

LOGISTICS RULES

The logistics set adds factories to the game. Players build specific army, navy and airforce factories and these can be bombed, captured, and rebuilt. Airfield, Mulberry, Destruction, and Storm markers are also included.

Airfields



Minor Airfield

Engineer units can construct Airfields in the Production Phase. Reduce an Engineer by 1cv and place a *Minor Airfield* marker in the same hex.

Optionally, an Engineer may



Major Airfield

convert an *existing* Minor Airfield into a Major Airfield. Reduce the Engineer by 1cv and turn over the marker. One (1) Air unit can operate from a Minor Airfield, and two (2) Air

units from a Major Airfield (same as a City or Town).

Airfields may be built in **any** type of terrain (including Mountain, Marsh and Forest), but not in City or Town hexes. They do **not** count towards the stacking limit.

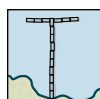
Major Airfields may be targeted as Logistics units. Two (2) hits in the same battle reduces them to Minor Airfields, but they cannot be entirely destroyed.

An airfield is captured instantly if alone with an enemy Army unit, but may not operate with the captors air units until the *following* turn.

Airfields are **not** sources of Supply. Units occupying an Airfield must still trace a Supply Line to a City. The Airfield itself does not require Supply.

Mulberries

A mulberry is a temporary port



established by a Marine unit during a Production Turn. Reduce the Marine by 1cv

and place a Mulberry marker in the hex. Mulberries are equivalent to

Ports (port capacity is 2). Supply may be traced to an adjacent hex and hence by road normally. Unlike Beachheads, the Marine may vacate the hex and the Mulberry will still exist.

Mulberries are ground Logistics units and **can** be attacked. Two (2) hits in the same battle *destroys* a Mulberry. They are captured if alone with an enemy Army/Navy unit, but may not function as a port for the captor until the *next* turn.

A Mulberry may be destroyed by a Storm. If the storm lands *directly* on a Mulberry it is destroyed. If the storm is *adjacent* to a Mulberry, there is a 50% chance of it being destroyed.

Storms



The Storm counter represents weather conditions serious enough to disrupt local military activities.

The Storm area is the the hex it occupies

plus all adjacent hexes (7 hexes total). Units *within* the storm area cannot move and should be turned face down while they are affected. Units outside the area cannot move into or through the storm area, except units may retreat into a storm subject to an automatic 1cv loss.

Production in a city within a storm area continues as normal.

The storm moves randomly. It starts in the center of the game map (unless a scenario defines otherwise). *After* each *Initiative* die roll, the *loser* rolls 2 dice *separately*. The first number is the direction the storm moves. The second number indicates distance in hexes the storm travels. If a Storm moves off-map restart it at the center of the map.

Destruction Markers



Bridges and Canals (but not roads) are Logistics targets.

Two (2) hits are required to destroy a Bridge or Canal and a Destruction marker is placed in the hex to indicate this status. Destroyed Bridges and Canals cannot be used for movement or supply. Engineer units in the same hex may rebuild destroyed Bridges/Canals during the Production Phase. Reduce the Engineer unit by 1cv and remove the Destruction marker.

A Bridge (hexside terrain) can be rebuilt from either adjacent hex but only if **both** hexes are Friendly. Canals may be rebuilt by an Engineer in the same hex.

Factories



Specific Air, Navy and Army Factories *replace* City Production Points.



Factories may only be placed in Cities. The City size is the *maximum* total value of Factories that may be placed there. That is a 3PP City could



have a 3PP Air Factory, or a 2PP Air Factory and a 1PP Army Factory, and so on. Naval Factories must be

located in *coastal* cities.

Factories can only produce like units. That is, an Air Factory can only produce Air units. However, if no production is done, players can exchange any factory with a \emptyset PP factory of a different type. That is, a 1PP Naval Factory can be exchanged for a \emptyset PP Air Factory

Factories have intrinsic defense forces (1-1-1 firepower) and fire last in a combat round. Factories **cannot** move.

Factories are *Logistic* units. They take hits in combat normally when targeted, except their zero (0) PP step cannot be eliminated. Factories are captured instantly *at their current strength* if alone with enemy Army units.

At the **end** of the Production Phase, **every** City which currently has **less** than its maximum Factories receives an automatic 1PP increase.

Example: a 2PP city can support a 2PP Factory. If the Factory is reduced to 1PP, it rebuilds to 2PP on the next Production.

NOTE: Resources may be converted to PPs in Factories normally, but apply to the factory type(s).

Example: given 2PP Air and 1PP Naval in a 3PP City, a Resource 2PP converts to an additional 4PP Air and 1PP Naval.

Engineer building (optional)

Engineer Units may be built in any type of Factory.

Airborne building (optional)

Airborne units may be built in Air Factories.

Marine building (optional)

Marine units may be built in Naval Factories.