

# 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, and suffer crew casualties. Without a steady stream of fuel, replacement parts, and new crewmembers, 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 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 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 points during each Movement Phase of the Strategic Turn, and again at the Repair Phase 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" and suffers accordingly [see V2.40].
- V2.13 The Orion Pirate has the ability to disrupt supply lines and render units Out Of Supply [see V19.80], even when they meet all the normal qualifications of being In Supply [see 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 Units that are **always** considered In Supply, regardless of any other factors, are:
- a) Each StarBase;
  - b) Each of the original three star systems owned by each Team, if they have not undergone bombardment and were held by the original Team the previous Turn;
  - c) Units located in the same Hex as a Base Station, Battle Station, mobile base, FRD or planet claimed by the same Team, regardless of the supply status of the planet or base (see V2.24)

- V2.15 A star system claimed in the course of the game is considered In Supply only if it is connected to the owning Team's Supply Grid [V2.23]. Otherwise, the claimed star system is Out Of Supply. This rule also applies to mobile bases, Base Stations, Battle Stations, and FRDs.
- V2.16 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 owning 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 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.

#### V2.30 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].
- V2.32 Supply Status is determined at three separate points in the game. The first is just prior to Strategic Movement 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.
- V2.33 The second is just prior to combat. 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.
- V2.34 The last time supply status is determined is during the Turn's Repair Phase. 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, as described in 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.
- 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 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, Battle Stations, and FRDs that are Out Of Supply can only perform repairs - they may not modify ships. Base Stations that are Out Of Supply may repair or modify ships. StarBases are never Out Of Supply as per V2.14.

## V2.50 Supply Convoy Composition

**Definition**

A supply convoy, a collection of ships suitable to the purpose of resupplying a starship (or group of starships), travels the path between the StarBase 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 Small and/or Large Freighters and may include a number of Small and/or Large Q-Ships. There are also Incidental Units for convoys. See V16.70.
- V2.52 In the event that the Orion Pirate successfully intercepts a supply convoy as per V19.80, the Game Master will roll 1d6 and consult the following table [V2.53] to determine the composition of any given supply convoy. See also V2.54.

## V2.53 Table - Supply Convoy Composition:

- 1) 5 Small Freighters, 4 Large Freighters
- 2) 6 Small Freighters, 2 Large Freighters
- 3) 7 Small Freighters, 2 Large Freighters
- 4) 6 Small Freighters, 2 Large Freighters, 1 Small Q-Ship
- 5) 7 Small Freighters, 1 Large Freighter, 1 Large Q-Ship
- 6) 6 Small Freighters, 1 Large Freighter, 1 Large Q-Ship
- 7) 5 Small Freighters, 2 Large Freighters, 2 Small Q-Ships
- 8) 4 Small Freighters, 3 Large Freighters, 1 Small Q-Ship, 1 Large Q-Ship

## V2.54 Adjustments for additional ships

- V2.541 If a supply line services more than one ship (*i.e.* services a stack of ships), then the supply convoy composition is augmented by the following rules.
- V2.542 For each Size Class 4 or smaller ship in a stack being supplied, add 1 to the roll.
- V2.543 For each Size Class 3 or larger ship in a stack being supplied, add 2 to the roll.

V2.55 For all adjusted rolls over 8 add 1 Small Freighter and 1 Small Q-Ship per number over 8. If the adjusted roll was 14 or greater, also add 2 Large Freighters and 1 Large Q-Ship.

## EXAMPLE

An adjusted roll of 10 would result in 6 Small Freighters, 3 Large Freighters, 2 Small Q-Ships, and 1 Large Q-Ship.

- V2.56 If a given supply line was successfully **intercepted** (not necessarily successfully attacked) by the Orions on a previous Turn, add 1 Large Q-Ship for adjusted rolls of 7+, and 1 Small Q-Ship for adjusted rolls of 6 or less.
- V2.57 Players may purchase Q-Ships (Large or Small) and assign them to a supply line. In that case, they are added to the total ships **after** they have been computed by the rules above.
- V2.58 In the case of a stack, the assignment is made to the largest 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 Q-Ships assigned to that ship's supply line are kept but only one roll is made for a given stack to see what the supply convoy composition is.

## 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 assumed to be "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 V2.00, 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, squared.

## EXAMPLE

A typical cruiser is Size Class 3. To operate off of its Cargo boxes while Out-of-Supply, the cruiser would need  $[(5 - 3) ^ 2 = 2 ^ 2 = 4]$  4 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" unless the unit is In Supply for the Movement Phase in which the Cargo box is repaired.
- V2.64 A unit may supply not only itself using these rules, but any other units stacked with it. Teams may wish to purchase Freighters or other high-cargo-capacity units (*e.g.* Tugs towing Cargo pods, or built-to-the purpose repair/re-supply units such as a Fleet Repair Tug) to travel with units or stacks, especially those 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 full "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.

**End of Section 2: Supply System**