

DODGE WC-63

SUPPLY TRUCKS - DETAILED RULES



Supply Trucks - Unit

The number of truck figures to deploy in a Supply Truck unit is indicated in the small yellow circle located in the lower right corner of the Supply Truck icon. This number may range from 1 to 3 figures. For instance, on the *Hedgerow Hell* Battle Map, there are three Supply Truck units, each with 2 truck figures.

Supply Trucks - Targeting

A Supply Truck unit is treated as Infantry when being targeted in battle. The attacker scores 1 hit for each Infantry dice symbol or Grenade rolled against the Supply Truck unit.

Supply Trucks - Medals

A Supply Truck unit hit by enemy fire and destroyed does not necessarily provide the opponent with a Medal, unlike other units in the game.

To keep track of this, we recommend placing each eliminated Supply Truck figure on a Medal stand, until three figures are gathered, at which point you can replace the figures by a Medal token.

Supply Truck figures removed from the board as a result of re-supplying your troops (see Re-Supply, below) never count toward a medal; instead, these figures are simply removed from the board, once used.

Supply Trucks - Movement

An ordered Supply Truck unit may move up to 2 hexes. An ordered Supply Truck unit that starts on a Road hex, moves along and ends its move on a Road hex may move an additional 2 this turn, for a total of 4 hexes on the road.

Supply Trucks - Battle

A Supply Truck unit may never battle. Instead, it may *re-supply* another unit (see below).



ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Supply Truck units.

In addition:

- ◆ **Oceans** – Supply Trucks cannot retreat into ocean hexes, except when on a Landing Craft.
- ◆ **Cliffs & Sea Bluffs** – Supply Trucks may not move up/down from the beach.
- ◆ **Wire** – Supply Trucks may not remove wire.
- ◆ **Railroad Bridges & Railroad Tracks** – Supply Trucks moving onto a Railroad Track or Bridge must stop.

Supply Trucks – Re-Supply

When a Supply Truck is adjacent to a friendly ground unit that is weakened, i.e. that no longer has the full figure count it had at the start of the scenario, it may re-supply that ground unit.



Units that can thus be re-supplied include infantry, armor, artillery and cavalry units, among others.

Units that are formed of a single figure (e.g. Snipers, Airplanes on the ground, etc...), Trains, and Landing Crafts can never be re-supplied, however.

A Supply Truck unit may move before it re-supplies a weakened unit and a weakened unit may move before it is re-supplied.

The Re-Supply Action takes place during the Battle phase of the Game Turn (Step 4 on the Game Turn sequence on page 6 of the Memoir '44 Rule book).

For each Supply Truck figure removed by the player from its Supply Truck unit, one figure (of the correct type) is returned to a weakened adjacent friendly ground unit. A re-supplied unit may not gain more figures than it had at the start of the game.

More than one adjacent weakened unit may be re-supplied from the same Supply Truck unit during this phase, but none of the units being re-supplied can battle this turn.

Supply Truck figures that are used to re-supply an adjacent friendly unit are removed from the game, and never count toward a Medal for the opponent.

COMMAND CARD CONSIDERATIONS

- ◆ **Infantry Assault** – Supply Truck units may be ordered by this Command card and move up to 3 hexes. These Supply Truck units may not battle, however, even if only moving 2 hexes.
- ◆ **Move Out** – Supply Truck units may be ordered using this Command card.
- ◆ **Ambush, Close Assault, Firefight** – Supply Truck units cannot battle, and thus cannot be ordered using any of these Command cards.
- ◆ **Behind Enemy Lines, Dig-in, Medics & Mechanics** – Supply Truck units may not be ordered using any of these Command cards.
- ◆ **Their Finest Hour** – A Supply Truck unit may be ordered by this Command card when an Infantry symbol or a Star is rolled, but it won't be able to battle (though it could still re-supply a weakened friendly adjacent unit).

ACTIONS CONSIDERATIONS

- ◆ **Collapsible Rafts and Boats** – A Supply truck unit may not be transported by Collapsible Rafts or Boats.
- ◆ **Heroic Leader** – A Heroic Leader may not be added to a Supply Truck unit.
- ◆ **Hospital Recovery, Oasis Recovery** – A Supply Truck unit may not recover in a Hospital or Oasis.
- ◆ **Reinforcements** – A Supply Truck unit may not be used as Reinforcement.

