WEATHER:	DIE MODIFIER
Full hex city or Fortress#	-4
Partial hex city	-3
Dot city	-2
Reference city	-1
Fortification (Any kind)	-1
FROST WEATHER:	DIE MODIFIER
Major city or Fortress#	+0
Other terrain	+1
ANY SNOW WEATHER:	DIE MODIFIER
Major city or fortress	+0#
Dot or reference city	+1
Other terrain	+2
SPECIAL WEATHER ZONES:	DIE MODIFIER
Arid weather zones	+2
Arctic Weather zones	+1
ENEMY ZOC EFFECTS:	DIE MODIFIER
Double ZOC	+2
Full ZOC	+0
Partial ZOC	-2
No ZOC	-4
UNIT TYPE:	DIE MODIFIER
Ski units.	-1
Cavalry units	-3
Finnish non-divisional units	-1
Soviet units before March 1942.	+2
Soviet units after March 1942.	+1
Italian non-c/m units.	+3
Italian c/m units.	+2
Italian units stacked with German units.	-1

Fortress modifiers only apply in two cases as per Rule ???.
 Note: All modifiers are cumulative.

Example: A Soviet unit defending in Brest-Litovsk in snow weather before March 1942 has the following modifiers to its elimination roll if it is isolated and in an enemy partial ZOC: -4 for fortress, -2 for dot city, +1 for dot city in snow weather, +2 Soviet unit before March 42, -2 for being in an enemy partial ZOC and +0 for a fortress in snow weather. The final total is -5 to the die roll.

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