```python
class Entity:
    def __init__(self, name, inventory=0):
        self.name = name
        self.inventory = inventory

    def receive(self, quantity):
        self.inventory += quantity
        print(f"{self.name} received {quantity} units. Inventory: {self.inventory}")

    def send(self, quantity, receiver):
        if self.inventory >= quantity:
            self.inventory -= quantity
            receiver.receive(quantity)
            print(f"{self.name} sent {quantity} units to {receiver.name}. Inventory: {self.inventory}")
        else:
            print(f"{self.name} cannot send {quantity} units. Not enough inventory.")
```

```
# Create entities
supplier = Entity("Supplier", inventory=1000)
manufacturer = Entity("Manufacturer", inventory=100)
distributor = Entity("Distributor", inventory=50)
retailer = Entity("Retailer", inventory=20)

# Simulate supply chain
def simulate_supply_chain():
    print("\n--- Supply Chain Simulation Start ---\n")

    # Supplier sends to Manufacturer
    supplier.send(200, manufacturer)

    # Manufacturer sends to Distributor
    manufacturer.send(100, distributor)

    # Distributor sends to Retailer
    distributor.send(30, retailer)

    print("\n--- Supply Chain Simulation End ---\n")

simulate_supply_chain()
```