

## Axis Supply Status

**Availability:** All bases except pure air bases are at least G0 status unless unsupplied

Base	Name	Type	LoC	When Supplied	Costs	
					Rebuilds	Vehicles
1	Phillipeville	G2, A1	North	Depot 3	2	2
2	Bone	A1	North	Depot 3		
3	Bone	G3	North	Depot 3	3	3
4	Bizerta	A2	North, South	Port 5		
5	Bizerta	G4	North, South	Port 5	4	4
6	Tunis	A2	Center, South	Port 7		
7	Tunis	G4	Center, South	Port 7	4	4
8	Kelibia	A1	Center, South	Port 7		
9	Kelibia	G2	Center, South	Port 7	2	2
10	Constantine	A1	Center	Depot 22		
11	Constantine	G2	Center	Depot 22	2	2
12	Souk Ahras	A1	Center	Depot 22		
13	Souk Ahras	G2	Center	Depot 22	2	2
14	Souk el Arba	A1	North	Depot 72		
15	Souk el Arba	G3	North	Depot 72	2	3
16	Ste Marie du Zit	A1	Center, South	Port 7	1	1
17	Tebessa	A0	Center	Depot 22 (Tebessa)		
18	Tebessa	A0	Center	Depot 22 (Tebessa)		
19	Tebessa	G3	Center	Depot 22 (Tebessa)	2	2
20	Kairouan	A1	Center	Depot 21		
21	Kairouan	G2	Center	Depot 21	2	2
22	Thelepte	A1	Center	Depot 22		
23	Thelepte	G2	Center	Depot 22	2	2
24	Sfax	A2	South	Depot 40		
25	Sfax	G3	South	Depot 40	4	4
26	El Guettar	A0	South	Depot 60		
27	El Guettar	G1	South	Depot 60	1	1
28	Gabes	A1	South	Depot 60		
29	Gabes	G2	South	Depot 60	2	2
30	Zouara	G2	North	Depot 72	1	1
31	Mateur	G2	North, Center, South	Port 5	1	1
32	Djedaida	G3	North, Center, South	Port 5	2	2
33	Goubellat	G1	North	Port 7 (Djedaida)	1	1
34	Beja	G3	North	Depot 72	2	2
35	Guelma	G0	Center	Depot 22 (Constantine)	0	0
36	Teboursouk	G3	North	Depot 72	2	2
37	Deplenne	G1	Center, South	Port 7	1	1
38	Zaghouan	G0	Center, South	Port 7	0	0

39	Bou Ficha	G2	Center, South	Port 7	1	1
40	Sousse	G1	South	Depot 40	1	1
41	Fondouk	G1	Center		1	1
42	Pichon	G1	Center		1	1
43	Ain Mastour	G1	Center		1	1
44	Maktar	G1	Center		1	1
45	Sbiba	G2	Center		1	1
46	Sbeitla	G2	Center		1	1
47	Kasserine	G1	Center		1	1
48	Ksour	G2	Center		1	1
49	Le Kef	G2	Center		1	1
50	Mezzouna	G2	South		1	1
51	Faid	G1	South		1	1
52	Ain Beida	G1	Center		1	1
53	Tozeur	G1	South		1	1
54	Youks les Bains	G1	Center		1	1
55	Les Salines	G2	Center		1	1
56	Sidi bou Zid	G2	South		1	1
57	Bir Oum Ali	G0	South		0	0
58	Mdilla	G0	South		0	0
59	Mahares	G2	South		1	1
60	Cekhira	G1	South		1	1
61	Dj Krechem	G1	South		1	1
62	Ksour Si Aich	G1	South		1	1
63	Haidra	G1	Center		1	1
64	Bou Chebka	G0	Center		0	0
65	Korba	G2	Center, South	Port 7	1	1
66	Pont du Fahs	G2	Center, South	Port 7	1	1
67	Siliana	G2	North, Center	Depot 72	1	1
68	Ghardimaou	G1	North	Depot 72	1	1
69	La Calle	G0	North	Depot 3	0	0
70	Souk el Khemis	G1	North	Depot 72	1	1
71	Testour	G1	North	Depot 72	1	1
72	Tamara	G2	North	Depot 72	1	1
73	Jetna	G0	North	Port 5	0	0
74	Massicault	G0	Center, South	Port 7	0	0
75	Le Sebala	G2	Center, South	Port 7	1	1
<b>Total:</b>					<b>76</b>	<b>78</b>

## Allied Supply Status

### Availability:

All bases except pure air bases are at least G0 status unless unsupplied

Base	Name	Type	LoC	When Supplied
1	Phillipeville	G3, A2	North	
2	Bone	A1	North	
3	Bone	G2	North	
4	Bizerta	A1	North	
5	Bizerta	G2	North	
6	Tunis	A1	Center	
7	Tunis	G2	Center	
8	Kelibia	A0	Center	
9	Kelibia	G1	Center	
10	Constantine	A2	Center	
11	Constantine	G4	Center	
12	Souk Ahras	A1	Center	
13	Souk Ahras	G2	Center	
14	Souk el Arba	A1	North	
15	Souk el Arba	G2	North	
16	Ste Marie du Zit	A0	Center	
17	Tebessa	A1	Center	
18	Tebessa	A1	Center	
19	Tebessa	G4	Center	
20	Kairouan	A1	Center	
21	Kairouan	G2	Center	
22	Thelepte	A1	Center	
23	Thelepte	G3	Center	
24	Sfax	A2	South	
25	Sfax	G3	South	
26	El Guettar	A1	South	
27	El Guettar	G2	South	
28	Gabes	A2	South	
29	Gabes	G4	South	
30	Zouara	G1	North	
31	Mateur	G1	North	
32	Djedaida	G1	Center	
33	Goubellat	G0	Center	
34	Beja	G1	North	
35	Guelma	G0	North	
36	Teboursouk	G2	Center	
37	Deplenne	G0	Center	
38	Zaghouan	G0	Center	

39	Bou Ficha	G2	Center
40	Sousse	G1	South
41	Fondouk	G1	Center
42	Pichon	G0	Center
43	Ain Mastour	G0	Center
44	Maktar	G0	Center
45	Sbiba	G0	Center
46	Sbeitla	G3	Center
47	Kasserine	G2	Center
48	Ksour	G1	Center
49	Le Kef	G3	Center
50	Mezzouna	G0	South
51	Faid	G0	South
52	Ain Beida	G0	Center
53	Tozeur	G2	South
54	Youks les Bains	G0	Center
55	Les Salines	G1	Center
56	Sidi bou Zid	G3	South
57	Bir Oum Ali	G0	South
58	Mdilla	G0	South
59	Mahares	G1	South
60	Cekhira	G0	South
61	Dj Krechem	G0	South
62	Ksour Si Aich	G1	South
63	Haidra	G1	Center
64	Bou Chebka	G0	Center
65	Korba	G1	Center
66	Pont du Fahs	G0	Center
67	Siliana	G1	Center
68	Ghardimaou	G1	North
69	La Calle	G1	North
70	Souk el Khemis	G0	North
71	Testour	G0	Center
72	Tamara	G1	North
73	Jetna	G0	North
74	Massicault	G0	Center
75	Le Sebala	G0	Center

## Supply States

A0	Same as G0
A1	A0 + basic fighters
A2	A1 + advanced fighters and bombers (See notes for specific placement)
G0	M5, Truck
G1	G0 + M16
G2	G1 + M3
G3	G2 + PzIVD (Cruiser or Infantry tank for allies if we get one) (See notes for specific placement)
G4	G3 + M4A1, M4A3, T34, PzIVH, Panther (See notes for specific placement)

## Supply Procedure (Normal Supply Procedure)

1. Haltops script is called. This will simply stop all availability of higher types, reducing the supply status of the base to A0/G0 until the rs script is called.
2. First run rs script is called. If the base is G1, G2, or A1, this is the only rs script called. The base is rebuilt (.restore\_field <baseNo>)
3. Second run rs script is called. This will resupply G3, G4, and A2 bases. The base is again rebuilt.

## Thus...

1. When haltops<baseNo>.dtf is run, supply status (SupStat) = G0/A0
2. When rs<baseNo>a.dtf is run, SupStat = G1/G2/A1 Rebuild base.
3. When rs<baseNo>b.dtf is run, SupStat = G3/G4/A2 Rebuild base.

## Replacements

If base is cut off, resupply (see replacement source notes) can only establish to SupStat 1 level below defined. (e.g. G3 base is cut off and resupplied by defensive supply. GV availability can only be established to G2) A1 and A2 bases always resupply to A1.

## Offensive Supply

When any base is captured, its initial SupStat must be G0/A0. When an Offensive Supply column first arrives at a base, no AC are enabled. This must be done via the normal supply procedure. The Ground Vehicle supply state is initially set to its defined level minus one. (e.g. Souk Ahras and its air field is captured by the Axis. The defined SupStat is G2/A1. At its capture, Souk Ahras's SupStat is set to G0/A0. When the Offensive Supply column arrives, it will be set to G1/A0. During its normal supply procedure, the base's SupStat will finally be set to G2/A1)

## Drone Duties

### 1. Offmap Supply Convoy arrives at receiver Port

1. Adds to Equipment, Manpower, and Parts pools
2. Spawns Port

### 2. Port Drone Runs

1. Halts ops at managed bases
2. Restarts ops at managed bases (if enough Vehicle points)
3. Rebuilds managed bases (if enough Rebuild points)
4. Spawns Depots
5. Adds to command points pool
6. Converts some Equipment -> Vehicle, Manpower -> Replacement, and Parts -> Rebuild points (only on 5th life)

### 3. Depot Drone Runs

1. Halts ops at managed bases
2. Restarts ops at managed bases (if enough Vehicle points)
3. Rebuilds managed bases (if enough Rebuild points)
4. Adds to command points pool
5. Converts Equipment -> Vehicle, Manpower -> Replacement, and Parts -> Rebuild points (every life)

## Offensives

1. Timed script runs for each offensive or counteroffensive
  1. Offensive scripts run every 2 hours. If an offensive is already running, skip it.
2. When script runs, will spawn the controlled column if enough command and Vehicle points are in pool

## Sentries

- When all sentry lives are expended, a replacement convoy is spawned only if there are enough Replacement points.
- When the Replacement column arrives, the sentry is restarted and a Rebuild may occur if enough RepPts exist.

## Scripts

- Every 2 hours, a script runs which randomly halts ops at a base, the side controlling the base is informed.
- Every 4 hours, a script runs which converts some E, M, and P into V, R, and Rep points and builds some Command points
- Every 2 hours, the offensive and counteroffensive scripts run. These can be set up via a setup script.

## Costs

Base Type	Rebuilds	Vehicles (for supply)	Commands	Vehicles
A0, G0	0	0	Offensive	1
A1, G1, G2	1	1	Counteroffensive	1
A2, G3, G4	2	2		
			<b>Replacements</b>	
			Sentries	1 per 5 lives (round fractions up)