

Soldier Kings

These rules worked well in playtesting Soldier Kings, but added an extra page of rules, a little extra playing time (for counting spaces to supply sources each turn), and were slightly redundant with other rules, so I ended up not including them. But players who want maximum realism will definitely want them. They work fine with Soldier Emperor and Soldier Raj as well (which is why I've numbered the section 22 rather than 21). —Doug McNair

22.0 SUPPLY (optional)

Fleets carry all the supplies they need. Armies, on the other hand, need constant access to supplies (food, ammunition, etc.) in order to function. Armies being transported on fleets are supplied as long as they remain loaded on the fleets. But armies on dry land get their supplies from land areas controlled by their own country or allied countries. Such land areas are known as “supply sources.” To function normally, a given army must be close enough to one of its supply sources to trace a supply line to it at the start of its owning player’s Action Phase. An army that can do this is “Supplied,” meaning it can move and fight normally. An army that starts its action phase supplied stays that way for the whole current turn, no matter how far from its supply sources it moves during its action phase.

Any army that starts its action phase too far away from all of its supply sources to trace a supply line to even one of them is “Out of Supply,” and must move toward one of its supply sources this action phase.

22.1 Supply Lines

Any army that occupies one of its supply sources at the start of its player’s action phase is automatically supplied. Any army that doesn’t occupy one of its supply sources at the start of its player’s action phase must be close enough to one of its supply sources to trace a supply line there to avoid being out of supply. Each army’s supply line can extend no farther than the army could move by land this turn. Therefore, the maximum distance in land areas that an army can be from its nearest supply source and still be supplied is:

- Armies uncontrolled by leaders: 1
- Armies controlled by leaders other than Frederick: 2
- Armies controlled by Frederick: 3

22.2 Tracing Supply Lines.

At the start of his action phase, each player should count the movement distance in land areas between each of his armies and any of their supply sources. Each army that could potentially move to any one of its supply sources this turn via land movement has a supply line to that supply source, and is considered supplied. Each army that couldn’t move to even one of its supply sources this turn (either due to distance or enemy armies being in the way) is out of supply. There is no negative effect on an army that starts its turn in supply.

22.3 Cutting Supply Lines.

Armies can trace supply lines into but not through land areas occupied by enemy armies. Also, if a friendly-controlled or allied-

controlled land area is occupied exclusively by one or more enemy armies or fleets at the start of a player’s action phase, it cannot be used as a supply source. Armies and fleets can therefore potentially cut the supply lines of enemy armies by moving into unoccupied enemy supply sources, or by moving into areas through which enemy armies must trace their supply lines.

Example: Ile de France is a Supply Source for French and French-allied armies as long as it remains controlled by France and is not occupied exclusively by enemy armies or fleets. All French armies in Swabia or the Austrian Netherlands can use Ile de France as a supply source. French armies occupying Holland, Hesse and/or Wurtemberg can use Ile de France as a supply source if the armies are controlled by a leader. However, if enemy armies occupy Swabia, French armies controlled by a leader in Wurtemberg cannot trace a supply line through Swabia, and will be cut off from supply unless they can trace a supply line to another supply source within two land areas of Wurtemberg.

22.4 Seaborne Supply.

Armies may get their supplies from friendly or allied fleets that occupy coastal areas. If a fleet occupies a coastal area that is also occupied by friendly armies, the fleet acts as a Supply Source to all armies in the area that are friendly or allied to the player owning the fleet. This is how units conducting an Amphibious Assault (see 12.0) stay supplied.

In addition, if a fleet occupies any coastal area (even an enemy-controlled coastal areas) that is not occupied by any enemy units, that coastal area acts as a temporary Supply Source for any armies that are within range and are friendly or allied to the player owning the fleet. This continues until the fleet leaves the area or enemy units enter the area.

22.5 Effects of Being Out of Supply.

Any army that is Out of supply at the start of its owning player’s action phase must vacate the area it occupies and move at its maximum movement rate toward its nearest supply source. If it reaches a supply source it must stop there and move no further this turn. If not, it must move to or as close as possible to a land area from which it could trace a supply line to a supply source. Movement toward the target land area must be via the shortest route possible in total areas moved. This may force cut-off armies to move into land areas occupied by enemy armies, and in this case they must stop moving per the land movement rules. If no such supply source exists on the land mass where the armies are located, they must stay in the area where they’re located and besiege it. If they fail to take control of it and thereby turn it into a supply source, they may suffer Attrition during subsequent Winter turns if there are too many of them for the enemy-controlled area to support.

If all of a given country’s armies are forced to vacate an area due to being out of supply, remove any control marker belonging to that country from the area.