Hip Shoot Example from Smolensk, German Game Start, page 1

Hip Shoots (OCS 14.7d):

- Hip Shoots are a special instance of a normal Air Barrage, but are conducted at any point in a Movement Segment (Movement, Exploitation or Reaction Phases, weather permitting).
- Each game-specific rule book lists the nationality/units permitted to conduct Hip Shoots, generally an indication of an advanced air-ground coordination capability. In Smolensk, all Luftwaffe aircraft can conduct Hip Shoots (Smolensk 3.2a).
- They require a correct spotter (a friendly combat unit adjacent to the target hex, per OCS 10.0b). Since it is his Movement Segment, and the German player wants to Hip Shoot the Russian Armor unit in 19.26, he moves the 78/7 Pz Arty Regt to 18.25 and completes its movement. This Artillery unit will be available for use in the Barrage Segment, if needed. (Note: Some OCS players disagree that an artillery unit should be able to serve as a spotter, but it is permitted under the rules.)

- They are made by a single aircraft, but any hex can be the target of multiple Hip Shoots in a Segment.
- A Hip Shoot most often targets enemy units, but any target is allowed (Units, Ships, Ports, or Air Bases).
- Strategic Bombers cannot Hip Shoot (OCS 14.1e).
- They do benefit from the Short Range Barrage Modifier (OCS 14.7c), a 1-right shift if the range is 10 hexes or less, something many OCS players just call “proximity.”

Hip Shoot Example from Smolensk, German Game Start, page 2

Follow the Air Mission Sequence (OCS 14.2f):

A. The German player declares he is conducting a Hip Shoot Barrage.

B. He moves a Bf.110 48 hexes from the German Off-Map Airfield to 19.26, the Mission hex. The Bf.110 is a Fighter Type aircraft, but it has a Barrage Strength and is allowed to conduct Hip Shoots. The German player is hoping to score a DG and save his higher-Barrage Strength aircraft for other missions. The aircraft are shown next to the target hex for convenience.

C. There are no Active Russian Aircraft in 19.26, so no Air Combat.

D. An Air Barrage mission is subject to Flak (OCS 14.4a), so it can also be Intercepted (OCS 14.5) were it in a Patrol Zone (up to 10 hexes from an Active Russian Fighter, OCS 14.4c). There is no PZ over this hex, so there is no Interception. Had their been a PZ, the Germans would likely have conducted Fighter Sweeps (OCS 14.6) beforehand to render any Russian Fighters Inactive.

E. The Russian player rolls for Flak (OCS 14.4) after consulting the modifiers on page 1 of the Charts & Tables. There are no modifiers, but he rolls an “11” on 2 dice, flipping the Bf.110 to its reduced side. The German player gnashes his teeth.

F. The Air Barrage is now resolved (page 2 of the Charts & Tables). The reduced Bf.110 has a Barrage Strength of 3, so the Barrage starts on the 3-4 column. There is a Left 1 shift for the Hedgehog in the hex, but no other shifts (the Russian unit is in Clear Terrain). The German player rolls a “7” with 2 dice on the 2 column, for no effect.

G. The Bf.110 returns to any base within range, in this case the German Off-Map Airfield, and becomes Inactive.

Hip Shoot Example from Smolensk, German Game Start, page 3

Follow the Air Mission Sequence (OCS 14.2f):

A. The German player really wants to DG this unit, so he declares that he is conducting another Hip Shoot Barrage.

B. He moves a Ju.87b to 19.26, the Mission hex (48 hexes from the German Off-Map Airfield is just within the Ju.87b's range of 49).

C. There are still no Active Russian Aircraft in 19.26, so no Air Combat.

D. There are still no Russian PZ's in this hex, so no Interception.

E. The Russian player rolls for Flak, again with no modifiers. This time he rolls a "4" for no effect.

F. The Air Barrage is resolved the same way, with the same modifiers (Left 1 shift for the Hedgehog). The Barrage starts on the 12-16 column, shifted left to the 8-11 column. This time the roll is a "10" for a [1/2] result. Per the explanation below the Barrage Table, a [1/2] result is treated as a DG for Air Barrages. The Russian player places a DG on the unit in 19.26.

G. The Ju.87b can return to any Air Base within range, in this case the Level 1 Air Base in hex 1.19, and becomes Inactive. The German player rubs his hands in glee and prepares for the next steps in his planned capture of Vitebsk.