

“SUPPLIES”



Supply Status: Land and air units must be “in supply” in order to attack. Ships at sea, and their aircraft and cargo are always in supply.

Out of Supply: A unit that is out of supply may not attack. It may move, but only in non-combat movement and only to a zone that is in supply. A unit that is out of supply suffers a -1 on its defense.

Tracing Supply: In order to be “in supply” you must trace a supply line from units in a zone to any zone in your home country.

Nation	Home Country
Germany	All mainland Germany (excluding East Prussia)
Italy	All Mainland Italy, excluding Sabrina, Scicily.
Japan	Mainland Japan (Honshu and Hokkaido)
Great Britain	All of mainland Great Britain, Canada, South Africa and Australia
USA	All USA (Excluding Hawaii, Alaska)

France	All Mainland France (Excluding Corsica)
Soviet Union	All Mainland Soviet Union (Excluding Sakhalin Island)

What Blocks Supply Across Land Zones:

- An enemy held or neutral territory.
- A Partisan in an occupied territory
- Any impassable terrain

Overseas Supply:

- You may trace supply across *one* path of sea zones which can be any length. You may not trace across land, sea and then back through sea zones.
- When tracing supply through sea zones the path must be traced to the home country capitol from the unit across any number of eligible zones.
- When tracing supply you must trace it via the shortest route (in zones, not actual distance). Where two routes are equal you may choose which ones.

What Blocks Supply Across Sea Zones:

. Supply is blocked if;

- The path passes through enemy held straights.
- Supply is possibly blocked by the presences of enemy ships. Each time the supply line passes through a zone that
 - (a) Contains only enemy warships or submarines or

(b) Borders a convoy box that contains only enemy warship ships or submarines

- If supply line passes through zones described in a or b above the units there make *one* interdiction roll to cut the supply line (<7 on a D12).

Naval Vessels: Are always in supply.

Supply Tokens: Supply tokens are produced at factories and move at the same rate of any unit they are stacked with and cost 1. They may be freely transferred among units in the same zone. Bombers (or air transports if you are using them) may drop supply tokens. Ships at sea may transfer a supply token to a unit on shore. A supply token may be used in any of the following ways;

- A supply token may be expended to keep any number of units stacked with it in supply until the players next turn.
- An artillery unit may expend one (and only one) supply token to increase its attack value by +2.
- An aircraft may expend a supply token to extend its non-combat movement range by 2 for one move.
- A partisan unit (see previous post) may expend a supply token to become a regular infantry unit.

An Example of Supply:

The United States lands units in occupied Western France. The Germans have a submarine prowling in the convoy box that borders both possibly US supply lines. The US forces want to attack but their supply is possibly interdicted. The German player makes a roll of "2" to interdict the US supply line (succeeding) and thus the US player cannot do anything with

those forces. The US could have sent a supply token with their forces and avoided this problem.

The Soviets have a Partisan unit (see previous marker post) in the Ukraine. This blocks the German supply line for forces further West. The Russians use an air transport to drop a supply token on the partisan unit, converting it into an infantry unit.



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Optional rules and House rules have been a part of gaming since the beginning. To continue this tradition, the staff of HBG have compiled some of our favorites from all over the Internet as well as what we use in our games at home. We not only want to provide our customers with a high quality product, but also offer suggestions on how to implement these pieces into your game. Several rules are outlined in a detailed format so that you might take them at face value, and enjoy. Others simply point you in a general direction. We encourage you to use these rules as a guideline to creating your own house rules. Thank you for your patronage.

The HBG Staff

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We would love to hear from you! If you have house rules or ideas you'd like to share, send them to us. If we love it, we'll post here with the others. Send your rules to:

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