Additional Player Notes

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Axis Notes

As with all of the OCS games set on the Eastern Front, every Axis supply token is precious. This forces the player to resist the urge to conduct non-essential attacks and moves. Your goals are pretty simple: destroy the enemy efficiently (ideally by cutting his trace supply) and capture objective locations quickly. Note there is no shame in asking to use 4.1b (as slightly modified per the errata) while mastering the complex German moves in July!

Tactically, you maximize your mobility advantage by using Move Mode, but when attacking you get the most bang for the buck in Combat Mode. It's very much a "to be or not to be" situation, and your inner Hamlet will second-guess every decision.

As a general rule, use two of the construction markers to put a bridge and air strip along the Dneper, and save the last one for mid-game (either a bridge along the Sozh or Oster River, or a centrally-located air strip).

Guderian's panzer group will probably need both a Truck and Wagon Extender in mid-July, so try to have Hoth's group supplied from just a Wagon Extender (so there are still enough loose trucks to move SP forward).

The Arrival Schedule has lots of removals on 19 August and it's ok for these units to be in the Dead Pile. Note that although you can remove units with identical factors, some units are unique and as such are 1) good choices to take losses and 2) bad choices for rebuilds. Don't do crazy things with units about to be withdrawn — we all know 'gamey' behavior when we see it — but pay attention to which units are the most expendable!

The Soviet player will try and hit you with counterattacks when he thinks you are low on SP and/or vulnerable (due to being in Move Mode). You will be especially at risk when moving first in a turn (given the possible enemy double-turn). Given how slow most Soviet units are, you will be fairly safe except when moving near enemy concentrations.

You have superior airpower, but losses are hard to replace. This makes hip-shoots against hexes with enemy airfields and HQs perhaps unwise, due to the flak mods — but you will also be removing quite a few planes during the campaign, so as with your land forces there are certain air types that are pretty expendible. Trainbusting missions along the Smolensk highway can be effective, but of course barrage missions are the priority.

Soviet Notes

You have a lot of supply. It isn't unlimited, of course, but there is plenty enough for units that need gas to move — don't skimp on costs to get reinforcements forward or get units out of danger.

Map-edge supply source hexes are treated as safe havens (1.1b), so you can put SP in these hexes without fear of them being captured by the enemy. Combined with the two off-map boxes, the design effect is to make the edges scary places for the Germans in general. Alas, these areas do not have much value as far as victory conditions are concerned, but keep an eye open to possible attacks on German logistics (from the vicinity of Velizh or Krichev). If the enemy doesn't attend to his flanks, you can cause all kinds of trouble!

Concentrate your armor and artillery, and hide these assets under infantry in places where you anticipate counterattack opportunities. To state the obvious, ideally you launch attacks when going second in the turn. Your units are slow, so stay in Combat Mode and let the battle come to you.

The Red Air Force can be effective at times, but your planes are pretty miserable overall. What's important to realize is that losses are not a big deal, and there aren't nearly enough Bf-109s to routinely sweep the skies — and at times, even interceptions against 4-plane missions become too risky. Use the planes aggressively, and perhaps the Germans will run out of Active fighters.

Final Thought

The Soviets will have all of the advantages after the 19 August withdrawals, so the Germans need to achieve a winning position before then (and hang on for dear life thereafter). The Axis has a steeper learning curve, but in general it will require a lot of skill (and a fair amount of luck) to win with either army — but part of the fun of OCS, if you don't succeed, is to try, try again!