OCS Sicily

PBEM OCS Sequence of Play
By Nic Uloth, thanks to Thomas Kanyak

2nd Player - Stand Fast Phase
2nd Player - Air Tasking Phase
2nd Player - Weather Determination Phase
2nd Player - First Player Determination Phase
--- 2nd Player email -> 1st Player ([Game] 2nd Player - '2nd Player' GT? initial)
1st Player - Defensive Supply Phase
1st Player - Air unit return Phase
1st Player - Air unit refit Phase
1st Player - Reinforcement Phase
1st Player - Movement Phase
1st Player - Supply Phase
1st Player - Stand Fast Phase
1st Player - Air Tasking Phase
--- 1st Player email -> 2nd Player ([Game] 1st Player - '1st Player' GT? Move)
2nd Player - Defensive Supply Phase
2nd Player - Reaction Phase
2nd Player - Stand Fast Phase
2nd Player - Air Tasking Phase
--- 2nd Player email -> 1st Player ([Game] 2nd Player - '2nd Player' GT? Reaction)
1st Player - Defensive Supply Phase
1st Player - Combat Phase
1st Player - Exploitation Phase
1st Player - Cleanup Phase
1st Player - Stand Fast Phase
1st Player - Air Tasking Phase
--- 1st Player email -> 2nd Player ([Game] 1st Player - '1st Player' GT? combat)
2nd Player - Expend Defensive Supply Phase
2nd Player - Air unit return Phase
2nd Player - Air unit refit Phase
2nd Player - Reinforcement Phase
2nd Player - Movement Phase
2nd Player - Supply Phase
2nd Player - Stand Fast Phase
2nd Player - Air Tasking Phase
--- 2nd Player email -> 1st Player ([Game] 2nd Player - '2nd Player' GT? move)
1st Player - Expend Defensive Supply Phase
1st Player - Reaction Phase
1st Player - Stand Fast Phase
1st Player - Air Tasking Phase
--- 1st Player email -> 2nd Player ([Game] 1st Player - '1st Player' GT? reaction)
2nd Player - Expend Defensive Supply Phase
2nd Player - Combat Phase
2nd Player - Exploitation Phase
2nd Player - Cleanup Phase
--- 2nd Player email -> 1st Player ([Game] 2nd Player - '2nd Player' GT? combat)

Defensive Supply Phase
The player goes back and expends supply for defending in combat's that occured in the other player's
movement, combat and or reaction phases since the last Defensive Supply Phase.
Stand Fast Phase
The player declares which hexes have "stand fast" orders if any.
Defending units in hexes declared as having 'stand fast' orders will take all combat options as losses (not retreats)- unless this would cause the last step in the hex to be eliminated.
Defending units in hexes NOT declared as having "stand fast" orders will always take all combat options as retreats.
Defenders that are not forced to take combat options do not take them.
Note: It only makes sense to stand fast there is (or you expect there to be de to other retreats) multiple RE's in a hex, which should reduce the workload of this rule.
Air Tasking Phase
The player declares the chance that an active fighter unit on his airbased will conduct interceptions in response to enemy air activities.
For each airbase with one or more active fighter type aircraft the player declares an Interception Level between 0-6 on which an interception attempt will occur. If an airbase is not mentioned then no intercepts will be attempted from that airbase (ie default is Interception Level 0)
Whenever enemy air units stop in the Patrol Zone of an enemy airbase roll 1D6. If the roll is the same or less as the Interception Level declared for that airbase then the active fighter with the highest air-to-air rating at that airbase will conduct an interception against the stopped aircraft. If the die roll is greater then no interception occurs.
9.6 Action Rating Dice Roll Modifier
Defending unit with the highest action rating is always selected by the defender
The attacking player conducts retreat for the defending units. The retreat path must be chosen according to the
rule 4.6. To clarify the priority when selecting retreat paths is:
1) Presevation of unit steps
2) To a hex in supply
3) So that the unit is not DGed
4) Lowest Movement point cost to the retreating units
5) Best defensive terrain.
Distribution of Losses
Losses when possible are distributed to defending units by the attacker, according to the following priority:
1) Unit with lowest action rating
2) Units with lowest strength in current mode
3) Units in move mode
4) Not the last step of a multistep unit