19. SUPPLY POINTS & STRATEGIC RESOURCES.

(V 11.07.29)

Supply points and strategic resource points are used for construction, combat, and related purposes as described below.

SRPs do not count against stacking, do not have combat strengths, and do not have ZOCs. The owning player may freely build up or break down SPs/SRPs any time if the total number of SP/SRPs in each hex does not change. *For example, a player may break a "5-point SRP" marker down to five "1-point SRP" markers.*

Friendly-owned SPs and SRPs in a hex captured by the enemy may be destroyed or captured as shown on the SUPPLY AND RESOURCE CAPTURE TABLE (Rule ???).

When SPs/SRPs are received as reinforcements in a theatre, they may be placed in the nation's supply source or in any hex connected by a high-volume rail line to it.

19.A. SUPPLY POINTS (SPs).

Supply points are used to attack, create "Offensive Chit" markers, act as a special supply source, put units in reserve, and pay for surprise turns or for certain engineering costs. Each country has a national supply point pool from which SPs are moved to different fronts/depots or used for construction.

An SP is 3 REs in size and has no heavy equipment. SPs may be placed in depots or carried on units or supply units.

19.A.1. COMBAT SUPPLY.

SPs or offensive chits (Rule ???) must be expended for all full strength combats where the defender is a non-partisan unit that would exert a ZOC in **the hex it occupies** as described below.

- **a)** **Double or triple ZOC:** Basic supply is expended.
- **b)** **Full ZOC**: Half the basic SP expenditure is required.
- **c)** **Partial ZOC:** One quarter the basic SP expenditure is required.
- **d)** **No ZOC:** No supply expenditure is required.
- **e)** **Overrunning Units:** Supply does not have to be expended for units performing overruns unless the player chooses to do so (Rule ???). Half the normally required supply for an attack is expended in this case.

If the required SPs are not expended, the attacker's strength and AEC are halved for combat. *Note: Some attacking hexes may be fully supplied while others are not. This is the players choice.*

19.A.1.a. BASIC SUPPLY POINT EXPENDITURE.

For an attack to be supplied, each attacking stack must spend 1 SP as its basic cost (modified as above). This SP must come from a major depot (Rule 15.H.1) or a special supply source as per the SUPPLY LINE SUMMARY.

If the SP is to come from a major depot, the attacking units must be able to trace full supply from an HQs supply head attached to the depot. The player then removes the required SPs from the depot. He may use either the supply net or regular rail to immediately replace the expended SPs in the depot. The naval supply net may also be used as long as it is not tracing through enemy-exerted danger zones. *For example, if 2 SPs were needed for an attack and the major depot supplying them was on an uncertified rail line, the rail capacity used from either the supply net or the regular net would be 24 REs worth (2 SPs x 3 REs each x 4 for the uncertified rail line). If the depot was on a high-volume rail line, only 6 REs of rail capacity would be used. If the depot was tracing down a rail line to a port and then by sea, it could not pass through any enemy-exerted danger zones. If it did, no SPs could be removed from the pool and placed in the depot.*

If there are not enough SPs in a major depot to supply an attack, the player can also use SPs from the national pool by spending the rail capacity necessary to rail them to the depot (in effect, using additional capacity).

See Rule ??? and Rule ??? for the procedure for expending supply for amphibious assaults and air drops.

19.A.1.b. TERRAIN EFFECTS ON ATTACK SP COST.

Certain types of terrain such as cities and forts require an additional supply expenditure when being attacked (see the Terrain Effects Chart). *For example, an attack on a dot or reference city spends one extra SP; a partial hex city, two extra SPs.*

19.A.1.c. WEATHER EFFECTS ON ATTACK SP.

Certain types of weather (see the appropriate TERRAIN EFFECTS CHART) cause the total supply expenditure for an attack to be doubled or tripled. *For example, a two hex attack (2 SPs) on a full city hex (3 SPs) with a fort in it (1 SP), in heavy mud weather (triple), gives a total cost of 18 SPs ([2+3+1] x 3).*

19.A.1.d. "PLANNED ATTACK" DIE MODIFIERS.

The attacking player may use extra supply to gain artillery effects (Rule 11.K).

19.A.1.e. LONG RANGE ARTILLERY.

Long range artillery have special supply requirements as per Rule ???.

19.A.2. SP COST TO ENTER RESERVE.

It costs any stack of units one SP to be placed in reserve (Rule ???). Off-map reinforcements may be placed in reserve by spending one SP per stack of units that rail onto the map and end the turn together, or move half their movement allowance on-map and end the turn together.

Overstacked units in a hex may be placed in reserve by expending an additional 1 SP. SPs used to place units in reserve must come from a special supply source or from a major depot. The player may then either remove the SP from the depot or use either rail net to replace the SP in the depot.

When an offensive chit is expended, any single stack within range of the controlling HQ may be placed in reserve with no SP cost (Rule ???).

19.A.3. AIR MISSIONS AND AIRBASES.

If an airbase is not in full supply, it requires SPs to fully resupply it for one complete turn in the same manner as ground units. This does not change the U# status but allows full strength missions to be flown and air units to be made operative. The SPs may be used during either player-turn. Use a "Supplied Airbase" marker if SPs are used in the player-turn.

All airbases and air units count at the following rates when counting REs for supply purposes.

- **1)** Each air unit counts as ½ RE.
- **2)** Each point of airbase capacity counts as ½ RE.
- **3)** Strategic airbases and the units on them count double.
- **4)** *Note: An airbase is counted as one unit. Partial capacity may not be supplied. For example, two inoperative and one extended air unit on a 3-capacity airbase wold count as 3 REs for supply purposes.*

Transfer missions may still be flown from an airbase if it is out of supply.

19.B. STRATEGIC RESOURCE POINTS (SRPs).

Strategic resource points (SRPs) are used in the construction of forts and airfields, to increase a player's rail capacity, to repair demolished bridges, damaged ports and marshalling yards, to upgrade roads to rail lines, and to pay for surprise turns.

Each depot or theatre/front has a central pool of SRPs out of which any unisolated unit in full supply may draw for any reason. An "SRP" marker is used as a marker for strategic resource points. Each SRP is 3 RE in size for transport purposes and is classed as having heavy equipment (Rule ???).

19.B.1. STRATEGIC RESOURCE POINT RECOVERY.

A player may recover SRPs by dismantling forts and permanent airfields. Construction units' may dismantle unisolated forts or permanent airfields. (Dismantling is similar to construction; see the ENGINEERING SUMMARY.) Each type of fort counts as one level of construction when being dismantled.

Each dismantled fort or airbase generates ⅓ of its initial cost. *For example, a fortified zone would reduce to a fortified area which would reduce to a fort which would reduce to nothing. This would recover 1 SRP (3 x ⅓).* The recovered SRPs are placed on the turn track so as to arrive one turn following the dismantling of each level of the installation. Quick-demolition may be used when dismantling.

19.C. SUPPLY DEPOTS.

There are two kinds of supply depots in the game; major depots (Rule 15.H.1) and minor depots (Rule ?).

19.D. CONSTRUCTION REQUIREMENTS.

The ENGINEERING SUMMARY shows the number of SPs or SRPs required for construction. No rail capacity is used when this supply is expended if the hex under construction is in full supply. It is merely removed from the theatres pool.

If a hex under construction is in a limited or out of supply situation, either the SPs/SRPs needed for construction must come from an on map depot, or rail capacity must be used for the expended SPs/SRPs. This may also increase the time required and the cost (Rule ???).

19.E. SURPRISE TURN REQUIREMENTS.

Both SPs and SRPs are needed to perform a surprise turn as per Rule ???.

19.F. SUPPLY & STRATEGIC RESOURCE MOVEMENT.

Supply and strategic resource points may be railed, carried by ships, air units, or by supply units. *Note: Units cannot carry SPs or SRPs and use rail movement or be themselves carried by another unit. For example, a truck could carry 1 SP to a port but when loaded on to an NT, the truck and the SP would each need to count their own REs of capacity.*

19.F.1.a. SP/SRP MOVEMENT BY SUPPLY UNITS.

Supply units may load SPs and SRPs from a friendly railhead connected to a national supply source or from a depot. For each SP/SRP loaded from a railhead, expend rail capacity (multiplied by the appropriate number based on the type of railhead) equal to its RE size from the supply net. *For example, a truck loading 2 SPs from a railhead on a low-volume rail line would use 12 REs of capacity (3 REs x 2 SPs x 2 (for the low-volume railhead)). Note: The rail capacity is only used if SPs are removed from a supply pool or moved to the railhead, not if they are merely transferred from the depot to the supply unit.*

Supply unit's may carry up to 24 REs of SRPs or SPs in any combination. This does not affect their movement allowance. A supply unit must spend 1 MP for every 3 REs (or fraction thereof) of SRPs or SPs that it loads or unloads. *Note: A supply unit that distributes SPs for combat or to supply units, depletes itself and gets a "+1 MP" marker for each distributed SP.*

19.F.1.b. SUPPLY MOVEMENT POINT (SMP).

Each side has a number of SMPs, as shown in the orders of battle. The number of SPs times the number of supply line points moved cannot exceed a player's SMP number in a front/command during a turn.

Fractional SPs may be moved but the total SLPs moved may not exceed a player's SMP number. *For example, if a player had 10 SMPs he could move 1 SP 10 hexes down a road, 1 SP 3 hexes off-road in clear terrain plus 1/6 SP 6 hexes down a road, or two ½ SPs 10 hexes each down row different roads. He could not move half an SP 20 hexes down the road.*

19.F.1.c. STRATEGIC SUPPLY MOVEMENT POINTS.

Unused SMPs may be converted to strategic SMPs at the end of any turn. Record on each fronts STRATEGIC SMP TRACK. All unused strategic SMPs are lost at the end of each months turn 4.

SPs and SRPs being transported by strategic SMPs may only be moved down roads or track. They may not enter the battle zone (Rule ???).

Note: Strategic SMPs are designed to be used as a time saving measure on quiet fronts when supply does not need to be moved each turn.

19.F.1.d. RAIL MOVEMENT OF SPs and SRPs.

SPs/SRPs may be railed either on the regular or supply rail net. An SP or SRP may move by rail by itself moving the same as a rail-only unit.

19.F.1.d.1. REGULAR RAIL NET.

SPs/SRPs may be railed anywhere on a friendly rail net during the initial movement phase. Two "Rail Cut" markers in the same hex may not be crossed while railing SPs/SRPs. *(Note: Regular supply for units may not be traced through a hex with two cuts as it is impassible).*

To move SPs/SRPs by rail, a friendly high-volume rail hex is picked with no breaks or cuts between it and the national supply source. Remove the SPs/SRPs from the appropriate pool and place them on the map using rail capacity from the **supply net** to do so. Using the **regular rail net**, they are then railed normally using strategic rail movement (100 MPs), spending the proper amount for breaks and cuts. If the rail line is broken or cut in several places, this could take several turns.

SPs/SRPs are placed on the map under an "Entrained" marker while rail movement is occurring may not be used for any purpose.

19.F.1.d.2. SUPPLY NET.

Each country's supply net capacity is five (or three) times its regular rail net capacity (counting all permanent capacity increases). This may not be temporarily increased by spending SRPs. The supply net is only usable during combat phases to replace SPs expended from depots. It is usable in the initial movement phase to place units in reserve or to place SPs on the map so as to move them by other means. Any remaining capacity is used in the supply movement and judgement phase to move additional supplies to the front.

19.F.1.e. SP/SRP MOVEMENT BY AIR & NAVAL UNITS.

19.F.1.e.1. REGULAR AIR AND NAVAL TRANSPORT.

SPs and SRPs may be carried by air and naval units as per Rule ??? and Rule ??? respectively. They may take losses as described in these rules.

19.F.1.e.2. NAVAL SUPPLY NET.

Each country's naval supply net capacity in a sea zone is equal to the number of NTs available for naval transport in the sea zone. *Note: NTs used for HQs and port SLP reduction are not available for this purpose as they are not available to transport units. For example, in most War in the Desert scenarios, the British have 10 NTs available to use over and above those required to be stationed in port for HQs. As these are available for use anywhere in the Mediterranean Sea, the Allied player could decide his naval supply net would be 10 in one sea zone, five in two sea zones, or any other combination totalling 10.*

The naval supply net is available for use in the supply movement and judgement phase to move additional supplies to ports in the sea zone. SPs or SRPs moved in this manner must still roll on the ANTI-SHIPPING TABLE (Rule ???)

When using the naval supply net, the maximum number of REs that may be disembarked at a port is equal to the ports operational capacity.

19.F.1.f. RETREATING UNITS AND SRPs.

When retreating, supply units may carry SPs and SRPs if they are already loaded. *For example, a truck with 5 SRPs loaded, stacked with a depot with 10 SRPs, is attacked and forced to retreat. It could take the 5 loaded SRPs with it while retreating. The 10 SRPs in the depot would be destroyed or captured.*

19.G. CONVERSION TO AND FROM SPs/SRPs.

SRPs may be converted to and from SPs as shown below:

1) Each 10 SPs convert to 1 SRP.

2) Each SRP may be converted to 2 ½ SPs.

Conversions may be done at the end of the supply judgement phase as long as the required SPs or SRPs are in a pool or a depot. *Note: The converted points may not be used or moved during the phase they are converted.*

19.H. CAPTURE/DESTRUCTION OF SPs OR SRPs.

A player may voluntarily destroy his SPs and SRPs anytime during his player-turn.

Supply points and SRPs may be captured if the depot they are in is occupied (or destroyed) by enemy units or the supply (or combat) unit that is carrying them is destroyed. Roll on the SUPPLY AND RESOURCE CAPTURE TABLE for each depot, supply unit, or combat unit captured or destroyed. Round down captured SRPs to the nearest ⅓ SRP or 1/12 SP. Captured SPs or SRP are treated for all purposes as the player's own SPs or SRPs.

Table 1 Supply and Resource Capture Table

SUPPLY & RESOURCE CAPTURE TABLE

DIE	EFFECTS
1	100% captured,
2	75% captured.
3	50% captured.
4	25% captured.
5-6	None captured.

Modifiers (may be declined by appropriate player):

-1	German capture of depot before Jan 1 43.
-1	Capture occurs in an arid weather zone hex.
-1	If depot or supply unit has been overrun or the attacker has gotten an "OR#" combat result on the hex.
-1	Invasion surprise turn (or the first surprise attack against country).
-1	Commandos involved in capture.
-1	Airborne or amphibious operation captures points.
-1	For each two (rounded up) "+# MP" markers on defending units in the hex.
+1	If the capturing units total less than 1 RE in size.
+1	If one of the defending units was a division
+1	If the defending units were in a fort or fortification.
+1	For each two (rounded up) "+# MP" markers on the attackers units in the hex before the advance is made.
+3	If captured in the exploitation or reaction phases.

Note: Round down to nearest $^{1}/_{12}$ SP or ⅓ SRP.