

Section 2: Supply System

V2.00 Supply System

- V2.01 Central to any war effort is logistics and supply. As ships encounter combat or extended duties, they consume fuel, spare parts, expendable weapons (*e.g.* drones, ADDs) and suffer crew casualties. Without a steady stream of fuel, replacement crew and spare parts, operational effectiveness suffers or drops to the point of uselessness.
- V2.02 The actual supply system is **much** more complex and intertwined than shown here. **For game purposes and the sake of simplicity**, the supply system has been expressed in **extremely** simple terms. An analysis may prove that this simplistic expression renders the strategic supply system vulnerable to failure. This is correct. Throughout the history of warfare, from the time of the Roman legions to the first Persian Gulf War to the Battle of Deneb V, supply problems have always been a foremost difficulty of any military effort.

So an army perishes if it has no equipment, it perishes if it has no food, and it perishes if it has no money.

- Sun Tzu

V2.10 General Rules of Supply

- V2.11 Supply status is evaluated at two Segments (4A1) (4A4) during each Movement Phase of the Strategic Turn, and again at the Repair Segment (4B2) of the Turn. These are noted in the Sequence of Play [V1.00].
- V2.12 A unit is either “In Supply” and receives all the benefits of that status, or is “Out Of Supply” [V2.40] and suffers accordingly.
- V2.13 The Orion Pirate has the ability to disrupt Supply Lines [V19.80] and render units Out Of Supply, even when they meet all the normal qualifications of being In Supply [V2.20]. The ability is peculiar to the Orion Pirates. Also, Random Events may render a unit or units Out Of Supply that might have otherwise been In Supply.
- V2.14 A Base, FRD or Star System may only be rendered Out Of Supply if the Province (or Hex) it occupies is cut off from the Owing Team's Supply Grid (*i.e.* it is completely surrounded). Even if this occurs, the Base, FRD or Star System remains a Supply Point if it has sufficient Cargo resources, as shown in **Annex V-F: Base Augmentation Modules and Pods**. It may continue to function as a Supply Point for as long as the units using it can be supplied under V2.60.
- V2.15 The Orion Pirates, who lack Bases on the Map or the ability to claim

Star Systems for themselves, are considered to always be In Supply. Similarly, Monsters and Alien Ships are also considered always In Supply.

V2.20 Supply Grid and Supply Points

- V2.21 A Supply Point is any friendly Star System or Base that is, itself, In Supply. Additionally, the entire back edge of the map (*i.e.* the Hex row furthest away from the border) is considered Supply Points for the Team that originally held that part of the map.
- V2.22 A Supply Point not listed in V2.14 is In Supply if it is connected to the Owing Team's Supply Grid [V2.23].
- V2.23 The Supply Grid is the collection of Strategic Hexes that a Team owns and which stretches from (and includes) any Supply Point to any unit belonging to that Team (does **not** have to be the most direct or shortest route).
- V2.24 Per V2.14, a Star System that is Out Of Supply is still considered a Supply Point for any friendly units stacked in its Hex. Such units are In Supply so long as they stay in that Strategic Hex. This also applies to Mobile Bases, Base Stations, Battle Stations, and FRDs.
- V2.25 During the process of claiming a Province [V3.50], the Strategic Hexes that are visited by the claiming unit are considered part of the claiming Team's Supply Grid.

V2.30 Determination of Supply Status

- V2.31 A unit is In Supply if it occupies a Hex that is part of the Team's Supply Grid [V2.23]. Otherwise it is Out Of Supply and suffers according to V2.40.
Exception: Star Systems and Bases [V2.24] and Units using Cargo [V2.60].
- V2.32 Supply Status is determined at three separate points in the game. The first is just prior to Strategic Movement (4A1) in the Movement Phase of the Sequence of Play [V1.00]. Any unit not In Supply has its Operational Movement affected as per V2.41.
Exception: Units using Cargo [V2.60]
- V2.33 The second is just prior to combat (4A4). Any Battle Hex formed is considered eligible to be part of the Supply Grids of **both** Teams until the conflict is resolved (at which time the Hex ceases to be eligible to be in the Supply Grid of the losing Team). Naturally, the Battle Hex must adjoin at least one other Hex that is part of a given Team's Supply Grid in order for that Team's units to be In Supply for the battle.
Exception: Units using Cargo [V2.60]
- V2.34 The last time supply status is determined is during the Turn's Repair

Segment (4B2). Ships not In Supply at this time may not perform Campaign Damage Repairs [D9.4].

Exception: Units using Cargo [V2.60]

V2.40 Effects of Being Unsupplied

- V2.41 All units that are Out Of Supply during a Movement Phase of the Strategic Turn are penalized by an increase in their Strategic Movement Cost [V8.13].
- V2.42 Units that are Out Of Supply may not replenish mines, Fighters, probes, T-bombs, shuttles, drones, Officers [V17.00] or crew units during the Turn's Repair Phases. Note that some ships carry spare shuttles, drones and/or other equipment in storage - these spare units in cargo may be used to replace combat losses, but will not themselves be replenished. See V2.60.
- V2.43 Ships that enter a Battle Hex while Out Of Supply cannot disengage by acceleration (but may use disengagement by sub-light evasion or by separation normally). See C7.0.
Exception: Units using Cargo [V2.60]
- V2.44 Ships that are Out Of Supply cannot use Campaign Damage Repairs [D9.4], Cloaked Movement [V8.50], or Emergency Movement [V8.40].
Exception: Units using Cargo [V2.60]
- V2.45 Mobile Bases, Base Stations, and FRDs that are Out Of Supply can only perform repairs - they may not modify ships. Battle Stations that are Out Of Supply may repair or modify ships. Starbases that are Out Of Supply may perform all functions except building, or rebuilding [V4.30], ships. The specific limits on Bases may not be overcome by Cargo [V2.60].

V2.50 Supply Convoy Composition

Definition

Supply Convoy: A collection of ships suitable to the purpose of resupplying a starship (or group of starships). It travels the path between the (nearest) Supply Point and the ship(s) being resupplied, on a regular basis. In actuality, a given supply line is serviced by several such convoys, each in almost continuous motion. For game purposes, these are expressed as a single convoy. [See V19.80]

- V2.51 Each Supply Convoy is composed of at least two (2) Small and one (1) Large Freighter, having a total Cargo capacity of 100 Cargo boxes. The

Convoy may include additional Freighters, Armed Freighters and/or Q-Ships, as determined by this sub-Section. Above and beyond those units, Supply Convoys also have Incidental Units [V16.70], and Teams may purchase Auxiliary Units to deploy in a Supply Convoy escort role [V15.20].

- V2.52 To determine the number and nature of Supply Convoy units in addition to the initial three (3) units defined in V2.51, total the per-Movement Phase Cargo box consumption of the ship, or stack, serviced by the Supply Convoy; this is the Cargo Factor (CF). Add the CF to the result of rolling one (1) die to obtain the number of Supply Convoy Augmentation Points (SCAPs). Multiply the CF by ten (10), then add 50, to derive the Required Minimum Cargo Capacity (RMCC).

EXAMPLE

A stack consisting of a Frigate (Size Class 4) and a Light Cruiser (Size Class 3) consumes three (3) Cargo boxes per Movement Phase under V2.60, and thus has a Cargo Factor of 3. If the die roll is a four (4), then for this stack, the SCAP is 7 and the RMCC is 80.

- V2.53 If a given supply line was successfully **intercepted** (whether or not the Orion Pirates successfully attacked the Supply Convoy) by the Orions on a previous Turn, then take the square root of the Cargo Factor and drop all decimals. If the result is non-zero, then add it to the SCAP.
- V2.54 The Team-Commander of the Owning Team must “purchase” additional Supply Convoy units that have sufficient Cargo capacity to meet the RMCC. These units are “paid for” using SCAPs, as shown in the table below:

V2.540 Table - Supply Convoy Unit SCAP Values:

SCAP Cost	Supply Convoy Unit
1	1 Small Freighter
2	1 Large Freighter
3	1 Small Armed Freighter
4	1 Large Armed Freighter or 1 Small Q-Ship
5	2 Small Armed Freighters or 1 Large Q-Ship

- V2.55 The additional units (*i.e.* not counting the initial 3 units of every Supply Convoy) must have a Cargo capacity (in boxes of Cargo) of at least the RMCC. For the purposes of this rule, Q-Ships have a Cargo capacity of zero (0).
- V2.56 The use of the term “purchase” in V2.53 should not be interpreted to

mean that Supply Convoy units selected under this sub-Section are Auxiliary Units [V15.00] or that they may be diverted to other uses/roles. The purpose of this sub-Section is to give a Team-Commander the opportunity to tailor Supply Convoys to specific stacks or situations, and thus introduce an element of variability for Orion Pirates attacking Supply Convoys.

EXAMPLE

Using the SCAP and RMCC values from the previous Example, a Team-Commander could “purchase” two (2) Small Armed Freighters (SCAP cost of 5) and one (1) Large Freighter (SCAP cost of 2), yielding a Cargo capacity of 100 (which is more than the RMCC of 80) with a total SCAP cost of 7. Alternatively, the Team-Commander could “purchase” one (1) Large Armed Freighter (SCAP cost of 4) and three (3) Small Freighters (SCAP cost of 1 each), yielding a Cargo capacity of 125 (which is more than the RMCC of 80) and a total SCAP cost of 7.

- V2.57 Players may purchase Auxiliary Units [V15.00] and deploy them in a Supply Convoy role [V15.20], assigning them to a specific Supply Line. Auxiliary Units have no effect on computing the SCAP or RMCC.
- V2.58 In the case of a stack, the assignment is made to the largest (or highest BPV) ship in the stack. If any ships break off from the stack, a separate Supply Line will service them.
- V2.59 If ships merge to form a stack, or add themselves to an existing stack, then any player-purchased Auxiliary Units [V15.00] assigned to that Supply Line are kept. Only one roll [V2.52] is made for a given stack to determine the Supply Convoy composition.

V2.60 Using Cargo While Unsupplied

- V2.61 A unit with undestroyed and stocked Cargo boxes may partially overcome the effects of being Out Of Supply, as defined in V2.40. A unit's undestroyed Cargo boxes are automatically “stocked” if the unit was In Supply the previous Movement Phase.
- V2.62 During any Movement Phase in which the unit is Out Of Supply as defined in V2.10, regardless of cause, the unit can overcome some of the effects of being Out Of Supply by “consuming” supplies in its cargo hold. Cargo boxes used by this procedure are no longer considered “stocked” and remain empty until the unit is back In Supply. The unit must “consume” supplies from a number of Cargo boxes equal to five

(5) minus its Size Class.

Exceptions: Bases and Auxiliary Units [V2.67-.68]

EXAMPLE

A typical cruiser is Size Class 3. To operate off of its Cargo boxes while Out-of-Supply, the cruiser would need [$(5 - 3) = 2$] 2 stocked Cargo boxes per Movement Phase (from itself or from a unit stacked with it).

- V2.63 If a Cargo box on a unit is destroyed in combat and subsequently repaired, it is not considered “stocked” until the Cargo box is repaired and the unit is In Supply.
- V2.64 A unit may supply not only itself using these rules, but any other units stacked with it. Teams may wish to purchase Auxiliary Units [V15.00], including Freighters, or built-to-the purpose repair/re-supply units, to travel with units or stacks in a Fleet Support role [V15.50] for conducting deep-penetration operations.
- V2.65 A unit re-supplying itself (or being re-supplied by another unit in the same stack) using V2.60 does not suffer the movement [V2.41], disengagement [V2.43] or repair [V2.44] penalties of being Out Of Supply, for as long as its supplies last. However, the unit still suffers the effects of V2.42, and may not replenish mines, Fighters, probes, T-bombs, shuttles, drones, Officers [V17.00] or crew units.
- V2.66 SFB rules permit units to specifically purchase stocks of some weapons (*e.g.* “50 spaces of drones”) for units to keep in Cargo. Cargo spaces thus used must be tracked separately and are not considered available to be “stocked” with the more general supplies needed for a unit to supply itself or others in V2.60. If Teams are willing to keep up with the accounting, partial Cargo spaces may be added together to form one or more fully “stocked” Cargo Boxes. For example, a pair of units might each have 25 spaces of drones, and while stacked together they could combine the remaining half-box of Cargo they have to be one Cargo box capable of being used under V2.60.
- V2.67 Bases, including Base Stations, Battle Stations and Starbases, but excluding Mobile Bases and System Activities Maintenance (SAM) stations; compute their Cargo consumption as do ships. Mobile Bases and SAMs use the same process, but divide the result by one-half when calculating their Cargo consumption.
- V2.68 Auxiliary Units [V15.00] deployed in a Picket role consume one-half of their normal consumption. Auxiliary Units deployed in Mine-Laying or Fleet Support roles consume Cargo normally. Auxiliary Units deployed with Supply Convoys are never Out Of Supply.

V2.70 Cargo Replenishment by the Orion Pirates

- V2.71 A unit unable to otherwise re-stock its Cargo boxes may be able to do so by purchasing supplies from a nearby Orion Pirate unit. An Orion Pirate unit must be deployed for Normal Movement [V19.50] in order to sell supplies to units of the other Teams (units Leased [V19.30] by a Team are engaged in military operations and don't have time to "go shopping" for other units).
- V2.72 When an Orion unit deployed for Normal Movement [V19.50] is in the same Hex (but not a Battle Hex) as a unit (or units) from another Team, the units may rendezvous if both Teams agree to do so (4B1). While at that rendezvous, the non-Orion unit (or units) may purchase supplies from the Orion unit and thus re-stock Cargo boxes. It is not necessary for play to drop down to the tactical level (although the players may do so if they wish; for example, to practice Cargo transfer [G25.2] between ships for use in future combat – note that such an exercise is for the benefit of the players, and does not constitute crew training).
- V2.73 Only general supplies (*e.g.* fuel, spare parts, and other relatively small items) may be purchased from the Orion unit. Specifically, Orion units may not supply mines, Fighters, T-bombs, special shuttles (*e.g.* MRS, GAS, HTS, SWACs), drones, Officers [V17.00] or crew units - indeed, were the Orion unit known to be in possession of most of those items, the other Team would be obliged to take the Orion into custody (Alliance), or blow up the Orion ship after seizing the captain (Coalition) to extract how they came to be in possession of restricted military equipment. However, an Orion unit may supply a probe and/or an administrative shuttle by selling one of its own (no more than one of each may be sold per Turn).
- V2.74 The Orion Pirate Team may not sell, or be Bribed [V19.20] to sell, defective equipment or supplies. Food and fuel purchased from the Orions will not be tainted, and spare parts (or a shuttle or probe) will function adequately.
- V2.75 The purchase price of the supplies is set by the Orion Pirate player. The other Team may accept the terms, make a counteroffer, or decline to pay the price (and thus not make the purchase). While it is technically possible for a purchasing Team to go to the tactical combat level and, when gouged by the Pirate player, attack and capture the Pirate unit (after somehow preventing Orion self-destruction) and thereby take the supplies they want, doing so is likely to ensure the Pirate player never sells anything to that Team, does them any favors, or abides by any Bribes (the Pirate might even start to sell services to the opposing Team at a steep discount).
- V2.76 For every 25 spaces of Cargo aboard the Pirate ship, one Cargo box

aboard a player unit may be re-stocked. This ratio is based on the assumption that the Pirate doesn't have to provide every possible need, just specific, critical items or supplies that the other Team is missing. Therefore, the Orion merely "rounds out" a unit's supplies with particular things, rather than completely filling the cargo hold.

- V2.77 A given Orion Pirate unit may not sell to other Teams on consecutive Movement Phases. Additionally, after re-supplying a unit (or units) from other Teams under V2.70, the Pirate unit must expend at least one Strategic Movement Point before being eligible to do so again.

EXAMPLE

An Orion Slaver unit deploys in the Neutral Zone for Normal Movement with an Operational Movement Allowance of 5 (it moves during Movement Phases 2, 4, 5, 7 and 8). During Movement Phase 5, it encounters a stack of Coalition units that were just cut off from supply due to a Random Event. The Coalition units purchase supplies from the Orion Pirate, who has 22 Cargo boxes (each with a 25-space capacity) and can therefore replenish 22 Cargo boxes among the Coalition units. The Orion unit may not sell again until after the next Movement Phase in which it expends a Strategic Movement Point – in this case, it is not eligible to sell supplies until Movement Phase 8.

- V2.78 When a Team purchases from the Orion Pirates under these rules, the amount due is paid in full, immediately. There are no returns or refunds. The Orion Pirate Team is not required to sell anything to any other Team. No other Team is required to purchase anything from the Orion Pirates. Monsters and Alien Ships will never engage in any purchase with the Orion Pirates. Different Orion units, each deployed for Normal Movement [V19.50], may sell to units of different Teams at the same time.
- V2.79 An Orion unit that successfully disrupts a Supply Line under V19.800 may not, during the same Strategic Turn, sell to any units of the Team it just rendered Out Of Supply. It may, however, sell to units of the other Team. Orion units that were not involved in a given Supply Line disruption may sell to the units that were rendered Out Of Supply by the disruption.

End of Section 2: Supply System