

Module 5. Logistic Operations

Rule 22: Logistics

A. Resupply Operations

Log bases are the administrative and logistical assets of tactical units such as Battalion (NATO) and Brigade/Regiment (Warsaw Pact) or operational units such as NATO Brigade/Regiment/Divisions or Warsaw Pact Divisions/Armies. In order to function as a resupply/repair point, the Log Base must be deployed. The Log Base assigned carrier unit must remain with the Log Base.

NATO Log Bases contain enough supply for 3 resupply operations. Warsaw Pact Log Bases contain enough resupply for 2 resupply operations. One resupply operation will provide one logistical package for each Logistics transportation units (LTU) or subordinate to the supplying Log Base (in addition to organically assigned transportation units, any wheeled vehicle or helicopter with a cargo rating may transport Log Pacs).

A Log Pac marker is placed under each LTU present. Each tactical logistical package contains enough supply for one NATO combat company or one Warsaw Pact battalion. NATO Tactical LTUs are assigned to specific companies; Warsaw Pact Tactical LTUs are assigned to battalions. The Operational LTUs are not assigned to a particular unit but may be used to resupply any of the subordinate tactical Log Bases. Any cargo or transport vehicle may be utilized as a LTU.

1. Determining available Log Pacs: The total number of available logistical packages for a higher echelon Log Base is dependent upon the number of combat units assigned to the parent Brigade or Division after Cross Attaching has occurred. A higher level Log Pac will fully restock a Bn/Rgt/Bde Log Base with Log Pacs for distribution to subordinate units. *For example, a Soviet Division has 3 Regiments assigned to it. The Divisional Operational Log Base will have 3 Operational Log Pacs times 2 resupply operations for a total of 6 Operational Log Pacs available to resupply the assigned Tactical Log Bases. A NATO Battalion has 6 companies assigned to it. Therefore, the corresponding Bn Tactical Log Base will have 6 tactical Log Pacs times 3 resupply operations for a total of 18 tactical Log Pacs available to resupply subordinate combat units.*

2. Procedure: Logistics transportation units (LTU) can load up with logistic packages by remaining adjacent to or stacked with its parent Log Base for a number of Log phases (see Resupply table). LTUs then proceed to move in regular friendly movement phases to the HQ unit of the units to be resupplied. **LTUs move as if they are always in combat formation when carrying a Log Pac counter. The 2 point operations point expenditure is paid by the LOG BASE or higher headquarters only once on the first turn that the LTU moves to re-supply units. This cost is paid per stack of LTUs. For example; a stack of 4 LTUs has picked up a Log Pac counter each to re-supply 4 different battalions. The LOG BASE pays 2**

operations points for the entire stack to enter combat formation and move. A stack may be of any size.

LTUs must occupy the same hex as resupplied HQ unit to resupply that unit for the number of phases as indicated by the Resupply table. Re-supply Ops constitute the supplying of logistical packages to LTUs or the distribution of logistical packages to Log Bases from LTUs. A Tactical Log Pac will fully resupply each combat unit subordinate to the HQ unit up to its basic load of munitions. Dispersed, shaken or broken combat units may not receive resupply. Combat Units may not move or fire while being resupplied. An Operational Log Pac will resupply a Tactical Log Base up to its full basic load capacity. Once an LTU has conducted a resupply mission, the Log Pac is removed from the map. The LTU may not return a Log Pac to its parent Log Base. *For example, a Soviet T80 Bn HQ with 9 assigned platoons has 4 platoons that are dispersed. A resupply operation will only resupply the remaining 5 un-dispersed platoons and the Bn HQ up to their starting basic load.*



3. Log Pac Losses: Nothing makes an commander happier than the destruction of an enemy supply chain. Losses of LTUs or Log Bases slow or restrict the amount of supplies available to subordinate units.

a. LTU Losses:

1. If a Battalion/Company LTU losses a step it can only resupply $\frac{1}{2}$ (rounded down) of the units/platoons of a company.
2. Operational Log Pacs require 2 steps of units to transport. Brigade or higher LTU $\frac{1}{2}$ strength LTUs or transport vehicles may not transport Operational Log Pacs but may combine with other $\frac{1}{2}$ strength LTUs to transport Operational Log Pacs.

b. Log Base Losses: If a Log Base is destroyed in combat it may be reconstituted by the next available higher Log Base. For example, a battalion log base may be reconstituted by a Brigade/Regiment Log base, or a Division or higher log base. To reconstitute a log base requires the expenditure of 1 Resupply operation by the Log Base conducting the operation. The destroyed log base is then placed back on the map in the same place as the Log Base conducting the operation. An LTU subordinate to the replacing Log Base is assigned as transport for the reconstituted Log Base for the remainder of the scenario/operation.

B. Maintenance and Recovery Operations

Maintenance and Recovery Operations (MRO) of Logistic Bases cover those actions required to return combat damaged units to full strength.

1. Procedure: The MRO can recover .5 armored combat vehicle (ACV) step per armored recovery vehicle (ARV) for Warsaw Pact and 1 ACV steps per ARV for NATO assigned to the Log Base.

a. Recovery: In order to recover an ACV, an ARV must remain stacked with a destroyed ACV marker for 2 MRO phases. A tank or apc in-tow marker is placed under the ARV at the end of the 2nd MRO phase and the destroyed ACV marker is removed from the map. The ARV may then proceed to return to its assigned Log Base in the next movement phase. Un-recovered ACVs are lost at the moment an enemy unit enters its hex.

b. Maintenance: The ARV must stack with its parent Log Base for one MRO to off-load the damaged ACV. For each ACV off-loaded, the appropriate number of steps of the appropriate type is added to the Log Base Record (LBR). These steps may be used to purchase replacement units for the next operation.

C. Replacements: In the Macro Assault game, Replacement units can be created in the pre-game setup prior to placing any units on the map. Players are not required to use any recovered steps available to them.

1. Select Units to Replace: Units that were recovered may only be replaced by units of the same type. *For example, if MIA1 unit 1A2-34 was destroyed and recovered it must be replaced by the same unit counter; in other words, it cannot be upgraded to an MIA2.*

2. Update Log Base Record (LBR): Subtract the number of steps used to rebuild the Replacement Unit from the total on the LBR. The steps used must be of the same type. *For example, to rebuild the aforementioned MIA1, the player must use steps from the AFV box, not the AIFV or the WV box.*

3. Strength: Players may build one step units if desired. Place a hit marker under the platoon counter if the unit is a regular size platoon. Examples of ARVs:

