OCS Supply

1SP = 4T

	Trace Supply	Fuel Supply	Combat Supply
Affects	All Combat Units (Also air bases to refit aircraft)	Combat Units with Truck or Track MPs	All Combat Units
Checked/Paid	Friendly Supp/y Phase	At beginning of movement	At the instant of Combat
Payment	N/A	▪ Pay 1T to move one counter. Applies to current phase only. ▪ Pay 1SP to flip a formation marker until next **Friendly** Clean Up phase ▪ Pay 1SP to place a Fuel Marker on an HQ. All independent units (not part of a division or multi-unit formation) w/i that HQ's Throw Range are in supply until next **Friendly** Clean Up phase. Can fuel some units, move to another location and fuel other units. Can't use internal stocks for fuel. *Game tip: Fueled markers placed when releasing Reserves in the Reaction Phase give the best mileage, insofar as they remain on map the longest.*	Uses SPs or internal stocks ▪ Attacker pays 1T per attacking step (ex. In DAK, 1T per 2-step Bde) ▪ Defender pays 2T per combat (ex. 1T if 1 RE or less) Internal stocks can only be used if regular supply is unavailable (exception: Supply on organic trucks)
Path	Supply path trace uses normal terrain costs (not increased by weather). Unnegated EZOCs block path.	Supply path trace uses normal terrain costs (not increased by weather). Unnegated EZOCs block path.	Supply path trace uses normal terrain costs (not increased by weather). Unnegated EZOCs block path.
Source	Connections: Draw can be to a Supply Source (Port or map edge hex), Detrainable Hex (Rail hex containing a village, minor city, major city, port or Combat Mode HQ) that can trace (possible using extenders) to a Supply Source. If no Connection, 1T per 2RE keeps units in supply ("eating of the map") unless in Strat Movement mode Direct Draw – 5 Truck MPs from drawing unit to hex adj to Dump Throw – An HQ in supply using Direct Draw then "throws" supply to hex adj to unit using supply. Range is HQ Throw Range in HQ mode MPs (usually truck)	Direct Draw – 5 Truck MPs from drawing unit to hex adj to Dump Throw – An HQ in supply using Direct Draw then "throws" supply to hex adj to unit using supply. Range is HQ Throw Range in HQ mode MPs (usually truck)	Direct Draw – 5 Truck MPs from drawing unit to hex adj to Dump Throw – An HQ in supply using Direct Draw then "throws" supply to hex adj to unit using supply. Range is HQ Throw Range in HQ mode MPs (usually truck)
Effects	No ZOC Attacks & Defends at ½ strength If no Trace and no Combat or Internal Stocks depleted, Defends at ¼ strength If no Trace Supply during Friendly Supply Phase mark with Out of Supply Counter and the stack rolls for Attrition	Truck or Track MP units cannot move. NE to Leg Units.	If no Combat Supply – can't attack or barrage If no Combat Supply – defend at ½ strength (defended doesn't have to use) If no Trace and no Combat or Internal Stocks depleted, Attacks & Defends at ¼ strength