

Logs

There is a famous¹⁾ quote that: “*Amateurs talk tactics, professionals talk logistics*”. Well in this game the Sergeants are the professionals that deal with logistics. Most of the contents of this section are only carried out by those players acting as sergeants²⁾.

Logistics is the ball and chain of armoured warfare. (Heinz Guderian)

You can always tell an old soldier by the inside of his holsters and cartridge box.

The young ones carry pistols and cartridges; the old ones, grub. (George Bernard Shaw)

Quantity has a quality all of its own. (Josef Stalin)

Main items

The following items could have some direct impact on how a unit operates.

Item	Combat	Morale	Features
Ammo	High	Some	quantity, type, frequency of supply
Medical	none	high	speed of treatment, quality of care, dead/wounded
Food & drink	none	medium	quantity, hot/cold, readiness to eat
POWs	low	low	need removed from battlefield when taken
Stores	medium	low	e.g. mines, sandbags, replacement kit; availability when required
Mail/news	none	low ³⁾	good/bad news, frequency of mail delivery

Ammunition

One of the main supply items at company level matched only by food & drink in its consumption and necessity. For the purposes of the game this will be abstracted a little into some general natures. Also the precise number of rounds will not be tallied, each stand will be allocated an ammunition state on its record card.

Ammunition Natures

¹⁾

obviously so famed that I've forgotten the source

²⁾

in the widest sense of the term, also including warrant officers

³⁾

for a campaign this could be high

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