

Attrition Table

(12.8)
Roll once per stack of one or more units per Supply Phase for each stack determined to be Out of Supply. Roll on the column of the **best** OOS Action Rating unit in the stack.

		Action Rating						
		5	4	3	2	1	0	Result
Two Dice Roll	2-8	2-7	2-5	2-3	2	—	—	No Loss
	9-10	8-9	6-7	4-5	3-4	2-3	—	-1 Step
	11	10	8-9	6-7	5-6	4-5	—	-2 Steps
	12	11	10-11	8-9	7-8	6-7	—	-4 Steps
	13+	12+	12+	10+	9+	8+	—	-All Steps

Die Roll Modifiers:

+3 if 5 steps or more in the hex.

Dump Blowing Table

(12.11a)

Die	% Destroyed
1	25
2-3	50
4-5	75
6	100

Capture Table

(9.14)

Roll whenever enemy units enter the hex and no friendly units are also in the hex.

Die	Dump (on Ground) ²	Trucks (and loaded SPs) ^{3,5}	Wagons (and loaded SPs) ^{4,5}
1	0	0	0
2	25	0	0
3	25	25	25
4	50	50	50
5	50	50	75
6	75	75	100

Notes:

- Roll for each category in the hex separately. Number is % captured. Handle the remainder according to the following.
- Remainder is destroyed.
- Remainder displaces up to 10 hexes.
- Remainder displaces up to 5 hexes.
- Captured portion includes the vehicles the dump might be with. These are converted into friendly counters and can move during the current phase, if captured during the Movement Phase.

Important: Extenders are never captured, but “collapse” to any hex within their draw range if an enemy unit enters their hex (9.14c). An extender may also “collapse” if it loses Trace Supply (12.7d).

Rail Transport

(13.3)

Capacity. Each side has a rail capacity given (if any) in the Game-Specific rules. This capacity can move combat units, Transport Points, and/or SPs (as modified by Transportation Equivalents rule).
Rail Connections. Rail transport begins and ends in detrainable hexes (13.3c), and must follow a path of functioning rail hexes connecting those locations. Rails blocked by enemy combat units or ZOCs (or of the wrong gauge) cannot be used for rail cap movement.
Phasing. Rail Transport is during the Movement Phase only, with connections checked at the instant the movement takes place. Combat units must be in Move Mode and can move up to half their MA before entraining. No movement is allowed after ending the rail move.
RR Repair units (13.3g). These special units can entrain/detrain in any rail hex, can be in Combat Mode, and move after a rail move.

Shipping

(19.0f)

Capacity. In some games, each side has a shipping capacity given in the scenario rules. This capacity can move combat units, Transport Points, and/or SPs (as modified by Transport Equivalents rule).
Shipping Connections. A naval movement path (18.1c) is needed between the two ports. The capacity of each Port limits what can be shipped in and out in a single phase. (Exception: a port with a capacity greater than 0 (19.0a) can opt to use its full capacity to load/unload any single ground unit.) Unnegated EZOCs reduce a port’s capacity to zero.
Phasing. Shipping is during the Movement Phase only, with connections checked at the instant the movement takes place. There is no movement allowed before or after being shipped, and combat units must be in Move Mode.

Supply Summary

Ground Units: Only Combat Units need supply, never non-combat units.
Aircraft: Only need Refit Supply.
Ships: Never need supply.

Supply Level Effects

Supplied: All values Normal
Out of Supply: Mark the units found to be Out Of Supply and check them for Attrition (12.8b)

Effects: With Combat Supply, units marked Out of Supply attack and defend at half strength. Without Combat Supply, such units cannot attack or barrage, and they defend at 1/4 strength. OOS units have no ZOC.

Action Ratings, Barrage strength, and Movement are **unaffected** (given other supply concerns, such as Barrage supply or fuel).

Direct Draw (12.3a) Always 5 Truck MPs from drawing unit back to the needed supplies.

Throw (12.3b) HQs can first Draw supply and then throw it a number of MPs equal to their Throw Range to where needed. Use mobility type indicated on HQ (usually Truck MP).

Any need of SPs can be satisfied by either the Direct Draw of the SPs or throw by an HQ.

Supply Path Movement: Pay normal terrain costs when tracing draw and throw paths (but never apply weather effects that would increase this cost). Path can be through enemy aircraft, ships, or non-combat units, but never through enemy combat units. Unnegated EZOCs block truck and rail paths.

Adjacent Hex Provision (12.3c) Supply Path Movement only needs to reach a hex adjacent to the supplies for Draw, and only needs to reach a hex adjacent to the unit for Throw.

Operational Combat Series:

v.4.1a Charts & Tables

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Fuel Supply

(12.5)

Required to move Combat Units with Truck or Track MPs (Advance after combat and retreat do not need fuel.)

Pay 1T to move one counter, or

Pay 1 SP to flip a Formation marker (3.6) to its fueled side. All units in the multi-unit formation are now fueled until next friendly Clean-Up Phase.

Pay 1 SP to place a fuel marker on an HQ. All independent units within that HQ’s throw range are now fueled until next friendly Clean-Up Phase. (12.5e)

Trace Supply

(12.6)

Connections. Draw can be to a Supply Source, or to a detrainable hex, or Extender connected to a Supply Source.

ZOCs (12.6b) A unnegated EZOC shuts down a Supply Source.
Eating Off The Map (12.6e) If no Connection is available, 1T per 2 RE can keep combat units in a given hex in supply. (Exception: Strat Mode units cannot eat off map.)

Miscellaneous

Blowing Dumps (12.11). This can be done during friendly Movement, Reaction, or Exploitation Phases.

Capturing Dumps and Transport Points (9.14b and 9.14c). See the Capture Table.

Refit Air Base (15.1). Inactive aircraft refit at rate of 2 units per Air Base Level. Refit costs 1T (Direct Draw or Throw) per base.
Air Base Construction (15.3). Build/improve one Level costs 1 SP.

Hedgehog Construction (16.0a). Build/improve one Level costs 2 SPs.

Port Repair (19.0d). Repair one Hit costs 1 SP.

Loading & Unloading Costs (13.2f). 10% of Transport’s MA.
Requirements: A Transport Point can load in any hex. Transport points can only **unload** in hexes which contain one or more of the following: friendly Combat Units, port, Air Base or an existing unloaded Supply Dump.

Anti-Tank Effects

(9.4e)

In some situations, a x2 Terrain Effect for attacking Armor or Mech is reduced to x1.5. This occurs when the defender’s hex has the **same or higher** level of AT Effects.

A) Heavy AT Effects are given to hedgehogs, all Yellow-coded units, Red-coded units with a Tank Symbol (such as a Soviet Tank Brigade), and units with an Anti-Tank or Anti-Aircraft symbol.

B) Light AT Effects are given to Red-coded units which **do not** have a Tank Symbol (such as Panzergrenadiers).

C) No AT Effects are given to all other unit types.