

# Operational Combat Series: v.3.0 Charts & Tables

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## Air Operations & General Use Tables

### 2.2 Outline Sequence of Play

#### I. Pre-Turn Phase

1. Weather Determination Segment
2. First Player Determination Segment

#### II. First Player, Player Turn

- A. Air Unit Return
- B. Air Unit Refit
- C. Reinforcement Phase
- D. Mode Determination and Movement  
Mode & Movement Segment  
Barrage Segment  
(Air & Ship only)
- E. Supply Phase
- F. Reaction  
Movement Segment  
Barrage Segment
- G. Combat  
Barrage Segment  
Combat Segment
- H. Exploitation  
Movement Segment  
Barrage Segment  
Combat Segment
- I. Clean Up

#### III. Second Player, Player Turn

Repeat the steps of the first player with the roles of phasing and non-phasing player reversed.

#### IV. Turn End Phase

### 4.2b Order of Stacking

- A. Active air units (when on map).
- B. Hedgehogs, Mode Markers, HQs, Combat Units, Ships and Landing Craft
- C. Supplies, Transport Points
- D. Airbases, Railhead, Rail Interdiction & Damage Markers.
- E. Inactive Air Units.

### 4.10 Transportation Equivalents

- If the Move Mode MA of the unit is 6 or less, then each RE costs 2T of capacity. All other units cost 1 SP per RE.
- Rail transport done exclusively on multi-track lines costs 1/2 of normal rail cap cost for the load involved.
- Rail transport done along exclusively single-track lines or a combination of single- and multi-track lines costs the normal rail cap.
- Rail transport done through one or more Rail Interdiction hexes costs double what it would have without going through them.

### 14.6c Air to Air Combat Table

Modified

Dice Roll	Result
5 or less	Attacker Abort
6-8	Both Sides Abort
9 or more	Defender Abort

#### Modifiers:

Add the Attacker's air to air rating  
Subtract the Defender's air to air rating  
+1 to side using Advantage, See 14.6d.  
-1 if on Interdiction, **OR** (optional 21.4) 1/2 range or more  
+1 if F-type air unit over its own air base/strip or carrier

Third Die: 1-5: No Effect,  
6: Step Loss from Aborting Air Unit(s)

### 10.0j Air Unit Reduction Table

Given that an air base with air units *has* been attacked using the Barrage vs. Facility Table *and* a result of AB or better *was* obtained, roll one die for each air unit at the base. Roll for both active and inactive air units in the same way.

Die	Result
1-4	No Effect
5-6	Reduce Air Unit (Destroy if already reduced.)

### 9.15e Air Base Capture & Air Unit Reduction Table

If an air base has been captured by enemy ground units, roll for each air unit separately below. After rolling and taking any losses, remaining air units must displace to another base and become inactive there.

Two Dice		
Active	Inactive	Result
4 or less	6 or less	Air Unit Step Loss
5+	7+	No Effect

+2 if Air Base capture as a result of an advance after combat (9.12c) into that hex or in self-inflicted rolls (9.15e, part 2).

### Summary of Air Unit Movement and Functions

Unit	Move up to max range to attack targets or Interdict <sup>1,3</sup>	Return in Return Phase?	Execute Barrage Attack? <sup>2</sup>
Active at a friendly base	Yes	No	No
Active (elsewhere)	No	Yes	Yes
Inactive	No	No	No

#### Notes:

- <sup>1</sup>—Allowed in Movement, Reaction, and Exploitation Phases for the appropriate player.
- <sup>2</sup>—Allowed in the Movement, Reaction, Combat, and Exploitation Phases for the appropriate player
- <sup>3</sup>—No Interdiction at 1/2 range or more.

Phase	Move up to Range
Movement	Phasing A/C
Reaction	Non-Phasing A/C
Combat	None
Exploitation	Phasing A/C

### 14.11a Air Transport Success Table

Hex Status	Terrain Type	Drop Method	Failure	Success
Friendly Hex	Clear	Glider	2-3	4+
		Paradrop	2-4	5+
	Closed	Glider	2-4	5+
		Paradrop	2-5	6+
Enemy Hex	Clear	Glider	2-4	5+
		Paradrop	2-5	6+
	Closed	Glider	2-5	6+
		Paradrop	2-6	7+

**Hex Status:** "Friendly" is any hex **occupied** by a friendly unit at the beginning of the current phase, otherwise the hex is "Enemy".  
**Terrain Type:** "Clear" is Open terrain, Open with a Village, OR any hex with an airfield, otherwise the hex is "Closed".

#### Modifiers:

Allied Air Drops, ETO 1944 or earlier: -1  
Soviet Air Drops (any time): -1