

The Supreme Commander (v2.1)
Updated 6 JUNE 2017 (in blue)

FAQ

- 1) Section 2.0: v2.0 of the game only comes with one CRT. The full CRT is available to download at GMT's website (http://www.gmtgames.com/tsc/SC_CRT_PAC_rev_FINAL_lo-res.pdf).
- 2) Section 2.2: The Map Clarification should read: "Hexes comprising only islands marked as Prohibited terrain **are all-sea hexes** for the purposes of Amphibious Invasions (12.4)" (e.g. you can invade from hexes 1835 or 1937).
- 3) Sections 3.3, 9.1.3.1 and 9.1.3.2: Add to section 3.3, at end of 1st sentence of 2nd Paragraph: "**(exception: MSP hexes ~9.1.3.1; 9.1.3.2)**". In 9.1.3.1 and 9.1.3.2, replace the word "control" with the word "occupy" (or "occupies"). I.e. simply having an uncontested ZOC on an enemy MSP hex is not enough to capture or recapture a MSP hex – you must physically occupy the hex to 'control' a MSP hex.
- 4) Section 5.1 and 12.5.1: The listing of steps in Section II are **in order** – i.e. one cannot breakdown before combining – combining comes first; likewise, one cannot resolve an invasion or airborne drop prior to land movement – all land movement must come first.
- 5) Section 6.4 and 10.2.1: *Q) Do overstacking penalties apply during placement of newly built units or only at the times listed?* **A: Stacking is always in force and is explicitly recited in 10.2.1 as applying; newly purchased units cannot be placed on the map in an overstack situation with the intent of combining into a reduced army later in the Organization Phase.**
- 6) Section 9.1: *Q) How does the Soviet Total MSP per Turn work if they lose all MSP locations before getting their +100 MSP Annual increase?* **A: Since Russia's MSP per Turn cannot go below 0 (see above), this can result in a greater gain in some extreme cases where more MSP locations in a home country are lost than the MSP per Turn of a country, and then when those MSP locations are recaptured the final MSP ends up greater than if they had not lost any MSP locations. This is intended and (should be) very rare.**

Example: 1939: Soviet base MSP = 40. They annex Finland and Baltics, so they go to 50. Since they annexed the Baltics, they also add 5 MSP per Turn for controlling Riga...so now their MSP per Turn track reads "55". Before they can annex Rumania, Germany DoW's the Soviets in 1940.

The German horde is efficient and soon the Soviets have been overrun, losing Minsk and Kiev before they can rail them, but getting the other 3 Factories into Siberia. In addition to the 10 MSP per Turn lost from Minsk and Kiev, they have also lost another 50 MSPs for other Soviet cities, and Riga (another 5 MSP). Their MSP per Turn track will be at '0' even though they have lost 65 MSPs versus their 55 initially. Germany DoW the Baltics so that they can get the 10 MSP for capture and the 5 MSP per Turn for Riga, so now the Baltic States are an Inactive Minor Nation ally of the Soviets.

In 1941, they add 100 MSP per Turn to their track, going from 0 to 100. Germany captures another 10 MSPs of MSP locations, dropping their production to 90 MSP per Turn (even though the Soviets have lost 60 MSPs of cities in Russia). No other changes occur in 1941. In 1942, their MSP per Turn adds 50, so it goes up to 140 MSP per Turn (90 + 50). They begin to retake territory, taking back 30 MSP value by the end of 1942. Going into 1943, their MSP per Turn track will show 140+30 = 170 MSP per Turn. By the end of 1944, they have retaken all of Russia (30 MSP) and the Baltics. (Riga at 5 MSP) They decide to keep the Baltics as an ally, liberating them and building their corps. Since they are an ally and NOT Soviet home country, recapturing Riga does NOT add the 5 MSP per Turn back to the Soviet track (though it does remove it from the German track). Going into 1945, the Soviet MSP per Turn track will be at 170 + 30 = 200 MSP per Turn.

As they capture Axis controlled MSP locations in Finland, Rumania, Hungary, Germany and any other Axis Minor Nation ALLY, they will add those to their MSP per Turn track. As they recapture MSP locations in Allied Minor Nation allies - such as Poland - they will NOT add those to their MSP per Turn track (and neither will the CW). If they want to be able to add the Polish MSP value to their MSP per Turn track, they will have to DoW Poland prior to entering any hex in Poland. But that would move Poland from being an Inactive CW Minor Nation ally to an ACTIVE German Minor Nation ally, allowing Germany to build the Polish units.

- 7) Section 9.1.10: Q) Can I flip a second factory while the first is still 'in transit'? Or do I have to wait for the first to be fully functional before I flip the next? A: You can flip the second while the first is 'in transit'.
- 8) Section 9.1.3.1: The 3rd Paragraph should begin with “Each time a player loses an MSP location in a Major Power home country or the first time in a Minor Nation ally, they subtract the MSP value ...”. I.e. if a player loses a hex, then recaptures it, then loses it again, they do not lose any MSP if the hex was in a Minor Nation ally (as they did not add any MSPs upon the recapture).
- 9) Section 9.2.1: Add that this applies only to Sea Zones where Active Powers of both sides have one or more naval units (i.e. ignore neutral powers' units when determining whether Strategic Naval Combat occurs in that zone).
- 10) Section 10.2.1: Q) If a single city can trace a path to the controlling Major Power, must reinforcements be placed in only that city? A: No, tracing the path to be able to build units of the Minor Nation ally does not impact the placement of any built units.
- 11) Section 10.3.2: Q) if I have one German Fighter (Air Tech 1) and one Italian Fighter (Air Tech 2) which is the modifier? A: Always take just the higher tech modifier.
- 12) Section 10.3.3: Q) Is there any difference between the Fighter and Bomber Decoys? A: No.
- 13) Section 10.3.3 and 13.2.3: Q) Is a Mechanized Army the only way to get both Tank and Infantry Tech Bonus in a single combat? A: No. Q2) If I have US and CW Mech Armies stacked together, can I claim the best Tech for each from among both Powers? A: Yes.
- 14) Section 10.5: Q) If Italy becomes an ally of Germany, do they have to declare war on France to become an Active Major Power? A: No, once you ally with a Major Power, you become at war with anyone that Major Power is at war with.
- 15) Sections 11.1; 12.5.1: Q) Who can escort/intercept Strategic Bombing and Airdrop missions? A: For Strategic Bombing, anyone at war with the attacker/defender – ignore the reference to 18.6 at the end; for Airdrop missions, only fighters of the same nationality as the Airborne unit can escort and only fighters of the same nationality as any defending units in the hex. If no defending units, then anyone at war with the Airborne unit can intercept. All escorting/intercepting air units are used for the turn.
- 16) Section 12.2: Q) Can I escort with a Surface Fleet that does not begin the Phase stacked with the unit being Naval Transported? A: Yes. You can move the Surface Fleet to the Port with the Corps and another Surface Fleet, then sail all three units to a destination Port. The original Surface Fleet would have to end its move at the destination Port, but the other Surface Fleet could return to base elsewhere per 12.2 first bullet.
- 17) Section 12.2.2: Q) When transporting ground units by sea through multiple sea zones, are the hits that are applied in each zone cumulative? In other words, if, for example, a convoy with two surface fleets carrying one corps is hit once in one sea zone and once in another sea zone along its route, is the corps lost? A: No, take the "separately for each sea zone" literally: In each zone conduct a separate intercept attempt.
- 18) Section 12.2.3: Q) We used the NATB box as a port adjacent to the North Atlantic Zone. Is this correct? A: Yes, as that is the only way to enter the NATB per 12.2.3: "Units may only move to or from the box from the North Atlantic Sea Zone or a friendly-controlled Suez or Basra."
- 19) Section 12.2.5: Add at end: “The USA/Canada Box is treated as being adjacent to the North Atlantic Zone (only) for Strategic Naval Movement purposes.”
- 20) Section 12.4: change the text to read: “...except an enemy-controlled capital hex” (added text underlined).
- 21) Section 12.5.1: Q) Does an Airborne unit dropped on the target hex also add +1 for Flanking? A: No. Can an Airborne unit dropped on an empty hex attack an adjacent hex in the Combat Phase? A: No, but they

could in the Follow-up Combat Phase if they end up stacked with an armor-type unit.

- 22)** Section 11.2, 12.5.1, 13.2.2, 18.5 and 18.6: When considering “defender” air units, ignore those of a Neutral Major Power that is not at war with the controller of the hex or any units involved in the ground combat. This includes when calculating the number of attacker and defender air units prior to placement on attack hexes.
Example: If Germany takes the free DoW on Poland, ignore the Soviet air unit in the East Air Zone Front Box, as Russia is a Neutral Major Power not at war with Poland or Germany.
- 23)** Section 13.2.3: Q) What does “involved in the combat” mean? Does it include Flanking units? A: No, the only units “involved in the combat” are those units in the defending hex and those in the attacking hex... flanking units do not count and must not be adjacent to any other units other than those in the attacker’s/defender’s hex.
- 24)** Section 13.2.3.2: Q) Can HQs take 3 step losses in an attack/defense? A: Yes, if adjacent to the target hex; otherwise, no – as they become a regular corps after taking the 2nd step loss. Q2) Do HQs have to retreat if other units retreat? A: Yes, if they added their combat factors (even if not adjacent).
- 25)** Section 13.2.3.3: Add to end of first Paragraph: “No unit may enter the same hex twice (including the initial hex it began its retreat in) and retreating units must end a number of hexes from the initial hex equal to the number of step losses taken as retreat; if unable, the difference must be taken as step losses.”
- 26)** Q) Can a unit adjacent to an amphibious invader provide defensive Flanking support? A: No, as they could not attack the all-sea hex where the invader is located in (see errata to 13.1 and 13.2.3).
- 27)** Section 13.2.3: If a British Mech Army, for example, is stacked with a US Infantry & Tank corps, can I claim all the best tech modifiers available between the two nations? A: Yes.
- 28)** Q) Can a non-HQ unit retreat towards an HQ that it draws supply from? A: No, an HQ is not a supply source.
- 29)** Section 14.0: Q) Can non-Armor-type units provide Flank support in the Follow-up Combat Phase? A: Yes, “any valid unit” does not mean Armor-type only, but that the unit must meet the requirements of Flank Support in 13.2.3.
- 30)** Section 15.1.2: Q) Can a Soviet Surface Fleet allow the UK to transport a unit? Can the Soviets transport a Minor Nation unit allied to the UK, not the Soviets? A: Yes, if the Soviets are Active (and, hence, “friendly”). Yes, there are NO restrictions between friendly Minor Nations and Major Powers (the Soviet Fleet could even Naval Transport the unit per 12.3).
- 31)** Section 15.1.2: In the 'Important Note' section, add a comma after 'zone', so that it reads: “... currently in the zone, or in ports bordering the zone, in which the move begins ...”. I.e. the number of strategic naval moves from a port is limited based on the zone(s) the move *begins* in only, and includes all fleets in those zones or in ports bordering those zones (whether stacked in the same port as the moving unit or not).
- 32)** Sections 16.1.5 – 16.1.6: Q) Can I be gamey and have the other Allied power declare war on the listed countries, thereby bringing in the Major Power that would incur the negative affects if they are already a joint Active Allied Major Power (e.g. if the UK and USSR are both Active and I have the UK declare war on Finland, there would be no penalty even though the USSR would then be at war with Finland)? A: No, while 16.1.5 and 16.1.6 have the phrase “declares war”, this is not the same as issuing the DoW – regardless of which Allied power initiated the war, if the Major Power ends up at war with the listed Nations, the penalties apply (so in your example, the USSR would be treated as 'declaring war' on Finland).
- 33)** Section 16.1.6: To be clear, “Minor Nations currently Neutral” means that they are not *Active*, not that they are on the (N) neutral diplomacy space.
- 34)** Section 17.5: Q) How do the green Free French (FF) units work? A: While France is not liberated,

these are built by the US and appear in either the UK or a French mainland city (if any are liberated). Once France is liberated, the FF units become *French* units and are built solely by France (though still controlled by the US, as liberated France is a Minor Nation ally of the US).

- 35)** Section 17.13: Q) If Germany does not attack Poland, can the USSR roll for Diplomacy on Poland starting on turn 3? **A: Yes, as Allied phases are after German phases. This would use up the Allied side Diplomacy roll.**
- 36)** Section 17.13.1: Q) What if the Soviets have less than nine Corps? **A: They take what they have and lose the rest.** Q) What constitutes "the USSR" for this rule? **A: The territory it controlled at the start of the game (1939 set-up).**
- 37)** Section 17.13.4: Q) Can the Germans continue to move through Soviet non-EZOC'ed territory during the four turn Neutrality? **A: Yes, only EZOCs stop per 17.13.4.** Q) Can the Soviets build next to German units? **A: Yes, building is not the same as moving.** Q) Do Soviet ZOCs block supply during the Neutrality? **A: No, per 6.0 and 7.0, must be an enemy ZOC.**
- 38)** Section 17.14.1: Q) If there are no UK cities, can the CW build fleets, air units, etc. into Canada? **A: No, they need a UK city per the rules.**
- 39)** Section 18.4: Q) Is the ability of a Corps to use Tech in the Fort one Corps total, or one Corps of each type? **A: One Corps total.**
- 40)** Section 18.5: Q) Can a UK fort be placed in Paris? **A: Yes, but no French unit could be in Paris then, as French units could not stack with a UK fort.**
- 41)** Section 18.5: Q) Can a Soviet fleet or military unit be in England in an unoccupied hex (i.e. not stacking with any other Major Power unit?) **A: Yes, but then the English/US could not use that hex/port.** Q) Can Soviet fleets transport English/USA units? **A: Only via strategic naval movement, otherwise stacking is required.**
- 42)** Section 19.1-19.3: Q) What phase do these scenarios begin on? **A: They begin at Phase I.**
- 43)** Section 19.2 – 19.4: The Iraq/Iran diplomacy marker should begin in the UK force pool and the Iraq/Iran unit should begin in hex 4503 (Basra).
- 44)** Section 19.2 – 19.4: The Baltic States Diplomacy marker should be in the Soviet Force Pool in all three scenarios and in 19.2 and 19.3 the status should be Cs (Conquered Soviet ally).
- 45)** Section 23.1: Add that this +1 modifier also applies to convoy interception.
- 46)** Section 23.9: Add "Prior to being flipped face-up, ignore the fort for all purposes. If an enemy unit enters their hex, the fort is eliminated at no cost (in MPs or requirement to attack) to the enemy unit."
- 47)** Q) My counters already have the correct German "2" Surface Fleet? **A: Some of the early production countersheets apparently were misprinted, but the majority do have the correct numbers. If you already have a "2" German Surface Fleet, just disregard the replacement.**
- 48)** Q) Do you subtract the number of Victory cities held by the Allies from the Victory city count? **A: No, VP is based only on how many Victory cities the Axis side holds at the end.**
- 49)** Q) Must in-play decoy be placed in the same way as fleets/ air units in a port/ air box. When revealed, do they immediately return to their original port/air box or can they be placed anywhere? **Answer: See 9.2.2. Decoys function like regular naval units in ALL regards except when revealed they don't have any game effect. So they return to ports, etc. just like regular units. The only exception is if they are overrun per 12.3.**