OCS 101
OCS Definitions
by Chip Saltsman

OCS ***is now on version 4.3 of its Rules set. The first published*** **OCS** ***game was the original*** **Guderian's Blitzkrieg** ***in 1992. The rules have become very refined with precisely worded definitions, and in most cases key points are only stated once. As a newbie I found the implications were subtle and what was obvious to experienced players was not to me. The system isn't complicated, but it is complex!***

It pays to return to the rules and review four sections. <u>These are the fundamental definitions behind all the other rules:</u>

- **<u>Sequence of Play</u>** (*OCS* Rule 2.0) – You must follow this in <u>exact</u> order, and its flow has some nuances. For example the Supply Phase comes <u>after</u> movement—you can suddenly find that you've advanced beyond Trace Supply range. Air/Naval and Artillery both make "Barrage" attacks, but do so in different Segments.
- **<u>Definitions</u>** (*OCS* Rule 3.0), see the next three pages for illustrated definitions.
- **<u>General Concepts</u>** (*OCS* Rule 4.0)
- **<u>Modes</u>** (*OCS* Rule 5.0).

These are all **Ground Units**

These are all **Combat Units**

Truck MPs (black)

Foot MPs (white)

Attack-Capable Units

Track MPs (red)

Combat Mode (ZOC)

Move Mode (no ZOC)

These are **Non-Combat Units**

Port

Ports and some Hedgehogs have no counter and are printed on the map in *OCS*, but they ARE units.

Yes, that 0-Strength unit (in this case, a Move Mode Armored Car unit from DAK2) IS Attack Capable. Zero-Strength Units are addressed in OCS 9.14a.

Units with parenthesized combat value are not Attack-Capable. They can only defend (3.2b). Artillery Units are normally a (1) (13.4b). HQ units normally are a (5) when oriented to Combat Mode and (1) when oriented to Move Mode (13.1c).

A "**Multi-Unit Formation**" (3.1c) is a group of ground units with a higher designation, in this case the 18th Panzer Division. Colored stripes mark these formations in newer games.

"**Multi-step Combat Units**", usually infantry divisions, have a Regimental Equivalent (RE) number printed in a colored circle (3.2d). Step losses reduce the size of these units (9.11d).

Any unit that is neither part of a Multi-Unit Formation nor a Multi-step Combat unit is "**Independent**" (3.2f). This is important mostly for Fuel Supply (12.5e)

Units with a yellow dot behind their Action Rating cannot be rebuilt (13.5c)

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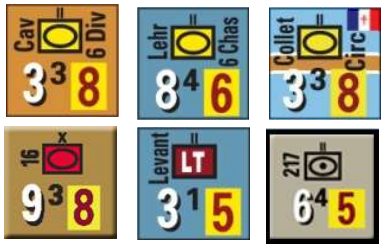
A Unit's Ground Combat Class is **NOT** the same as its MA.

Mobility Type (OCS 3.1a) is denoted by MA color and affects **movement.**

"Track MAs" are in red



"Truck MAs" are in black

"Leg MAs" are in white

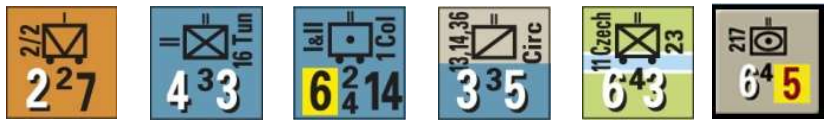
Each Mobility Type has a different line on the TEC, with different movement costs per hex.

Combat Category (OCS 3.2a) is denoted by color of the Unit Symbol background and affects **combat.**

"Armor" units have yellow behind unit symbol

"Mech" units have red

"Other-type" units have neither red nor yellow



Different Combat Categories (sometimes called "Class") have different Combat Strength multipliers, and may be affected by AT Effects.

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These units have **Heavy AT Effects**

Hedgehogs

Yellow Combat Category Units

Red Combat Category units with a Tank symbol

Anti-Tank Symbol

Anti-Aircraft symbol

These units have **Light AT Effects**

Red Combat Category units without Tank symbol

AT Effects are covered in more detail in OCS 9.4e. They only apply in situations where the terrain multiplier for Armor/Mech is x2.

Aircraft types are defined in 14.1

Ships and Naval Power are defined in 18.0, but only appear in a few games.