

OPERATIONAL COMBAT SERIES RULES

OPERATIONAL COMBAT SERIES

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INTRODUCTION

OCS games simulate campaign-level combat from 1900 to the mid-1950's. The series goal is to allow a sophisticated study of historical events while maintaining mechanical simplicity.

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INTRODUCTION

The first rewrite of the OCS standard rules, version 3.0, consolidated and made standard several optional rules. It also incorporated all known errata (at the time) and terminology was changed to make the rules cleaner. This version, or rather this revision of version 3.0, further incorporates errata and includes a number of minor technical changes. None of these changes has any significant impact on play or balance. As before, many of the optional rules remain so—optional. If a favorite of yours missed the boat, feel free to use it, but keep in mind that its use may not be truly appropriate system-wide. Tastes vary, so feel free to embellish as you wish. These rules define the standard rules and a basis from which to begin.

1.0 GAME COMPONENTS

1.1 The Game Map

The map depicts the area in which the battle or campaign was fought. Laminate the map or cover it with 1/8" Plexiglas to help protect your gaming investment.

The Hex Numbering System. All hexes are identified by a unique four-digit number in the form "column.row". If the game has more than one map, a letter identifies each, and the hex numbers for hexes on a given map are prefixed with the map's letter. For example, B10.10 identifies hex 10.10 on map B. The digits before the decimal point identify the hex row, reading along the horizontal dimension from left to right. The digits after the decimal identify the exact hex along that particular hexrow, reading along the vertical dimension from bottom to top. Not every hex is numbered. Each fifth hex (xx.05, xx.10, xx.15) is numbered to create gridlines. For example, to find hex 29.17, follow the gridline for xx.15 until you find the 29.xx hexrow, then count up two hexes to 29.17.

Map Edge Hexes. Only hexes with at least half of the hex showing are playable.

Off Map Movement. Unless specifically allowed in a given game, units can neither exit the map to re-enter later nor conduct any off-map movement. Destroy units forced off the map.

Turn Record. A turn record track is printed on the map or player's aids. Each box represents one game turn. (See 2.1)

Weather Record. Mark the weather status using this track.

Holding Boxes. Two types of holding boxes may exist. One type contains one or more map hexes, and another type does not. Use map hex holding boxes to relieve congestion. The units in them are within the hex associated with the box. These units must follow the usual combat rules. Non-Hex holding boxes can hold unlimited numbers of units. Combat cannot occur in non-hex holding boxes. Non-hex holding boxes can link to each other to show off-map areas. Units of both sides can never occupy a given off-map holding box.

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1.2 The Counters

Carefully cut or punch the counters from the sheets and keep them organized by type or identification for ease of use. (See 3.0)

1.3 The Rules

Every Gamers' brand game contains a Series rulebook and a Game rulebook. The Series rulebook contains the rules generally applicable to all series games. The Game rulebook gives the details needed for a specific game, including special rules, scenarios, and set up information.

Terminology. When a rule or situation calls for one or more dice to be rolled, the rules identify these by dr (one die) or DR (two dice). In all cases, one or two standard six-sided dice are used as appropriate. Exceptions to rules are noted within italics and brackets (e.g., [EXC: *Zone of Control; 4.1*]). Examples of rules cases and game mechanics are prefaced by "EX:" and slightly smaller text.

Organization. Rules are numbered by section and case. Each major rules grouping is a section; a paragraph within a section is a case. The number 4.2 would, for example, refer to section 4, case 2. A specific case may contain a number of statements. Statements within a case are lettered, as in 4.2a, 4.2b, etc.

Repetition. Once stated, a rule is generally repeated in another section only if needed for clarification in that section.

Set Up Notes. Except for any special notes in the game rules concerning set up, the following are always true:

- A) "w/i X" means to set up a given unit at or within X hexes of the location given.
- B) Units set up in any desired Mode [EXC: *Units adjacent to enemy attack-capable units cannot set up in Reserve or in Strat Move Mode*]. Unless specified by the scenario, Breakdown Regiments cannot be set-up at start. Supply Points (SPs) can begin play loaded on Transport Points if allowed to set up in the same location.
- C) Units can never start the game over-stacked.
- D) Air units always begin active.
- E) Units generally start at full strength.
- F) When the notation "(inclusive)" follows set up boundaries, it means that units can set up anywhere within the given zone to include the boundary lines.
- G) Units can never set up in hexes that they could not move into during their regular movement.
- H) Units/Formations always start play "un-fueled".

RE Size (if in Colored dot)
or
This unit's name (if not)

Unit Size

Combat Strength
Defense only if in parenthesis

Action Rating
Dot means the unit cannot be rebuilt.

Artillery

Break Down Regiment

Truck Points

Wagon Points

An Air Unit

An HQ Unit

Unit Symbol
Yellow Background means Armor unit
Red Background means Mech unit
Not Yellow or Red means "Other" type unit

Divisional Affiliation
(if a Divisional Unit)

A Basic Combat Unit

Unit Sizes	I Company
	II Battalion
	KG Kampgruppe
	III Regiment
	X Brigade
	XX Division
	XXX Corps
	XXXX Army

Basic Unit Symbol Types

<input checked="" type="checkbox"/> Infantry	<input checked="" type="checkbox"/> Cavalry Artillery	<input checked="" type="checkbox"/> Equipment Repl
<input checked="" type="checkbox"/> Tank or Panzer	<input type="checkbox"/> Militia	<input checked="" type="checkbox"/> Personnel Repl
<input checked="" type="checkbox"/> Assault Gun	<input checked="" type="checkbox"/> Rocket Artillery	<input checked="" type="checkbox"/> Machine Gun
<input checked="" type="checkbox"/> Armored Infantry	<input checked="" type="checkbox"/> Motorcycle	<input checked="" type="checkbox"/> Assault Engineer
<input checked="" type="checkbox"/> Armored Recon	<input checked="" type="checkbox"/> Bicycle	<input checked="" type="checkbox"/> Police
<input checked="" type="checkbox"/> Cavalry or Unarmored Recon	<input checked="" type="checkbox"/> Mountain	<input checked="" type="checkbox"/> Security
<input checked="" type="checkbox"/> Towed Artillery	<input checked="" type="checkbox"/> Penal	<input checked="" type="checkbox"/> Flampanzer
<input checked="" type="checkbox"/> SP Artillery	<input checked="" type="checkbox"/> Rail Repair	<input checked="" type="checkbox"/> Parachute
<input checked="" type="checkbox"/> Marine or Naval	<input checked="" type="checkbox"/> Commando	<input checked="" type="checkbox"/> Engineer
<input checked="" type="checkbox"/> Glider Infantry	<input checked="" type="checkbox"/> Anti-Tank	<input checked="" type="checkbox"/> Hvy Weapons
<input type="checkbox"/> Semi-Formed	<input checked="" type="checkbox"/> Coastal Artillery	<input checked="" type="checkbox"/> Territorial
<input checked="" type="checkbox"/> Mortar		

Basic Symbols may be mixed together and combine with motorization symbols to generate more complex symbols, such as: Fully-Motorized, Mountain Infantry

Truck Extender

Wagon Extender

A Ship

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OCS Standard Markers

-  **Turn**
-  **Phase**
-  **Low Internal Stocks**
-  **Exhausted Internal Stocks**
-  **Supply Points**
Number (2T=Two Tokens)
-  **Strategic Move Mode**
-  **Exploitation Mode**
-  **Disorganized Mode**
-  **Reserve Mode**
-  **Hedgehog Level**
-  **Rail Damage**
-  **Railhead**
-  **Rail Interdict**
-  **Step Loss**
Number of steps lost
-  **Air Base**
Level
-  **Fuel Marker**
-  **Out of Supply**
-  **Division Marker**
Fueled Designator

2.0 SEQUENCE OF PLAY

2.1 The Game Turn

A “game turn” is a sequence of events, the order of which is “the sequence of play.” Each game turn consists of two Player Turns—one for each side. Each Player Turn consists of the set sequence of steps listed below. Each step can involve one player or the other, based on the terminology “phasing” and “non-phasing.” The “phasing” player is the one whose turn it is; the “non-phasing” player is the other. Each player has his own Player Turn; switch the roles of phasing and non-phasing player when the Player Turns are switched. At the end of the second Player Turn, advance the turn marker one space and begin the process again. The sequence of play must be strictly followed in the order given.

2.2 Sequence of Play

PRE-TURN PHASE

Weather Determination Segment
First Player Determination Segment

1ST PLAYER, PLAYER TURN

AIR UNIT RETURN PHASE
AIR UNIT REFIT PHASE

REINFORCEMENT PHASE

MOVEMENT PHASE

Movement Segment
Air/Naval Barrage Segment (No regular artillery Barrages)

SUPPLY PHASE

REACTION PHASE (NON-PHASING PLAYER)

Movement Segment
Barrage Segment

COMBAT PHASE

Barrage Segment
Combat Segment

EXPLOITATION PHASE

Movement Segment
Barrage Segment
Combat Segment

CLEAN UP PHASE

2ND PLAYER, PLAYER TURN

Repeat the above for the second player.

TURN END

Turn Marker Advances. Repeat above steps.

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2.3 Narrative Sequence of Play

Pre-Turn Phase

Weather Determination Segment

One player, it is irrelevant which, makes a dr to determine the weather. The weather affects the entire turn. If weather prohibits flight, any air unit not in a hex containing a friendly air base must immediately return to a friendly base and become inactive.

First Player Determination Segment

Each player makes a DR. The player with the higher roll elects to be first or second in the turn. Re-roll any ties.

1st Player, Player Turn

Air Unit Return Phase

All phasing active air units not on a friendly air base must return to any friendly base and become inactive. Remove all railroad interdiction markers generated by the phasing player in his last Player Turn.

Air Unit Refit Phase

The phasing player refits his inactive air units. Pay 1T per base at which the player desires to refit. At such bases, the player can refit up to two air units per base level (which might be modified by enemy interdiction). An air base cannot refit air units if an enemy attack-capable unit is adjacent to it (friendly units do not negate this effect).

Reinforcement Phase

The phasing player places any new units in their entry points according to the Arrival Schedules. He rolls on his Supply Table to determine the number of new Supply Points available and places them on the map. He rolls on his Variable Reinforcement Table and places any resulting reinforcements on the map. Place newly arrived air units on any friendly air base (they arrive Active). Conduct any Reorganizations, Unit Rebuilds, and/or Unit Consolidations desired.

Movement Phase

The phasing player moves his units, obeying any restrictions imposed by mode, supply and movement rules. As he moves, he selects his units' Modes for the coming turn. He can conduct Overruns and destroy his supply dumps. Active air units can move. Naval units and Air units can stay on station to execute Barrages in the Barrage Segment at the end of this phase. He can expend fuel, build or improve air bases, build Hedgehogs, and send out Breakdown Regiments.

Supply Phase

The phasing player must replenish any units he has with low (or exhausted) internal stocks. The phasing player then determines which of his units can be supplied by trace supply. Those that cannot be supplied by trace supply must expend on-map supply to be supplied. If this is not possible, the units are unsupplied and may be reduced or eliminated by attrition.

Reaction Phase

The non-phasing player can release reserves which can then move (1/2 their MA), Overrun and conduct Barrages. Expend fuel at this time as needed. Regular combat does not occur in this phase. The non-phasing player can destroy his supply dumps, but no other construction-type activities are allowed. Non-phasing air units can move. Once all other Reaction Phase activities have been performed, the non-phasing player can conduct Barrages with released units, air units and ships.

Combat Phase

All Barrages precede any regular combats. Phasing units attack as desired according to mode, supply and combat rules. Combat results can cause some units to enter Disorganized (DG) or Exploitation Mode.

Exploitation Phase



The phasing player can move (full MA) and fight with Reserves he chooses to release, and with Exploitation marked units. Phasing air units can move. Units able to function in this phase can conduct Overruns, movement, Barrages, and regular combats. Expend fuel as needed.

Clean Up Phase

The phasing player removes all DG and Exploitation Markers from his units and removes or 'flips' all his Fueled Markers.

2nd Player, Player Turn

Repeat the above steps for the second player with the roles of phasing and non-phasing player reversed.

Turn End



Move the Turn Record Marker one space forward along its track. Begin the above sequence again for the next turn.

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2.4 “Simulcast” Turns

Players will find periods of some games where the major activity is logistical buildup on both sides. At the option of both players, a “Simulcast Turn” may be declared. The standard Sequence of Play is altered on Simulcast Turns as follows.

- A) Players execute the turn sequence at the same time.
- B) No combat or Barrages are allowed.
- C) Neither player executes anything which could be construed as an offensive, raid, or other such activity on land or air.

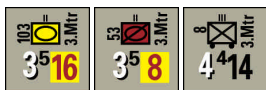
Design Note: The goal of the Simulcast Turn is to speed up the down periods...don't screw up that goal by attempting anything to gain some sort of advantage. If you have some operations in mind, don't agree to the simulcast turn in the first place; play a regular turn. However, don't waste your time playing a regular turn for minor reasons.

3.0 UNITS AND MARKERS

3.1 Combat Units



Each unit has designation, size and type symbols, combat and movement values, and an Action Rating printed on it. Some show the number of Regimental Equivalents (REs) or indicate if the unit is motorized. Artillery units also have a range.



3.1a Unit Combat Type Designators. “Armor” units have a yellow background printed within their unit symbol. “Mech” units have a red background. Any color other than red or yellow denotes “Other” type units.

Design Note: A unit with an armor unit symbol can have a red background. Such a unit contains a tank force with an infantry component. Other such combinations are possible. Such symbol use more accurately reflects the organization of a unit below the counter's echelon.

3.1b Motorized Type Designators. The unit symbol can have one “wheel” (semi-motorized) or two “wheels” (fully-motorized). This notation (by itself) is for historical interest only.

3.1c Defensive (Only) Units. The combat value of some units is parenthesized. Such units can never attack [EXC: They can “tag along” during an Overrun; 8.1e].

3.1d Action Ratings. The Action Rating represents the unit's ability to react in combat. Values range from 0 to 5 with a higher number signifying better leadership, training, cohesion, and equipment maintenance.

3.1e Regimental Equivalents (REs). Division-sized units have an RE number printed on the counter. This RE number is in a colored dot for easy identification. Section 4.7 contains a complete listing of RE sizes.

3.1f Break-Down Regiments. These units represent generic detachments from divisions that cannot otherwise split up.

3.1g Multi-Unit Formations. These are those formations containing one or more units with the same higher designation (e.g. German Panzer Division or Soviet Tank Corps).

3.1h Non-rebuildable Units. Units with yellow dots behind their Action Ratings cannot be rebuilt. Once eliminated, they are removed from play.

3.2 Replacement Units



There are two Replacement (Repl) types—personnel (Pax) and equipment (Eq). Use these (in varying combinations) to rebuild units.

3.3 Formation Markers



(Optional) Use these to represent groups of individual counters, thus reducing counter density on the game map (See 13.7 for full details on their use).

3.4 HQ Units



HQ units typically represent corps or higher level HQs (and their non-combat support units) and serve to link units to supply dumps. They are marked with a “throw range” and movement allowance, both given as movement points. Throw and Draw ranges of an HQ are in the type of Movement Points shown on the counter. (See 13.1)

3.5 Air Units



Full strength air units represent 20 to 45 aircraft. These are marked with an aircraft silhouette, aircraft type and class—Fighter (F), Tactical Bomber (T), Strategic Bomber (S), or

Transport (Tpt)—Air-to-Air strength, Barrage Strength, and Range. Some units also have a Transportation allowance. The front of the counter represents the full-strength unit; the back is the same air unit but at reduced strength. Torpedo Bombers have their Barrage Strength in parentheses (see 18.3e).

3.6 Transport Points



These are marked with a point value and a movement allowance and provide transportation for Supply Points on the map. They can represent just about any kind of transportation pressed into service of the various armies (from trucks to elephants). Some Transport Points have a unit ID on their counter. These are “Organic Transport Points” and they belong to a specific formation. (See 13.2g)

3.7 Game Markers

3.7a Supply Markers. These show various supply states such as Out of Supply, Low Internal Stocks / Exhausted Internal Stocks, and Fuel.

3.7b Mode Markers. These markers designate Reserve, Exploitation, Strategic Move, or Disorganized (DG) Modes. Combat and Move Modes are shown by the side of the counter showing.

3.7c Air Base Markers. These markers represent Level One, Two, and Three air bases.

3.7d Turn and Phase Markers. These keep track of the game turn and phase.

3.7e Hedgehog Markers. Hedgehogs represent improved positions. There are four hedgehog levels.

3.7f Step Loss Markers. These markers show the losses to units containing more than one step.

3.7g Weather Markers. These markers show the status of the weather, flight and/or ground conditions.

3.7h Supply Point & Token Markers. These show actual amounts of supply. A single Supply Point (SP) roughly equates to 1,500 tons of consumable supply (adequate mixing of fuel, ammo, and stores is assumed). Supply points are further divided into one quarter SP sized amounts called “Tokens” used for the small change of supply transactions. Thus, four Tokens equals one SP.

4.0 GENERAL GAME CONCEPTS

4.1 Zones of Control (ZOCs)

This game does not have ZOCs in the usual sense. It does limit certain actions in hexes adjacent to enemy “Attack-Capable” units (see 4.8). A unit that retreats adjacent to an enemy Attack-Capable unit is automatically marked with a Disorganized marker (which affects all units in the hex—even those which were already there); if already Disorganized (DG) the retreating stack must lose one step (one step from the stack—not per unit—and the step loss comes from the owning player’s choice of unit). Other friendly units in the hex where the step loss takes place are DG, if not so already. Terrain and friendly units have no effect on this provision.

Important: Only currently Attack-Capable units inflict these ZOC effects on enemy units. Units which do not give the ZOC effects can be used to negate them.

Actions that cannot be taken in hexes adjacent to enemy Attack-Capable units:

- A) Truck MP type movement [*EXC: Units using truck MPs can move into a hex adjacent to an enemy Attack-Capable unit, but must either halt for the phase at that point or conduct an Overrun. Such units starting the phase adjacent to enemy units can exit that hex and move normally until the above applies again in that phase. One Overrun might lead to another allowing the unit to continue “moving” even in Enemy Zones of Control (EZOC). Friendly units negate this provision.*]
- B) Rail Transport. Friendly units cannot negate this provision.
- C) Supply Line Trace. Friendly units negate this provision, except along railroads. This case applies only to trace path(s) from a detrainable hex back to the supply source. HQs always draw, throw, and trace using whatever MP type they possess in their current mode. An enemy ZOC does not block leg or track based traces, but DOES block truck based traces.
- D) Rail Repair operations. Friendly units cannot negate this provision.
- E) Air Unit Refit. Friendly units cannot negate this provision.

MP types are explained in 6.2, shown on the counter by color, and can be different from one side of the counter to the other.

Friendly units used to negate the above can move with the moving stack, but cannot provide the negation effect unless they stop movement in the hex they intend to carpet. In other words, to negate the above effects, a unit moving with the stack must be dropped off as the hexes are encountered.

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Design Note: The intended effect here is to allow a stack to move up to an enemy hex, one or more friendly units “pin” the enemy unit while the remainder of the stack continue moving. Some practice may be necessary to get used to this.

Being adjacent to an enemy Attack-Capable unit has the following effects on Mode:

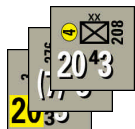
- A) Units cannot enter Reserve Mode if already adjacent to an enemy Attack-Capable unit. If already in Reserve Mode, such units can move adjacent to enemy Attack-Capable units—the prohibition only affects the entry into Reserve Mode.
- B) Units in Strategic Move Mode cannot move into hexes adjacent to enemy Attack-Capable units, nor can they enter Strategic Move Mode in such a hex.

Friendly units have no effect on the above two restrictions.

Enemy units and prohibited terrain have no effect whatsoever on displacements caused by the Capture Table.

Design Note: The lack of ZOCs can cause anomalous looking events if a player is not careful about unit placement. Once a player understands the true implications of this feature, these strange occurrences will disappear because he will understand that the game system will not cover for him when he misuses his units.

4.2 Stacking



Stacking is when more than one unit is in a hex. No more than 10 REs (see 4.7) can ever stack in a hex. Transport Points, Ships & Landing Craft, Air Units, Supply Points (SPs), and all game markers do not affect stacking. Stacking and unstacking have no effect on a unit’s movement. Nationality (usually) and unit type have no effect on stacking. Friendly and enemy ground combat units can never stack together. Off-Map Holding Boxes can hold an unlimited number of REs.

4.2a Stacking Limit Enforcement. Stacking is enforced at the end of all segments [EXC: It is enforced at the moment of an Overrun; 8.If]. The owning player must eliminate any overstacking (eliminate the units of his choice in the stack) when found at the end of a segment. Units can temporarily overstack during their movement without penalty. Units wishing to conduct an Overrun cannot overstack at the time of the combat (counting both the Overrunning units and any other friendly units that might be in that hex).

4.2b Order of Stacking. Follow this order from top to bottom when arranging the units in each stack:

- A) Active air units (when on map), with F-types on top.
- B) Hedgehogs, Mode Markers, HQs, Combat Units, Ships and Landing Craft

- C) Supplies, Transport Points
- D) Air Bases, Railhead, Rail Interdiction, Rail Damaged Markers.
- E) Inactive Air Units

Where more than one item is listed in a particular priority, no particular order is called for between them.

4.3 Standard Rounding Rule

In any case requiring rounding to whole numbers, round .00 to .49 down and .50 to .99 up.

EX: Three units attack with an attack strength (after modification) of 9.85. The defender’s modified defense strength is 2.17. The odds for this attack are 4.54 to 1, rounded up to 5:1.

Design Note: Players should note the important effect of this rounding rule on odds calculation. In this series, 15 attacking 6 is 3:1.

4.4 Fractions

Rounding does not occur until all calculations are finished. Round Movement Points *only* if the moving unit does not traverse any terrain with fractional movement point costs. Do not round combat strengths before determining odds.

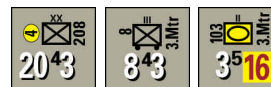
4.5 Cumulative Effects

In all cases where a unit is subject to multiple modifiers, those effects are cumulative. Quarter a unit halved for terrain and halved for supply.

4.6 Retreat Rule

When a retreat is required, each player retreats his units in a relatively straight line going “locally to the rear.” The direction should be roughly opposite the attack’s direction—retreating player’s choice in unclear situations. The retreating player has the ability to choose a path without (or with less) losses over a path with more losses, regardless of this rule—the “locally to the rear” path must also encompass the unit’s determination for self-preservation.

4.7 Regimental Equivalents



To simplify unit size determination, this game uses Regimental Equivalents (REs).

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Regiment and Brigade-sized units are one RE, Battalions are 1/2 RE, and Divisions have their RE size shown on the counter. Repl units and Company sized units count as 1/4 RE.

When taking losses (9.11), Division-sized units have one step per RE. All other units are 1 step, regardless of RE size [EXC: Some games have 1 RE Brigades or Regiments with 2 steps].

Design Note: Obviously, the Europa™ game system from GRD serves as the roots of the concept of regimental equivalents. This designer is beholden to the original designers of that system for this useful method of measuring unit size.

4.8 Attack-Capable Units

Attack-Capable units are ground combat units with a non-parenthetical Attack combat strength of zero or more (in their current mode). HQs, air units, Transport Points, artillery, and defense-only units are not considered Attack-Capable—neither are units in Strat Move Mode which are otherwise attack-capable. Attack-Capable units are the only units which provide ZOC effects. Units which are Out of Supply or with exhausted/low internal stocks retain any Attack Capable status they might otherwise have had. Actions requiring participation of at least one attack-capable unit are:

- A) Capture of an enemy Dump, or Transport Point.
- B) Capture of an enemy Air Base.
- C) Entry into an enemy controlled (defined as the enemy having been the last to enter): Hedgehog, Port, Village, City (any type).

4.9 Limited Intelligence

One cannot look through enemy stacks. The enemy player can look at the top Attack-Capable unit (if any) in hexes adjacent to his own Attack-Capable units (even if under Hedgehogs, Formation Markers, Mode, or Supply Markers). Furthermore, at the instant of combat (regular or Overrun), both players must place the unit whose Action Rating they wish to use on top of its on-map stack.

After a combat is announced, both sides are informed of the total combat strength of the defending and attacking units as well as the Action Rating being used by each side. When a Barrage occurs, the barraging player should be informed of the final barrage table shift (if any), but not the reasons for the shifts, and the number of Flak Points (if an air attack). In air-to-air combat, both players should be shown all air units involved and which are involved in each round.

4.10 Transportation Equivalents



Units can be transported by train, ship and air. Mech, Armor,

Semi- and Fully-motorized units, Transport Points, and anything requiring Eq Repls to rebuild cannot be transported by air—but can by ship or train. No unit can be transported by Transport Points (they are for transportation of supplies only).



If the Move Mode MA of the unit is 6 or less, 1 RE equals 2T (or a battalion as 1T). All other units are 1 RE equals 1 SP.

1 SP capacity of Transport Points (loaded or not) equals 1 SP. Transport Points can be transported while loaded. Count only the size of the Transport Points. For instance, moving by rail three Transport Points loaded with 3 SPs would cost the same as just the 3 SPs (or just the 3 Transport Points for that matter).

5.0 MODES



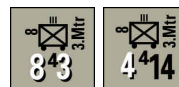
5.1 Units Affected by Mode

All ground combat units and HQs have the modes described below. Transport Points, aircraft, and all marker types either have their own special mode types or none at all.

5.2 General Mode Restrictions

Units can be in only one mode at a time. Units of differing modes can stack, and one unit's mode has no effect on the mode of others in the stack.

5.3 Mode Change



A unit generally changes mode only in the Movement Phase before that unit has expended MPs. A unit can make only one voluntary mode change during a phase (that is, from any one voluntary mode to any other voluntary mode—changing from Combat Mode to Reserve Mode with the Move Side up is one mode change). Certain restrictions (see below) also apply. Mode change does not cost MPs.

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5.4 Voluntary/Involuntary Modes

The player is generally free to choose between the Voluntary Modes. He cannot choose to enter an Involuntary Mode. Voluntary Modes are Combat, Move, Strategic Move, and Reserve. Involuntary Modes are Disorganized and Exploitation.

5.5 Combat Mode



Combat Mode units expect enemy contact. Show Combat Mode by the unit's side with the greater combat strength and lesser movement allowance.

5.5a Combat Mode Abilities. Units in Combat Mode may move, Overrun, and attack according to the values given on the Combat Mode counter side. Units *must* be in Combat Mode to do construction activities or to reduce Hedgehogs or air bases.

5.5b Combat Mode Restrictions. Units in Combat Mode cannot use rail-type transport [*EXC: RR units; 13.3f, 13.3.g*].

5.6 Move Mode



Move Mode units sacrifice some combat capability to enhance speed. Show Move Mode by the unit's side with the lesser combat strength and greater movement allowance.

5.6a Move Mode Abilities. Units in Move Mode can move (including use of rail and sea transport), Overrun, and attack according to the values on the Move Mode counter side.

5.7 Reserve Mode



Reserve Mode units are in readiness to react quickly to events. Mark this mode with a Reserve Marker. Game rules limit the number of Reserve Markers available to the player. The available markers can be used in any way so long as the total in play at any time does not exceed the limit—the player is free to mark an entire stack in Reserve Mode by placing the marker on top of the stack.

5.7a Reserve Mode Abilities. Units can be on either their Combat or Movement sides (which can only change in the phasing Movement Phase) under the Reserve Marker. According to the side showing, Reserve Mode units can move $x1/4$ of their movement allowance during the regular Movement Phase—a movement that would still require fuel payments (see 6.1c). While units in Reserve Mode can move adjacent to enemy Attack-Capable units, a unit cannot enter (or set-up in) Reserve Mode while adjacent to an enemy Attack-Capable unit. Reserves which begin a phase adjacent to attack-capable enemy units can retain their reserve status. Reserve Mode units cannot attack, Overrun, or Barrage until released. Units attacked while in Reserve defend at $x1/2$ along with any other modifications.

5.7b Reserve Release. The player can release any of his reserves in his Reaction Phase or Exploitation Phase. The player is free to release a reserve, move, and Overrun with it before deciding to release other reserves. When releasing a unit, remove the Reserve Mode Marker; the unit is in the mode (combat or move) then showing. Released reserves in the Exploitation Phase can then use the full movement and combat capabilities of that mode. Released reserves in the Reaction Phase can only move using $1/2$ of their Movement Allowance, but can use their full combat ability in Overruns. In the Reaction Phase, released Reserves can only conduct Overrun and Barrages. In the Exploitation Phase, they can combine their combat value with other released reserves or exploitation units in the subsequent combat segment, and can Overrun.

5.7c Loss of Reserve Status. Reserve Mode units that get a Disorganized result lose their Reserve status (remove the marker) and have a DG marker applied. Remove all Reserve Markers from a stack that receives a defender result of any kind in Overrun or regular combat (even an ignored Do1) or that ends movement in a Hedgehog (see 5.7g).

5.7d HQs and Reserve Mode. Reserve Mode HQs can draw/throw SPs and use engineer capabilities.

5.7g Reserve Mode Restrictions. Reserve Mode units cannot move by rail-type transport. No unit can be in Reserve in a hedgehog hex (remove the Reserve Marker from any unit that ends its movement in a Hedgehog hex). Units in Reserve cannot spot for Barrages.

5.8 Strategic Move Mode



Strategic Move Mode units do not expect enemy contact. Mark this mode with a Strategic Move Mode Marker. The unit must be in Move Mode under the marker. Entire stacks can be marked in this way.

5.8a Strategic Move Mode Abilities. Units in Strategic Move Mode move at double their Move Mode MA.

5.8b Strategic Move Mode Restrictions. They cannot move adjacent to, set up in, or enter Strategic Move Mode adjacent to any enemy Attack-Capable unit. Enemy Attack-Capable units can move adjacent to a Strategic Move Mode unit with no effect to that unit's mode. Strategic Move Units have a combat strength (or barrage strength) and Action Rating of ZERO (for defense, of course, see 9.15a), regardless of their normal values. Apply this modified Action Rating (0) to any Attrition Table rolls (DG Strategic Move Mode unit still rolls on the 0 table column). Strategic Move Mode units cannot move by rail-type transport. Regardless of its normal values, a unit in Strategic Move Mode is *never* attack-capable.

5.8d Disorganized Units. Strategic Move Mode units that get a Disorganized result retain their Strategic Move status and have a DG marker applied. Such units would defend with a -1 AR (see 5.10b).

5.8e Roads. Strategic Move Mode units are *not* confined to road movement—they can freely leave the road net.

5.8f Strategic Move Mode HQs. HQs in Strategic Move Mode cannot draw/throw SPs or use engineer capabilities.

5.8g Supply Concerns. Units in Strategic Move Mode must use trace supply. They cannot be supplied via on map supplies. If they cannot trace, they must become Out of Supply and roll for Attrition.

5.8h Interdiction. Units moving in Strategic Move Mode in an Interdiction Area pay double the normal MP cost (i.e., if combined with the Interdiction effect on road movement, roads never cost less than 2 MPs to these units, see 14.7c).

5.9 Exploitation Mode



5.9a Exploitation Mode Markers. Exploitation ability is awarded as a combat result [*EXC: Exploit markers are never awarded as a result of Overrun combat, any other combat not occurring in the regular Combat Phase, or any attack involving ≥ 3 attacking hexes (or any two non-adjacent hexes)*]. Mark it by placing an Exploitation Marker. Exploitation Mode units can move and fight in the Exploitation Phase. Remove all Exploitation Markers each Clean Up Phase.

5.9b Exploitation Mode Restrictions. Units moving due to an Exploitation Mode award use only 1/2 of the MA of the Mode they were in at the time of the award. DG Mode units can never receive an Exploitation Marker.

5.10 Disorganized Mode (DG)



This involuntary mode is inflicted after some combat, retreat, or Barrage results.

5.10a DG Marker Placement. Show Disorganized Mode by placing a DG Marker on top of the stack. DG Markers are placed when units suffer a DG result from Barrage or Combat, units retreat 2 or more hexes (apply the DG Marker the instant the unit retreats its second hex), or units retreat adjacent to an enemy Attack-Capable unit. Additional DG results on a unit already DG have no effect [*EXC: Anti-Ship Fire; 18.3b*].

Whenever a DG is inflicted, all units in a hex at the moment the event occurs—even those not otherwise involved—suffer DG. HQ units, however, are always exempt from DG Mode.

5.10b DG Mode Effects. DG units have their combat (or Barrage) strength halved (in attack and defense), are unable to Overrun, have their movement allowance halved, have their Action Rating reduced by one [*EXC: Do not apply this modifier on the Attrition Table*], and cannot execute any construction activities.

DG units that retreat into a hex adjacent to enemy Attack-Capable units lose one step. The step loss is taken on a one per stack basis.

5.10c Exploitation. DG units never earn Exploit markers.

5.10d Reserve and Strategic Move Modes. Units that get a DG lose their Reserve status (remove the marker) and have a DG marker applied. Strategic Move Mode units apply the DG effects by reducing their AR to -1 (and, effectively, move at their normal MA—doubled and halved).

5.10e Combat and Move Modes. DG Units can, during a friendly Movement Phase, change from Move Mode to Combat Mode (or vice versa) under the DG Marker or remove their Strategic Move Mode marker. Units that do so are still in DG Mode, but have changed the counter values—which are now halved by the DG effects. DG Mode units can never enter Strategic Move Mode or Reserve Mode, nor can the player remove the DG Marker during a Movement Phase.

5.10f DG Removal. Remove DG Markers on your own units automatically during your Clean Up Phase.

Design Note: The implications of modes with respect to the turn sequence (and each other) will become apparent during play. They are many and subtle. Players must orchestrate the differences between these modes to their advantage.

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6.0 GROUND MOVEMENT

A Player can move as many or as few of his units as he likes during the Movement Segment of his Movement Phase. Similarly, a player can move as many or as few of his units during the Movement Segments of his Reaction and Exploitation Phases, given mode restrictions. Each unit can move as many or as few hexes as desired, subject to movement allowance, mode, supply, and terrain.

Procedure:

Move units individually or in stacks maintaining a running total of expended movement points. This movement must follow a contiguous path of hexes through the hex grid. Units can move in any direction or series of directions.

6.1 How to Move Ground Units

During a Movement Phase (Regular, Reaction, or Exploitation), the player can move all, some, or none of his units as restricted by unit modes. Regular combat does not occur during the Movement Phase. Units can conduct Overrun (a combined form of movement and combat) while moving.

6.1a Movement Points. Movement is controlled using Movement Points. Each unit expends movement points for each hex entered and hexside crossed according to the Terrain Effects on Movement Chart. Keep a running movement point total as each unit/stack moves.

6.1b Movement Allowances. Each unit has a Movement Allowance on the counter. This is the unit's Movement Points available in a single phase. The different modes that a single unit can be in gives it different Movement Allowances. Use the Movement Allowance associated with the unit's current mode.

6.1c Minimum Move. Any unit can, as a minimum, move one hex in a phase, if eligible to move, regardless of movement point costs or fractional MA amounts. Units can never use this rule to Overrun, violate mode or fuel restrictions, or to move through prohibited terrain. Units with a zero movement allowance and those requiring fuel which is not currently available cannot take advantage of this rule.

6.1d Reciprocity. A unit can only move from hex A to hex B if it could also move from hex B to hex A.

EX: A unit prohibited from entering mountains could not move from a mountain hex to a clear hex through a non-road hexside.

6.1e Movement Restrictions. Unit Movement Allowances are independent of each other and the expenditures of one unit do not affect other units. A player cannot transfer movement points and allowances, even if unused, from unit to unit or

save them for future use. Players cannot move units a portion of their MA, move some others, then return to finish the movement of the earlier (unfinished) units. Once a unit begins to move, it must continue until it is finished.

6.1f Stacking and Movement. Units can begin moving as a stack and then split up by dropping units off as the stack moves. Once dropped off, the unit cannot move further, even if some of its MA remains unused.

Design Note: What this rule does NOT mean is that a stack may start moving, momentarily halt while one or more units move, then continue moving with the remaining units. The "secret" here would be to not start moving as a stack if you want the separate units to split off and move elsewhere!

6.2 Terrain Effects

According to the Terrain Effects on Movement Chart, each hex and hexside feature costs a specific number of Movement Points. The moving unit must pay the total required cost before entry [EXC: *Minimum Move; 6.1c*]. A hex or hexside's Movement Point cost varies depending on the mobility type of the unit (track, truck, or leg) as designated on the unit counter. All units with a Red MA are Tracked and they use the Tracked Movement Chart column. All units with a White MA use the Leg column. Units with a Black MA use the Truck column. If the Movement Allowance is in an outline font, use the color inside the outline.

In all cases, the word "road" encompasses all road-like features (roads of different caliber, tracks, railroads).

6.2a Roads. Roads can only be used if the moving unit is following a continuous road path. A unit then pays the road movement cost and ignores other features in the hexes or hexside crossed. There is no requirement for roads to intersect within a hex in order to leave via any of them.

6.2b Hexside Terrain. Add the cost of any hexside feature crossed to that of the hex entered. Units moving along roads ignore hexside features. Bridges and pontoons fully negate river hexside costs.

6.2c Prohibited Terrain. Ground units cannot enter or cross prohibited hexes or hexsides (unless using a bridge, or roads). Destroy units forced to do so.

6.2d Air Units. Terrain has no effect on air unit movement.

6.2e Displacement. Neither enemy units nor terrain have any effect on displacements from the Capture Table.

6.2f Multiple Terrain Types. Some hexes have more than one area terrain symbol. Use the type which is most costly for

movement, with the exception being units following roads, tracks, and railroads. The amount of symbol in the hex does not matter for this rule.

6.3 Movement Restrictions

Friendly units can never enter hexes containing enemy ground units. Only friendly units move during a friendly movement phase. Enemy units can retreat as a result of an Overrun; however retreat, as always, is not considered “movement.”

7.0 REACTION PHASE

The Reaction Phase is a chance for the non-phasing player to disrupt enemy movements and intentions. Released reserve units can move, Overrun, and conduct Barrages during this phase before the execution of the phasing player’s Combat Phase. The non-phasing player can release as many or as few of his reserves as he wants.

7.1 Restrictions

Only Reserve Mode units released by the non-phasing player can move, Overrun, and Barrage in the Reaction Phase. The non-phasing player can also use any of his active air units. Reserves released (during the Reaction Phase) may move up to 1/2 of their printed movement allowance. Released reserves can Overrun. No regular combat occurs in the Reaction Phase.

8.0 OVERRUNS

Overrun is a form of combat that occurs during the various movement phases.

Procedure:

Move the attacking stack adjacent to the target unit and declare the Overrun. A stack can Overrun if it can expend three MPs, AND the printed MP cost to enter the hex is 3 MPs or less in normal movement (see 8.1a). The attacker then expends 3 MPs (regardless of the actual terrain cost). Overrun from the adjacent hex; the attackers never actually enter the defender’s hex so long as it remains occupied by enemy units.

Resolve Overruns like any other combat to include supply usage. Use the normal modifiers; there are no special modifiers for Overruns [EXC: *Surprise DRs*; 9.8]. If the defender retreats or is destroyed, the Overrunning units *must* enter the hex (ignore the hex’s movement cost). If the attacker has sufficient MPs remaining after entering the vacant hex, he can continue to move and can make further Overruns. If the defender doesn’t retreat, the attacker can expend another 3 MPs and attempt another Overrun against the (same or different) hex. He can also move elsewhere and attempt Overruns against other hexes.

8.1 Overrun Restrictions

The phasing player’s units (only) can Overrun in the Movement Segments of the Movement and Exploitation Phases. The non-phasing player’s units (only) can Overrun in the Movement Segment of the Reaction Phase.

Units can Overrun as many times as their movement allowance allows. A given defender can be subject to Overruns any number of times during a single movement phase. Resolve each Overrun separately. Except that multiple Overruns may take place in different hexes (due to retreats, etc.), multiple attacks have no effect on each other.

8.1a Modes and Movement Limitations. Only units which started the phase stacked together and in Move, Combat, Reserve, or Exploitation mode can Overrun. Those in any other mode (especially DG Mode) cannot. Units can Overrun only hexes which the attacking units could enter during regular movement for 3 MPs or less. Units cannot use features such as roads or bridges to bring the hex’s MP cost down, or to negate prohibited terrain. The units must have at least 3 MPs remaining to Overrun. If the combat result allows the attacker to occupy the defender’s hex, the attacker does not expend MPs to do so. A terrain that lists a cost of “all” cannot be overrun.

EX: A unit that unsuccessfully attacks a hex three times without other movement has expended 9 points in Overrun attempts. A unit that twice attacks a hex that would normally cost 2 MPs to enter and is successful the second time would find itself in the defender’s hex having expended 6 MPs.

8.1b Multiple Hexes. A unit can Overrun more than once in a single phase, but it cannot split its attack among a number of defending hexes.

8.1c Exploit Markers. No unit, regardless of the combat result, is ever marked with an Exploitation Marker as an Overrun result.

8.1d Attacker Losses/Retreats. Should attacking units choose to take one or more of their options as retreats from an Overrun, their movement for the phase ends. Attackers that do not retreat can continue movement.

8.1e Non-Attack Capable Units. Units incapable of Overrun (artillery, HQs, trucks...) can “tag along” with others making an Overrun. Such tag along units can only move with the Overrunning force. These units contribute no strength to the Overrun and cannot be used to absorb any step losses. Retreat results do not affect these units—but they can “tag along” with a retreat, if desired. This same rule can be applied to units which are capable of Overrun, but for which the player does not want to pay attack supply.

8.1f Stacking. Other friendly units can be in the hex from which an Overrun is made. These units affect stacking in that

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hex, but are not involved in the Overrun. The Overrun's combat result has no effect on these units whatsoever—regardless of what it is.

9.0 COMBAT

Regular combat occurs only in the Combat Phase and the Combat Segment of the Exploitation Phase. To engage in combat, the attacking units must be adjacent to the defending units. Attacking is never mandatory, but units must defend if attacked.

Artillery and air units do not attack using regular or Overrun. They “attack” using Barrage combat as discussed in 10.0.

Procedure:

The attacker indicates the defending and attacking hexes. Before determining any odds or modifiers, both the attacking and defending players must put their involved units into Combat Supply by either expending Supply Points according to the Supply Table and/or expending internal stocks. The attacker does this first and if he cannot do so, the attack is canceled and the defender need not expend supply. If the defender cannot, the attack continues, but the defender is penalized. Each player selects a unit whose Action Rating he wishes to use. Add the combat strengths for each side (making all adjustments due to terrain and supply) and determine the initial odds ratio (rounding as needed according to the standard rounding rule). Using the row for the appropriate terrain, find the correct odds column on the Combat Table. Subtract the defender's Action Rating from the attacker's Action Rating and use the difference as a DRM to both the combat roll and surprise determination. Determine if either player has Surprise and adjust the table column appropriately. Add any other applicable modifiers to this DRM. The attacker makes a DR and adds the final DRM. Cross-index the modified DR with the odds column to find the combat result. Apply that result.

9.1 Restrictions on Combat

9.1a Eligible Units. Only the phasing player's units can attack in the Combat Phase and the Combat Segment of the Exploitation Phase. Attacking is always voluntary. No unit is ever forced to attack [EXC: After an Overrun (8.0) or normal combat is declared and combat supply (9.5) is expended, the attack must be resolved].

9.1b Multiple Hexes. No unit can divide its strength to attack more than one hex, nor can multiple defending hexes be attacked in one combined combat. No hex can be attacked more than once in a single Combat Segment. Except for stacking, there is no limit on the number of units that can engage in a single attack. Units can attack from any direction or set of directions (though the directions used affect possible Exploitation effects; see 5.9a).

9.1d Multiple Defenders. Attack all units in a hex as a single defending strength. The defender can never withhold units in a hex from attack.

9.1e Mode, Supply and Fuel. Units can be restricted in their ability to attack by mode (strategic move and unreleased reserves cannot attack), supply status (requisite supply points or internals not available), and unit type (parenthesized combat strengths can only defend). Fuel status does not prevent a unit from attacking or defending, nor does it influence any unit's combat strength.

9.1f Odds Above/Below Combat Table. Resolve attacks that begin on, or are shifted past, odds further than those available on the table on the last available column. Also, attacks with odds which begin off the table have their column shifts measured from the last available column. For instance, a player makes a 1:12 attack (shame on him). The starting column for this attack is the furthest left or 1:5. Surprise is obtained and a column shift of 6 is given. The player shifts six columns from the 1:5 column (to 3:1).

9.2 Combat Sequence Summary

For each declared attack (or Overrun; 8.0), players execute the following sequence for resolution.

- A) Attacker identifies the defending and attacking hexes
- B) Both players expend required Combat Supply (9.5)
- C) Attacker then Defender identify Action Rating unit (see 4.9)
- D) Determine the initial odds.
- E) Determine the Action Rating DRM (9.6)
- F) Attacker makes a DR to determine surprise (9.8)
- G) Attacker makes a DR, modifies DR by any applicable DRM
- H) Cross-reference the final DR with the applicable odds column (shifted for surprise and/or terrain) to determine the result
- I) Apply combat results

Design Note: For best results while learning this system, use the above summary for each combat and follow the steps rigorously in order. Even after the sequence is well known, it is usually best to keep a copy out to follow as a checklist to keep things straight. The order of the steps is important.

9.3 Terrain Effects on Combat

The Combat Table divides terrain into four general categories (Open, Close, Very Close, and Extremely Close). These define the row used when determining the odds column. The Terrain Effects on Combat Chart defines the category of each terrain. In every case, the defender's hex determines the combat terrain category.

9.3a Prohibited Hexes. A unit cannot attack a hex that the movement rules prohibit it from entering (see 6.1d).

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9.3b Unit Types. Armor, Mech, and “other” units (see 3.1a and 9.4) have modifiers applied, per unit, to their combat strengths in various terrain types (see the Terrain Effects on Combat Chart for specific details).

9.3c Multiple Terrain Types. Some hexes have more than one background terrain symbol (woods, mountains, hills, etc.). Use the terrain most advantageous to the defender. The amount of symbol in the hex does not matter for this rule.

9.4 Special Modifiers

Certain units have colored backgrounds to their unit symbols, and are called “armor” and “mech” units. Units with a yellow background are armor; those with a red background are mech. All other units (those with no special background color) are “other” type units. See the Terrain Effects on Combat Chart for the multipliers for each terrain type. Always apply special modifiers to each unit independently.

9.4a Multiple Modifiers. The Defending player chooses the Special Modifier terrain for each attacking stack—either the terrain type in the defender’s hex, or the hexside the attack crosses. This selection is made separately for each attacking stack. Only the hex OR the hexside can be chosen; these modifiers are not cumulative.

9.4b Defending Unit Notes. Regardless of the selection process in 9.4a, the defender’s units are only affected by the special modifiers of their hex, and the terrain line used on the Combat Table is determined by the defender’s hex.

9.4c Attack Exclusive Modifiers. If a special modifier is in brackets (e.g., [x2]), then that modifier only applies to attacking units. When defending, all such bracketed modifiers are treated as x1.

9.4d Combined Arms. In some situations, the normal x2 special modifier for attacking in some terrain types is reduced to x1.5. This occurs during any combat when either of the following situations apply.

Attacking Armor is x1.5 instead of x2 (where applicable) if the defending hex contains any Armor or Anti-tank units.

Attacking Mech is x1.5 instead of x2 (where applicable) if the defending hex contains any Armor, Mech, or Anti-tank units.

Note: For the purposes of 9.4d (only): “Armor” is defined as Yellow-coded units (or Red-coded units with a Tank Symbol, such as a Soviet Tank Brigade). “Mech” is defined as those Red-coded units which do not have a Tank Symbol (such as Panzergrenadiers). “Other” type units are those which are nei-

ther Red nor Yellow-coded. “Antitank” units are only those with the Antitank or Anti-Aircraft symbol on their counter.

A hex with a Hedgehog in it is assumed to have a nominal Antitank unit (see 16.0f).

Design Note: Each of these rules shows the reduction in the offensive power of mechanized units when confronted by defenses prepared for their threat. As a side benefit, the definitions and units involved in each brings out the “hard-yet-soft” character of most Red-Mech units.

9.5 Supply and Combat



Supply status affects unit strengths independently of Combat Supply concerns. Out of Supply units attack at x1/2 if Combat Supply can be found (for example, using internal stocks or an air drop), and defend at x1/2.

9.5a Combat Supply Expenditure. Both sides expend Combat Supply during combat. Make this expenditure before calculating the odds. The Supply Tables give the required supply amount. Units that do not have the correct Combat Supply cannot attack. If the required supply is not available for the defender, defending units are halved. An Out of Supply unit also defending without Combat Supply would be x1/4.

9.5b Multiple Units. All attacking units must be able to obtain Combat Supply independently or use internal stocks.

9.5c Supply Path. Enemy Attack-Capable units (and the hexes surrounding them) as well as the actual hex of any enemy unit (even non-Attack-Capable ones) block Combat Supply traces. Friendly units in the hex negate this effect. Units have a limited store of internal stocks that may be used to off-set momentary isolation (see 12.10).

9.5d Withholding Combat Supply. Players cannot voluntarily withhold supply from any units in an attack or defense and choose to fight using Internal Stocks. Internal stocks can only be used when regular supply is physically unavailable [EXC: SPs loaded on Organic Transport Points are exempt from this requirement; 13.2g]. Units can freely defend (at x1/2) using no supply at all (internal or otherwise) if the player desires.

Design Note: 9.5d exists to keep players from relying on internal stocks (instead of using SPs) in those situations where the player can tell the unit involved is going to die. This reflects far too much micro-management—in effect getting the combat for “free”. The allowance to fight without any supply is a safety valve for tight situations where the defending player might be the subject of “supply soak off” attacks.

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EX: In a regular attack, a player attacks with 3 REs (in three different 1 RE units) against a defending 1/2 RE. To be considered in Combat Supply, the attacker must expend 3T, the defender must be able to expend 1T. In this case, the attacker cannot expend the 3T, but has 1T. He must either cut down the attack to one unit, use some internal stocks, or not attack at all. He chooses to cut down the attacking force to one unit. The defender, however, is also unable to obtain Combat Supply and has no internal stocks remaining. He is halved in the resulting battle.

9.6 Action Rating DRM



Action Ratings affect combat as DRMs. Each player selects the unit he wishes to use to determine his side's Action Rating. Choose only one unit per side. The chosen unit must actively participate in the combat. Calculate the DRM as follows: Attacker's rating minus Defender's rating = DRM. This number can be positive or negative. The attacker must announce his Action Rating choice first. Remember to subtract one from the Action Rating of DG units. The DRM is used to determine Surprise (9.8) and during Combat Resolution (9.9).

Note: Each side's first step lost, if any, in a combat result must be taken from their Action Rating unit. This does not apply to losses taken in Barrages or retreats. In those cases, the owning player can take the loss from any of the involved units.

9.7 Odds Determination

To determine the raw combat odds, use the total modified attacking strength and the total modified defending strength. Divide both by the smaller of them and apply the standard rounding rule (4.3) to the result. Express the resulting numbers as a ratio of Attacker:Defender.

9.7a Column Determination. The Combat Table has a row devoted to each terrain type. Find the odds determined above on the correct line, using the terrain in the defender's hex. Use the column that is less than or equal to the determined odds. The rounding rule is not applied to the Combat Table's odds column, only to the figuring of the actual numeric odds. For example, a 5:1 attack in Close Terrain (halfway between the 4:1 and 6:1 columns) would be resolved using the 4:1 column.

9.7b Odds Above/Below the Combat Table. Odds are limited to those printed on the table. Resolve attacks that fall outside the odds listed on the table on the last available column and begin any shifts from there. (See also 9.1f.)

9.8 Surprise

After players have identified their Action Rating units and have determined the combat odds, check for surprise. The attacker makes a DR. Add any Action Rating DRM (9.6), plus

the -1 Hedgehog DRM (16.0b) for a defender's hedgehog (if applicable). Check the modified DR against the Surprise Table to determine which player (if either) gets surprise. If surprise occurs, the side with surprise makes a dr and shifts the final odds column on the Combat Table that number of columns. These columns are to the right for attacker surprise and left for defender surprise. If no surprise occurs, make no shift. The attack's type (Overrun or regular) determines the Surprise Roll needed for each side.

Play Hint: When rolling for surprise, roll three dice at once—the two "surprise" dice and an off-colored "shift" die—to speed surprise checks and play.

EX: A 5-rated unit attacks a 0-rated unit in Overrun. This gives a +5 (!) to the surprise DR. The attacker rolls an 8, modified to 13 giving attacker surprise. He then makes a dr and gets a 3, which shifts the combat odds three columns to the right. Note that the +5 Action Rating DRM will also be applied to the Combat Table DR.

Let's assume the above attack was 4:1 in the open. The column shift moves the odds to the 9:1 column. The attacker makes a DR of 7 (modified by +5 for a finalDR of 12), and the combat result is Ae3, DL2o2DG. Without the column shift, the same battle would have resulted in a Ae4, DL1o2.

For the sake of argument, reverse the above (the 0 attacking the 5 in an Overrun). This is not recommended! The surprise DR is 10 modified by -5 for the Action Ratings involved, resulting in a final DR of 5. That gives defender surprise in an Overrun. The defender then makes a dr resulting in a 6. Shift left six columns from the 4:1 in the open column to the 1:4 column. The attacker then makes the combat resolution DR with a result of 7. This DR is modified to a 2 by the Action Rating DRM with a combat result of AL2. Without surprise, the result would have been AL1o1, Do1.

Design Note: Surprise mechanics and effects have been the subject of some debate over the years. Some go into a state of shock at the thought that their odds might shift six full columns (infrequent, but it can and does happen). It is instructive to look at the "massive" changes involved in the above example's forced (as in "made to occur") results. In the first, a three column (the expected value) shift generates the following difference in effect: The attacker's 3's get exploit whereas a 4 AR would have been required before and the defender gets one (1) additional hard loss and a DG he might have had any way. In the second example, this time with the maximum six column shift, the difference is one (1) step loss for the attacker (but the option disappears) and the defender option is lost. Those who exaggerate the effect of these "massive" shifts need to take a hard look at the actual results from comparable dice rolls—this will help get their feet back on the ground.

9.9 Combat Resolution

After all modifications have been made to unit strengths, odds, surprise, column shifts, and the final DRM determined, the attacker makes a DR. If the modified DR is < 1 , treat it as 1. Similarly, if it is > 15 , treat it as 15. Cross index the modified DR with the final odds column to find the result. Execute the result as described in the following section(s).

9.10 Retreat/Step Loss Option



Players are sometimes given a choice in the exact combat result. The combat result might give a “loss number” (an “L” followed by a number) and an “option number.” The “option number” is given on the Combat Table as “o” followed by a number—that number being the side’s option result. The loss number represents the required step loss. Destroy those steps. Take care to ensure the first step lost comes from the side’s Action Rating unit. The option number represents the retreat/step loss option available. This option may be met by any combination of retreat hexes and step losses provided the correct total is executed. A unit cannot retreat more than this number. If there is a retreat, all involved units must retreat the same number of hexes. The attacker always goes first—he must decide how he is going to exercise his option before the defender decides.

9.10a Ignoring Options. Neither side is ever automatically free from his option, even if the other side is destroyed [EXC: *The defender can ignore his options only if the attacker retreats or cannot take all options (because all the units died). The defender can still choose to apply his full option, even if negated (e.g. Ao1, DL1o1)*].

EX: (Note: Some combat result combinations have been “invented” and do not exist on the CombatResults Table. They are included here to help illustrate application of results. In many cases, the defender is not required to execute his option, but in all these cases may do so even though not required)

Ao1, DL1o1	attacker retreats, defender’s result becomes DL1.
AL1o1, DL1o2	attacker takes his required loss and is destroyed, defender’s result becomes DL1.
Ao2 DL1o3	attacker’s one step dies trying to fulfill his option, defender’s result applied as DL1.
Ao3, DL1o4	attacker kills both of his steps trying to fulfill his option, defender’s result applied as DL1.
AL1o1, Do1	attacker dies by the L1, defender ignores result entirely.
Ao1e4, DL1o2	attacker kills one step (and maybe gets his exploit result), defender must lose 1 and execute both option results.
AL1, Do1	Attacker takes his required step loss, defender must execute his option.

9.10b Exploitation and Options. In attacker results that contain both option and exploitation numbers (an “e” followed by a number), the attacker must take the entire option as a loss to use the exploitation result. If the player chooses to retreat, ignore the exploitation result.

9.10c Retreating Stacks. A stack that retreats as an option result can retreat with all the units in it (even those which did not participate in the combat—such as artillery or HQs) if the owning player desires.

9.11 Step Losses

Brigade and smaller units usually have one step. Remove these units when they lose a step. Divisions have one step per RE. Mark their step losses with step loss markers under the unit. When the marker equals the total steps available to the unit, destroy the unit and remove it from play. Place the unit in the Dead Pile where it will be available for rebuilding. No unit can absorb more step losses than it has available. The owning player determines which unit or units absorb step losses, within the restrictions of 9.11a–11b.

9.11a Initial Loss. Units giving their side’s Action Rating must lose the first step loss of their side in a combat. This rule does not apply to losses in a retreat or Barrage (the owning player can freely choose).

9.11b Mandatory Losses. Results given as “L” followed by a number must be taken as step losses.

9.11c Step Loss Distribution. All units in a combat must take one step loss before any one unit takes two. Ignore step losses beyond the side’s ability to absorb them. This rule does not apply to Barrages. In these, the owning player has full control.

EX: A stack takes 4 step losses, but only possesses 3 steps. The stack is eliminated and the remaining loss is ignored.

9.11d Effects of Step Losses. Ground units missing half or more of their original (printed) steps have their combat strength halved. (See also option 21.2.)

EX: An infantry division with three steps (14 combat strength) loses one step. Place a “one” step loss marker under the division and the combat strength remains unaffected. Later, the division loses another step. Flip the one step loss marker to its “two” side. The division’s combat strength is now halved to 7. A further step loss will destroy it.

9.11e Step Loss Affects on REs. A division’s current RE size is that division’s printed RE size minus the steps it has lost.

9.12 Retreats

Any option result not taken as step losses (unless exempt due to 9.10a) must be taken as a retreat. All units involved in a combat must retreat the remaining result’s number as hexes. The retreat’s direction must be in accordance with 4.6. Movement points and mode have no effect on retreat. Each time the retreating units must enter a hex adjacent to an enemy Attack-Capable unit, mark all the units in the hex DG; if they are already DG, they lose a step (one step per stack, not per unit...this loss cannot be used to satisfy any option requirements itself), and all the units in the hex are DG (even those which are not retreating). Terrain and friendly units have no effect on this provision. A retreating unit cannot enter an enemy occupied hex. Retreating through hexes adjacent to the

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enemy does not slow the retreat. Eliminate units unable to retreat because of enemy occupied hexes, prohibited hexes, or which must overstack at the retreat's end. (There is no displacement provision.)

Design Note: The retreat next to the enemy rule needs some explaining, especially the part about friendly units having no effect on it. A retreat being an unplanned movement, even if the unit retreats into a hex "protected" by a friendly unit, great confusion will result. This is why both the retreating unit and the units it retreats through become DG.

9.12a Mode Changes. Retreats, regardless of length, never change a unit's mode [EXC: Units that retreat 2 or more hexes automatically enter DG mode (9.14c), Combat Mode units with a zero Movement Allowance (e.g., HQs, Katyushas, etc.) which retreat must enter Move Mode, units with a 0 Movement Allowance in Move and Combat mode are destroyed].

9.12b Retreating Stacks. Players retreat their own units. Retreating units can retreat as a stack or split up.

9.12c Advance after Combat. If the defender's hex becomes devoid of units capable of defending in ground combat, attacking units can enter it. Only those units contributing to the attacker's combat strength can advance [EXC: Overruns; 8.1e]. The owning player controls the number of units which take advantage of this rule. Overruns require this hex entry (with all Overrunning units plus any tag-alongs). If the attacker retreats, the defender cannot advance. No unit may advance as a result of a Barrage.

9.12d Displacement/Capture. Displacement due to the Capture Table do not follow standard retreat rules. Displaced units are simply picked up and placed the requisite number of hexes away. Enemy units and terrain have no effect on displacements caused by the Capture Table.

9.13 Exploitation Markers



Some attacker results include a notation of "e" and a number. Mark attacking units with an Action Rating of that number or higher with an Exploitation Marker. Those units enter Exploitation Mode. Such units must have contributed to the combat that generated the result. This excludes artillery units and HQs from ever being marked.

9.13a Exploit Use. Exploitation Mode units can move and fight in the coming Exploitation Phase.

9.13b DG Units. A DG unit cannot use an Exploitation result. Exploit results on these units have no effect.

9.13c Overruns. Overruns, and combats in the Exploitation Phase, never allow a unit to be exploit marked.

9.13d Attack Focus. No attack involving three or more attacking hexes OR any two non-adjacent hexsides ever generates an exploit result. Ignore any "e" result due to such an attack, but execute the remainder of the result normally.

9.14 DG Markers



Certain defender results contain a DG. Remove any Reserve Mode marker(s) from the hex and mark the stack with a DG marker. Should this stack split up in retreat, DG each resultant stack. DG units that retreat have no effect on units through which they retreat or with whom they become stacked, except as described in 9.12 (the Combat Results Table DG result is applied before beginning the retreat). Additional DG results on units already DG have no further effect [EXC: Naval Units; 18.3b].

9.14a Sequence. When given as part of a combat result, apply the DG before executing any options.

9.14b Retreating Adjacent to Enemy Units. If a DG stack retreats into a hex containing other units which are adjacent to an enemy Attack-Capable unit, then do the following:

- A) The retreating units suffer one step loss as per 5.10b
- B) The non-DG units in the hex are now DG (to include those already there)

9.14c Stacks and Retreats. When a stack (already DG or not) retreats two hexes or more, on entering the second hex of the retreat DG the retreating units and any others which happen to be in that hex. See 5.10 for details about effects and other instances where DG is inflicted.

9.15 Specialized Combats

9.15a Zero Combat Values. Units with a Zero Combat Value. Resolve attacks against a unit or stack with a total defense of zero beginning with the furthest right Combat Table column. Units with zero combat value can participate in attacks.

9.15b Supply Points and Dumps. Any stack of Supply Points is a dump. Should enemy attack-capable units enter a dump hex (which they do without additional MP cost), the moving player makes a dr on the appropriate column on the Capture Table. This can only occur during a phase allowing movement or advance after combat. Dumps cannot be "attacked" by moving adjacent to them. A player can attack a hex containing

both enemy units and a dump. In that case, follow the above if an attacking unit enters the defending hex.

9.15c Transport Points. Should enemy attack-capable units enter a hex containing Transport Points (which they do without additional MP cost) use the appropriate Capture Table column to determine the Transport Points' fate. Transport Points can move in the phase of capture if it is the Movement Phase. Results affect Transport Points and their cargoes equally. Hexes containing only Transport Points cannot be "attacked" in a combat phase; only the enemy movement into their hex affects them. A player can attack hexes with both Transport Points and combat units in them. In this case, Transport Points do not contribute to the combat, cannot be used to absorb step losses, or retreat [EXC: *Organic Trucks; 13.2g*]. If the attacker enters the defender's hex, follow the capture procedures.

Example: In a hex there are four Truck Points and 12 SPs (four of the SPs are loaded on the trucks). A German Motorcycle Battalion roars into the hex at no additional MP cost. (The Soviet player neglected to garrison this hex, shame, shame.) The German player then consults the Capture Table. First, he makes a dr for the trucks and supplies thereon using the table's second column. He rolls a 1 that gives no Truck Points or SPs to the German war effort. The four Truck Points and their SPs displace up to ten hexes under the Soviet player's control. Determined to make up for his previous failure, he makes a dr for the remaining eight SPs and gets a five. That gives a 50% result. 50% is captured, the remainder is destroyed. This gives the German player four SPs to use, and the remaining four SPs are destroyed. The Motorcycle Bn can continue movement with its remaining MPs.

9.15d HQ Units. HQ units defend with a Combat Mode defense strength of 5 and a Move Mode defense strength of 1. These values can be reduced by supply conditions normally. They can never add to an attack. If forced to retreat, Combat Mode HQs must flip to their Move Mode side. HQs add their defense value to their hex, but no more than one HQ can do so at one time. HQs have an Action Rating of 0, one step, and ignore DG results.

9.15e Air Bases and Air Units. Players can capture and use enemy air bases, but never air units. Air bases cannot be attacked by ground units, but are captured whenever an enemy attack-capable unit enters their hex. Upon capture of an air base, regardless of weather conditions (i.e. even if flight is not allowed), execute the following procedure for all air units currently at the captured base:

The capturing player makes a dr for each air unit using the Air Base Capture and Air Unit Reduction Table. Apply the results as shown ("reduction" or "no result"). After rolling, remaining air units displace to any friendly air base within range and become inactive regardless of their status before the dr. They cannot remain in the hex; they must displace and become inactive.

If an enemy unit is adjacent to a friendly base (negating the ability to refit inactive aircraft), the owning player can (if he

desires) inflict this rule on himself (i.e., during any friendly Refit Phase).

Design Note: This last rule only exists because some enterprising gamer will, inevitably, surround an air base with inactive enemy air units and then refuse to enter the hex, so as to deny those air units any chance of escape! The rule allows the owning player to inflict the chance of loss on himself so as to defuse such nasty behavior.

9.15f Artillery Units. See 13.4b.

10.0 BARRAGE



Artillery, Naval, and Air units "attack" by conducting Barrages against units, facilities, and supply dumps in the various Barrage Segments. While both artillery and air/naval units execute the same types of attacks, they cannot attack together in a single coordinated Barrage. Choose the table appropriate to the type of target being hit. See 18.3 for details regarding Naval Barrage Fires.

10.0a Barrages. A Barrage is the only way artillery units attack. Resolve these attacks on the Barrage Table. The appropriate players and units can conduct Barrages in the Barrage Segments of the Movement, Reaction, Combat, and Exploitation Phases. Also, if a side is capable of Hip Shoot Barrages with its aircraft, these are conducted in the various Movement Segments. Any number of either artillery or aircraft/naval (air units limited by stacking) can participate in a single Barrage. No more than one Barrage per hex per phase is allowed [EXC: *Hip Shoots; 14.7b*]. A given unit can only make one Barrage in a phase and cannot split its fires.

To conduct a Barrage, total the Barrage strengths in the Barrage (either artillery or aircraft/naval), determine the correct column on the Barrage Table, expend supply for the Barrage using the amounts listed on that column (if artillery), and adjust the column per the table's notes. The attacking player makes a DR, cross references the result with the appropriate column on the Barrage Table, and applies the result.

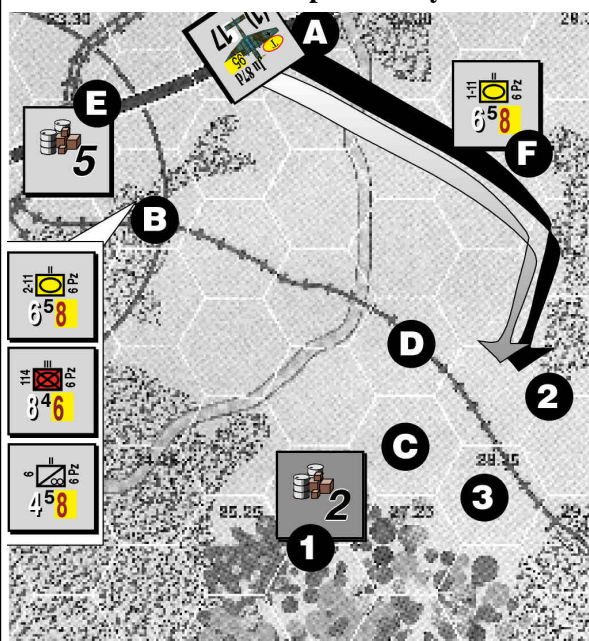
10.0b Facilities. Artillery can make Barrages against facility-type targets (air bases, railroads, ports) within range. Resolve such attacks on the Barrage vs. Facility Table using the artillery Barrage strength.

10.0c Artillery Range. Artillery ranges are given in hexes and are unaffected by terrain or weather. An artillery unit with a range of 3 would be able to Barrage targets from 1 to 3 hexes away.

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Example of Play: Overrun Attack Combined with a Hip Shoot



In this case, the German player wants to overrun the Soviet force at point 2 with the stack at point B. He wants to prepare the target with a hip shoot airstrike.

While allowed to make hip shoots in general, the German player cannot make one against this hex as he has none of his units adjacent to the target (hip shoots are not allowed against 'unspotted' targets). But, he need not decide he cannot do the attack the way he wanted—he must merely think ahead so as to arrange things to work the way he wants. He must plan ahead and execute this operation with finesse.

First, he must provide the spotter for the airstrike (so as to allow for the hip shoot he needs). Taking a quick look at the situation, he decides to use the motorcycle battalion already with the stack at B. He could have chosen any of the other friendly units available here for this task. Glancing at the enemy situation, the German player determines that if the motorcycle battalion goes to hex C, then he will cut the ability of the target to draw on the SPs at 1 (the only SPs available) as hex 3 will be blocked. This will not affect the defense (the target brigade can still use internals)—but the German player (still thinking ahead) has his eyes on capturing that dump for his own purposes and doesn't want the Soviet player using any of it before he gets there. He could have run the motorcycle battalion into the dump right now to grab it, but decided not to since the MP costs of the terrain (the dump is in heavy forest) would preclude the battalion making it back to C to perform its original function as a spotter. Since the motorcycle battalion is using tracked MPs, it can slip through hex D to C without any problems, but does need to have fuel expended. The German player pays 1T for this.

The motorcycle battalion in place, the German player rolls in an airstrike by a single Stuka (A). He plops the Stuka down on hex 2 and announces the hip shoot. The Soviet player has no flak points and makes a DR on the Flak Table getting no result against the attacking air unit. The German player now resolves his barrage attack. On the Barrage Table, he be-

gins at the 17-24 column. Of the possible shifts, only one applies—there is 1 RE (or less) in the target hex, so a shift one column to the left is in order. The final column is 12-16. The German player makes a DR of 8, inflicting DG on the target. The target is marked with a DG marker and the Stuka returns to a base and becomes inactive.

Having done his preparations, the German player can now launch his overrun. He pays 2T from the dump at E (leaving 4 SPs + 1T, 1T having already been spent on the motorcycle Bn's fuel) to fuel the movement of the two attacking units. He chose to do this instead of paying 1 SP for the whole division because he feels it will be cheaper for him and does not think these units will be moving later in the turn (the 1T per unit payment only lasts for the current phase). The unit at F cannot join in the overrun because it did not begin the phase stacked with the others. The two overrunning units expend 3 MPs to get to hex D and announce the overrun. The overrun costs an additional 3 MPs (which both units can pay).

Both sides pay for their combat supply for this attack—the overrunning units pay 2T from the dump at E (leaving 3 SPs + 3T); the defending unit uses its first internal because he cannot reach any real SPs (but does not mark it yet, as the Soviet player feels his unit will die in the combat).

The action rating unit for the Germans is announced as the panzer battalion (a 5 rated unit) and the Soviet player must use the target unit as it is the only one there. In this case, the tank brigade's original 3 action rating is reduced to a 2 because of the DG—so a +3 differential affects the combat. The German player makes a DR for surprise and adds the differential. The raw DR is a 6 which when modified hits the minimum required to get attacker surprise. He now makes a dr of 2 for a two column shift right on the Combat Table.

In this attack, both German units would be doubled because of Special Modifiers (armor and mech are x2 in the open), but are only x1.5 because of the target Tank Bde, so the final attacking combat strength is 21. The defender has no Special Modifier effect to worry about in this case, but is x1/2 because the unit is DG. So, the defense strength is 3.5. The raw odds are exactly 6:1, so the German player goes to the Combat Table to find that column. There is no 6:1 column on the Open terrain line, so he must go to the next lower column which is on the table (5:1). He then shifts up 2 columns (for surprise) to the 9:1 column and determines the action rating DRM (+3, the same as the differential used before in surprise). He makes a DR (getting a 4) and adds the +3 DRM. The combat's result is on the 7 DR position of the 9:1 column, or Ao1 e4, DL1o2.

Even though the defender is destroyed by the L1 result, the attacker option result stands. The German player must choose to lose a step or retreat. Retreat would end the movement of these units, if a unit is to be killed, it will have to be the Panzer Battalion—the German player kills the Panzer Battalion. The exploit result of 4 is ignored as this attack is an overrun and not occurring in the player's regular Combat Phase. Remove the defending unit from the map and move the overrunning force into the target hex. The mech infantry regiment must stop there (it has used all its MA). Either way, that ends this overrun combat.

10.0d Barrage Supply. Expend supply to conduct a Barrage at the moment of the Barrage. Determine the initial (before shifts) table column to be used in the Barrage (by totaling the firing Barrage Points available). Pay according to that column. If the amount required to fire the Barrage is not available, do not execute the Barrage (go on to the next Barrage; the units selected for the failed Barrage have not been used, etc.).

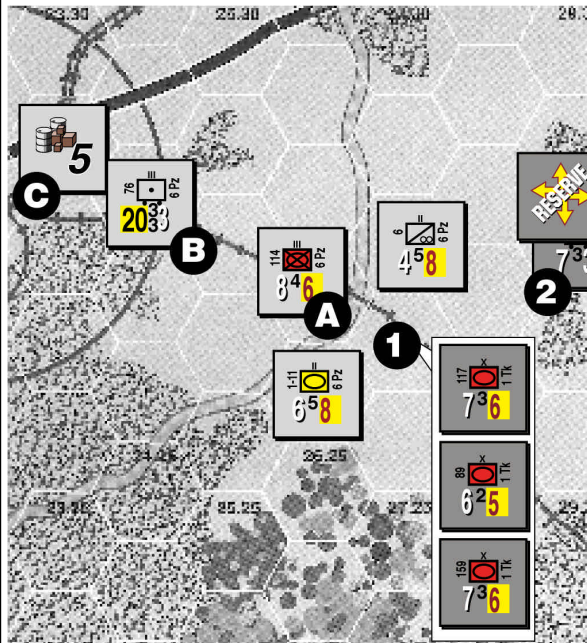
All supply needed for a multi-unit Barrage must come from either the same HQ or same direct draw point. Being "Out of Supply" has no effect on Barrage strengths if Barrage Supply is available. Barrages can never be made using Internals.

10.0e Spotter Restrictions. To avoid the Barrage Table shift for having no correct spotter (#4), you must do the following—Spotting requirements do not exist on the specialty Barrage Tables, only the main Barrage Table:

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Example of Play: Comprehensive Combat



This example covers many combat possibilities and interactions. At the end of the German Movement Phase, the forces are arranged as shown. In his Supply Phase, the German player checks the supply trace of his units and determines that all can be supplied.

In the Soviet player's Reaction Phase, the unit at 2 releases from reserve. It has only 1.5 MPs to use (rounded in this case to 2 as it cannot do any road movement), so it cannot make any sort of overrun attack to relieve the expected attack on Hex 1. It can, however, scurry over and stack in Hex 1. This will add some to the defense. Since this unit is using Leg MPs it can do so without interference from the German motorcycle unit or fuel payment. The Soviet player moves this unit over to Hex 1 and ends his Reaction Phase.

As the first part of his Combat Phase (the Barrage Segment), the German player announces a barrage attack using the artillery regiment at B. It is to shell Hex 1. On the Barrage Table, the initial column is 17-24 because of the barrage strength of the artillery (20). He pays 3T (from the 17-24 column) to fire from the dump at C (leaving 4 SPs + 1T). The 4 REs in the target hex generate the one +1 Right shift that applies to the barrage. Resolve the barrage on the 25-40 column. The German player makes a DR of 4, for no effect.

In the following Combat Segment, the German player announces the attack on Hex 1. He informs the Soviet player that the mech infantry regiment will attack across the river (x1/2) and the motorcycle and panzer battalions will attack on the same side of the river as Hex 1. He then discovers that the two units he threw across the river to help in the attack cannot count back to the dump at C to obtain combat supply (counting back across the river in this case costs too much). Deciding that to not attack with these units would mess up the attack as a whole, the German player decides to attack with these units using their internal stocks. He places a 'Low Internals' under each and pays another 1T from the dump to allow the mech infantry to attack. The Soviet player expends 2T for the defense.

The German player announces the use of the motorcycle battalion (a 5) as his action rating unit. The Soviet player announces the use of the 3-rated infantry brigade (which moved in during Reaction) as his. This gives an action rating differential of +2.

The combined attacking strength is 17 (4 for the motorcycle, 4 for the mech infantry attacking across the river, and 9 for the panzer battalion attacking in the open terrain). The defenders total 27 points. This gives a raw odds of 1:1.59 or 1:2. The German player identifies the 1:2 column of the open terrain line on the Combat Table.

With the +2 DRM identified earlier, the German player rolls for surprise. He rolls a 9, modified to an 11 which gives attacker surprise. He then makes a dr of 3 for a three column shift to the right. The combat will be resolved using the 3:1 column instead of 1:2.

The German player makes a DR and adds the action rating DRM—the DR is 5 which is modified to a 7. This gives a result of Ao1, Do1. The German player chooses to kill the motorcycle unit (his action rating unit) to satisfy the "o1" result. The defender's option must then be satisfied and the Soviet player decides to retreat one hex to satisfy it. He can do this without ill-effect. The remaining German units can, if the player desires, move forward to occupy the defender's empty hex. That ends this combat.

The proposed spotter must be Attack Capable [EXC: HQs and artillery units can spot for fires (including their own)].

Furthermore, if artillery assigned to a division (or Soviet Corps) fires in a Barrage, the spotter must also be from that division (corps). A given Barrage might legally have numerous spotters so that each set of divisional (corps) guns has its own organic spotter. If any divisional guns are involved in a Barrage and an appropriate observer is not available, the No Spotter shift applies; regardless of the number of such units not properly spotted, the modifier applies once.

Artillery belonging to an actual "artillery division" (rare) are handled as follows:

- Soviet—Can be spotted by any friendly unit.
- Other—Can only be spotted by a unit of its division.

EX: Two artillery battalions, within range, Barrage a hex. The total Barrage strength is 16. The firing player identifies the column on the Barrage Table (12-16). That table requires 3T to fire. The player pays 3T to execute the shot (he only has one such fire). Checking for modifiers, he finds the target hex containing 8 REs and a level 1 hedgehog, in close terrain. An appropriate spotter is adjacent to the target hex. The total column shift applied to the raw column is two to the right (4 right for the REs, one left for the hedgehog, and one left for the terrain). This gives a final table column of 25-40. The attacker makes a DR resulting in an 8. The result is [1/2]. In this case, as neither of the conditions for a bracketed result apply (there is a unit adjacent and the target is not in a level three (or more) Hedgehog), the result is treated as a regular "1/2." The attacker makes a dr and gets a 3. The target hex does not lose any steps, but is DG.

Play Hint: Roll three dice at once—the two "barrage" dice and an off-colored "rounding" die—to speed barrage resolution and play.

10.0f Ground Support. Air units conduct Barrages similar to artillery. They cannot combine with artillery. Air Barrages do not cost supply (by column) in the way that artillery Barrages do. See also 14.7.

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10.0g Air Barrages. Air unit Barrages can occur in any Barrage Segment (or during movement; if a Hip Shoot, see 14.7b). Active air units are free to attack targets in the hexes they moved into in a preceding Movement Segment and are always in the “right mode” to do so. Resolve these on either the Barrage or other appropriate table. Handle Air Barrages as any other Barrage, with the exception of supply expense (none) and the application of Flak.

10.0h Use of Barrage and Phasing. To be used as part of an attacking force, air units must move into the target hex in a Movement Segment (Regular, Exploitation or Reaction). Resolve the attack in the following Barrage Segment. The air units must return to a base and become inactive immediately afterward. Air units conducting a Barrage are subject to flak; you must resolve flak before conducting the Barrage (See 14.9, regarding Flak).

10.0i Air vs. Supply Dumps and Transport Points. After the defender resolves Flak, apply the remaining Barrage strengths using the Barrage vs. Dump/Transport Point Table.

10.0j Air vs. Railroads, Air Bases, and Air Units. After the defender resolves Flak, apply the remaining Barrage strengths using the Barrage vs. Facility Table to determine any damage, or interdiction (for railroads).

If an air base is attacked and suffers an “AB” or better result, the attacking player checks the enemy air units for destruction (making a dr for each separately—roll for both active and inactive air units) using the Air Unit Reduction Table.

10.0k Air vs. Ports. Barrage strengths can be applied against port capacities using the Barrage vs. Facility Table. Such attacks accumulate “hits” on the port (up to a total of 4 max). The effects of these hits are listed on the Barrage vs. Facility Table.

10.0l Air Barrages and Range Effects. Air unit Barrages are affected by range. If all air units conducting a barrage are at or within 10 hexes of their base, they get an additional shift Right on the regular Barrage Table. Never apply this to S-type Air Units. See also Optional rule 21.4.

10.0m Barrage vs Mixed Target Hexes. These contain targets that are affected in different ways by different tables. An example would be a hex with units, Transport Points, and supplies in it. The enemy player can use the Barrage Table to attack units OR use the same Barrage Points on the Barrage vs. Dump/Transport Point Table to attack Transport Points and supplies. In any such mixed case, the attacking player must select the target (“units,” “Transport Points & supplies,” “air base,” etc.) and apply the Barrage Points to that target (only) using the appropriate table. Regardless of the number of target-types in the target hex, only one Barrage per phase is allowed. Make such selections only when doing Barrages. Reg-

ular combats using the Combat Table only affect the enemy ground units.

11.0 EXPLOITATION PHASE



During this phase, Exploitation marked units, any Active Air units, and those units just released from Reserve Mode can function. The phase consists of a Movement Segment (which allows Overruns), a Barrage Segment, and a Combat Segment.

11.0a Release. The phasing player can release any reserves during this phase, as desired. He is not required to do so, and can wait to see how things are proceeding before releasing additional reserves. To keep things straight, players should mark such released reserves with an Exploitation Marker. Remember: Units actually in Exploitation Mode only move half their MA; released reserves can move their full MA in this phase.

11.0b Combat Resolution. Handle combat in the Exploitation Phase, either Overrun or regular, normally.

11.0c Air Units. Phasing air units function normally.

12.0 SUPPLY



There are two supply types: on-map and trace. On-map supply uses Supply Point markers which players move about the map and use to pay for various activities. Trace supply is ONLY used to determine the “in” or “out” of supply status for units during their Supply Phase. No SPs are used during Trace determination (except when units cannot trace and the player is willing to expend on-map supply to “feed” them).



On-map supply is handled very mechanically. Players receive supply points (SPs) every turn as reinforcements. Each player places his markers on the map and uses his transportation assets to move them to where needed. He will later expend SPs for Combat or Barrages, Fuel, Air Unit Refit, or for construction.

When expending SPs, units needing them can always draw them “directly” (if the SPs are within 5 MPs [+1 hex] from the units) OR they can use an HQ whose “throw range” (printed on the HQ’s counter) they are within to draw on SPs too far away to use directly. The HQ can draw on SPs at or within 5 MPs [+1 hex] of its hex. In effect, HQs act like a “hose” that delivers the SPs to the units that need them.

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In all cases where SPs are used, HQs can use their draw range (5 MPs [+1 hex]) to acquire, and throw range (as printed on the counter) to issue, needed SPs. Where HQs are used to deliver supply, always count MPs from the HQ to the units involved and back from the HQ to the SPs—in each direction, count out from the HQ. Where units draw supply directly, count to the SPs from the unit. The “direction” of MP range is important, because such counting is not always symmetrical.



Trace supply is only used for Supply Phase “Supply Status” determination (see 12.6). It consists of units being “traced to” by an HQ (or by “direct draw”) that can also reach an appropriate port or detrainable hex on a rail-line (detrainable as defined in 13.3c) which can be followed without interruption to a supply source. In both these cases, the trace can include Extenders (See 12.7). Most units unable to trace for this purpose (or Multi-Unit Formations that cannot have all parts trace to the same HQ or direct draw point) can be “paid for” out of on-map SP stocks. Units able to trace are in supply; those unable to trace (and do not have SPs expended for them) are marked Out of Supply and must check for Attrition (see 12.8).

12.1 Supply Points

12.1a Mechanical Handling of SPs. Players can break down and add together Supply Points freely by combining or “making change” with SP markers. Being loaded on a Transport Point has no effect on the ability to use SPs.



12.1b Supply Tokens. Players can break down Supply Point Markers as desired into “Supply Tokens” (1/4 SP each) to pay costs that are part of a full SP. Tokens are supply’s “small change”. One SP generates four Tokens. Generate Tokens only when needed. A Supply Token is abbreviated “T,” so two Tokens would be 2T.

12.1c Ownership of Supply Points. Since the Supply Point markers are common to both players, it is important that players keep track of who owns what. An SP belongs to the player who brought it onto the map unless it is captured (see 12.11b). A player can never draw supply from another’s points!

12.2 Transportation of Supply



A player can transport SPs by his Transport Points, Air, Naval, and Rail Capabilities. The capabilities and limitations of each appear in rule sections governing each method (See 13.2, 13.3, 14.10, 14.11, 18.4, 19.0).

12.2a Leapfrogging. No SP can be loaded more than once in a single Segment or Phase nor can an SP be loaded at all if it was unloaded earlier in the same segment or phase.

12.2b Froglegs. It is not a violation of the leapfrog rule if SPs are moved across the map and then “used” (e.g., a truck might carry an SP its full movement and then have it expended).

12.3 On-Map Supply

12.3a General Description. Units get supply from a dump either via an HQ or directly. Units can draw if they are at or within the throw range in MPs from an HQ (+1 hex, see 12.3b (note)) OR at or within 5 MPs (+1 hex) of the SPs themselves. An HQ can use SPs that are at or within 5 MPs (+1 hex) of the HQ.

Note: Use the MP type of an HQ’s throw range for both throw and draw. When no HQ is involved, use Truck MPs.

Units can receive supply directly from a supply source (“Direct Draw”) or from a supply source via an HQ to the unit (“via HQ”). HQs affect only the range at which units can draw supply. Units can only draw supply through a hex/hexside that their (or the HQ’s) supply movement type can move through (exception: the final hex of throw or draw, see 12.3b (note), can be any terrain), including hexes adjacent to attack-capable enemy units if the hexes are also occupied by a friendly unit. Draw and throw can use 6.1c, and the restrictions of 6.1d apply normally.

12.3b Via HQ Supply. “Draw” SPs from any dump at or within 5 MPs (+1 hex) from the HQ and “throw” them out to the extent of the HQ’s throw range. When using HQ draw/throw to get SPs, count all MP calculations from the HQ’s hex. HQs never draw supply from other HQs (to make chains, etc.). An HQ’s throw range, in MPs, appears on the counter. HQ’s can have either Truck or Leg MAs for throw (use that MP type for draw as well). HQ’s cannot draw or throw for other units (they can draw for themselves) when in Strat Move Mode.

Note: The HQ need merely have enough “throw MPs” to get supplies into a hex adjacent to the drawing unit. Regardless of terrain, it is assumed the unit will be able to get its hands on

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supply deposited into an adjacent hex. Apply this in reverse as well, the draw range (5 MPs) need only get adjacent to the SPs, etc. This rule applies to all supply issues. In any case where supply is concerned—if this measurement can make it to the hex adjacent to the hex desired, it is successful. However, if the hex adjacent happens to be adjacent to or containing an enemy Attack-Capable unit, it is blocked—unless the hex is occupied by a friendly unit. “Regardless of terrain” includes impassable hexsides such as all-sea or escarpment hexsides.

12.3c Direct from Source. Units at or within 5 MPs (+1 hex) of a dump can use that dump for their supply. In this case, the MPs are measured from the unit into the dump’s hex. As happens with HQs above, this draw need only have enough MPs to get adjacent to the dump’s hex.

Note: Players use draw ranges any time they expend supply. For example, for a combat, the supply can come from a dump reached via an HQ or from a dump that happens to be within 5 MPs (+1 hex).

12.3d Holding Boxes. Holding Boxes and Supply. Units in holding boxes representing specific map hexes draw supply normally as if they were in that hex (the box only exists to allow potentially large stacks to spread out). Supply for units in off-map holding boxes (those which are not specific map hexes) must come from within the same holding box. On map units cannot draw from off-map holding boxes.

12.3e Ranges. Draw and Throw ranges are always counted using normal terrain costs. Ground conditions effects such as mud and snow are always ignored.

12.4 Combat Supply



See 9.5 and the Supply Tables on the Charts & Tables.

12.5 Fuel



12.5a Units Requiring Fuel. Units using tracked or truck MPs cannot expend MPs unless their fuel cost is paid—not even to move one hex. Units using leg MPs (even if they belong to a formation generally requiring fuel, like a Panzer Division) can move for free—even if the same counter uses a different MP type in another mode. There is no provision to pay less than full fuel costs for proportional movement.

12.5b Exceptions to Fuel Use. Units can have combat (attacker or defender), Barrage, advance after combat, and retreat without fuel payment. Transport Points (even those Organic to units otherwise

requiring fuel expenses) move without fuel payment. The above applies to regular combat; Overrun requires the attacker to pay for fuel before moving into the attack—even if it is adjacent to the defender.

12.5c Fuel Payment. According to the cases below, pay fuel costs in any phase in which the player incurs them at the instant they are incurred. (Fuel might be expended in any phase in which a unit moves.)

A) Pay 1 SP per Multi-unit formation that contains any tracked or truck MA units. This payment lasts until the next Friendly Clean Up Phase. Mark this by flipping the Formation Marker to its Fueled side. If the formation cannot all draw from one HQ or dump, apply C (below) to any parts that cannot draw from the common supply source.

B) Pay 1 SP per HQ to fuel all the non-divisional and non-Multi-Unit Formation units within its throw range. This payment lasts until the next Friendly Clean Up Phase. Mark this with a separate Fueled Marker on top of the HQ. (Also see option 21.3)

C) Alternatively pay 1T per unit that has tracked or trucked MPs, regardless of the unit’s organizational size. This lasts for the current phase only. Do not mark this payment in any way.



12.5d Fueled Marker Removal. Remove all Fueled markers from a player’s HQs and flip his Formation Markers to their non-fueled sides during his Clean Up Phase. This means that fuel “paid for” in the Reaction Phase in the enemy player’s turn will last throughout the owning player’s next turn, while that expended in one’s own turn only lasts until the Clean Up Phase. Remember, fueled status only lasts until the next friendly Clean Up Phase for units “paid for” using methods A and B; those who were “paid for” using method C can only move during the payment’s phase.



12.5e Fueled HQs. A fueled HQ activates all non-divisional and non-Multi-Unit Formation units within its throw range (Method B). The throw range is determined at the time the non-divisional unit (etc.) begins to move. The HQ can move to allow units to move which weren’t in reach when the SP was paid—but, the HQ can only do this from two locations in a single phase—where it was when the SP was paid and where it ends its movement.

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12.5f Reinforcements. Reinforcements must have their fuel costs (if any) paid after entry onto the map before they can move further—they do not get any sort of free move once placed on the map.



12.5g Internals. Internal Stocks cannot be used for fuel costs.

EX: In his Reaction Phase, a player wants to move a panzer division and five non-divisional Assault Gun Battalions. He has, however, only a minimum number of SPs available. The player pays 1 SP for a local HQ (to run the non-divisionals since the 1 SP is cheaper than the 5T he would have to spend for them individually). The panzer division has been pretty well mauled in earlier battles and has one panzer battalion and an infantry regiment left. The player rapidly determines that he can afford to let the infantry walk (using their Combat Mode Leg MPs) and pays 1T for the panzer battalion. The total movement cost is 1SP + 1T, where it might have cost as much as 9T had he not been thinking about it. Play passes into the above player's own turn. In his regular Player Turn some of the above decisions will affect play—both in the regular Movement Phase and in the Exploitation Phase. The HQ which was turned on for the Assault Guns is still fueled (and will be until the player's Clean Up Phase) so all non-divisional units in range of that HQ (including other HQs and that HQ itself) can move during the Player Turn without additional costs. The panzer division's panzer battalion cannot move without further payment, because the 1T expended only lasted for the phase in which it was spent. The leg infantry is unaffected, as it can still walk. To move the panzer battalion about will require more fuel expenditures.

Design Note: Thorough understanding of Fuel use and the various methods available to provide it to units is an absolute must. Players are encouraged to set up situations and experiment with the three fueling methods under varying circumstances to fully grasp the mechanics involved. Inefficient use of supply, particularly fuel costs, will most often lead to a much less enjoyable OCS experience. The effort taken to make fueling units second nature is time well spent.

12.6 Trace Supply



Definition: A “Detrainable Hex on a Rail-line” or “Detrainable Hex” is any railroad hex containing a village, minor city, major city, port, or friendly HQ in Combat Mode. Furthermore, this also applies to a hex containing an extender that connects (possibly through more extenders) to such a detrainable hex or directly to a supply source.

12.6a On Map Supply vs. Trace Supply. Most on-map supply is only for ammo and fuel purposes, whereas subsistence “Supply Phase supply” is a trace operation with the HQ tracing to the unit, and that HQ tracing to a detrainable hex. Once traced to the detrainable hex, the contiguous trace must lead to a supply source.

12.6b Without HQs. Units can accomplish this trace without an HQ. In that case, count from the unit the standard 5 MP draw range (+1 hex, as per 12.3b) to a detrainable hex and there back to a supply source.

12.6c Supply Sources. A “Supply Source” is any map edge railroad hex that allows reinforcement entry, plus any others specifically mentioned as Supply Sources.

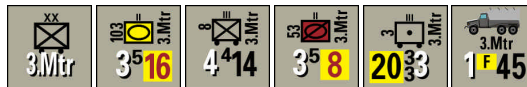


12.6d Eating off the Map. Units that cannot “make their trace” can expend on-map supply at the rate of 1T per 2 REs (divide the total number of REs by 2 and round up to determine the number of Tokens needed). For example: 16 and 1/2 REs costs 9T. Units that can trace cannot optionally implement this rule to burn unwanted supply (that is what Dump blowing is for). See also 12.6j.

12.6e “Let them eat Cake”. Unlike combat supply, players may voluntarily choose to withhold (Supply Phase) supply and “starve” troops.

12.6f Out of Supply. If he chooses to “let them starve”, or can't pay the costs above, mark the offending units Out of Supply and roll for attrition (see 12.8).

12.6g Supply Ranges. Trace ranges are limited to the same distances as on-map supply draw. This can be either through an HQ OR direct from the unit. From that point trace along contiguous usable rail hexes (possibly in combination with extenders) (ignore air unit interdiction) any distance to a supply source. Also, HQs or units can draw directly from a supply source. Any number of units can trace through an HQ.



12.6h Multi-Unit Formations. Divisions, Corps, and other multi-unit formations can only trace “for free” if all parts can trace to the same HQ or the same direct-draw point. If not, then select part of the formation to trace “for free” while the rest applies 12.6d.

12.6i In Supply. Units that can draw directly (5 MPs +1 hex, as per 12.3c) from a detrainable hex, supply source, or connected extender that can trace successfully are in supply.

12.6j Strategic Move Mode. Units in Strat Move Mode must use trace supply. They cannot be supplied via on map supplies. If they cannot trace, they are Out of Supply and must roll for Attrition.

12.6k Shipboard units. Units aboard any type of ship or landing craft are considered to be in trace supply.

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12.7 Extenders



12.7a Eligible Units. Some Transport Points have a 5-point unit that has regular points on one side and an “extender” on the other. These counters, when on their extender side, can only be used to help bridge trace supply gaps. Five Transport Points must be used for each extender (less than 5 points cannot make some sort of “partial extender”). Transport Points making up an extender cannot be used for any other purpose while doing so. Extenders do count as 5 points for Barrage vs. Dump/Transport Point and Capture Tables

12.7b Uses for Extenders. Extenders can only be used to A) bridge the gap between an HQ/unit and a Rail-line, B) between two unconnected Rail-lines, OR C) between an HQ/unit (or rail-line) and a supply source. Extenders can link to each other to form chains. Extender counters show the range and MP type of the extender. Count the extension from the extender’s hex back to the hex to which it connects. Rail-line connection points must be detrainable hexes. Extenders must always be posted at the “forward” end of their extension.



12.7c Establishing Extenders. Switching to being an extender (or vice versa) costs a Transport Point 1/2 of its MA. Extenders cannot move at all (unless they flip back into regular Transport Points). Transport Points cannot convert into extenders while they are loaded.

12.7d Transport Abilities. Extenders can never move SPs. Likewise, extenders cannot be used to increase draw ranges to reach to SPs. Their only purpose is to connect lines involved in trace supply.

12.7e Capture. Extenders jumped by enemy units must (after taking losses on the Capture Table) displace and must flip back into regular Transport Points when doing so (even if no Transport Points are lost).

12.7f Exclusivity. An extender can only be made of one kind of Transport Point.

12.7g Supply Range. Extenders can also apply the “adjacent is good enough” rule, just like all other supply distance functions.

Play Note: Garrison your extenders, or else...

12.8 Attrition and Out of Supply



12.8a Attrition Rolls. In the Supply Phase, roll for Out of Supply units on the Attrition Table immediately upon being marked. Make this roll again each turn a unit is still Out of Supply. Transport Points and Air units are exempt from this roll (Also, see 18.0 for Naval Units). Roll on the Attrition Table once for each stack found to contain Out of Supply units. Make a DR on the column containing the best Out of Supply Action Rating in the stack. Do not adjust this Action Rating for being DG. Read to the right from the dice roll’s row. The table result is the number of steps the stack must lose—the owning player chooses how to inflict these losses on the Out of Supply units in the stack.

12.8b Out of Supply Effects. Given Combat Supply, Out of Supply units attack and defend at x1/2 (artillery barrages at full strength). Without Combat Supply, they can’t attack or barrage and they defend at x1/4. They move normally (given fuel payments, if required).

12.9 Specialty Supply Levels



12.9a Transport Points. These (to include Organic Transport Points) do not expend supply. Organic Transport Points never cause rule 12.6h to come into effect.

12.9b HQs. HQs trace supply like other non-divisional units

12.9c Air Units. Air units do not require supply themselves. They are “supplied” when refit.

12.9d Naval Units. Naval units do not generally require supply (see 18.0).

12.10 Internal Stocks

12.10a Uses of Internals. These can only be used for Combat Supply (see 9.5). Internal Stocks cannot be used for Barrages, trace supply, or fuel.

Internal Stocks can only be used if the unit cannot expend normal Combat Supply from on-map stocks [EXC: SPs loaded on Organic Transport Points may be ignored for this requirement if desired; 13.2g].

The first time a unit draws Combat Supply from internal stocks, mark it with a “Low” marker. The next time it does, mark it “Exhausted”, which means its internal stocks are

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empty. There is no special modifier applied to the combat strength of a unit using internal stocks instead of on-map supply. Without internals or on-map supply, units are considered to have no Combat Supply (see 12.8b). Exhausted units that can draw regular Combat Supply fight normally. Handle each unit's internal stocks independently. No unit can draw on another's internal stocks.

12.10b Recovery. Marked units **MUST** recover in the player's Supply Phase. Recovery costs 2T per level per unit or RE (whichever is more) from on-map SPs. Do this before determining supply status. If on-map supply is available, it must be expended to replenish used internal stocks. Any SPs that the unit can draw (via HQs or direct) are subject to this requirement [EXC: As in 12.10a, SPs loaded on Organic Transport Points may be ignored for this requirement if desired; 13.2g].

In cases where internals must be replenished and the same SPs must be used for basic supply (for units that can't trace), the internals must be replenished first. If this situation exists, but there are not enough on-map SPs to recover all (or any) Internal Stock levels, expend what is available (which might not change the Internal Stock level).

12.10c Out of Supply. Out of Supply has no effect on internal stocks or vice versa.

12.10d Internals Low/Exhausted Marker Placement. Place internal stock markers under the owning unit.

12.10e Combining with On Map Supply. Internals and on-map supply can generally be mixed to meet combat needs [EXC: A single counter, even if containing multiple steps—such as a division, can use either internal stocks or on-map supply—such a unit cannot mix the two for itself].

EX: 2 REs (two separate units) attempt to defend. The player has 1T of on-map supply available. He makes one RE use internals (reducing the defensive size to 1 RE) and then uses the on-map 1T to pay for the other.

12.11 Dumps



Every dump (stack of SPs and/or Transport Points) can be blown by its nominal garrison. This nominal garrison never consumes supply and has no movement or combat ability.

12.11a Blowing Dumps. A player can blow any of his dumps during his Movement, Reaction, or Exploitation Phase (only in the Movement Segments of each). A player can blow a dump more than once, but only once per phase. The player can select to attempt to blow only a portion of a dump (apply the table result only to that portion). Roll one die on the Dump

Blowing Table to determine the percentage destroyed and remove that portion from play.

12.11b Capturing Dumps. During a player's Movement, Combat, Reaction, or Exploitation Phases, the chance to capture SPs/Transport Points from the enemy can present itself. Whenever your attack-capable unit enters an enemy hex containing SPs and/or Transport Points, roll on the appropriate column of the Capture Table.

If enemy units occupy the dump hex, they must be evicted from the hex first. When the defending units retreat or are destroyed and the attacker enters the hex, roll on the Capture Table.

13.0 SPECIALIZED UNITS

13.1 HQ Units



HQs provide supply distribution and engineer support. HQs are 1 RE in size.

13.1a HQs and Modes. HQs have the same modes as other units (Exception: HQs can never be DG). The difference between Combat and Move Modes is the supply throw range and the ability to move (Combat Mode HQs cannot move). HQs in Strat Move Mode cannot use their throw range.

Design Note: Combat Mode HQs represent the HQ having taken up residence; Move Mode represents the HQ in a more mobile status. When in Move Mode, the extra trucks of the HQ are considered to be shuttling around mechanics and bakers instead of supplies.

13.1b HQ Supply Functions. HQs issue SPs to units within their throw range. When using HQs to throw or draw SPs, make all MP measurements from the HQ. The HQ must be at or within 5 MPs (+1 hex) of SPs to draw on them. Being Out of Supply has no effect on the throw range available to an HQ. The use of an HQ's ranges does not require fuel expenditure. Combat Mode HQs can also make a railroad hex detrainable (see 13.3c).

13.1c HQs and Combat. A player can attack HQs like any other unit. HQs (of any organizational size) have a Combat Mode defensive strength of 5, and Move Mode defensive strength of 1. Add this strength to the other units in the hex for defense. No more than one HQ can be added to the defense of a stack, regardless of the number of HQs in the hex (three Combat Mode HQs in a hex have a defense of 5, not 15). The remaining HQs in the hex are subject to any adverse combat results affecting their hex. HQs cannot attack. Supply level affects HQs like any other unit. If forced to retreat, Combat

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Mode HQs must flip to their Move Mode side. HQs have one step and an Action Rating of 0. HQs are immune to attack and destruction via the Barrage Table.

13.1d Other Sizes of HQs. A game can include HQs of any level. All HQs function the same, but the following limitation applies to Divisional HQs: Divisional HQs can only provide supply to their own units or to non-divisional units of the same nationality.

Even when there are HQs of an assortment of sizes showing the chain of command, HQs cannot daisy-chain their draw and throw ranges together.

13.2 Transport Points



Transport Points (Trucks, Wagons, Mules, and even Elephants) represent the player's overland transport capacity. Transport Points come in an assortment of sizes. Printed on each counter is its size and movement allowance. A transport point can move, have some of its load used by units/HQs, and then move further in the same phase.

13.2a Supply Effects on Transport Points. Transport Points are never affected by supply concerns and never expend fuel. They are never Out of Supply.

13.2b Transport Capacity. Transport points can carry up to their size in SPs. Transport Points can freely divide and combine using the sizes available. Splitting or combining does not cost MPs, can only be done in the friendly Movement Phase, and requires all involved units to be in one hex. Transport Points of different types can never combine into a single counter.

13.2c Restrictions on Transport Points. Transport Points have no mode (exception, see 13.2g), and thus can never take advantage of Strategic Move Mode or Reserve Mode. Transport Points can move only in the owning player's Movement Phase, never in the Reaction and Exploitation Phases. Transport Points can be transported by ship or train and can do so loaded.

13.2d Load/Unload. It costs 10% of the Transport Point's printed MA (adjusted for Weather effects, if applicable) to load/unload. Round the result normally at the moment of loading/unloading.

13.2e Transported Units in a Stack. Show the condition of being loaded by placing the SP(s) under the Transport Point(s).

13.2f Captured Transport. Captured Transport Points can be moved by their new owner using their full MA in the phase of capture if that phase happens to be the new owner's Movement Phase. Newly captured Transport Points can never move in Reaction or Exploitation Phases.

13.2g Organic Transport Points.



To show the Organic transport capability of some multi-unit formations (such as Panzer Divisions), one or more Transport Points are assigned directly to these formations. These Transport Points have the following restrictions: they can never unload their contents on the map (being "used" does not constitute "unloading"), and only units of their own organization can use their SPs. These can be consolidated from one division to another, see 13.9. No division can acquire more than its full complement of Organic Transport Points. HQs cannot be used to throw the contents of an Organic Transport Point (even to the units of that Organic's organization).

Organic Transport Points only come in one (1) Point sizes. While these points are generally Trucks, they could be specified as any Transport Point type.

Organic Transport Points (unlike regular Transport Points) can be put into Reserve Mode and take advantage of that rule. Also, Organic Transport Points can retreat with the units in their stack as a result of combat (thereby possibly avoiding some captures). If all the units are destroyed, the Organic Transport cannot retreat.

Like every other Transport Point, Organic Transport Points do not need fuel supply expended for them to move (unless called for by the game rules...).

Reinforcing Organic Transport Points always enter as reinforcements fully loaded with supplies. See 13.2h regarding set up.

Regular Transport Points can replace Organic Transport Points that are out of play. Organic Transport Points can never change into regular Transport Points. When captured, Organic Transport Points become regular Transport Points for the enemy.

Organic Transport Points of one formation can be transferred to another formation to replace its Organic Transport Points if they have been lost. Simply exchange the Transport Point counters. SPs loaded at the time of the exchange trade hands as well.

If a hex containing both regular Transport Points and Organic Transport Points must check on the Capture Table, the owning player decides which Transport Points are captured and which are displaced.

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The location of Organic Transport Points never causes rule 12.6h to come into effect.

13.2h Transport at Start and as Reinforcements. If reinforcing Transport Points arrive at the same place as arriving SPs, those SPs can be considered loaded (otherwise Transport Points do not arrive loaded, but for Organic Transport Points, see 13.2g). Likewise, SPs and Transport Points setting up in the same hex can be set up loaded. Initial set up Organic Transport Points are full if the scenario set up itself indicates it, otherwise they are empty (but can be filled with SPs in their hex as per the above). In any case, the SPs must come out of existing stocks or from an Organic Transport Point notation of “full” at the moment of set up. There is no free lunch.

13.2i Full Transport Point Notation. Some Transport Points show an “F” in a yellow box on one side and no such notation on the back. The “F” side denotes that the Transport Point is full, while the other side shows it is empty (use the empty side plus some partial load to show partly loaded Transport Points).

13.3 Rail Transport

Each player may have a Rail Capacity (Rail CAP) that represents the total number of SPs he can transport in a given turn. Units have their RE size converted into SPs equivalents to use rail transport by using the Transportation Equivalents in rule 4.10.

13.3a Rail Cap Point Use. Each Rail CAP point can transport one SP any distance along an intact railroad (within the bounds of the player’s railhead markers, rail damage and interdiction hexes). The player can use his Rail CAP along any part of his rail network. The railroad movement cannot include any hexes containing, or adjacent to, enemy Attack-Capable units. Friendly units do not negate this restriction. Ignore terrain when moving by rail.

There are two railroad classes: Multi-Track, and Single-Track. If a “load” moves for its entire rail movement along multi-track rail hexes, that load costs half its normal Rail CAP cost. If the rail movement is along any combination of single-track and multi-track lines the Rail CAP expended equals the load in SPs.

Design Note: Rail movement is most effective as a strategic asset. Therefore it is much more efficient to move loads over long distances than in short hops. Most of the usage of rail capacity comes from marshaling rolling stock and loading/unloading. To go through all that monkey-drill for a short, relatively tactical, move is both wasteful and inaccurate. That is true in real life and in this game system.

13.3b Exploitation. A player can use his Rail CAP only in the Movement Segment of the friendly Movement Phase (never in the Reaction or Exploitation Phases).

13.3c Load/Unload. All rail movement requires the “load” to entrain, move, and detrain in a single Movement Phase—a load can never be left “entrained” for further movement in another Movement Phase.

Units and SPs can entrain or detrain in any village, port, or city (major or minor) railroad hex OR any railroad hex containing a friendly combat mode HQ.

Reinforcements and new SPs arriving in a map edge railroad hex can be considered entrained (even if not in a village or city hex). Such a hex cannot be adjacent to an enemy Attack-Capable unit (friendly units do not negate this restriction).

To entrain, a unit can have expended no more than half its movement allowance in the current Phase. When detrained, the “load” cannot move further in the given phase. SPs cannot entrain if they have been moved, nor can they move after detraining. Entraining and detraining have no MP costs of their own. Units must be in Move Mode to use rail movement.

13.3d Railheads. The game can limit one or both player’s railroads. Mark these limits with Railhead Markers. Railhead Markers move only by the conversion work of Rail Repair units. All railroad hexes up to and including the railhead marker are functional.

13.3e Damaging Railroads. Only Rail Repair units (RR Units) can damage railroad hexes. Each such unit can damage up to three hexes in a turn. Mark damaged hexes with Rail Damaged Markers. Players can damage their own railroads. Damaged RR hexes fully block Rail Cap movement and Trace Supply. To damage a railroad hex, the RR unit must move out of it using its movement points.

Design Note: Obviously, allowing only RR Units to damage railroads is an artificial abstraction. Most any combat unit could damage railroads in real life, but commanders were not as “free wheeling” with destruction as game players tend to be. Restricting damage to RR units does two things: It eliminates the kind of goofy “rail raid” some have practiced (it’s hard, and very wasteful, to “raid” with an RR unit!), and it substantially reduces the capability for doing large amounts of destruction quickly. The first prevents unusual game player behavior, the latter provides for greater emphasis on prior planning—both are good things.

13.3f Railroad Repair. RR units are used to repair damaged railroads. A Combat Mode RR unit can repair three damaged rail hexes each friendly Movement Phase (not in any other phase).

- A) Railroads cannot be repaired in hexes adjacent to enemy Attack-Capable units. Friendly units do not negate this.
- B) Rail hex repair does not cost SPs.
- C) To repair a railroad hex, the RR unit must move out of it using its movement points.

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13.3g Special rules for RR Unit Rail Movement. RR units CAN use rail movement AND do repairs/damage in the same movement phase (but cannot do both if the hexes they use RR movement through were repaired/converted in the current phase). RR units can move their full movement after using Rail Movement (less any movement done prior to entraining), and can use rail movement in Combat Mode. Furthermore, RR units can entrain and detrain in any railroad hex.

13.3h Rail Conversion. Some games contain different gauge rail lines. Both players use their Combat Mode Rail Repair units to regauge rail lines to the gauge appropriate to their side. A player can only use his rail capacity or supply line trace along rail lines of his own gauge. Players must keep track of the current extent of ‘friendly’ rail gauge (using Rail-head Markers); the initial extent of a player’s rail lines is given in each scenario.

A maximum of five hexes per Movement Phase can be converted per rail repair unit, unlike regular rail repair, which proceeds at a three hex rate. (UNLESS the RR unit’s Movement Allowance is less than 5, in which case it can convert the number of hexes equal to its Movement Allowance). Converting a hex does not cost the repair unit additional MPs, it simply moves out of the hex paying the normal MP cost for movement along a railroad.

Like Repair, Conversion cannot occur in hexes adjacent to enemy attack-capable units (regardless of friendly units, etc.).

When rail hexes need repair and regauging at the same time, follow the regular procedure for repair, and as hexes are finished they are converted as well as repaired. This would be at the three hex per turn rate.

13.3i Rail Interdiction by Barrages. Barrages cause rail hexes to be “interdicted” rather than damaged (only RR units can damage rail hexes). Interdiction Markers are only placed by the Barrage vs. Facility Table and cannot be affected by any unit—ground or air. A successful Barrage (any result giving the “rr” entry) on a rail hex results in an Interdiction Marker being applied to the hex. After placing the marker, the air units generating it return to a base and become inactive. Units or SPs cannot use rail movement through an Interdiction Marker. Interdiction Markers do not affect trace supply. Remove all Interdiction Markers during the placing player’s next Air Unit Return Phase.

13.4 Artillery Units

Artillery units can participate in Barrages against targets at or within a number of hexes equal to their printed range (inclusive). Artillery Barrage values are shown in a yellow box on the counter left of their Action Rating (see page 2 diagram). Artillery units can move and fire in the same turn.

13.4a Modes. Artillery units in Reserve or Strategic Move Mode cannot Barrage.

13.4b Artillery in Defense. Artillery has a Combat Mode defensive strength of one. Move Mode artillery has a defense strength of 1/2. Regardless of the number, barrage strength, or size of artillery units in a hex, count only one when determining combat strength; the rest contribute nothing—just like HQs. The remaining (non-contributing) artillery units are subject to any adverse combat results and do count for defensive supply purposes.

EX: An enemy stack attacks an artillery unit stacked with three other units. A Combat Mode artillery unit adds one (possibly modified by other considerations) to the other units in its hex, instead of the artillery unit’s Barrage strength. If an enemy attack occurs against a hex containing four Combat Mode artillery units, the defense strength of the hex would still only be one (barring other circumstances). In a situation where five Move Mode artillery units must defend themselves in a hex, the total defensive value of the hex is only 1/2.

13.4c Barrages. See 10.0 for details on Artillery Barrages.

13.5 Replacement Units



Roll once on your Variable Reinforcement Table in each of your Reinforcement Phases. Bring any Replacement units (Repls) acquired from the roll on to the map immediately. Repls come in two types: Equipment (Eq) and Personnel (Pax). Use Repls to rebuild damaged or destroyed units. Repl numbers are not limited by the counter mix.

Repls can only be in Move Mode or Strategic Move Mode. They are 1/4 RE for stacking. Repls have one step and can be used to satisfy combat or Barrage losses. Eq Repls cannot be transported by aircraft. Repls are non-divisional units and must be supplied normally.

13.5a Combining Repls to replace Step losses. Repl units exist to rebuild units that have lost steps. Differing unit types and sizes have differing needs for rebuilding; these requirements appear on the Rebuild Chart.

To rebuild, the required repls and the unit rebuilding (if still on the map) must be in a single hex stacked with (or adjacent to) a Combat Mode friendly HQ. This hex must not be adjacent to any enemy Attack-Capable unit(s); friendly units do not negate this. During the Reinforcement Phase, remove the repls and the rebuilding unit regains its lost step(s), or dead units reappear on the map in that hex. A unit can rebuild any number of steps in a turn—given the required repls. Supply status and mode have no effect. Rebuilding does not cost MPs; place new units in any voluntary mode. Only damaged units or units in the Dead Pile can be rebuilt in this way.

Design Note: We have found the best way to use repls is to set up a “training detachment” at some rear area base. Use some “not-so-good” HQ and station all incoming repls adjacent to it. This method simplifies the problem of having to hunt down the repls when you need them, etc.

13.5b Back to the Future. Future reinforcements (and breakdown regiments) which have not yet entered play cannot be “rebuilt” using repls before they enter.

13.5c Air Unit Replacements and Reinforcements. When the player rolls for Variable Reinforcements, he can choose to use any number of the Eq Repls (if any) as Air Unit Replacements. If you choose to do so, do not bring the Eq Repl(s) into play, but for each such Eq Repl rebuild two air unit steps. These are active or inactive as was the unit being brought up to full strength, or, in the case of air units being partially or fully brought back from the dead pile, they come back to any friendly air base, and they arrive Active. The player can save any unused rebuilds for the future as desired, but once chosen to be an air unit replacement, the player cannot get the Eq back! This can be done regardless of actual flight conditions.

13.5d No Rebuild Units. Units with a Yellow dot behind their Action Rating cannot be rebuilt.

13.5e One Repl for Two Units. Some very small units (which are listed on the Rebuild Table) can be rebuilt in pairs for only one Repl. If only one such unit is available in the Dead Pile, one Repl must still be expended.

13.6 Reinforcements

Reinforcements are those units entering play as complete units (not as repls). Reinforcements arrive in their entry hex in the Reinforcement Phase. A player can either bring on reinforcements on the turn called for or ignore them. Ignored reinforcements never enter play. The player cannot delay the entry of his reinforcements.

Place reinforcements in their entry hex (or appropriate map edge hex), and movement begins from that point—not from off-map. They can temporarily overstack on placement; enforce stacking at the end of the Movement Phase. Reinforcements arrive in any voluntary mode. Reinforcements require normal fuel expenditure to move (12.5f). If enemy units block a reinforcement’s entry hex, the reinforcements enter at the nearest available map-edge hex. Reinforcements can enter hexes adjacent to the enemy. Reinforcements can move fully in the phases following their entry. Place reinforcing air units in any friendly air base (they arrive Active). Only the number of REs allowed by port capacity can enter as reinforcements at that port.

Arriving Transport Points enter play empty unless the player fills them using SPs he was getting anyway (Organic Transport Points, however, arrive loaded in addition to any SPs arriving otherwise, see 13.2g).

13.7 Formation Markers



The game provides each Multi-Unit Formation with a Formation Marker. The use of these markers is optional and voluntary. To reduce counter density, use these to show the location of one or more of the formation’s units. Remove the actual units from the map and keep them anywhere convenient. A Formation Marker can only represent units of its own formation. The marker moves and fights as if it were the units it represents (all of which are in its hex). Units can freely move into the marker (and be pulled off the map), or from the marker (and be put on the map) with no additional MP cost. There is no requirement to enter a Formation Marker should a unit from its formation stack with it. Units held off map can be in any mode.

13.8 Engineer Functions

All engineer or HQ units are “engineer-capable.” Assault engineers, Pioneers and Para/Glider Engineers are not engineer capable. Rail Repair units are **not** engineer-capable, but are the only units allowed to do rail repair.

To do any engineer or construction function, the unit must be in Combat Mode and must not move in the current phase (Exception: Rail Repair units, see 13.3f). This includes destruction of hedgehogs and air bases as well.

13.8a Bridging. When adjacent to a Major River, engineers change the MP cost of Major River hexsides into that of Minor River hexsides. Likewise, Minor River hexsides are downgraded to “no effect” in the same way. Such movement must be into or out of the engineer’s hex. Convert these examples to their frozen counterparts as appropriate. Bridging disappears instantly when the engineer moves or changes from Combat Mode [*EXC: A unit can change to Move Mode while acting as a bridge and use its own bridge capability to enter the first hex it moves into*].

Attacking units cannot use this bridging function to attack across a hexside into an Overrun target hex, but they can use it to make a regular attack across a hexside they could not normally cross.

13.8b Construction. Engineers must be present in a hex to build or improve airfields or repair ports. Their presence makes hedgehog building proceed at twice the normal pace.

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Design Note: A large portion of a side's engineer capability is tied to its HQ units. The idea here is to keep a multitude of non-combat engineer units out of the counter-mix. In real life, these units typically spend most of their time doing their assigned tasks. In games, all too frequently, they end up as poor excuses for infantry units and their original task is forgotten. Unit counters are not presented here to prevent such misuse.

13.9 Unit Consolidation

In the Reinforcement Phase, the player can combine his crippled units together to form more compact packages. To do so, the combining units must be in the same hex, and of identical type and values. Remove all but one of the combining units and change the step losses on the remaining unit to reflect the total of the steps added to it from the others. No unit can be rebuilt beyond full strength in this manner—any excess steps are lost. This can be done adjacent to enemy units.

Furthermore, in his Reinforcement Phase, the player can exchange units in Multi-Unit Formations (any unit with a Formation Marker) so as to consolidate losses in these units. The units being exchanged must be identical in all values—front and back—to include unit symbols (AG is not the same as Panzer). Ignore unit size—provided all values and the unit symbol is the same (a weak brigade being replaced by a full-strength battalion, for example). Replace the on-map unit being exchanged with the identical unit from the dead pile. Place the exchanged unit into the same hex (which can be adjacent to the enemy and/or Out of Supply) as the on-map unit being removed. Place the one from the map into the dead pile. Independent units can be consolidated into a Multi-Unit Formation (per the above), but a unit from a Multi-Unit Formation cannot become independent.

See 14.1g for air unit rebuilds.

14.0 AIR POWER



Note: The air rules were reworked quite a bit between versions 2.0i and 3.0. It would be wise to treat the entire 14.0 section as revised if you have no experience with OCS v2.0i.

The air system generally works as follows: Inactive air units are activated by refitting in the owning player's Air Unit Refit Phase. Active air units can move in the owning player's Movement, Exploitation and Reaction Phases. In the Movement and Exploitation Phases, phasing air units can move to target hexes to conduct Barrages. In the Reaction Phase, non-phasing air units can move to target hexes to conduct Barrages. In any phase allowing a player to move his air units, he can move them out so as to provide interdiction. After partici-

pating in any Barrage, or after receiving an abort (or step loss) result, air units must fly back to a friendly air base and become inactive. At the beginning of the owning player's next Air Unit Return Phase, any of a player's air units remaining in a hex not containing a friendly air base must return to any friendly base and become inactive.

14.1 General Air Rules

14.1a Air Unit Movement. Air units always expend 1 MP per hex. Each air unit has a range—the maximum number of hexes the air unit can move one way in a single phase. Range is the distance an air unit can fly “out” from base—the return trip can be to any air base within that same range.

14.1b Missions. Active air units can move from base to base, base to Interdiction/Barrage hex, or abort in the Movement Segments of the friendly Movement, Exploitation, and Reaction Phases. Units moved from a base to a Barrage target hex remain there until the Barrage Segment. Units cannot move from an existing Interdiction hex, except to return to base. Phasing air units can move from a base to a hex containing active enemy air units resulting in an air to air combat. If such units engage and win, they can remain on station in the hex or return to a friendly base (and become inactive).

14.1c Air Unit Stacking. For these rules, count both reduced and full strength air units as one.

- A) No more than 4 active air units can stack [EXC: On a friendly air base, maximum stacking for active air units is four plus the air base level (e.g., 7 air units in a hex containing a level 3 base)]. Four air units (maximum) can move as a stack and air units can temporarily overstack during their movement (as can ground units), but cannot stop moving while overstacked. Ignore enemy air units and friendly inactive air units when determining air unit stacking limits.
- B) If an active F-type air unit is stacked with other air units, it must be on top.
- C) To move as a stack, air units must begin movement as a stack.
- D) Enforce stacking at the moment of refit, during movement (counting friendly air units only), and at the end of any phase.
- E) If a hex is found to be over-stacked, excess air units become inactive.
- F) Air units from multiple bases can “link up” over a hex in order to conduct a Barrage or set up interdiction.

14.1d Air Unit Movement. All air unit movement follows the same procedure. The moving player designates the air units moving and their hex of origin. He then places these units on any de-

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sired target hex (of a barrage, air combat, base relocation, air transport, or interdiction mission) within range. All air unit movements are limited to a single such target hex (though transport units may make multiple trips to the same hex; see 14.10d).

Design Note: Players familiar with the original 3.0 Air Rules will recall a “Straight Line Movement” rule governing the actual hex-to-hex movement of air units. This rule was found to be overly cumbersome and led to several “gamey” tactics that produced unrealistic results. As such, it was scrapped. Since the only important features (in terms of interception and flak, etc.) are the final target hex and range, there was no need to actually track the exact hexes through which an air unit passed. Players who feel the absolute need to do so should refer to version 3.0 and use 14.1b and 14.1d from those rules.

14.1e Ending Movement at a Base. Any time an air unit ceases movement on a friendly air base, it remains Active if it is an F-type (and that base is not adjacent to an enemy attack-capable unit); it becomes Inactive otherwise. Active air units in a friendly air base hex will remain active indefinitely.

14.1f Weather Effects. Weather can inhibit air operations. All air units not on a friendly air base must immediately execute a “return to base, become inactive” if weather prohibits flight. Active air units which are on a friendly air base remain active. When weather prohibits flight, air units can refit to become active, but they must remain on their base.

14.1g Recombining. Two reduced air units of the same aircraft type, values, and status (active or inactive) can combine into a full strength air unit any time they are in the same hex.

14.1h Reinforcing Air Units. Place reinforcing air units on any friendly air base. They arrive Active.

14.2 Air Unit Modes and Losses

Air units are capable of only two modes—active or inactive. An air unit’s mode is shown by its being above (active) or below (inactive) its air base marker.

14.2a Active Air Units. These units can conduct missions.

14.2b Inactive Air Units. These units cannot.

14.2c Air Unit Step Losses. Air units have two steps each. Use the reverse (reduced) side of the counter to show one step loss. Air units which take a second step loss are removed.

14.3 Air Unit Types (F, T, S, Tpt)

The game uses four broad categories of air units—Fighter, Tactical Bomber, Strategic Bomber, and Transport.

14.3a F Type Air Units (Fighters). F type units are the only air units capable of offensive air-to-air combat. They can also conduct Interdiction and Barrage.

14.3b T Type Air Units (Tactical Bombers). T type units are capable of Barrage and Interdiction.

14.3c S Type Air Units (Strategic Bombers). S type units can only conduct Barrage. See 14.12.

14.3d Tpt Type Air Units (Transport). Tpt type units are a means of transportation. They have a transportation capacity printed on their counter.

14.3e Combo Types. Some air units are listed with two types, for instance “T, Tpt.” This means the given unit can function as either type, but as only one type at a time. For example, such a unit couldn’t transport a token to an air base and “on the way” barrage a hex.

14.4 Return and Inactivation

Whenever an air unit receives an “abort” result or executes a Barrage, it must return to a base and become inactive.

14.4a Air Unit Return. In the Air Unit Return Phase, any phasing air units not in a friendly air base hex must return to a friendly air base and become inactive. They can return to any base within range. Inactive air units ignore the Air Unit Return Phase. Active air units in a friendly air base hex will remain active indefinitely.

14.4b Failure to Return. Destroy air units unable to return to a friendly air base (when required to return).

14.5 Interception & Patrol Zones

There is no hex by hex interception as there was in earlier editions of the OCS system. Any Active F-type on its air base projects a “Patrol Zone” into all hexes at or within 10 of its base. This Patrol Zone has the following effects:

- A) Patrol Zones increase the Flak Rating of their hexes.
- B) No enemy air unit can enter Interdiction in this zone.
- C) Only enemy air units stopping in such a Zone are subject to “Interception”, see below.

14.5a Interception. When enemy air units stop in an enemy Patrol Zone they can be intercepted.

“Stopping” not only consists of setting up for a Barrage or ceasing movement into a base hex to become inactive, but also the “turn around” base in air transport, para-drop, and glider operations, and rebasing as done according to 14.1e.

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“Just passing through” or “entering air to air combat in a hex” does not trigger interception.

If interception is called for, the non-phasing player can elect to fight the stack with one of his F-types (regardless of the number of eligible air units or bases). Move the intercepting fighter to the strike hex, execute the air-to-air combat normally, and apply all the results.

If the player chooses not to intercept, there is no air-to-air combat and the F-type remains active where it is. The enemy mission is still subject to “flak” effect of a Patrol Zone, 14.5b.

The deployment and fighting of an interceptor is done at the instant an enemy air unit stack stops in a hex within the Patrol Zone. This may or may not be all of the air units the moving player intends to send into that Patrol Zone; the intercepting player must make his best guess and live with the results. An enemy air unit stack does not “stop” moving in a hex until after executing all air-to-air combats with the air units already there; after that is finished, an interception (if any) occurs separately.

If the interceptor survives the combats (it wins), return the interceptor to its base immediately after the combat and it remains Active. If it aborts during the combat, it must go back to that base and become Inactive.

14.5b Escorts and Patrol Zone “Flak”. At the point of executing any air Barrage, para-drop, glider insertion, or cargo landing, just before resolving Flak, the moving player can select any (one) F-type in the stack to act as escort. The escort cannot add to the Barrage attack (but, see ‘Self-Escort’ below). The escort is subject to Flak normally. The escort (if any) determines the “Flak” effect of the Patrol Zone, see 14.9. Fighters can “Self-Escort” (in that case, one fighter acts as the escort for a stack, with an Air to Air rating reduced by 1 and a Barrage strength x1/2).

Design Note: Interception is now very different from v2.0i rules. Before it was handled very literally; now it has been abstracted behind the scenes so that its effect (around air bases with active fighters) is there, but it is not handled in such a literal manner. Not only does this simplify the rules; it also greatly speeds play.

The very restricted case allowing literal interception bears some explanation. In play, this will sometimes raise eyebrows as a strike passes unscathed through enemy fighters to get to its target. The key here is that the game is designed around “point” air defense—the common case for fielded air forces. A “crust” defense was very difficult to arrange during World War II. Though a clear example may be the defense of Germany, Allied bombers avoided many of the German fighters by simply flying around them. Once in the target zones (such as the Ruhr) they would be forced to con-

tend with the point air defenses (as they would in the game). If a case comes up where a crust defense is more appropriate, game specific rules may be designed to deal with it.

14.6 Air-to-Air Combat



Any time one side’s active air units enter a hex containing those of the other, air-to-air combat ensues [EXC: *Special rules apply to units on Interdiction; 14.7c*]. Air-to-Air Combat always occurs on an individual unit vs. individual unit level (see also “Advantage Combats”, 14.6d). Each player selects the air unit to use in each round. These individual rounds continue until one side or the other is alone in the hex. The “attacker” in air to air combat is either the phasing player OR the interceptor (in the case of an interception).

14.6a Air Unit Ratings. Air units have either parenthesized or non-parenthesized air to air ratings. Only those with non-parenthesized ratings can initiate air-to-air combat (non-parenthesized air units are hereafter called “offensive air units”). Air units with parenthesized values can enter enemy air unit hexes; if the enemy air units are offensive then those air units must attack the moving unit [EXC: *Interdiction; 14.7c*]. If a parenthesized air unit enters a hex containing enemy parenthesized air units, they ignore each other.

14.6b Voluntary Abort. Neither player can voluntarily end air-to-air combat once initiated. The winning player can voluntarily abort after finishing an air-to-air combat.

14.6c Air to Air Combat Procedure. The procedure for air-to-air combat is:

- A) Beginning with the attacker, each player selects one air unit to fight. When the attacker selects his (and before the defender does), he must announce “Advantage” (if any, see 14.6d). Then the defender picks his air unit and announces “Advantage” (if any).
- B) The attacker makes a DR. Add the attacking air unit’s air to air rating, and subtract the defending air unit’s air to air rating from the DR. Apply the modified roll to the Air-to-Air Combat Table and identify which air unit (or both) to abort. Attacker then makes a dr and compares the result to the table’s “Third Die” result—and apply any step loss as a result of this dr. Note that if a Both Abort result occurs and the “third die” calls for a step loss, both air units take a step loss.
- C) Repeat the above with the same or different aircraft until one side or the other remains alone in the hex. Only at that point can the “winner” apply the voluntary abort mentioned in 14.6b.

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Note: The defending air unit (if a fighter and over its own air base/strip or carrier) gets an additional +1 modifier to its air to air strength.

Play Hint: Roll three dice at once—the two “combat” dice and an off-colored “loss” die—to speed air combat resolution and play.

14.6d Advantage Combats. While air-to-air combat takes place on a unit-by-unit basis, the use of Advantage allows numbers to affect combats. Advantage Combats are available when one side outnumbered the other in fighter units available. Advantage is completely at the owning player’s option—he can elect to use it or not, and when.

14.6e Advantage Availability. To determine the availability of Advantage, total the number of F type air units on each side. Reduced units count as 1/2, full-strength units count as 1. Round each total normally. Compare the two sides. The one with the higher total has Advantage; if both sides are equal there is none. The number of Advantage Combats allowed that player is equal to the difference between the two sides. Determine Advantage only at the air to air combat’s beginning—do not re-evaluate it later in the combat.

14.6f Use of Advantage. When the player selects his air unit for a round of combat, he must declare if he wishes to use one of his Advantage Combats. Each Advantage Combat can only be used once. The player can never use more Advantage Combats than he has available. In each Advantage Combat, the player adds one to the air to air rating of his air unit—in a round where an Advantage is used, a 3-rated air unit would temporarily be rated as a 4. Only F-type air units can use Advantage. No more than one Advantage can be used in a single combat round.

14.6g Enemy Air Bases. When an enemy air unit enters a friendly air base, the player owning the air base can only keep up to four air units active, all other active air units there must become inactive at that base. The player can choose to make all air units in the hex inactive (to avoid air combat) at that base. Air units that receive an Abort or Reduction result through Air-to-Air Combat in a hex containing a friendly air base cannot fly to some other base to become inactive, they must remain there.

14.6h Mission Effects on Air-to-Air Ratings. -1 to the air-to-air rating if the air unit is on Interdiction. +1 to the air-to-air rating if the air unit is an F-type over its own air base or aircraft carrier.

EX: One LaGG-3 (air to air value 2) and one IL-2 (air to air value (2)) move into a German air base hex occupied by one active Bf 109f (air to air value 4) and two Stukas (air to air value (1)) along with several inactive air units. All of the above are at full strength. The Soviets are the air to air attackers. There are no Advantage Combats available to either side. The Germans get the +1 benefit for fighting over their air base.

Each player selects the air unit of his choice for the first round of air to air combat. The Soviet player selects the LaGG-3; the German player picks the Bf 109f. The German player (as defender) could have picked one of the Stukas (not a bright move, just allowed). The Soviet player (as attacker) could not have picked the IL-2 because of its parenthesized air to air value—unless he wanted the German to be reassigned as attacker. The Soviet player makes a DR (getting a 9) to which he adds his air unit’s rating (+2) and subtracts the German unit’s rating (-4) and base modifier (-1) for a modified roll of 6. The Air to Air Combat Table gives “Both Abort”. The Soviet player makes a dr, but no losses result. Both players send their air units back to base where they become inactive.

This leaves the two Stukas facing the IL-2. None of these can attack, so the combat ends and the two forces ignore each other. The Soviets can then Barrage the air base.

EX: Two MiG-3s (air to air rated 2) attack two He-111h’s (air to air rated (2)). The attacker has more F-type air units than does the defender, so he has Advantage and can make up to two Advantage attacks. In the first round of combat, the attacker announces the use of one of his Advantage attacks and chooses one MiG. The defender picks one of the Heinkels. Effectively, the MiG is rated 3 (instead of 2) because of the Advantage use. This gives a +1 DRM to the Air to Air Combat Table. The Soviet player rolls an 8 which is modified to a 9 giving a “Defender Abort”. The third die gives a step loss result. The He-111h flips to its reduced side and retires to become inactive at a German air base.

In the second combat, the attacker uses his second (and last) Advantage attack with one of his MiGs. The defender puts up his other He-111h. This attack is resolved exactly as was the earlier one, except that the Soviet player manages a DR of 2, which is modified to a 3, his MiG aborts. The third die gives no result, so no step loss is inflicted and the MiG returns to base and becomes inactive.

In the final round, all Advantage combats have been used. The remaining MiG attacks the remaining He-111h with no air to air differential at all. This time the attacker rolls a 6 giving a Both Abort. The third die also inflicts a step loss. Both air units take a step loss and return to base to become inactive. That ends this air to air combat.

14.7 Hip Shoots and Interdiction

These rules cover the specifics of Hip Shoots (basically “Air Overruns”) and Interdiction. See 10.0 for the more general Barrage issues.

14.7a Order of Resolution. Resolve all air-to-air combats in the target hex before resolving any Barrage combat.

14.7b Hip Shoots. This rule is an exception to the normal requirement to await the next Barrage Segment to conduct a Barrage. A player can conduct “Hip Shoot” Barrages in any phase that allows a player’s air units to move. A given target can be attacked multiple times in a single phase.

Hip Shoot Restrictions:

The Air units (or nationalities) involved must be listed as having Hip Shoot capability in the game specific rules.

There must be a friendly attack-capable ground unit adjacent to the target hex which has either not yet moved that phase, or has already finished its movement.

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Hip Shooting Air units must always do so alone. There can be no other air units in the barrage hex when a Hip Shoot is executed.

The player moves the attacking air unit to the target hex and announces a Hip Shoot and suffers any Patrol Zone Interception. Resolve it like any other Barrage. The player then proceeds with his phase.

14.7c Ground Movement Interdiction. Air units can Interdict the area around their hex.

Interdiction Restrictions and Requirements:

The Air units must be F or T types with a combined Barrage Strength of 3 or more. All must be in a single stack (if more than one air unit is needed).

Interdicting air units are not subject to flak.

Air units otherwise qualified can be placed into Interdiction in any hex within half its range which does not contain an air base. Interdiction cannot be set up beyond 1/2 range, on top of an enemy air strip/air base, or in an enemy Patrol Zone (an Interdiction Zone can affect hexes inside a Patrol Zone, it is just that the interdiction air unit(s) cannot set up in the Patrol Zone itself).

Air units still in an Interdiction hex in a friendly Air Unit Return Phase, must return to base and become inactive.

Torpedo Bombers (see 18.3e) cannot perform Interdiction.

Interdicting air units can be ignored by moving enemy air units. If the moving air units choose to attack the interdicting air units, only one interdictor can fight with a -1 on the Air-to-Air Combat Table (all other interdictors in the hex must abort and return to base and all interdictors may abort if desired). An air Barrage cannot be conducted in a hex containing an enemy interdictor (i.e., the player must clear them out first).

Interdiction Zone:

All hexes at or within 2 of the Interdiction stack. Being in the Interdiction Zone of more than one such stack has no additional effect.

Interdiction Zone Effects:

Road Net Disruption. All road hexes have a minimum MP cost of 1 (i.e., if the road terrain cost is > 1, use the normal value, if < 1, use 1 instead). Interdiction does not “negate” roads.

Strategic Move Mode Units. Units moving in Strategic Move Mode pay double the normal MP cost (combined with the road effect above means roads never cost these units less than 2 MPs).

Air Unit Refit. Air bases can only refit 1 air unit per level per Refit Phase. Air strips remain normal.

Supply Draw, Throw, and Trace. Interdiction does not affect draw and throw ranges or supply trace.

Retreats. Units that retreat into such an interdicting air unit's hex (only the exact hex, not the entire Zone) are automatically DG at that moment in addition to all other effects.

Important: If a stack containing DG units retreats into the interdictor's hex, the stack takes one step loss (just like DG retreat into an EZOC, and the effect can be cumulative with the EZOC loss).

14.7d Rail Interdiction. Any rail movement through hexes within the Interdiction Zone (as described in 14.7c) have their Rail Cap cost x2. Double the cost regardless of the number of hexes in the Zone used.

Design Note: Interdiction has been changed from what has existed in earlier rules versions. First, the area effect on the local road net is new. The ability of moving enemy air units to ignore interdiction air units for purposes of air-to-air combat is also new (the interdicting air units are assumed to be at low altitude, while the moving units are assumed to be fairly high). Next, the Strategic Move Mode rule applies a “temporary” removal of that status' movement benefits in the area of an interdicting air unit.

14.8 Air Unit Refit

14.8a Purpose. Refitting is the maintenance needed to keep air units in action. An air base can only refit once per friendly Air Unit Refit Phase.

14.8b Cost. Expend 1T to refit per base (regardless of base level or air units involved). The base can normally refit up to double its base level in air units. The owning player chooses which inactive air units at the base he wishes to refit to fill out this number. Full and reduced strength air units both count as one air unit for refit. No base can refit without the required supply expenditure, or if it is adjacent to an enemy attack-capable unit.

14.8c Air Strips. Air strips can refit one air unit.

14.8d Interdiction Effects. Air bases within an enemy air unit's interdiction area can only refit one air unit per level. Air strips remain normal.

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14.9 Flak

Most units have some limited flak ability. This ability is, however, quite weak and ineffective. The game assumes the distribution of heavy flak assets to all important targets. No hex can ever have more than 5 Flak Points (including any Patrol Zone Flak Points)—the maximum Flak Table DRM is +5. Excess Flak points are wasted. Roll for Flak in any hex containing enemy units, SPs, Transport Points, Air Bases, or which has Flak Points based on the below.

Integrated into true Flak effects are the effects of air unit Patrol Zones. In many cases, Flak Points generated by a Patrol Zone simply add to the points generated normally by ground fires, in other cases (see 14.5b) they create a Flak Table roll in places where no roll would normally take place.

Counting Ground Flak Points:

- A) 1 Point per HQ.
- B) 1 Point per air base level minus 1 (e.g., Level 2 = +1)
- C) Ships have a flak rating as printed on their counter.

Counting Patrol Zone Flak Points (see 14.5b):

- A) No Pts per Patrol Zone Fighter, if the Escort Air to Air Rating is greater than the Patrol Zone Fighter. Flak roll allowed at +0.
- B) 1 Pt per Patrol Zone Fighter, if the Escort Air to Air Rating is less than or equal to the Patrol Zone Fighter.
- C) 2 Pts per Patrol Zone Fighter, with no Escort Fighter.

14.9a Air Units subject to Flak. Air units are only subject to flak when they engage in a Barrage against a hex that has a flak rating (of zero or more), either from the above (or if it has units, SPs, Transport Points, or Air Strips in it—which give a zero Flak Point rating) OR if they execute any of the operations listed in 14.5b inside a Patrol Zone. S-type air units are subject to HALF normal Flak (Patrol Zone Flak or regular) (round normally).

Design Note: Ground unit flak abilities are rolled into the table. If a hex has units (any size, type, status, or number), it is assumed to have some flak. Units alone simply allow a roll on the Flak Table with a +0 modifier. Air bases and other facilities (such as ports) will increase this modifier.

14.9b Flak Resolution Procedure. For each stack subject to flak, make a DR on the Flak Table and add the Flak Rating. Apply the results immediately. Randomly determine which air units are affected. No air unit can be the subject of more than one table result in a given Flak resolution. Air units aborted or reduced by Flak do not contribute to the Barrage. If the Flak Table gives more Abort results than the player has air units, ignore the excess. If an abort occurs, make a dr to determine if

a step loss occurs (should one occur apply it to any one of the aborting air units, randomly as above). The “star” results apply the modifier for the loss roll, regardless of whether the raid can take the listed number of aborts in that result.

14.9c Supply Effects. Supply considerations never affect flak points.

EX: The Soviet player dares to launch an unescorted Barrage strike against a German Flammpanzer Battalion. The strike consists of two IL-2s.

The strike approaches the target hex during the Soviet Player’s Exploitation Phase. The target is in the ten-hex Patrol Zone of two Bf 109fs. The Germans choose to not intercept, but the two fighters (combined with the strike’s lack of escort) means that there will be 4 Flak Points in the Flammpanzer’s hex.

In the Barrage Segment of the Movement Phase (this is no hip shoot), the Soviet player announces a Barrage against the Flammpanzer’s hex.

The Flammpanzer then attacks the air units with flak with the help of the fighters. It has no Flak Points for itself, so the fighters are all the flak points available (4). So, the Flak Table DR is made with a +4 DRM. The roll of 4 gives “no effect.”

The Soviet player then totals the Barrage strength of the remaining air units. For our purposes, each IL-2 is worth 8 Barrage Points, so he has a total of 16 points. The initial Barrage Table column is 12-16. There is no Barrage supply cost as this is an air Barrage. No Soviet unit is adjacent to the target (two columns left), one RE or less is in the hex (one shift left), the terrain is open (no shifts), and no further conditions apply. The total Barrage Table shift is three left, to the 3-4 column. The Soviet player makes a DR and gets a 12, giving a 1/2 result. He then makes a dr of 1. The Flammpanzer lives to see another day, but is now disorganized (mark the unit as such). Had the dr been 4, the Flammpanzer would have been destroyed, generating more burning hulks on the Soviet landscape.

14.10 Air Transportation



The primary function of Tpt air units is the transportation of SPs and units. Air transportation can occur in any phase that allows friendly air units to move.

14.10a Transport Mechanics. Tpt units can transport only those SPs and units that begin that phase stacked with them at an air base. These can be transported up to the Tpt unit’s range to another friendly air base. The transported items cannot be moved further in the same phase. Loading and unloading supplies or units does not cost movement points.

14.10b Air Transport Restrictions. Only units whose Move Mode MA is 6 or less can be transported by air. Transport Points, or any unit not having a Move Mode side cannot be transported by air [EXC: Artillery and Anti-Tank units (5 Strength or less in both cases) can be air transported]. Tpt units can move eligible units (following the above) in any phase in which the air units can move (the ground units need not be in Reserve). See 4.10 for Transportation Equivalents.

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14.10c Stacking Air Units. Tpt units can stack and combine their abilities to carry more cargo.

14.10d Turn-arounds. A Tpt unit can go to any friendly air base in range (a “turn-around base”), unload its cargo, and return to another base before becoming inactive.

If that turn-around base is half the Tpt unit’s range (or less), the air unit(s) can carry double their normal capacity.

A given air base can only unload 2T times its raw air base level per phase using this rule. However, any number of SPs can be delivered IF the transports become inactive at the delivery base.



14.10e Capacities < 1T. Some air units have a transport capacity of “1/2T”. These units must use rule 14.10c and fly together to move 1T amounts. Alternatively, if the air unit can make a double capacity trip using 14.10d, the air unit can move 1T amounts by itself. In no case is the 1/2T amount to be saved for later or rounded up to 1T.

14.11 Air Drops



Transport air units (Tpt) are capable of air-dropping supplies and airborne units into any hex within range. Air drop can be done either by parachute or glider assault landings. Air dropping can occur in any phase that allows friendly air units to move—there is no requirement for an air dropping unit to have been in reserve.

14.11a Air Drop Procedure. When checking for airdrop and glider losses use the Air Transport Success Table. Make a DR for each unit or Token of SPs separately, based on the type of terrain involved. Apply the modifiers listed with the table, if appropriate. If the DR is successful, the unit lands as per 14.11c. Otherwise it is destroyed. Destroy anything that attempts to land on an enemy unit.

14.11b Unit Eligibility. Only those units with the small “Para” symbol can airdrop. Any unit that can be air transported can land by glider (not just those with the glider symbol). The units must be in Move Mode, cannot be DG, and cannot have moved in the phase of the drop. The dropping unit need not be in Reserve to be dropped during a Reaction or Exploitation Phase. Game specific rules may disqualify a unit from being dropped by air (such would be the case with “Airborne” units whose name is only an honorific title and no actual training in airborne operations occurred).

14.11c After the Drop. Units drop in Move Mode and cannot move further that turn. SPs dropped can be used, but not moved again, in that phase. This rule applies to Glider landings as well.

14.11d Prior Planning. You must designate the unit(s) to be dropped and the desired target hex either before the game begins or two game turns in advance of the drop (do this in the Air Unit Refit Phase). This rule does not apply to air transport to friendly air bases or to any drop involving only supplies but applies to all air drops and glider insertions involving units.

14.11e Gliders. Gliders do not count for stacking. A full-strength transport can tow one glider point. The capacity of one transport/Glider Point combination is 2T (all of which is loaded on the Glider and cannot paradrop). Transport capacity is not used in this calculation. When used to land at an air base/strip, gliders do not count for off-loading limits. Place the glider in the dead pile after use.

Each Glider Counter can represent one or two Glider Points (as shown by the number in the lower right-hand corner). Two transports will be needed to tow two Glider Points.

Expend one Eq Repl to build two Glider Points in the same manner as air unit rebuilding. Gliders cannot be built in games where they are not provided.

If a glider is landing at a friendly airfield, do not roll on the Air Transport Success Table (success is automatic at a friendly air base/strip), but the glider is still removed from play.

EX: A transport flying between two airfields 50 hexes apart (within 1/2 range), could transport 2T using 14.10d. If that same transport were operating with two glider points (one for each trip, all originating from the start point), it could transport 4T. Alternatively, a transport could make one trip with a glider and one without the glider for a total 3T load. Two transports with two Glider Points making runs in this manner could conceivably move 2 SPs.

14.12 Strategic Bombers

S-type (Strategic) bombers suffer several limitations due to their high altitude operations.

14.12a Barrage Limits. S-types can only Barrage with other S-types in a given Barrage. A barrage including S-types is never spotted. S-types are subject to HALF normal Flak (round normally).

14.12b Mission Limits. S-types can never do hip shoots, Interdiction, or Barrage ships.

14.12c Range. S-types are never eligible for the short range Barrage strength bonus in 10.01.

15.0 AIR BASES



Air bases represent the ground support establishments (mechanics, operations staffs, weather detachments, cooks) in addition to physical facilities (runways, hangers, fuel tanks). Each air base has a level that represents its size and abilities.

15.0a Air base Stacking. No more than one air base can ever exist in a single hex.

15.0b Air Unit Stacking. Any number of air units can use a single base, regardless of level. See also the special restriction listed in 14.10d.

15.0c Air base Levels. The base's level has the following effects:

Each air base level allows the refit of two air units.

Air bases have a flak rating equal to their level minus one.

A given air base can only unload 2T times its raw air base level per phase. (See also 14.10d for an exception).

15.0d Defense Strengths. Air bases have no defense ability or strength of their own. Enemy attack-capable units capture air bases by entering their hexes.

15.0e Barrages. When attacked by the Barrage vs. Facility Table (by artillery or air attacks), air bases may take hits which reduce the air base's level. However, no air base can ever be reduced below level 1 in this manner (even in games where air strips are used).

15.0f Attrition. Air bases and air units on them are never subject to the Attrition Table.

15.0g EZOCs. An air base cannot refit air units if an enemy attack-capable unit is adjacent to it (friendly units do not negate this effect), nor may they be used for "turn around" air transport.

15.0h Capture. Captured air bases may be used immediately.

15.0i Air Strips. Some games allow players to build air strips as a step below a regular Level 1 Air Base. If not specifically allowed, Air Strips cannot be used. The following are their special characteristics:

An air strip can only refit one air unit per Air Unit Refit Phase.

An Air Strip can be built for 1T (2T in Very or Extremely Close Terrain).

An Air Strip can be upgraded to a Level 1 Air Base by paying the remaining SP cost for the Level 1 Base (3T or 1+2T in each case).

An Air Strip provides no Flak Rating, but allows a Flak Table roll (no die roll modifier).

Air strips have a 2T unloading capacity (same as Level 1 Air Bases).

15.1 Building Air Bases

In the Movement Phase, given the following, a player can build/improve Air bases. A base cannot be improved above Level 3, and no air base can build more than one level in a given phase.

15.1a Procedure. To improve/build an air base, an Engineer capable unit must occupy the hex and the owning player must expend 1 SP (or 2 SP in Very or Extremely Close Terrain).

15.1b Terrain Restrictions. Air bases cannot be built in Swamp, Mountain, or Major City terrain. If such a base exists in an initial set up, then the base can be repaired to its initial level (but not beyond).

15.2 Voluntary Reduction

Voluntary Reduction of Air Bases is not to be confused with reduction due to combat damage (15.0e). The owning player can voluntarily reduce any of his air bases by one level in the Movement Phase, if at least 1 RE of Combat Mode units occupy the air base's hex and those units do not move in the current phase. He can reduce as many bases as he desires. No base can be reduced more than one level in a single phase and no base can be reduced below Level 1 (unless the game uses Air Strips, 15.0i, which would lower the minimum to Air Strip instead).

15.3 Base Cards (Optional)

Printed on the back of the rules are examples of air base card forms. Photocopy these (or make your own) and use them as off-map displays for air bases. Only air units can ever be off-map on an Air Base Card.

16.0 HEDGEHOGS

All defending units occupy hasty positions. Hedgehogs represent higher levels of field works, mines, and other obstacles. During the Movement Phase a unit (any size or type) can

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build a hedgehog in the hex it begins the phase within with the expenditure of 2 SPs. A unit which builds a hedgehog cannot then move later in that phase. Any number of hexes can have hedgehogs built on them in a single phase. No hex can ever have more than one hedgehog on it. Hedgehogs have no facing and can be used by the enemy.



16.0a Levels. Hedgehogs come in four levels. When first built, all hedgehogs are level one (exception, see 16.0c). A player can improve hedgehogs at the rate of one level per Movement Phase (given the same construction conditions). No hedgehog can ever exceed level 4.

16.0b Hedgehog Combat DRM. Hedgehogs affect defensive combat as a DRM equal to the level of the position. Apply this DRM in addition to the Action Rating DRM. A level three hedgehog would give the defender a -3 DRM. Furthermore, hedgehogs affect Surprise with a DRM of -1 (regardless of the hedgehog's level).

16.0c Engineer Enhancement. If an engineer capable unit is in the hex with another unit, the player can build two hedgehog levels per phase. None to Level 2, Level 1 to Level 3, etc. Each level of construction still costs 2 SPs.

16.0d Barrages. Barrages never affect hedgehogs themselves, though hedgehogs protect units in them from Barrages (see Barrage Table notes).

16.0e Destruction. To destroy a Hedgehog, a Combat Mode unit (any size or type) must spend the entire Movement Phase in the Hedgehog's hex, and the unit can only destroy one level per turn (an engineer-capable unit (any size) can destroy two levels per turn).

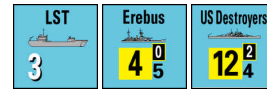
16.0f Combined Arms. Hedgehogs affect combined arms effects (see 9.4e) by providing an intrinsic AT capability.

17.0 WEATHER

Determine the Weather once per turn during the Weather Determination Segment by rolling on the Weather Table. Apply the resultant effects for the duration of the game turn (i.e., both player turns)

17.0a Effects. Weather affects play according to the effects (if any) listed with the game specific Weather Table(s). Weather generally affects each player equally, although in special circumstances it can affect one side or the other differently.

18.0 NAVAL POWER



Note: Players can skip all of section 18 if the game being played does not include naval units.

Naval warfare is handled fairly simply, because the series is built around land-air combat. However, some detail in naval operations is needed to allow the series to be used for some campaigns with a heavier naval component (specifically amphibious landings and naval gunfire support).

Ships do not generally require supply expenditure (games with extensive naval actions over longer periods of time will provide game specific supply rules as needed).

18.1 Ship Movement

Ships move during the friendly Movement, Exploitation, and Reaction Phases, and expend 1 MP per hex. Ships move 20 hexes per phase (regardless of game scale). There is no ship stacking limit. Non-landing craft Ships can only enter all-sea or Port hexes (Ships in Port hexes are also automatically considered to be DG).

Slow ships are designated with a white stripe. These move 10 hexes per phase. Damaged single ship counters convert to slow speed. Multiple ship counters (destroyers and cruisers) may be reduced in strength due to damaged or sunk ships, but the group remains at its normal speed. Damaged ships are assumed to have left the group for repair.

Design Note: The speeds above are indeed "slow" given regular steaming rates. They exist here not as a measure of how fast the ships can go, but rather as a measure of flexibility. Ships dedicated to one operation here cannot instantly shift focus as would be the case if they had a movement rate matching their potential steaming distance.

18.2 Aircraft Carriers



18.2a Capacity. Carriers are limited in the number and type of air units they can carry. A carrier cannot exceed that number (counting both inactive and active air units). Some games simply name the air units associated with a carrier with the carrier's name. No SP costs are involved in refitting.

18.2b Refit. Carriers do not have air base levels and are treated as ships for combat. Carriers automatically refit all their air units in the friendly Air Unit Refit Phase with no SP

cost. A reduced carrier cannot refit at all. Inactive air units on a reduced carrier must remain that way; active ones must either become inactive (probably permanently) on the reduced carrier, or return to some other friendly air base (or an unfilled friendly carrier).

18.2c Movement and CAP. The carriers move like any other ship; the aircraft like any aircraft. An active air unit on top of its carrier represents the carrier's CAP (Combat Air Patrol). The CAP moves with the carrier. If the carrier (with CAP) moves into a hex with enemy air units, then the carrier CAP is the attacker. Being a CAP does not alter the ability of an air unit to perform normal air missions. A CAP is the same as any other active air unit on an air base—except that this air base moves.

18.2d Air Unit Movement. Air units can move off their carrier at any point in the carrier's movement during the phase and use their full range as measured from that hex. For example, the air unit could use the hex the carrier starts within, ends within, or any in-between (as the player desires) as the location of the carrier for purposes of the moving air unit. This is not a violation of 6.1g, as the movement of the carrier and the CAP air units as a unit does not reflect any actual movement of the air units for the phase.

18.2e Target Limitations. Surface ship gun fire cannot be directed at an aircraft carrier in range if any non-carrier surface ships are in range (the other surface combatants must be sunk before surface fires can be directed at the carrier). This rule does not apply to coastal artillery.

Design Note: This last rule is designed to show the effort by members of a carrier group to defend the carrier. Every Destroyer, Cruiser, and even Battleship in the area will give of itself to protect the carrier. The surface attack will not be able to get to the carrier (regardless of the game map positional abstraction's appearance) until the screen is eliminated.

18.3 Firing At or From Ships

18.3a Ship-to-Shore Barrages. Ships have a limited ability to Barrage land. Ships can only fire ship-to-shore barrages in the Barrage Segment of the regular Movement Phase OR in the Reaction Phase (only if they did not fire in the preceding friendly Movement Phase). These Barrages are always unspotted, can never combine with land artillery (or aircraft), do not expend supply, and apply the reduction in effects noted on the Barrage Table. Ships firing together need not stack together.

18.3b Anti-Ship Fires. All non-landing craft ships can take two hits before being sunk (the number of ships the counter represents balances the number of hits required vs different ship types). Any ship that has 1 hit is reduced; flip that ship to

its "reduced" side and use that side's values. Reduced ships that take a hit are sunk. Damaged ships cannot be repaired. Use the regular Barrage Table when shelling ships (in any manner) but do not apply the lack of spotter modifier or any density modifiers. A Protection Rating, if any, will be printed on the ship's counter to be used when the ship is a target of Barrage. If a Protection Rating exists, divide the incoming Barrage firepower by the Protection Rating (divide the Protection Rating by 2 if the attack is from an air unit). If no Protection Rating is given, the default value is 1 (which doubles the Barrage strength of attacking air units, because of the Protection Rating of 1/2).

Ship-to-ship fires are allowed in all the Barrage Segments of any or all of the following friendly movement phases: Movement Phase, Reaction Phase, and Exploitation Phase.

Landing Craft need only one hit to be sunk.

Important: Ship values are not affected by DG results, but mark them DG on any "DG" or "hit" result anyway. Also, the DG only affects the target ship, not the entire hex. DG results on a ship that is already DG are converted into hit results. Remove these DGs normally (during the Clean Up Phase). Ships are automatically nominally DG when in a Port Hex—the only effect of this nominal DG is to convert later DG results into hits as per the above.

As always, step loss Barrage Table results also inflict DG. This has important ramifications when the additional DG effect above is applied. For example, a DG (real or nominal) ship that gets a 1 step loss result will be sunk (the step loss is a hit, the additional DG result also turns into a hit, resulting in two hits).

Coastal Artillery Units: Coastal artillery units fire as land-based ships using all the same rules as ship-to-ship fires (including the exemption from supply use). In any phase that Coastal artillery does not fire as "land based ships", they can act as regular artillery (with all the usual rules and costs, such as supply).

Important: Coastal Artillery can select its target if shooting against capital ships. If firing against Landing Craft, randomly determine which potential target in the hex takes a loss (if any).

Ships can engage Coastal Guns directly in the phases in which ship vs ship fires are allowed (not just the Movement/Reaction Phases, where regular ship to shore fires are allowed). The guns are engaged independently of any other units in their hex, and the results are not reduced as would be the case with normal ship to shore fires. Ignore any DG results in these cases (DG does not upgrade against Coastal Guns), apply any step loss directly to the coastal gun unit (only).

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18.3c Ship Flak Ratings. The Flak value of a ship is given on the counter for both full and reduced values. To determine the Flak rating applied to an anti-ship air attack, use the target ship's Flak Rating plus any two other ships in the same hex. The maximum +5 Flak Rating DRM still applies.

18.3d Individual Fires Resolution. When a Barrage is directed against a ship or stack of ships, resolve the fires against each ship independently. For example, if 30 Barrage Points are directed against a hex, the firing player can apply any proportion of them to each target (the fire points must be divided according to unit, ship or air unit lines—in other words, a 17 Barrage air unit could only be directed against a single target). Protection Ratings affect only those points expended on the ship with the given rating.

The firing player is allowed to see all the available ships (but not their cargoes, if any) before selecting his targets. When executing Barrages against ships, sequentially identify the firing units against each target in turn. The player need only identify the units barraging each selected target—he need not identify the units in advance of each Barrage execution.

Design Note: It is important for players to realize the abstractions represented in ship vs ship exchanges. Ship location at this level is not all that precise. Keep in mind the range changes that happen in the hours significantly "below" the resolution of the system. Additionally, much of the fire, counter-fire procedures that were tested were not included in the final draft of these rules. Here, gunfire exchanges will occur over a course of phases, which gives a skewed look at them with regards to time, but will generate appropriate losses and results. This is not a tactical naval system!

18.3e Torpedo Bombers. Air units with their Barrage Strength in parentheses are Torpedo Bombers (and used exclusively as such). Such air units function normally in all respects except that their Barrage Strength cannot be used against anything other than ships. The strength can never be used against land targets. Some "Torpedo Bombers" are capable of regular ground Barrages; these will be given a normal (no parentheses) Barrage value which can be used against either ships or land targets and are assumed to be loaded with the appropriate ordinance.



18.4 Amphibious Assaults, Landing Craft, and Over the Beach Unloading. There are two ways for units to land on a hostile beach: Via the Amphibious Landing Table (ALT) or by Beach Assault (BA). The ALT method (18.4a) applies to coastal hexes that do not contain enemy units. Beach Assault is a means of attacking enemy units on the beach from all-sea hexes (in the hopes of dislodging them so as to be able to land). Do not roll on the ALT for any Beach Assault.

Units carried by landing craft units can BA, which is a regular combat from an all-sea hex into an enemy unit's hex. Place the attacking units in Combat Mode and their Landing Craft in any all sea hex adjacent to the target defending hex. A player can draw supply for such attacks only from ships/landing craft carrying supply points in, or adjacent to, their hex. All attacker option results must be taken as step losses. BAs can keep any Exploit result they might get and are not considered Overruns for any purpose (including surprise). BAs are executed during the regular combat phase. If the BA fails to dislodge the enemy from the defending hex, all units attacking the hex from all-sea hexes are destroyed. BA can be combined with attacking units landed using the ALT.

18.4a Landing Craft and the ALT. Landing Craft (consisting of a number of types, called "Landing Craft" as a group here for simplicity) function as a transfer mechanism to carry units and SPs to the landing beaches. Landing Craft have no combat value.

Each such unit has a capacity number on the counter (DUKWs also have a land MA, see 18.4b below). Landing craft (like Transport Points) come in an assortment of consolidated sizes to simplify loading. The smallest value for a given landing craft type is the individual step size. Landing craft have only one mode (like Transport Points) and cannot be in Reserve or Strat Move Mode (but they can move in all three available movement phases). They do not count for stacking. See 4.10 for Transportation Equivalents.

Handle loading according to game specific rules. On-Map Loading can only be done in Port Hexes (printed or LST Port). Unit unloading has no costs; after making the Amphibious Landing Table roll, unload the landing craft (units always unload in Combat Mode). SPs (however) cannot be unloaded in this manner (they require a printed or LST Port). SPs still loaded on Landing Craft can only be used by units actually adjacent to them (even if off-shore).

Landings requiring a DR on the Amphibious Landing Table can only be done during the player's regular Movement Phase. Make a DR on the ALT once per Landing Craft hex. Add applicable DRM and execute the result. After landing, units can move 1/2 their Combat Mode MA during that same Movement Phase. It does not require fuel to unload from a landing craft into a beach hex or to move the 1/2 MA after landing (units are assumed to be fueled before landing which lasts until the first friendly Clean Up Phase after the landing).

Important: Roll for each landing hex after all Landing Craft have moved for the Phase.

Do not make any ALT DRs for Landing Craft (any type) making use of a Port with a capacity at least as large as the size of the Landing Craft.

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Non-Port Landing Hex Capability: No more than 3 SPs of Landing Craft capacity can use a single coastal hex in one phase. Port hexes apply this 3 SP limit in addition to their Port Capacity.



18.4b DUKW—Floating Transport Points. Unlike regular landing craft, DUKWs can function on land exactly like a regular ground Transport Point (and lose the ability to move in all three movement phases) but its Movement Phase MA is then tripled to 24 (this switch occurs, proportionally, the moment the DUKW moves into a coastal hex). To return to the water, the DUKW simply moves outward from any coastal hex, converting its MA to 1/3 of the land value remaining. Roll on the ALT each time the DUKW switches movement type from sea to land (NOT vice versa). DUKWs can only unload when they are in land mode and can transport only items that can also be transported by aircraft.



18.4c LST Ports. The player can deploy any number of his LST units into 1 SP Ports at the end of any friendly phase. Eliminate any DG status from an LST once it deploys. Once deployed, the LST Port cannot be moved or reconverted into an LST. To deploy an LST, flip any successfully landed LST to its Port side. An LST Port cannot be Barraged (the hex can be Barraged, but the Port ignores the result); it can only be destroyed if an enemy attack-capable unit enters its hex. LST Ports can never be captured.

The LST Port is a normal 1 SP Port (which includes being a Trace Supply Source and all the normal features/rules/restrictions of a Port). The Port begins to function the instant the LST deploys (provided no enemy attack-capable unit is adjacent).

19.0 PORTS AND SHIPPING

Ports are marked on the map with an anchor symbol and their capacity.

19.0a Port Capacity. Port capacities are given in SPs. The number given is the maximum allowed to load and/or unload (totaled) in a single phase (example: a port with a 1T capacity could load or unload 1T in a phase, but not both). Convert REs into SPs (see 4.10) to determine the effect of unloading units on a port's capacity. Regardless of a port's capacity, a single unit counter (of any organizational size) can load or unload in any given Movement Phase (in this case, none of the port's capacity would be available for any other purpose in the given phase).

19.0b Port Damage. Ports can accumulate "hits" from enemy aircraft, ships, and artillery using the Barrage vs. Facility Table. These hits affect the port's capacity (as given below the Barrage vs. Facility Table). An "engineer capable" unit that occupies a damaged port can repair hits at the rate of one hit per Movement Phase per port at a cost of 1 SP per hit. Additional engineer units do not increase the rate of repair.

Friendly units in Combat Mode can destroy their own ports in the following manner: At least 1 RE of ground units must be in the port hex. Give the port one hit during each Movement Phase the owning player wishes to inflict damage. Additional ground units do not generate more than one hit per Movement Phase.

Whether by the Barrage vs. Facility Table or by ground units (see above) a port can never accumulate more than 4 hits, and each hit affects the port's capacity according to the chart with the Barrage vs. Facility Table. Some ports have a Damage Track specific to them, in that case apply the Port Capacities listed there and not the percentages given on the Barrage vs. Facility Table.

Ground units which repair or damage ports cannot move in the same phase in which they conduct such repair or damage.

19.0c Ports and Trace Supply. A port normally available to the player as a trace supply point loses that ability if the port falls below a 1 SP capacity. No port with a capacity less than 1 SP can operate as a trace supply source (thus some ports can never be trace supply points).

19.0d Shipping. The game specific rules may give players a "shipping allowance" in SPs. This capacity works in the same manner as that for rail, except that movement must be done from port to port. The ramifications of "shipping works in the same manner as rail" includes the fact that a port is shut down if an enemy attack-capable unit is adjacent to it. Shipping can cover any distance between ports. For this purpose there are no actual ship counters—move the transported items (SPs, units) from port to port as you would when using rail movement.

20.0 BREAK-DOWN REGIMENTS

Break-Down Regiments are generic, single-step units detached from multi-step infantry divisions to allow these divisions (which cannot otherwise split up) the ability to cover more terrain. These units are infantry regiments with either "Brkdn" or no unit identification at all. Available breakdown regiments are not limited by the countertermix.

20.0a Generating Break-Down Regiments. Infantry Divisions with more than one step (and which have not moved in the current phase) can generate Break-Down Regiments. This

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can be done in any phase in which the division could move (given its current mode). To do so, expend one or more steps by placing the appropriate Step Loss Marker under the division. Each step used in this way generates one Break-Down Regiment in the division's hex. The last available step of a division can never become a Break-Down Regiment.

20.0b Recovery. Recover Break-Down Regiments in the same manner as they are created. The recovering unit need not be the unit that released the regiment, but it must be at least one step under full strength.

Important: Break-Down regiments ending any phase stacked with a unit that could have generated them must be automatically reabsorbed into that unit. This does not happen if the division is at full strength. If one of them is DG and the other isn't, the combination unit ends up DG. Otherwise the mode of the regiment is ignored and the mode of the absorbing unit remains as is. Divisions can reabsorb in any mode.

20.0c Cost. Break-Down Regiment creation and recovery costs no MPs. Created Break-Down Regiments can move in the same Movement Segment in which they are created.

20.0d Break-Down Unit Details. Break-Down Regiments behave as any other unit. Break-Down Regiments are 1 RE and have one step. Count Break-Down Regiments as non-divisional units for all purposes.

20.0e Action Ratings. Only divisions with Action Ratings equal to or greater than that of the Break-Down Regiment itself can create them. Only divisions with an Action Rating equal to or less than that of the Break-Down Regiment can absorb them.

20.0f Mandatory Recovery. If a Break-Down Regiment is stacked with a division currently capable of absorbing Break-Downs (but not this one, due to action ratings), then the break-down does not add to the combat strength of the hex. In these situations, the Break-Down becomes a 1-step, zero strength, zero action rating unit while it remains in the hex. Do not apply this rule if the division is full strength.

21.0 SERIES OPTIONS

Most of these rules were, in my opinion, a little too much work to be worth the effort. All are valid historically and some have strong followings of players who wanted to use them. They are presented here so you can use or not use them depending on what you want out of your game. Enjoy!

21.1 Recon

The original recon rule was abused and slowed play. This option is only for those who wanted to retain some of the special attributes of recon-type units. For this option, a "recon unit" is any unit (Regiment or smaller) with the recon, cavalry, commando, motorcycle, or armored car symbol.

This rule can only be applied if a recon unit is involved in an attack. The recon unit must have its attack supply paid, but does not contribute its combat strength or Action Rating to the attack. Once the attack is completed, the defender must provide the following information to the attacker (even if the recon unit dies in the attempt):

Exact number of REs and Steps in the defense hex.

Number of steps of Armor, Mech, and AT forces (each separate value...not as a total).

Total artillery Barrage strength (as printed) in the hex.

21.2 Proportional Strength Loss

Use proportional strengths for multiple step units that have losses, rather than 9.11d. Therefore, a 12 strength division with three steps at full strength would have a strength of 8 (after losing one step) and so on. If this rule is used, ignore 20.0b's "Important note" and 20.0f.

21.3 Independents

In any combat with attacking independent units that does not also include an attacking divisional unit, double the attacker's supply cost (to 2T per RE or unit). Furthermore, independents falling into this category (on the attack only, to be clear) cannot use Internal Stocks.

Attacks that combine Independent units with divisional units must use a divisional unit for the Action Rating for the attack. This does not apply to defense.

Fuel Expenses. Instead of paying for the HQ, pay 1T per 2 REs of independent units. This version of fuel use replaces 12.5c method "B" and lasts until the next Clean Up Phase.

21.4 Long Range Aircraft Effects

Any air unit moving $1/2$ their range suffers an additional one column left shift during a Barrage, has its Air-to-air rating reduced by one, and must become inactive if it is an F-type air unit conducting a rebasing mission.

21.5 Re-Basing Limits

Allow only a maximum (per turn) of one air unit per base level to apply the “remain active” clause of 14.1e or to enter as active reinforcements at a given base. Count an air strip as a level one air base for this rule.

DESIGNER’S NOTES

I have included all of the old designer’s notes as well as a few notes from the current edition. The old ones should be used for background only, as they sometimes reflect rules that no longer apply to the most recent edition. The 1st edition was released in 1992. Version 2.0 in 1994. Version 2.0i (same as v2.0, but with an index) in 1995. Version 3.0 in 2000.

1st ed. Designer’s Notes

The OCS system has been a long time in coming. It was begun well before the TCS and went through countless permutations before coming to this final form. As its playtesters can attest, this system has undergone an intensive amount of development in the last two years (1990-91). It is a testament to their dedication that they did not throw up their hands in disgust after the nth change which caused them to have to learn that “everything they once knew, was wrong.”

The heart of this game system resides in three things: the mode, combat and supply systems. The game is mechanically quite simple and the bulk of the rules exist to make the above three systems work properly both by themselves and in relationship to each other given the different weapons systems involved.

Those of you who have noted our desire to apply command rules to our games can at first wonder where they are here. I examined command at this scale (especially the time scale) and determined our earlier order-style systems were inappropriate here (as well as being too much work). I found that the command system was already built into the mode and supply systems. Units at this scale of time and space have much freedom in determining objectives and routes—so no constraint was needed here. They are, however, limited in their ability to change operation posture (mode) and reposition logistical preparations (supply dumps) and those features are inherent in the basic mode and supply rules. So, I felt the command situation was well in hand without a single special rule.

Combat in this game system is more involved and detailed than in a “figure odds-roll dice” game. Specifically, I’m thinking of the special modifiers and the splitting of Barrages from regular combats. Special modifiers exist to show the functioning of armor and other vehicle based units in different ter-

rains. Barrages were split from regular ground combats because they affect battles differently than just “pumping up the numbers to make that 3:1.” Barrages attrit units in both the offense and defense and that is how they affect battles, both in real life and here.

The supply system is a balance between the functional requirements I set out before beginning work. These were A) to provide for stockpiling, B) to allow for consumption which would be a flow affected by distance, and C) to provide playability which involved little or no paperwork. I believe I have succeeded in this respect. What you have here has constantly evolved during development toward those goals. Players mechanically move their army’s needs about so that they prepare for future actions and maintain strength. I did this while keeping abstractions from eliminating the system’s accuracy. Concessions have been made, which an astute gamer with a calculator should be able to discover, but their actual effects are minimal.

One thing operational games fall apart on is that there is generally no particular gain in pushing deep into the enemy’s rear after creating a breakthrough. Either players turn about after a slight penetration so as to “surround with ZOCs” other enemy units, or the game has some “gift from God” victory points attached to some city or other hexes in the enemy rear. This is not true here. With the depth and importance of the supply system used, the player who chooses to ignore roving enemy columns in his rear will pay dearly. If done correctly, a deep penetration in this system can all but destroy an enemy force by supply interruption alone. He will have to react to your deep thrust. If he doesn’t, he’s doomed. The problem for the attacker is to maintain the supply of his exploiting units. Air-drops can be used but are inefficient and require large amounts of assets. Captured airfields are much more efficient. Enemy dumps can be used, but require a certain amount of luck. Supplying deep exploitation columns is one of the trickiest puzzles in this system and my hat is off to anyone who masters it.

Another feature of the supply system is that it tends to put a lid on offensive operations if the supply line is stretched too tightly. In real life, offensives reach a ‘culminating point’ where further forward movement will bring great risk as strength is reduced and counterattack is invited. Here it is actually possible to outrun your supply line and find your once almighty armored spearhead out of gas and helpless. Care must be taken not to do this to yourself.

What I believe exists here is the best all-around balance between playability, detail, and the requirements I established for the supply system for this game. It requires a bit of thought and planning, but the results are well worth it. The effects of the supply system toward improving the accuracy of this system’s model of warfare are immense. I have touched on just a few of them above.

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A fact that will take some getting used to in this series is the lack of ZOCs. There are some effects for being adjacent to enemy units but no formal ZOCs exist. Why? Because a unit in an adjacent hex is between 5 and 10 miles away. If the player wanted to occupy the hex, he had to occupy it physically. To form a line in this game, you must form a line! The only problem occurs when you have a divisional sized unit that can't break down to hold more than one hex and that is why the game provides for Break-Down Regiments. Break-Down Regiments allow a division to hold much more of the front, albeit weakly. ZOCs have almost become a dogma. So much so, that their use is injected into many games with little or no thought. I thought about it and determined they were not needed here.

One of the most important rules in this game is the surprise rule. It simulates the influence of tactical surprise on the conduct of attacks and defenses. Surprise should not be as limited as the term used to describe it would lead one to believe. It also represents the effects of better leadership, tactics, deception, and a slew of other factors of warfare. Attacking surprise means that the attacker, through whatever method, has managed to hit the defender in a direction, at a time, with a piece of equipment, or in a way, he was unprepared for. Defending surprise means the opposite—the attacker's plan fell right into line with what the defender was ready for and the attacker was completely unprepared for what the defender had planned for him. The presence or lack of surprise can and will be much more important than the raw odds of a battle.

Hand in hand with the surprise rule is the fact that the most important number on the counter is not the combat strength, but the Action Rating. Action Ratings measure the "software" of the unit—training, leadership, courage, or the absence thereof. The combat strength provides a measure of the hardware of the unit—its raw firepower. The Action Rating is what determines the availability of surprise, as well as the slight modification to the actual combat results roll by the Action Rating Modifier. All these factors conspire to make the Action Rating the most important number on the counter. Action Rating differences would account for why the Israelis repeatedly repel Arab attacks at 1:10 odds, and the incredible performance of Allied troops in the Gulf War. Try fighting 0's against 5's sometime and you'll see what I mean!

If the Action Rating accounts for all those attributes, does this mean good units will not automatically get bigger combat values and hence make better attacks? You got it! The combat rating will reflect the firepower of the unit in objective terms. Quality and quantity of equipment is what counts. A good unit vs. a bad one where both have the same TO&E of equipment will end up a 1:1 attack until surprise and other modifications are made. Good units should not be entitled to an automatically higher odds. This system breaks the mold that says good units are good because they have big combat strengths.

There are a number of features in this system which can seem "wrong" at first, but are the way they are for a reason—and the reason is limited intelligence. Quite a number of things are less effective than they "should" be. The destruction of Transport Points by artillery and aircraft, for instance. The tables involved do not give the "correct" values for numbers of Transport Points destroyed if a column gets strafed. This is because the enemy player does not know where the Transport Points are as well as it can appear on the game map—because his historical counterpart didn't. Scheduling a large airstrike against these "known" Transport Point concentrations will give disappointing results. The reason? The Transport Points are not as solidly located as they appear on the game map! Neither are the Transport Points acting in large herds as the game would seem to indicate (they are in much smaller clusters, here and there), but the enemy is not allowed to take advantage of his "game" knowledge of the battlefield (because the system won't let him). The same holds true of the HQ immunity from air attack, air attacks versus dumps, the "jumping dump" capture table. The game represents the "effective" center of these operations—not their exact location on the ground. The same thing applies to artillery units. Their ranges have been stretched to give them an "effective area of operations." Had they been confined to their real ranges, predicting where a blow would land would become very easy. The artillery units are not bolted to the hex the counter is in, but are assumed to be floating about in their effective area as needed. Even though you can see it all, the game doesn't allow you to affect the battlefield using that information.

Another "eyebrow raiser" is the air to air and Barrage ratings of some air units. Some cursory calculator work will reveal seeming errors in both ratings. Also, if we ever do a game containing some of the Nazi "wonder weapons" the air to air ratings of, say, an Me 262 will cause many letters to be written. The reason for these seeming errors is that both air to air and Barrage are affected by a pilot rating value (except for Barrage ratings for S type air units, which remain unmodified). An outstanding aircraft (such as the Me 262) flown by some 16 year old with little (if any) training will NOT perform to specs. A flying junk-heap, flown by Hans Rudel, will still perform in a credible manner. I believe the pilot to be more important than the aircraft in determining the abilities of the aircraft. Raw performance data is useful in determining the basic rating for an air unit (that's what was done), the pilot rating was applied as a modifier. The result is, I believe, a more accurate rating of air unit function.

What all of this adds up to, for the intelligent player at least, is what amounts to an "operations" based game system without any rules needed to control it. You are limited only by your imagination and troops available to maximize the available turn sequence to make for unstoppable attacks (or immovable defenses) with a scope and depth of portrayal rarely found in wargaming.

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Lastly, I would like to thank those who helped make this game system what it is today. I can be given credit as designer, but in a way that detracts from the immense efforts put into this system by others. I can take full credit for one thing and one thing alone in this game system—the errors. They are all mine.

2nd ed. Designer's Notes

Let me see, what needs to be said... The version 2.0 OCS rules are the compilation of the lessons learned from all the players who took their time to send in their comments, suggestions, and criticisms of the original OCS system. A driving force behind adjustment was the observation of what I would call 'abuse' in the play of Guderian's Blitzkrieg and Enemy at the Gates—abuse which showed repeatedly where the original system was either rewarding the wrong techniques or not penalizing some 'gimmicks' appropriately. Once again, gamers stormed forward to show me what they found they could 'get away with' using (abusing) the system to its fullest. That is OK and proves that given 3,000 playtesters (of an assortment of skills and motivations), they will find something to take advantage of.

I will try to hit upon the major changes here (in no particular order). Numerous minor tweaks in the rules are not mentioned. Players with a passing amount of knowledge of the old system will note these changes as they read the rules, those who don't have a working knowledge of the rules will be learning them fresh anyway. And, again, I reiterate my promise that the door to system change in the OCS is now closed. Other than errata postings, these rules are set in stone. (But see v3.0 below...he says, sheepishly!)

The Sequence of Play

Obviously, the confusing two turn plus overphase system was dropped. This was done for a number of reasons, chief among them was the number of players confused by the awkward 'player turn' terminology used before. A number of players called in frustration because they couldn't get the machine to work right as they had no idea a turn consisted of fully two complete turns. Getting rid of that structure also eliminated a number of gamey happenings—rushing forward right before the overphase to entrench; blowing all your reserves when moving second because you knew your turn was next; refitting air bases after getting a full read on what the weather was going to be like, etc.

Naturally, cutting the two 'player turns' to one regular turn necessitated a change to a half-week game scale. Effectively the amount of activity is the same in two half-week turns as in the old full-week one (except for certain building activities where other compensations were made). The scale change is pretty much just cosmetic.

Counter Mix Limits & Limited Intel

One of the most annoying things the original system brought out was the inability of players to share their #& Reserve markers. Geez, I expect this sort of thing out of my 5-year-old... At any rate, some players made a point of using up all the reserve markers so that the enemy didn't get any. Kindergarten issues aside, the countermix limits across the board were removed. That decision led to another problem. Given unlimited reserve (or any other) markers, players started using them as a limited intelligence mechanism. Eventually, players began to have huge quivering masses of concealed reserve stacks. Some players insisted on hiding all their stacks with supply tokens. I even heard of those who placed their air unit cap under ground units to hide them! The limited Intel portion of the game is supposed to be a subordinate element on the level of chrome—players were obsessing so much with a sort of bogus 'shell game' that it (and not operational considerations) began driving their actions. The stacking order mechanics deal with toning down this 'game within a game' stuff to more reasonable levels.

ZOCs

In addition to the old (and rather loosely used) definition of a 'unit', the new system uses the more restrictive and rigidly used term 'Attack-Capable unit' to define those units actually capable of certain effects. Not only was I able to clean up the uses of the terminology (precise terms used precisely, as I was told in IOBC), but it allowed the elimination of some bizarre techniques—like the use of artillery units as ZOC based retreat blockers, etc.

Supply

As time went on the gamey practice of tag teaming HQs so as to pick and choose who was at full supply and who was at low became more than a mere annoyance. The original system's concept was to turn large blocks of forces on and off as needed (i.e. planning). Players rapidly found that it didn't take a rocket scientist to figure out exactly which formations needed to be in full supply and which could get away with low. This led to perpetually tag-teamed HQs and elaborate sets of intermixed supply states. To delete that expenditure of effort and time in doing something a player was a fool not to, led to the ditching of the old full and low supply states.

Repeated playing then showed that paying for supply for everyone on the map every turn was a mechanical monkey drill and a waste of play time for those who didn't screw it up (in other words, those players who could figure out how to add and move supply around). This led to the trace-like supply system for basic subsistence and a redoubled importance of Combat Supply and the addition of fuel. The movement of what little SPs the player has available and the use of his critically short assets is the planning he must do. He cannot cover all the bases and must make some pretty tough decisions. Among the toughest decisions the player must make is to decline to do something because the supply, while a little is

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available, must be conserved for the future. Try moving all your mech units around every turn (like players do in other games ‘just because they can’) and you’ll rapidly see what I mean.

Combat supply became more expensive because it was too easy to pile on the odds to achieve exploit results and players insisted on attacking their way to glory. The new Attrition Table rewards deep operations much more than before and players should look toward other more efficient ways to kill off their opponents than ‘attacking them to death’ as before.

Internal Stocks: This rule became necessary as players found it was just too easy to cut off the flow of Combat Supply to a unit and that fact was a great drain on deep operations.

Organic Transport Points: These were needed to give the mobile divisions a form of transportation to carry about their own stocks of supplies—especially fuel. Again, they allow a bit more freedom from the tether of having to check supply each turn—by bringing their own with them. Letting them be in Reserve Mode allows them to keep up with their divisions in exploitation and reaction movements.

Extenders: These were added to give the non-rail component to the trace supply system.

Air Rules

The changes to the air rules are there to encourage small CAP forces and keep numbers from dominating the game (hence the change from Doubling Up to Advantage Combats). Before, players rapidly found that no CAP was better than a little CAP—as a small CAP stack encouraged a massive fighter hit and a bunch of dead air units. Air to air combat dropped off dramatically as both sides tried to develop an inescapable edge in numbers with which to tear the belly out of their opponents at their air bases. The new rules keep this under control.

Direct Line Movement: The bob-n-weave between CAP stacks is no more, period.

Two-plane Air Movement: This keeps the fighter sweeps under control and gives the system a more naturalistic feel.

Refit Dice Divided by 2: This helps spread the air units out to more air bases and eliminates the excessive swings in effectiveness the old die x level stuff gave.

Put Up or Shut Up: This rule allows the player something to do against a bunch of interdiction air units or against a CAP which refuses to budge. It also allows the player a way to build up forces to take down a big CAP.

A Few Mode Changes

Reserves and Reaction: As the most frequently abused mode, reserve mode was first on the chopping block for change. The

original rules allowed reserves to be popped too easily and the first set of fixes left them too safe. The final version gives about the right feel. Additionally, the annoying use of reserve markers as “come kick me” signs led to ever more shell game BS. Taking away the ability of anyone to do unspotted hip shoots kept reserve hunting under control. Having reserves defend at $x1/2$ gives players something to think about before popping the mass of their army into reserve.

The old ‘half-move in movement’ rule was ditched as players were using reserve too much to get ‘bonus’ movement out of their units. The $1/4$ move allows reserves to follow the course of the battle (the original rule’s intention) but doesn’t make the bonus big enough to be worth using one of a player’s precious reserve markers just for the extra movement alone. Plus, it adds the nice effect that when a force bugs out a great distance, it strips itself of reserves (unless the player was slick enough to preposition some) and leaves him temporarily more vulnerable.

Making Reserves move only $1/2$ in the Reaction Phase keeps the defensive use of reserves a more correctly localized feature. Instead of, as Rod Miller put it, ‘reserves coming from every-%#@-where’, only local forces will affect the moving player’s operations—leading to more emphasis on deep penetration operations. Eliminating the Combat Segment from the Reaction Phase eliminates a bit of a time-space problem—it is impossible for the reacting force to sense the movements of the enemy and to conduct a coordinated, set-piece, regular attack against them before they could make their attacks—attacks the enemy was planning presumably before the reacting forces had even heard anything was going on. Furthermore, the old structure encouraged the use of the Reaction Phase as the best place to launch offensive operations—a fact well beyond its design intent. These rules attempt to fix these problems. If you disagree, feel free to use the options.

The game was too reactive (rewarding the player who sat and waited to see what happens more than the guy who decides to take a chance and make things happen)—not so anymore.

Strategic Move Mode: If reserves were the most used and abused mode, Strat Move must count as the most under-utilized mode. Few units, if ever, use it—the only group likely to ever use it were reinforcements moving to the front. Allowing them to move off-roads makes Strat Move a better proposition. Making their defense strength $x1/4$ when attacked and a Barrage column shift keeps them from getting into too much trouble while doing so. A nice balance of capabilities and vulnerabilities.

Odds & Ends

Consolidation: Some players requested the ability to pull together parts of mangled Multi-Unit Formations so as to clean things up. This mechanic allows that.

Breakdown Regiments: Players were using these as a matter of course to ‘improve’ their parent divisions. The new rules

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keep them from doing so except in the case where they help the parent attack more strongly and that can be envisioned as giving the defender more things to think about and deal with—strengthening the attack.

Optional Rules: A number of old optional rules were made standard—among them were surprise and hip shoots. Chalk that one up to a lack of moral courage before.

At All Costs Attacks and Anti-Overrun Barrages: These were dropped as they were little used and Anti-Overrun Barrages due to their space-time problems and deadening of offensive potential, etc. Neither were found to be worth their weight in rules.

Surprise: The more we played, the more we liked the variability this rule generated and the nice effects it brought with it. The opinion of those playing the game was more as better as it made for more interesting and unpredictable events.

An extensive amount of testing and ‘cranial sweat’ was poured into these new rules by myself and a great team of concerned players. It is now a cleaner game than it was and an even better simulator of operational combat. I would like to single out Rod ‘Ice Man’ Miller for special thanks for the countless hours he poured into this project when I’m sure he had other things to do. Thank you, Rod.

v3.0 Designer’s Notes

It has been 6 years since v2.0 came out with EatG in 1994. In that time, four OCS titles came out sporting a continually updated set of suggested optionals. Talk on the net and comments from players received from all sources drove the fate of these options as they evolved. Some came and went, others changed with time, but above it all was a call from players to consolidate the best of the options into the main rulebook so as to make the entire package more compact. My position was that this was what I wanted to do as well, but the large pile of already printed rulebooks would need to be used up before I could do this. With the release of Burma, the last of that old printing was used and I needed to restock—it was time to take on v3.0.

My first goals were to integrate the existing optionals (or at least those that I would recommend to players) and correct the known errata. Work proceeded from there with multiple drafts being posted on the web site and comments coming from all over. Some on the discussion list were scratching their heads watching the way I work (in public for the first time)—others, having seen it before first-hand merely shook their heads and held on tighter.

The modest goals above grew in the telling to include many things (small and large) that I wanted to address now—once

and for all. Others were items that kept showing up in each game’s specific rules (so why not make them standard?), and some came to a head in Sicily so were addressed here, rather than there. The over riding goal was to make the system better, to address every issue I could think of now (as I have no intention of revising these rules again any time soon).

The section getting the most attention were the air rules. Here the major issue was CAP and interception. Since the inception of the OCS 8 years ago, a handful of players have brought to my attention the “binary” nature of CAP (if there, you don’t bomb...if it isn’t, you do). To an extent, this revolved around the other abstractions in the game and that generated the “just deal with it” school of thought. On the other side, were those looking for something we began to call “leaky” CAPs (semi-protected areas). This led to a number of attempts to reduce the effectiveness of interception (by number and position); all of which failed. Finally, the concept of a positional Patrol Zone and the possibility of interception only when enemy air units “stop” in the zone arrived as the means of fixing all the exiting issues. Added to that the “flak-like” functions of fighters (and the effect of close escort), and the desired “leaky” CAPs evolved naturally.

The Air to Air and Flak Tables were changed. Both for the sake of correcting issues of loss rates, and the latter for streamlining. The issue in air combat losses was the lopsidedness of the loss probabilities given the Air-to-Air rating differentials. This is not to say that the good fighter shouldn’t have an upper hand on a poor one—rather it was the extent of the difference that became a problem. It was easy to get to differentials where one side would be free from all loss and the other was simply doomed. That was a bit much. The current method gives more losses to the poorer aircraft (they lose more often, after-all). The old Flak Table simply did not give much in the way of loss at all. That needed to be corrected and while I was doing that it seemed a good time to rework the table so that the whole thing could be done with a single die roll. That said, the table evolved to show some nice effects given large vs small strikes (as now a large strike will suffer proportionally less than a small one as there are some aircraft assumed to be on Flak suppression). Integrating some Patrol Zone effects into the Flak roll gave additional “leaky” CAP effects and encouraged the use of actual escorts. All good stuff.

Base refit costs and the consolidation of “interdiction” and “Serious Interdiction” into one form of Interdiction bring out some nice effects missing before. Interdiction now has bigger teeth and is more useful to players (so, more likely to be used than it was before). The refit costs in the optionals were modified (to make it a little cheaper and to give a consolidation carrot that must be balanced with the benefits of dispersal).

A slew of play gimmicks were slain (sorry) in this process. The abuse of option results, internal stocks, protected air

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units, and Strategic Move Mode all came under the knife. The optional barrage density modifiers were adopted (to reward dispersal). Finally, several new optional rules evolved from stuff I personally would not want to play with (or did, and didn't like it), but which were well-liked by several players. They are here to be used if you want them—but their effect and number are both quite limited, so they are easier to deal with than the old much more extensive set.

Several of you were a great help in dealing with my work on these rules. These include regulars like Rod Miller, Perry Andrus, and Perry's opponent Tony Zbaraschuk. Added to these ranks is Roger Hyman who repeatedly went over the rules text in order to proof them. Detlev Simons generated data for the new flak tables by (literally) tracking every aircraft shot down over Holland in WW2...an amazing effort! A number of others made very useful comments and spot observations (too many to mention). This is for all of you—those that through endless drafts of rules and rules arguments never wavered from the goal of making the system as good as humanly possible. What meant even more to me was that so many of you volunteered your time to this effort for no personal gain—you did so only because you believed in the effort.

PLAYER'S NOTES

Warning: this game system takes time to play. Game turns take longer to get through than you think (and much longer than it seems, since time seems to fly). It is not designed for beginners. These rules are for veteran players. The best bet in larger games in this series is to play one turn per gaming session and let the game stand between sessions. I believe a complete game in this series will only take about as long as the time needed to play one of our CWB games. Suffice it to say, this is not a game system for weak minds.

I hope to give you a few pointers here to stave off catastrophe long enough for most players to get used to the system. Some of the things here are "tricks of the trade" learned in playtesting, others are critically important, "do them if you want to live at all" things. To help let you know which is which, I have annotated each one as "Technique" or "Critical" as appropriate.

1. Rear Area Security (Critical): Garrison everything you hold dear. SPs, big Transport Point locations, air bases, HQs. Failure to do so will (with the no-ZOC rules) cause you to lose them—and lack of supply dooms armies in this game. Solid combat units should be stacked with each of these important items. This should also make it clear that you'll need to keep them organized and consolidated so your whole army isn't off defending your rear services. Beware of allowing enemy columns to rove freely in your rear—even if they cannot get into the defended cities, they can cause major damage to your rail-net which, in turn, will ruin your day. Better to keep the

enemy from getting back there at all than to build up massive 'forts' along your rail-net nodes.

2. Use of Reserves (Technique): The proper employment of reserves is vital to the efficient use of your resources in this game. On the attack, reserve mode can be used to get a little extra movement out of units during the Movement Phase and full use of the Exploitation Phase after you have made a breach in the Movement and Combat Phases. In the defense, reserves can be used to disrupt enemy attacks during the Reaction Phase using Overruns (or by filing in to make defensive hexes stronger), and provide Barrages. Beware of the localized nature of reserve use in the Reaction Phase and the rewards the system gives for being the active player (the one who generates situations) instead of the reactive player (the one who waits for things to happen).

3. Armor in the Defense (Technique): The Special Combat Modifiers are designed to give pure armor units an advantage in the attack, but not in the defense. This effect was intentional. I feel the proper role of armor in defensive operations is the limited counterattack against the attacking enemy units. In other words, when used correctly, armor in the defense should be in reserve mode ready to attack in the Reaction Phase. Targets? I would aim at weak links in the enemy attack.

4. Combined Arms (Technique): The comments above bring up combined arms as it is shown in this game. Traditional wargames give a magical "combined arms benefit" for units of different types which stack together, regardless of terrain. I don't agree with that assessment at all. In this game, a combined arms unit (such as a German Panzer Division) has the ability to make good use of differing terrain types because each of its component parts will be able to take full advantage of each terrain type in turn. Tanks in bad tank country are limited, period. Giving infantry to the tanks allows them to be more protected from ambush, but in no way makes the tanks more powerful. I'll have more to say about the topic of combined arms as it applies to real life in our magazine. Suffice it to say, combined arms works in this game because these units will be able to function better overall in differing terrain than could units of only one arm.

5. Surprise and Set Piece Battle (Technique): The surprise rule (one of my favorites) is designed to favor surprise in Overrun situations. Good troops vs. bad troops in an Overrun have the best chance of achieving surprise. Bad troops attempting an Overrun against good ones will most likely screw up and suffer defensive surprise. Set piece battles (those in the Combat Phase) have a much smaller surprise component. Poor troops, given time to prepare, will be able to pull off a credible show. Good troops which take their own sweet time in getting ready will have a bigger chance of getting compromised and losing attacking surprise. As a result, surprise plays a much greater role in Overruns. In set piece actions surprise is much harder to obtain and plays a smaller role. In other words, if you have

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good troops, attack using Overruns. If you have poor troops, attack in the Combat Phase.

6. Supply Organization (Critical): Unless you own stock in an aspirin company, keep your supply system organized, neat, and under control. The supply rules are not difficult to use, but they do require players to both plan ahead and keep their forces organized. If you let them get out of control, it will be a while before you get them straight again, and in the meantime the enemy will be dancing on your head. Set up a few, well-developed supply lines. Build up enough of a stockpile at the front to make up for any interruptions that might occur—be prepared, it will save you much grief if your lines get cut for a turn or two. Keep multi-counter divisions together so that they draw from only one source. Remember: You will never have all the SPs you think you need, use what you get wisely.

A Note on version 3.1

OCS 3.1 came about when the errata that had been identified since Burma was folded into the existed 3rd edition rules. In addition, the rules format was changed slightly to conform with the established MMP standard layout.

These errata (dated January 13, 2003) can be found in the Gamers Archive section of MMPs website. The most significant of these changes involves 14.1b and 14.1d (straight line air unit movement). There are no hidden rules changes located in OCS v3.1 and, assuming previous OCS v3.0 play included the errata discussed, you should note no difference in play from OCS3.0 to OCS 3.1.

Terms and Definitions

Action Rating shows how good a unit is at fighting.

Active Air Unit An air unit which has been refitted and is capable of flying air missions.

Advantage An DRM gained by using larger numbers to gang up on a weaker opponent in an air-to-air combat.

Air Alone Attack Any attack made by aircraft as a Barrage.

Air Base Level The size of an air base's facilities.

Armor Unit A unit very heavy in AFVs with little or no organic infantry component. Such units are marked with yellow backgrounds on their unit symbols.

Attack-Capable Unit Any ground unit with a combat strength of one or more. See 4.8.

Barrage An attack at a range of one or more hexes made by artillery or air units.

Break-Down Regiment A portion of a division-sized unit detached to allow the division to cover more than one hex.

Bridging The use of engineer capable units to lessen the MP cost of crossing river features.

Burrito as Big as Your Head A food item sold by a local establishment which is about a foot long and four inches wide. Many design decisions in this game were made over these three pound burritos. (That way we know what to blame...)

CAP (Combat Air Patrol) An aircraft carrier's fighter cover which patrol the area around the carrier including relief fighters on deck ready to launch should enemy aircraft approach.

Close Terrain Terrain providing limited mobility to AFVs as well as some cover. Such terrain in the defender's hex would require the use of the Close Terrain line of the Combat Table.

Combat Mode A unit mode with a higher combat value and a smaller movement allowance. In this mode, the unit is deployed for action.

Combat Supply The supply required to fight using the regular Combat Table and required by artillery units to fire their Barrage strengths.

Combo Type Air Unit An air unit which can fulfill two of the basic air unit roles. Usually, this will be limited to air units which can function as either Strategic Bombers or Transports.

Consolidation The realignment of units from Multi-Unit Formations together so that a single stronger unit is generated from two or more crippled ones.

Construction The creation of game facilities (air bases, hedgehogs, etc.) which may or may not require the presence of engineers.

Detrain The act of ending rail movement.

Detrainable Hex A railroad hex containing either a village, minor city, major city, or Combat Mode HQ.

Die/Dice Roll Modifier (drm/DRM) Any one of a number of additions or subtractions from a dr/DR.

Direct Draw The act of using SPs that are within the supply draw range of a unit (for whatever purpose) without using the assistance of an HQ.

Disorganized Mode (DG) A state of chaos generated by enemy activity which inhibits the smooth functioning of a unit.

Divisional Unit A unit which is either a division itself, or part of a multi-counter formation.

DUKW—D = year of manufacture i.e. the 4th year of the war; U = utility vehicle, K = all-wheel drive, W = wheel driven... basically amphibious trucks. Built by General Motors with the full designation DUKW-353

dr Die roll. Roll of one standard six-sided die.

DR Dice Roll. Sum of the roll of two standard six-sided dice.

Dumps Any stack of SPs on the map, regardless of being on the ground or loaded on a Transport Point, etc.

EX Example. Preface to an example of rules mechanics or play.

EXC Exception. Preface to a rules exception.

Engineer Capable Unit An engineer or HQ unit. Assault engineers and Pioneers are not considered engineer capable.

Entrain The act of loading something onto a railroad in order to use rail capacity.

Eq Repl A replacement unit consisting of heavy vehicles or weapons needed to rebuild heavy units.

Exhausted Internal Stocks Internal stocks which have had both of their two allotments used.

Exploitation Mode A combat result which allows units access to the Exploitation Phase.

Exploitation Result (e) A combat result which puts some attacking units into Exploitation Mode.

Extender A 5-point wagon or Transport Point dedicated to the connections for trace supply purposes.

Extremely Close Terrain Heavily built-up urban areas which are easily defended by few units.

F Type Air Unit A fighter type aircraft.

Flak, Flak Rating, or Flak Points The ability of units to resist air attack by using ground fires. Flak assets are assumed to be distributed among a side's units.

Formation Marker A counter used to replace any number of units from the same higher formation (generally division, or Soviet Corps) so as to eliminate big stacks and create some limited intelligence.

Fortifications Features permanently printed on the map which assist units in defense.

Fuel Supply which is used to move tracked or truck units about.

Fully-Motorized A unit with two wheels under its unit symbol—one with enough transport for all to ride.

Game Turn A half-week of real time consisting of two Player Turns.

Hedgehog A moderate degree of field works generated in a hex by a player's units.

Hip Shoot An air Barrage that behaves much like an Overrun. Named for the technique of stopping a mortar unit while on the road to deploy and shoot with no warning.

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HQ Unit A headquarters unit and its support systems. Each HQ also represents many smaller service units, and enough logistical capacity to support a local group of units.

Inactive Air Unit An air unit which has expended its capabilities and has yet to refit. Such units cannot fly or Barrage at all.

Inactivation The process by which active air units become inactive after they are “used.”

Internal Stocks The amount of Combat Supply available to a unit in the stores it carries about by itself.

Interdiction Zone The effect of air units on the abilities of the enemy within 2 hexes of the interdicting air unit.

In Supply A unit which has either successfully traced or had on-map supply expended for it.

Involuntary Mode Modes which a player cannot select, but which are inflicted as a result of combat.

Leapfrogging The act of loading something, moving it, loading it onto another transport unit and moving it again.

Leg MPs Movement points of units with a White MA.

Low Capacity Railroad A railroad of limited track capacity or few support structures which inhibits rail movement.

Low Internal Stocks Internal stocks which have had one of their two allotments used.

LST Landing Ship, Tank. A large high-capacity ship supporting amphibious operations.

LVT Landing Vehicle, Tank. An amphibious tractor or Amtrack. Used primarily in Pacific landing operations.

MA Movement Allowance. Number of Movement Points a unit possesses.

Mech Unit A unit with both a heavy AFV component and a large organic infantry component. These units provide their own combined arms teams. Such units have a red unit symbol background.

Move Mode A unit mode with a lower combat value and a higher movement allowance. The unit has sacrificed some security for speed.

MP Movement Point. A unit of measurement for movement. See MA.

Multi-Track Railroad A fully configured modern railroad featuring two or more track sets, many sidings, and support facilities. Top of the line rail transport support.

Non-Divisional Unit Any unit which is neither a division itself nor part of a multi-counter division.

Non-Motorized Units which require shoe leather and horses to get around.

Non-Phasing Player The guy whose player turn it isn't.

Offensive Air Units Air units with non-parenthesized air-to-air ratings.

Open Terrain Terrain essentially free of obstruction. .

Option Number or Option Result The portion of a combat result which the player has the option of taking as step losses or hexes of retreat.

Organic Transport Point A Transport Point actually assigned to a specific formation. These units represent the internal transportation capabilities of some units.

“Other type” Unit A unit which is neither mech nor armor.

Overrun An attack made by units during movement.

Patrol Zone The area at or within 10 hexes of a fighter air unit. This represents the normal operation of the fighters to contest the use of that air space.

Pax Repl A replacement unit made up of little more than warm bodies.

Phasing Player The guy whose player turn it is.

Player Turn One half of a half-week Game Turn, in which one player goes through the sequence of play from Air Unit Return through Clean Up.

Rail Capacity The total number of SPs of rail transport a player can use in a single player turn.

Railhead A boundary between usable and unusable railroad hexes.

Railroad Repair (RR) The act of fixing destroyed rail hexes or extending the position of usable railheads. The game assumes that destroyed rail hexes do not have to be rebuilt from scratch, but instead need a fix here and there.

Railroad Repair (RR) Units Units which are capable of railroad repair.

Refitting The act of converting inactive air units into active ones. Essentially, the aircraft are being over-hauled, rearmed, and refueled to participate in future air operations.

Regimental Equivalents (REs) A quick and dirty measure of unit size.

Replacement Units (Repls) Units which can be combined in different combinations to rebuild dead or damaged units.

Replenishment The refilling of used internal stocks.

Reserve Mode A unit which is awaiting orders or otherwise in readiness for quick action.

Reserve Release When a player decides to remove a unit from reserve mode and deploy it into action.

Return The requirement of air units to go back to any friendly air base and become inactive.

Rounding Rule The standard method of dealing with fractions in any Gamers Brand game.

S Type Air Unit A strategic bomber.

Semi-Motorized A unit with some trucks and other transport, but not enough to be fully motorized. These units have one wheel under their unit symbol.

Single-Track Railroads The standard railroad feature in the game.

Special Modifiers The effect of terrain on different unit types.

Steps, Step Loss A portion of a unit's strength and size used to keep track of the attritional effects of combat.

Strategic Move Mode A unit in full road movement posture. Most security precautions have been dumped to allow fast movement.

Supply Points (SPs) The measure of bulk supply. Divided by the “great quartermaster in the sky” into just the right proportions of everything that units need at different times—luckily for us, right?

Surprise The act of being caught tactically unprepared for the threat of the moment—the board game equivalent of bringing a knife to a gun fight.

T Type Air Unit Tactical bombers. These air units are lighter and fight at lower altitudes in close air support than do strategic bombers.

Throw Range The distance HQs are able to push forward SPs to units which need them.

Tpt Type Air Unit A transport aircraft.

Trace Supply The basic handling of subsistence supply.

Transportation Equivalents The determination of the SP “weight” of units to allow a quick assessment of the capacity needed to transport them.

Track MPs Movement points generated by all-terrain vehicles (tracked or wheeled) which are shown on the counter as red.

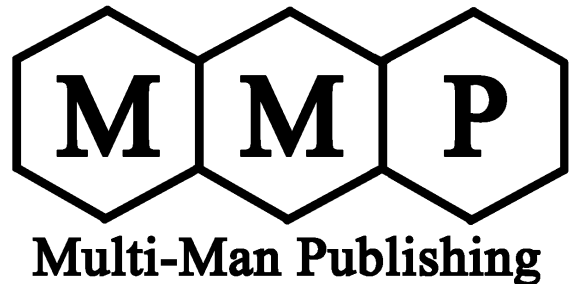
Truck MPs Movement points generated by less maneuverable vehicles (usually trucks) which are shown on the counter as black.

Very Close Terrain Terrain which is extremely tight for vehicles and which provides much cover and concealment.

Via HQ Supply Supply which is expended using an HQ's throw range.

Voluntary Mode Any of the modes which a player can pick to use during the Movement Phase.

Zones of Control (ZOCs) The effect of units on enemy units which are adjacent to their location. While the game has no ZOCs for most purposes, some things (supply trace, truck MP movement, etc.) are influenced by the presence of enemy units.



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Air Base Location:	AIR BASE HOLDING BOX
Air Base Level:	
Active Air Units:	Inactive Air Units:

Air Base Location:	AIR BASE HOLDING BOX
Air Base Level:	
Active Air Units:	Inactive Air Units:

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