

## The Meatgrinder: Battle for Xuan Loc 1975 – Player Aid

I found it tedious to flip back and forth between three different sections of the rulebook in order to figure out the effects of (1) **Supply**, (2) **Command** and (3) **Disruption** in the various combinations as applied to either ARVN or NVA. So I whipped up this chart to make it a bit simpler. Just cross-reference the **Supply** and **Disrupt** status of the unit with the **Command** status (either **ARVN** or **NVA**) to see the total effects on the unit.

	ARVN		NVA	
	In Command	Out of Command	In Command	Out of Command
In Supply Not Disrupted	(No effect)	* ½ Movement allowance.	(No effect)	* May only move 1 hex.  * 1L shift on Close Assault or Direct Fire.
In Supply Disrupted	* HQ and units cannot spot for artillery or air.  * Can only move 1 hex, away from closest enemy units. May not remain adjacent to enemy unit if possible to move away.  * May not fire ranged weapons > 1 hex.  * No ZOC.  * Attack at ½ strength (round down).	* HQ and units cannot spot for artillery or air.  * Cannot move or attack.  * No ZOC.  * Defend at ½ strength (round up).	* HQ and units cannot spot for artillery or air.  * Can only move 1 hex, away from closest enemy units. May not remain adjacent to enemy unit if possible to move away.  * May not fire ranged weapons > 1 hex.  * No ZOC.  * Attack at ½ strength (round down).	* HQ and units cannot spot for artillery or air.  * Cannot move or attack.  * No ZOC.  * Defend at ½ strength (round up).
Out of Supply Not Disrupted	* Attack at ½ strength (round up).	* Attack at ½ strength (round up).  * ½ Movement allowance.	* May not attack.	* May not attack.  * May only move 1 hex.  * 1L shift on Close Assault or Direct Fire.
Out of Supply Disrupted	* Attack at ½ strength (round down).  * HQ and units cannot spot for artillery or air.  * Can only move 1 hex, away from closest enemy units. May not remain adjacent to enemy unit if possible to move away.  * May not fire ranged weapons > 1 hex.  * No ZOC.	* Cannot move or attack.  * Defends at ½ strength (round up).  * No ZOC.	* May not attack.  * No ZOC.	* May not move or attack.  * Defends at ½ strength (round up).  * No ZOC.