OCS: Fixing Holes

In this issue you will find sixty counters for games in the Operational Combat Series (OCS). Most are errata counters; the rest are for variants. Included are:

1. For the 2011 edition of **Guderian's Blitzkrieg II** (**GBII**), 37 counters. You need these if you don't have **Case Blue**. See the article on this page for details.

2. For **Case Blue** (**CB**), 2 counters: German 13 Corps HQ and Soviet 5 Cav Corps marker. You need these if you don't have **GBII**.

3. For **Baltic Gap**, 6 errata counters, 1 variant, and 15 FD counters. See the article on this page for details on the latter. The variant version for the 519 PJ Bn is for my good friend Marcus Randall, and anyone else who thinks I overrated the Nashhorns by giving them an AR of 5. (This isn't an official change, so if Marcus isn't in your game your opponent must agree to use this counter!)

Note that v2 rulebooks have been created for **Baltic Gap** and **GBII/CB**. They address all known errata and generally speaking are the rulebooks everyone should use when playing these games. Enjoy! Find them here:

http://www.gamersarchive.net/theGamers/archive/ocs.htm

GBII: Filling Cracks

Guderian's Blitzkrieg II (**GBII**), originally published in 2001, was refined by the release of **Case Blue** (**CB**) six years later. Unfortunately, when **GBII** was reprinted in 2011, many of the changes to its OBs and arrival schedule did not get back-fitted to the game's counter sheets — so players who don't also own **Case Blue** will find themselves with quite a few units that are AWOL. The counter mix problems are mostly confined to what might be thought of as the overlap of the **GBII** and **CB** campaigns (specifically, the Voronezh area) and come after mid-1942, so **GBII**'s primary focus on Moscow isn't greatly affected.

In this issue are 37 counters from **CB** that are needed to minimize the substitution of breakdowns and dead units for missing units scheduled to arrive. Two different fixes are presented, depending on the scenario. They are written with the **GBII** Campaign Games in mind, but also apply to smaller scenarios.

<u>Campaigns 7.1 to 7.4</u>

The fix to these scenarios does two things: it shortens the campaign's length and provides *most* of the AWOL counters.

1. Three Soviet units (total) are still missing from 26 Jan and 5 Feb: (5)-1-1 UR Bde (153, 156, 159). There should be dead units to substitute, but if not give 1x Pax per missing unit.

2. On 15 Mar, there is still a missing Soviet 12-2-2 Inf Div (416). There should be plenty of dead units to substitute.

3. These Campaigns now end on 1 April '42. The victory conditions are as follows:

> The German score is the average of his final VP score (end of March) and his "high water mark" VP score (his highest VP level at end of any single turn). If the average is 60 or more, the game ends in a German Win. If the average is 50 or less, it is a Soviet win. Otherwise, it is a Draw.

Campaigns 7.6 to 7.8

The fix to these scenarios doesn't directly address a fair number of AWOL counters. Instead it reduces the map area in play, so those counters aren't needed.

1. The southern play boundary is shifted north by 1/2 a map, so hexes on or south of Map C/F xx.18 are out of bounds.

2. For victory determination at the game's end, assume the Germans hold the VP cities in the out-of-bounds area: Voronezh and Staryy Oskol (8 points).

3. Reduce each side's supply column by -1.

4. Ignore all remaining missing Axis and Soviet ground units (the ones not part of the 37-counter mix in this issue). The missing list is found here:

http://www.gamersarchive.net/theGamers/archive/GBiisecondedi.htm

Baltic Gap: New Option

Historically, an important component of the Soviet deep operation was the Forward Detachment (FD). An FD was essentially a portion of a rifle division (plus some independent attachments) that was motorized so that it could operate 50 miles or so ahead of the main body. For a variety of reasons — chiefly counter mix limit and the clumsiness of a rule that was tried (and rejected) early in testing — the FD is not directly shown in **Baltic Gap**. A new opportunity to address these units came a few months ago, when I was given sixty counter slots in this issue for OCS.

As a new option for **Baltic Gap**, Soviet players now have access to fourteen FD counters. These are created by reducing a specific parent division (per the FD's ID) by one step, much as you would a breakdown regiment, and like a breakdown can be absorbed by a reduced parent. An FD is treated as an independent unit, is non-rebuildable, and can only be detached/absorbed once.

Suggested use of these counters is as follows:

1. The number of FD available varies by the campaign's starting date and the V# chosen. The formula is 14 - Month + V#. ('Month' is 7 if July, 8 if August, etc.; the 'V#' is always between 0 and 3, and is a way to set the likelihood of hypothetical reinforcements arriving.) If playing the June start to the campaign, the number of FD will thus be between 8 and 11; if playing the October start, the range drops to between 4 and 7.

2. Randomly select the FD received. Do this *before* play begins.

3. An FD's lunge forward required planning and diversion of trucks. This is reflected by the following: FD must be fueled by 1T per unit method. They can only be in Move Mode orientation on the turn they are created, and during every other Movement Phase, they must be placed in Combat Mode orientation (they stay that way until destroyed or absorbed).