

# Supply Updates

The following updates and clarifications supercede the existing supply rules and cargo carrying rules.

## 1.5 Basic Terms

*Transport Fleets:* These represent a collection of ships hauling troops, ground assault equipment, and cargo from system to system. They have a Supply rating of 10, written as Supply(10), which defines how much cargo they can carry. Although they have a Supply rating they cannot perform many of the tasks that dedicated military supply ships can (such as field repair). (Default Cost: 20)

*Supply Rating (New Term):* This value is applied to ships to determine how much cargo they can carry, how many ships they can supply across restricted jump lanes, and how many points of field repair they can supply. Transport Fleets also have a supply rating, although they can only use it to carry cargo.

### 3.5.4 Moving Ground Units

Ships move ground units from system to system. All non-marine ground units have a size of 10. The Transport Fleet has a Supply(10) rating, meaning it can carry one ground unit. Other ships may have a carrying capacity specified by their Supply(X) in their description. Typically, assault ships or military transports will only be able to carry a ground unit if multiple such ships are involved.

Marines are a special ground unit that are also used as security and boarding troops in space, on ships and bases. Marine regiments are half the size of a normal ground unit (size of 5) for carrying capacity and Transport Fleet purposes. Some special ships are capable of carrying more Marines than other ground units. If this is the case, details will be provided in the ship description. Marines are the only ground units that can invade from a Transport Fleet without the use of assault ships (see 3.6.5.2 Invasions).

Ground units are embarked or disembarked from a planet in the troop landings phase (see 3.6.5.6 Landings and Deployment). A unit may only be embarked or disembarked once per turn and cannot do both on the same turn. This means that a ground unit may not be embarked and invade on the same turn.

### 3.5.5 Moving Other Units

Moving other units is very much like moving ground units, except that only Transport Fleets or other dedicated cargo carrying units (such as military supply ships) may be used to carry units other than ground units. The reason is that these other units tend to require larger bulk capacity areas. A DEFSAT, for instance may fit, in terms of cargo capacity, in a particular assault ship. But that assault ship was meant to be carrying ground vehicles and infantry. It doesn't have the large bulk cargo spaces that the large pieces of a disassembled DEFSAT will need to fit into. Cargo carrying units will have a supply value listed that will indicate how much cargo they can carry, indicated by their Supply(X) value. Recall that Transport Fleets are Supply(10).

Units that can be moved as cargo will note their size value in their source materials description. This size matches 1 to 1 to the Supply value of a cargo ship. So if a DEFSAT has a size of 1 a ship with a Supply(3) rating can carry 3 at once. A ship can mix cargos (two DEFSATS and one other unit with size 1). Small ships can combine to carry larger items, two Supply(1) ships could combine to carry a size 2 unit, but if any of the carry ships is lost the entire cargo is lost. Also, the separate "pieces" of the unit must be transported at the same time, so in this example a single Supply(1) ship cannot take half, deploy it, and then return for the other half.

Census has a size of 10 and can thus be carried on a single transport fleet or a combination of other supply ships. Census carried on Transport Fleets or supply ships can only be disembarked on systems that already have Census, i.e. Census carried on Transport Fleets or

supply ships cannot be used to colonize new systems. Only Colony Fleets are capable of creating new colonies.

In the case of flights, they may be embarked (only) onto a unit that is capable of basing them from a planet like cargo, as well as on transports as normal. Units carried as cargo may be disembarked in a system owned by the player or an allied power. DEFSATs and mines may also be deployed from their transports into a system and are considered fully functional once they are deployed (done at the same time as disembarking in 3.6.5.6 Landings and Deployment).

### 3.6.1.1 Basic Supply Routes

A basic supply route can have a length of two (2) jump lanes. A basic supply route may begin in a contested system and can only be traced through systems whose space is contested or controlled by the player or a friendly power. A basic supply route can only trace along a restricted jump lane if the systems at both ends of the jump lane contain military supply ships owned by the player or an allied power. Military supply ships are those ships that have a Supply rating. A Transport Fleet, although it has a Supply rating, is NOT a military supply ship. The combined value of the supply ships will determine how many ships they can keep in supply (see 3.6.1.3 Military Supply Ships below). The basic supply route must end with a supply point.

Supply points can be either a good order planet owned by the player or an Allied power that has at least 3 Census AND Productivity, the player's good order Capital system, the good order Capital of an Allied power, or a planet with an in-supply supply depot (see 3.6.1.2 Supply Depots).

Units that can trace basic supply routes are in supply and remove all out of supply status levels and used conditions during 3.6.1 Supply Phase. Units out of supply, however, gain one out of supply status level. This level is cumulative with previously gained out of supply status levels.

### 3.6.1.3 Military Supply Ships

Military supply ships are used to provide supply to ships in two different ways. The first method is to allow 3.6.1.1 Basic Supply Routes to trace over a restricted jump lane. This requires that military supply ships be in the systems on both ends of the restricted jump lane. For each matched point of Supply rating on each end of the lane the military supply ships can supply one ship or system. If the Supply rating of the ships in the two systems are unequal use the lower to determine how much supply is provided (i.e. if one system has a combined rating of Supply(4) and the other is Supply(3) then only three ships/systems can be supplied).

If a ship supplied in this fashion is used as a squadron command ship, all units in that ship's squadron (or based on units in that ship's squadron) are considered in supply and have all out of supply status levels removed. A system so supplied provides supply to all ground units in the system and all out of supply status levels are removed from these ground units. If an encounter scenario results in the system using its utilized Productivity as a command ration to support planet-based flights, these flights are considered in supply and have all out of supply status levels removed.

The second method in which military supply ships can supply a ship requires that the military supply ships actually be in an unused condition and in the same system as the ships they supply. Each Supply rating can supply one ship (and not a system). If this ship is used as a squadron command ship, all units in that ship's squadron (or based on units in that ship's squadron) are considered in supply and have all out of supply status levels removed (note: military supply ships supplied in this fashion are considered in supply, but DO NOT remove their used status). This supply method does not require that the military supply ships actually be in supply themselves nor do any of the ships in the fleet need to be in supply. Any military supply ships used in the fashion are considered used and will not become unused until they are able to trace a basic supply route (see 3.6.1.1.).

### 3.7.14 Field Repair

Military supply ships may be used to perform field repair. In order to perform this function the military supply ship must be unused during the 3.7 Construction Completion Phase. For each

point of Supply rating the military supply ship can provide 1 point worth of repairs. Military supply ships in the same system may combine their Supply ratings to perform larger repairs. Military supply ships used to perform Field Repair are marked used, even if they use less than their full number of points. So a Supply(2) ship is marked as used if it only provides 1 point of repair.

Transport Fleets cannot perform field repairs even though they have a Supply Rating.