OCS4 Mode Summary	Voluntary Modes				Involuntary Modes	
	Combat	**Move**	**Reserve**	**Strat Move**	**Exploitation**	**DG** (Counter does not change mode)
Move *(MA is never rounded - per 5.50)*	Full MA, no Rail, ship or air transport.	Full MA	Movement Phase = 1/4 MA; Released in: Exploit Phase = Full MA; Reaction Phase = 1/2 MA.	Must be in Move Mode. 2xMA (1xMA if DG). 2xMP cost if interdicted; May not enter EZOC; May move off-road. Must end movement in Trace Supply.	1/2 MA	1/2 MA (Full MA if Strat Move)
Overrun *Only allowed to stacks that started the phase together.*	Yes	Yes	Yes, if Released	May not participate in the attack, but may tag along for any Advance or further movement.	Yes	NA
Attack	x1; Art = '(1)' HQ='(5)'	x1; Art='(1)' HQ='(1)'	x1 if Released during the Reaction Phase	Attack Strength and AR = 0 *(Not Attack Capable)*	Yes	x1/2. (DG units retreating adjacent to an enemy attack capable unit take one (stack) step loss. Others are then DG.)
Defense			x1/2		NA	
Barrage	Yes	Yes	If Reaction Released	No	Yes	1/2 Barrage Strength
Mode Lost	If retreated two or more hexes (flip to Move mode and DG).		When DG'd, Released, ending movement in a Hedgehog or if taking any combat result (including ignored o#'s).	May not move/retreat into EZOC - are eliminated if forced to do so.	Clean up phase.	Clean up phase.
Notes	Construction may only be performed by non-DG units in Combat mode that do not move.		Cannot gain in EZOC or if DG. HQ may still draw/throw supply and use Engineer functions.	Cannot gain in EZOC or if DG; Never considered Attack Capable; May become DG (then AR is '-1'); HQ may ONLY trace (roll attrition if unable and supply is required); HQs may not throw supply or use Engineer functions.	ONLY gained by CRT (NA if DG, Overrun or any attack where more than 2 hexes or two non-adjacent hexes are attacking).	Gained when entering 2nd hex of a Retreat or Retreating into EZOC; affects ALL units in that hex; If already in Strat Move then AR is -1; DG units may not Exploit, or GAIN Strat Move or Reserve Mode. HQ may Draw/Throw supply.

Attack Capable: Has a non-parenthetical printed Attack Strength and is not in Strat Mode.
ZOC - Only attack capable units in Combat Mode (and not OoS) or Exploiting units have a ZOC.
Step Loss Effects - if missing 1 step, 1/2 Combat Value; if 1/2 steps lost, 1/2 Defense Value.
Rail Transport - Only units in Move Mode and RR Units in Combat or Move Mode (See Transport Equivalents on the Game Card). Units/SP entrain/detrain in village/port/city/(combat mode) HQ hexes on a rail line. Entraining: Units may not have moved more than half their MA; SPs may not have moved. Detraining units may not move. Entraining/detraining and rail movement may not be performed in/through a hex that is adjacent to enemy attack capable units (regardless of friendly units in the hex).
Sea Transport - Only allowed for units in Move Mode.