

OCS 101 – Air Missions
From Sicily 2
by Chip Saltsman



The recent OCS game, Sicily II, is excellent for demonstrating all the various types of Air Missions. Both sides have substantial air forces. The ruleset in use is the OCS version 4.3 rules.

The scenario we will use is Operation Husky (Scenario 5). It lays out the historical Allied landing positions so players can jump into the campaign quickly. Planning these invasions can take some time! This article will cover Game Turn 1 (10 July 1943) and feature at least one of every type of Air Mission you will encounter in OCS. I am not necessarily using ideal tactics for this reason.

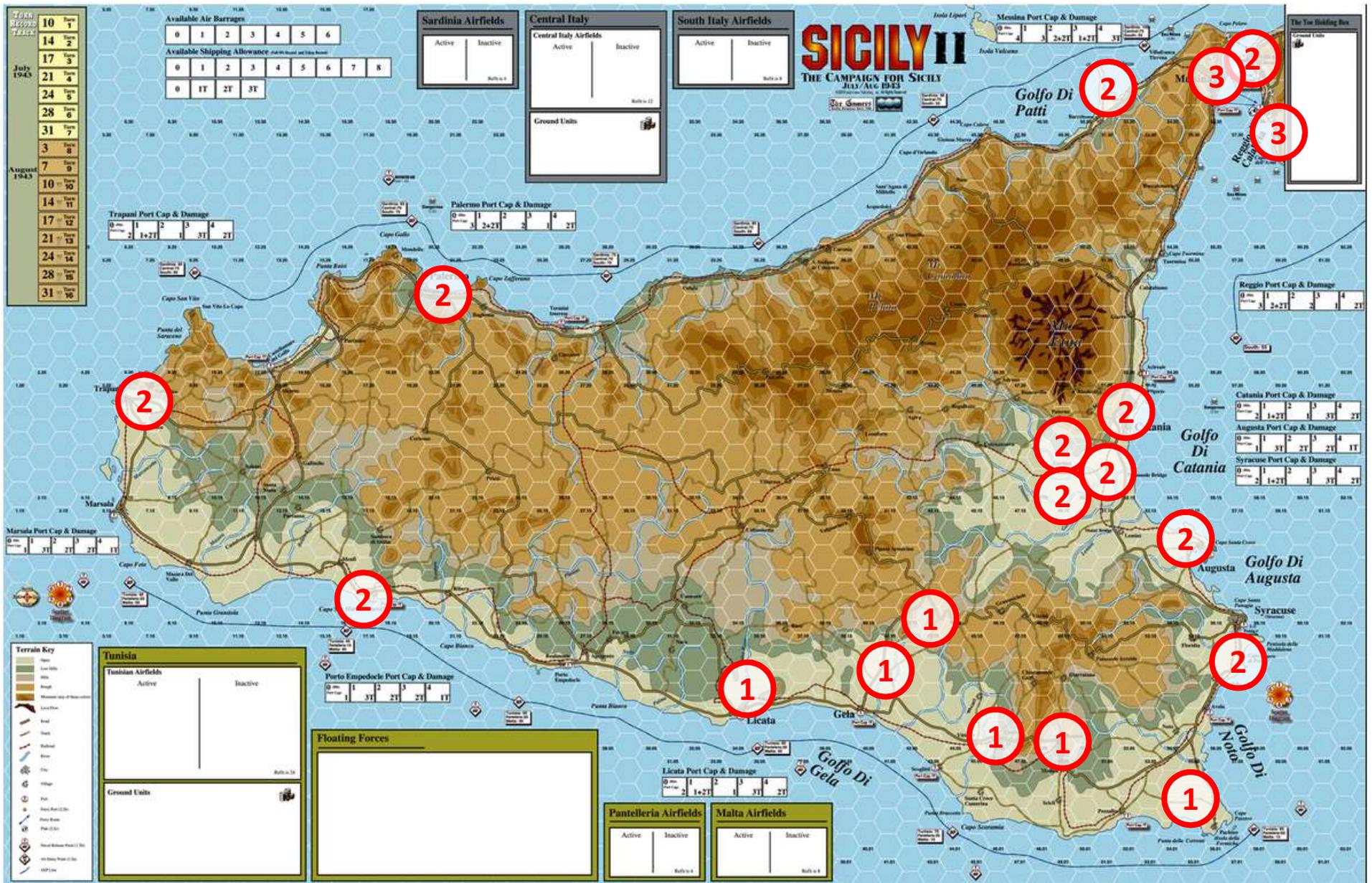
Where can I find a detailed example of . . . There are multiple examples of most missions throughout this document. Generally the first instance has the most detailed examples, subsequent ones are more shorthand.

Where can I find a detailed example of . . .

- Air Drop – pages 13-14
- Air Transportation of SP
- Air Transportation of Units
- Air Unit Refit – page 30
- Barrage versus Air Bases – page 22
- Barrage versus Ports – pages 20-21
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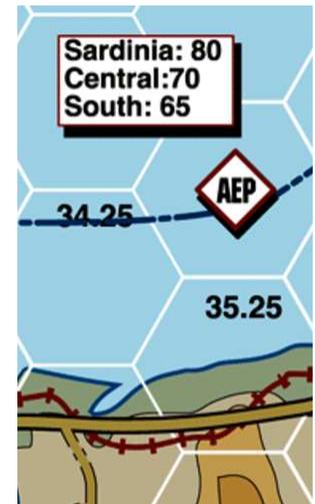
- One page Air Mission summary – page 47





Marked in this image are the on-map Air Bases at game start (the number is Air Base Level). There are Level 1 Air Bases in the southeast corner of the island, where the Allies are planning to land. The area around Catania has a dense concentration of Level 2 Air Bases. And the Air Bases on the Straits of Messina (northeast corner) all have additional Flak, which means that losses from Air Barrage mission against these hexes is very likely. There are a few bases in the western half of the map and none in the island's interior. Over the course of a campaign the Allies can construct four additional Air Bases, and both sides can increase the Level of existing Bases (restrictions per Sicily 2 1.3).

<h3>Sardinia Airfields</h3> <table border="1"> <tr> <td>Active</td> <td>Inactive</td> </tr> <tr> <td colspan="2">Refit is 4</td> </tr> </table>	Active	Inactive	Refit is 4		<h3>Central Italy</h3> <table border="1"> <tr> <td colspan="2">Central Italy Airfields</td> </tr> <tr> <td>Active</td> <td>Inactive</td> </tr> <tr> <td colspan="2">Refit is 12</td> </tr> <tr> <td colspan="2">Ground Units </td> </tr> </table>	Central Italy Airfields		Active	Inactive	Refit is 12		Ground Units 		<h3>South Italy Airfields</h3> <table border="1"> <tr> <td>Active</td> <td>Inactive</td> </tr> <tr> <td colspan="2">Refit is 8</td> </tr> </table>	Active	Inactive	Refit is 8	
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<h3>Tunisia</h3> <table border="1"> <tr> <td colspan="2">Tunisian Airfields</td> </tr> <tr> <td>Active</td> <td>Inactive</td> </tr> <tr> <td colspan="2">Refit is 24</td> </tr> <tr> <td colspan="2">Ground Units </td> </tr> </table>	Tunisian Airfields		Active	Inactive	Refit is 24		Ground Units 	
Tunisian Airfields								
Active	Inactive							
Refit is 24								
Ground Units 								

Each side in Sicily 2 has several Off-Map Air Bases. The largest for each also contains unlimited SP (the ones with little supply icons), which will need to be transported to the map, and may also have ground units. Air units in Off-Map Air Bases are not subject to Fighter Sweeps, may not be Air Barraged, and do not cost SP to refit. On the other hand, they are far removed from the island, and enter the map via Air Entry Points (AEP). Shorter-range aircraft are not as effective when based off-map.

AEP list the range from the diamond symbol to the Off-Map boxes. They are spread around the map.

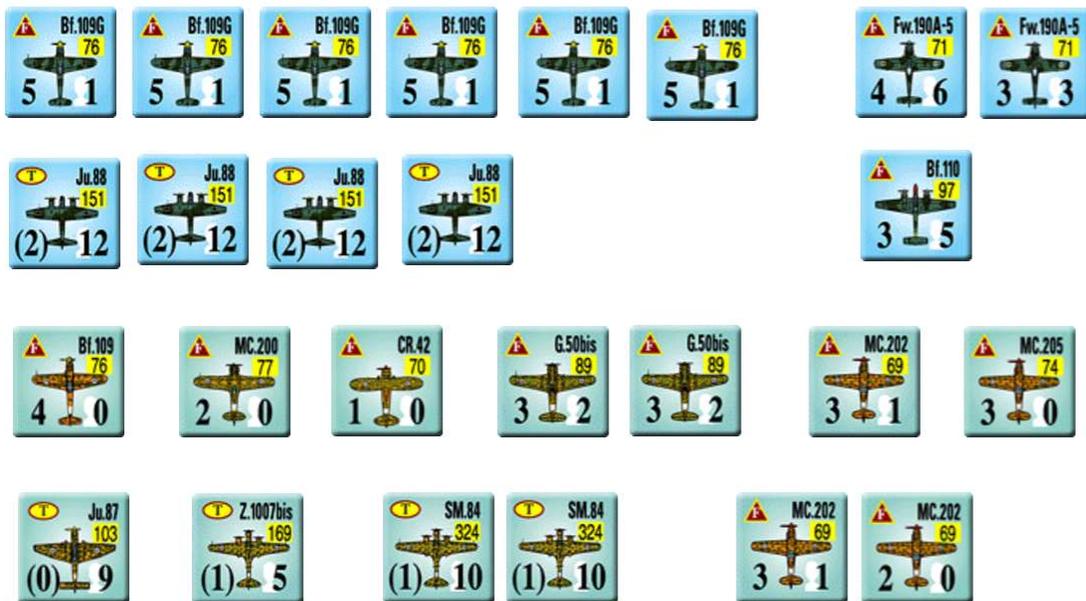
<h3>Pantelleria Airfields</h3> <table border="1"> <tr> <td>Active</td> <td>Inactive</td> </tr> <tr> <td colspan="2">Refit is 4</td> </tr> </table>	Active	Inactive	Refit is 4		<h3>Malta Airfields</h3> <table border="1"> <tr> <td>Active</td> <td>Inactive</td> </tr> <tr> <td colspan="2">Refit is 8</td> </tr> </table>	Active	Inactive	Refit is 8	
Active	Inactive								
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Active	Inactive								
Refit is 8									





Allied Air Units: 18 fighters (all 4's and 5's), 3 fighter-bombers, 15 bombers, 9 strategic bombers, and 6T of Transport capacity.

Axis Air Units: 15 fighters (only 7 are 4's and 5's), 3 fighter-bombers, 8 bombers (plus 4 arriving their player turn), and 6T of Transport capacity. The Allies have a stronger air force, but not by a wide margin. During Turn 1, Axis planes will be able to refit at the start of their Player Turn.



Arrive Axis Game Turn 1

Game Specific Rules: There are several rules we need to take into account:

- The Allies can build up to 4 new Air Bases on the map. The Axis cannot build any.
- The Allies start with 27 Air Units in Tunisia, but the refit is 24. They will need to carefully watch this.
- Axis “factions” are German and Italian. Any Air Mission must comprise units from the same faction, except for Transport Missions (Sicily 2 1.8b), and spotters must be from the same faction.
- Each side rolls a die during the weather phase to determine how many Ground Support (Air Barrage of enemy ground units) they can conduct this turn (1.9a, and the scenario setup specified on the first turn the Axis may conduct 2 of these missions and the Allies 4.)
- Allied On-Map Air Bases may only refit 1 unit per turn (1.9b)
- The weather is always nice—no Weather rolls needed.
- Allied Strategic Bombers may only conduct Barrages that are resolved on the Barrage vs. Facilities table (1.9c).
- Per the Scenario Setup (Sicily 2 Scenario 5) after the setup is complete, the Axis player rolls a die for the Luftwaffe and one for the Italian Air Units. That is the number of air units that are Active at game start.
- Sicily II uses Air Entry Points (AEP’s). These are covered in Sicily 2 1.6a, which basically says they represent the range to the various off-map boxes and are the locations where air units enter/exit the map when traveling to/from these boxes.

Some Air Basics

- Air Units are housed at Air Bases, and execute Air Missions to hexes within range.
- Air Bases can be Level 1, 2 or 3. Some games have Air Strips
- A maximum of four Air Units plus the Base level can be Active at an Air Base (OCS 14.2a). Any number of Inactive Air units can stack at an Air Base.
- Air Units are either Active or Inactive. They become Active in the Aircraft Refit Phase and can stay Active indefinitely until one of the following happens:
 - They conduct a Mission (except Fighters conducting a successful Interception or a Base Transfer within normal(printed) range remain Active, per OCS 14.1c)
 - They are forced to go Inactive as a result of combat
 - They voluntarily Abort from Air Combat (OCS 14.3d).
- Any number of non-Barrage Missions can be conducted in a hex during a Phase. Only one Barrage mission is allowed (OCS 14.2e)
- Air unit counters have two steps. One step loss flips the unit to a reduced strength side, and the second step loss eliminates it.
- A maximum of four Air units can execute a mission together (exception: Fighter Sweep).
- Air Missions are conducted sequentially, with each finishing before the next begins.
- “Range” is the distance to the target hex, NOT a total number of hexes flown.



Sardinia Airfields

Active	Inactive
SMH (1) → 10	SMH (1) → 5 (1) → 10 Refit is 4

Central Italy

Central Italy Airfields

Active	Inactive
AIH (2) → 12 (2) → 12	AIH (2) → 12 (2) → 12

South Italy Airfields

Active	Inactive
G500a (3) → 2 (3) → 2 G500a (3) → 2	CR42 (1) → 0 (1) → 0 Fw 190A-5 (3) → 3 (3) → 3 Bf 109 (3) → 5 (3) → 5 Refit is 8

MC 205 (3) → 0 MC 202 (1) → 3
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MC 202 (0) → 6 (1) → 3 (3) → 2

Fw 190A-5 (4) → 6

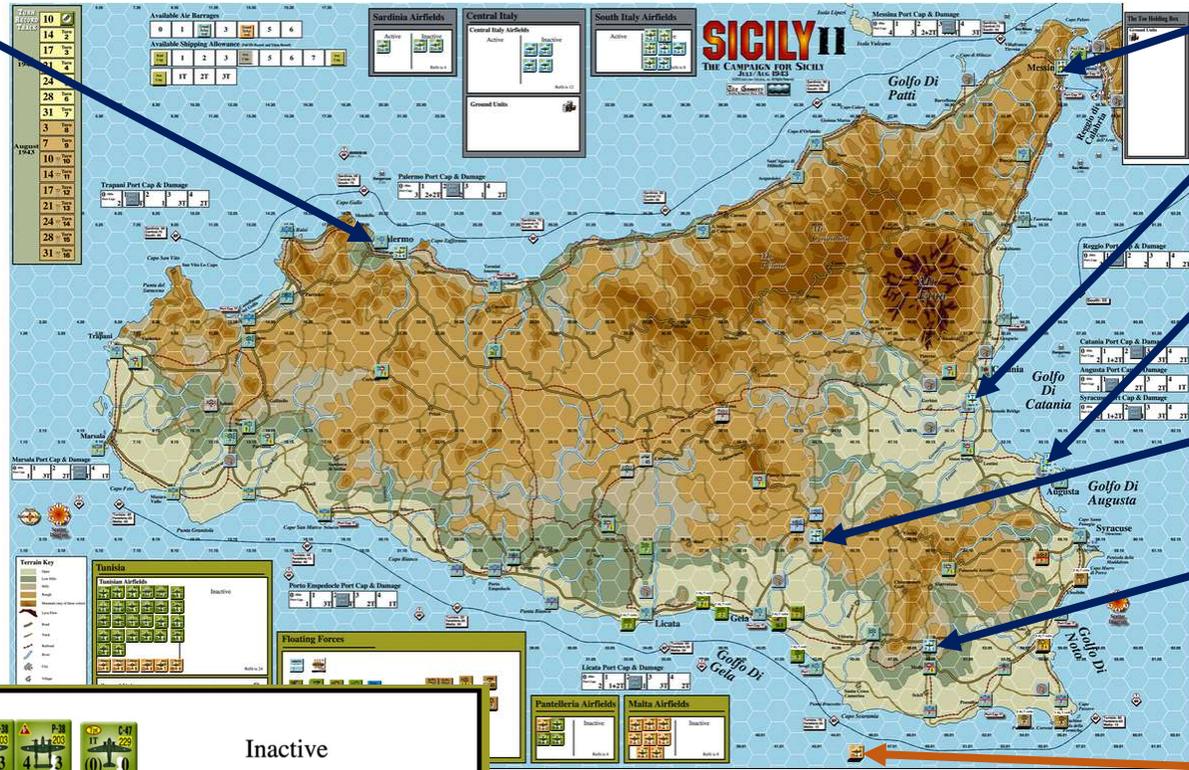
Bf 109G (1) → 5 (1) → 5

Bf 109G (5) → 1 (5) → 1

Bf 109G (5) → 1 Bf 109 (4) → 0

CV-1 (4) → 1 (3) → 4	CV-1 (3) → 4 CV-F (4) → 1 (3) → 4
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Air units at game start. On-map Inactive Air units are positioned upside down.



Tunisian Airfields

Inactive	
P-40 (4) → 3 SpH V (5) → 1 (5) → 1 P-38 (4) → 3 (4) → 3 C-47 (0) → 0	A-36 (4) → 10 (4) → 10 B-26 (3) → 7 (3) → 7 (3) → 17 (3) → 17 (2) → 14 (2) → 14 (2) → 6 (2) → 6 (2) → 6 (2) → 6 (2) → 6 (2) → 6 C-47 (0) → 0 (0) → 0 (0) → 0 Wellington (1) → 8 (1) → 8 (1) → 8 Baltimore (2) → 4 Boston (3) → 7 P-51 (0) → 0
Refit is 24	

Pantelleria Airfields

Inactive	
North (3) → 12 P-40 (4) → 3 (4) → 3	Inactive Refit is 4

Malta Airfields

Inactive	
SpH V (5) → 1 (5) → 1 (5) → 1 (5) → 1 (5) → 1 P-40 (4) → 3 (4) → 3	Inactive Refit is 8

Time:

- OCS represents both time and momentum (the way one side manages to get more done than the other) by the two mechanisms of the Sequence of Play and the Initiative process. Since we have one Player Turn, we can't illustrate Initiative in this play example (but it is a really important concept).
- The Sequence of Play allows a player to layer a series of attacks and operations that build upon one another. An important part of learning the OCS is understanding how to use this to best advantage.
- Each Phase, and each Segment within a Phase, must be followed in strict order.

Your opponent may perform Fighter Sweeps, Hip Shoots, Air Transportation, Air Drop and Base Transfer Missions in the Reaction Phase Movement Segment.

Your opponent may perform Air Barrage and Trainbusting Missions in this Barrage Segment.

- Complete each Air Mission before starting the next one.
- Wise players keep a "reserve" of Active Air units for Interception missions, to project Patrol Zones, and to Air Barrage enemy activity in the Reaction Phase. It is quite possible to use Fighter Sweeps to "take down" all your opponent's aircraft during the Reaction Phase, giving you several undisturbed opportunities to inflict mayhem.

Outline Sequence of Play (2.2)	
I. Pre-Turn Phase	
1. Weather Determination Segment	
2. First Player Determination Segment	
II. First Player, Player Turn	
A. Aircraft Refit Phase	
B. Reinforcement Phase	
C. Movement Phase	
	Breakout Segment
	Mode & Movement Segment
	Barrage Segment (air & ship only)
D. Supply Phase	
E. Reaction Phase	
	Movement Segment
	Barrage Segment
F. Combat Phase	
	Barrage Segment (artillery only)
	Combat Segment
G. Exploitation Phase	
	Movement Segment
	Barrage Segment
	Combat Segment
H. Clean Up Phase	
III. Second Player, Player Turn	
Repeat the steps of the first player with the roles reversed.	
IV. Turn End Phase	

Spend 1T per Airbase to bring units Active. Note this happens before the Reinforcement Phase, so the supply needs to be in place the turn prior. Some weather, Off-Map or game-specific rules may apply. You are not required to make units Active. Air Drops are planned in this Phase, two turns ahead.

Conduct Fighter Sweeps, Hip Shoots, Air Transportation, Air Drop and Base Transfer Missions in the Mode & Movement Segment.

Conduct Air Barrage and Trainbusting Missions in the Barrage Segment.

Air Units that are Active may conduct Fighter Sweeps, Hip Shoots, Air Transportation, Air Drop and Base Transfer Missions in the Exploitation Phase Movement Segment.

Air Units that are Active may conduct Air Barrage and Trainbusting Missions in the Exploitation Phase Barrage Segment.

Movement Phase – Mode Determination & Movement Segment, continued. OK, game start. Now what?

Pre-Game Setup:

- Port Damage (1.10a) yields about as expected, but 3 hits on Messina.
- The “Available Air Barrages” are two for the Axis player and four for the Allies (per scenario setup)
- The German roll for air unit availability is three and the player chooses three of his Bf.109G Fighters as Active. The Italian roll is three, so he selects the two best Italian fighters on the map, and an off-map bomber that may be able to sneak in for a mission.

Axis Goals for this turn:

- Force the Allies to fight as many fighters as possible during landing.
- Damage a ship
- Support a counterattack against the Allied landing areas

Allied Goals for this turn:

- Conduct landings safely, particularly the air drops
- Delay an Axis counterattack against the American beachheads
- Destroy Axis air steps
- Get a fighter umbrella over the fleet and landing forces as quickly as possible.

Aircraft Refit Phase:

- All Allied aircraft are Active at game start, so there is no refit activity that needs to take place.
- This is when Air Drop plans would be written, but they are not required in this game (Sicily 2 3.3b)

The Tactical Situation:

- The Allied player can see the topmost Active Axis plane in a hex per Fog of War rules (OCS 4.9a). There are Bf-109G with 5 Air Combat ratings visible at two Air Bases, 43.11 and 49.06. There is an Italian MC.205 with a single step and a 3 Air Combat rating near Palermo (hex 21.24).

Fighter Sweeps (OCS 14.6):

- Fighter Sweep mechanics come from a combination of rules:
 - OCS 14.1a states that "Active Aircraft in a friendly Air Base hex can remain Active indefinitely."
 - So the enemy's Active Fighters have to be made Inactive. OCS 14.1c states the two ways Air Units become Inactive: they either conduct a mission as a "mission aircraft" or they Abort from Air Combat.
 - The Fighter Sweep is kind of a construct from these rules: Fly a fighter to a hex with an Active enemy fighter (by definition, an Air Base), and per OCS 14.3 "When both players have Active planes in a hex, Air Combat is resolved immediately." So your sweepers go out and provoke a fight, hoping to "knock down" (render Inactive) the enemy.
- Fighter Sweeps are conducted during any Movement Segment (during the Movement, Reaction or Exploit Phases).
- Move a Fighter to a hex with Active enemy aircraft and engage in Air Combat.
- Win or lose, the mission aircraft is aborted to an Air Base within range when combat concludes.
- A hex can be the target of any number of Fighter Sweeps in the same Segment.
- Fighter Sweeps cannot be Intercepted and are not subject to Flak (Air Combat is complete before these steps of the Air Mission Sequence).

Movement Phase – Mode Determination & Movement Segment, continued.

There is a 5-rated German Bf.109G in 43.11 that needs attention. The Allied player uses another Commonwealth Spit.V for this next mission, as there are 6 of them versus two American ones.

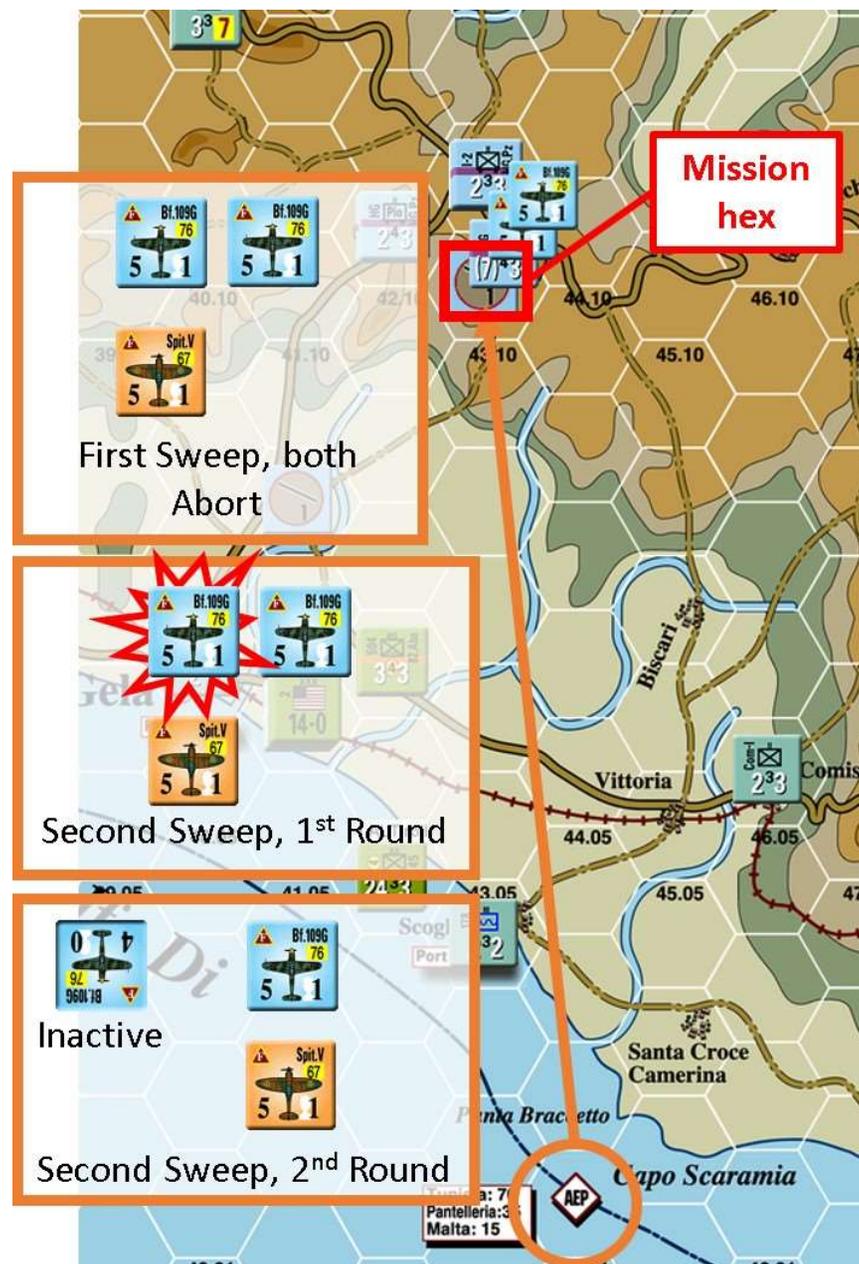
Follow the Air Mission Sequence (OCS 14.2f):

We can do this Fighter Sweep in “shorthand”:

- A. **Mission type.** The Allied player declares he is conducting a Fighter Sweep.
- B. **Move Aircraft.** He moves a Spit.V from Malta to the AEP in 44.02 (15 hexes), and then a further 9 hexes to 43.11, the Mission hex.
- C. **Enemy aircraft present?** There are two Active Axis Aircraft in 43.11, so Air Combat is immediately resolved:
 - A. The Axis player has two Active aircraft, both 5-strength Bf.109G’s. Neither voluntarily aborts. The Allied player hits his Spit.V.
 - B. The combat will be between one of the Bf.109G’s and the Spit.V
 - C. The attacker rolls three dice for a result of 2,4,3. The combat result is 6 and the Air Combat ratings cancel each other out. Per the Air Combat Table, the attacker aborts, but the “3” means it does not take a step loss.
 - D. The Spit.V returns to Malta and is placed in the Inactive part of the off map box. The Axis planes remain Active.

Let’s try that again. Another Spit.V from Malta flies the same Fighter Sweep on 43.11. This time the combat roll is 3, 6, 5. The adjusted result is 9, for a “Defender Aborts”. The 5 means that any aborting aircraft take a step loss. The Bf.109G flips to its 1-step side and goes Inactive at its Air Base (43.11).

Because there are still Active aircraft from both sides present in the hex, there is a second round of Air Combat. In this case, it is between the Allied Spit.V and the second Bf.109G. The combat roll is 4,3,1, causing both units to abort without losses. The Allied aircraft returns to Malta and goes Inactive. The Axis unit goes Inactive at 43.11.



Movement Phase – Mode Determination & Movement Segment – Fighter Sweep Example

There is one Active Axis fighter remaining at 49.06. The Allied player doesn't wish to use his 5-rated Fighters to take it out, as he plans to transfer them to on-map Air Bases.

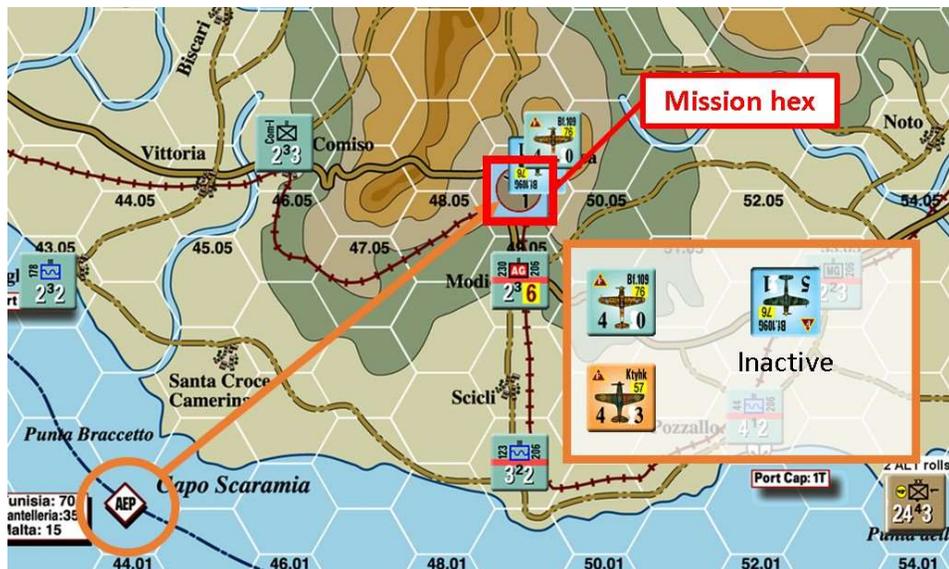
Follow the Air Mission Sequence (OCS 14.2f):

This time the Allied Player uses one of the Ktyhk (Kittyhawk) Fighters based on Malta.

- A. **Mission type.** The Allied player declares he is conducting a Fighter Sweep.
- B. **Move Aircraft.** He moves a Ktyhk from Malta to the AEP in 44.02 (15 hexes), and then a further 6 hexes to 49.06, the Mission hex.
- C. **Enemy aircraft present?** The Active Axis Aircraft in 49.06 is the Italian Bf.109, so Air Combat is immediately resolved. Both aircraft have a 4 Air Combat rating. The die roll is 6,2,2, resulting in a "Defender Abort" with no losses. The Ktyhk returns to Malta and goes Inactive. The Bf.109 goes Inactive at 49.06.

A Few Notes:

- I have been referring to the "Air Combat Rating", per OCS 3.5. In the diagram on Page 4 of the v4.3 rule book it is called an "Air to Air Rating". That may be a holdover from an earlier version of the OCS rules, so I will call it an Air Combat Rating.
- Keep in mind that a turn is 3-4 days long, so an "Air Mission" represents more than one bombing run or strafing pass. It comprises multiple days of focused activity.
- Per OCS 14.1a, aircraft stacked under the Air Base markers are Inactive, and the ones stacked on top are Active. Some players just lay these next to the hex for convenience, with the Active aircraft pointing one direction and Inactive another. Use whatever method suits your style of play (and is OK with your opponent).



Taking Stock:

It required four Allied fighters to "knock down" the four Axis Fighters which were projecting Patrol Zones over the invasion areas. The Air Combat Ratings were all equal, so that was a reasonable result. Sometimes you can have a particularly stubborn enemy fighter that holds off multiple Fighter Sweeps. A defensive ideal is to have multiple, interlocking Patrol Zones that cover key operational parts of the map, but that isn't always possible.

The next activity is to get the Allied paratroopers on the ground.

Movement Phase – Mode Determination & Movement Segment, continued.

Let's review the particular rules regarding Air Drop missions.

Air Drops (OCS 14.10):

- Air Drops are a special form of Air Transportation (OCS 14.9) that does not require a friendly Air Base at the destination. Some of the cargo may be destroyed in the attempt. The pertinent Air Transportation rules for Air Drops are:
 - Transport aircraft have a printed transport capacity. They can carry any amount up to that capacity and several aircraft can combine their capacity to carry cargo (OCS 14.9a).
 - Cargo can be SP or Combat units that are in Move Mode and have less than 10 MA on their Move Mode side (OCS 14.9c).
 - Transport capacity is doubled if the aircraft flies half its range or less to and from the mission hex (OCS 14.9e).
- Specific Air Drop rules include:
 - Only SP and units with the “para” symbol may Air Drop, though any unit which can be transported can land via glider.
 - An Air Drop of Combat units may only take place in the Movement Phase and requires a Drop Plan. The Drop Plan must be written two turns in advance or before game start, listing which units will drop on what hexes. A unit can only be on one Drop Plan at a time (OCS 14.10b). The Drop can be delayed by a turn or cancelled, which frees up the units to be on a new plan (OCS 14.10c).
 - Supply drops do not need prior planning and can take place in any phase (OCS 14.10b)
 - Use the Air Transport Success Table to determine success of the Drop. Air Drop finishes the units movement.
- Some Transport aircraft in Sicily 2 have Integral Gliders (OCS 14.10f). These add to the aircraft's transport capacity and make them exempt from base unloading limitations, but don't have other major effects (there is a note about Case Blue in the rule).

Sicily 2 Game Specific Rules for Air Drops (Sicily 2 3.3):

- The Allied player is required to drop at least 5 BG from EACH Airborne Division during the first two turns, or that Airborne Division is removed from the game. The first two turns are the only time when Allied Air Drops are allowed.
- Allied Air Drops are subject to scatter, per Sicily 2 3.3e.
- The Allied player does not need to plan Air Drops.
- Air-dropped units are allowed to “attack empties” on the turn they land (OCS 21.8c covers this procedure).
- The Axis player may Air Drop SP, but not units (Sicily 2 2.3b).

Gliders (OCS 14.10e):

Sicily 2 does not have separate glider counters. These are covered in OCS 14.10e, and have some special properties:

- Gliders are generic “change” units, like Trucks. They have an increased success of landing during Air Drop missions, and can carry a wider range of cargo.
- Gliders increase the capacity of Transport aircraft. They may only move when part of an Air Transport or Air Drop mission.
- A full-strength Transport plane of any capacity can tow one Glider Point.
 - The capacity of the combination is 2T, all of which is considered to be on the Glider, at normal range.
 - A Transport plane that doubles its capacity by flying half range or less can carry either 4T with two Glider Points (all cargo being on the Glider) or carry 2T in one Glider Point as well as its printed capacity for a paradrop.
- Cargo on Gliders does not count against off-loading limits during Air Transport missions.
- Gliders do not check for Flak separately, but their tow aircraft do.

Movement Phase – Mode Determination & Movement Segment – Air Drop Example

Sicily 2's Scenario 5 represents the historical landings. The Air Drops for the first turn are pre-determined, which saves a LOT of planning time.

Air Drop on 42.07:

Each Allied Airborne BG is 1 RE in size (Sicily 2 1.7c). Normally, a unit's "Transportation Equivalent" is the same as its RE size, but units with Leg MA of 1 to 6 on their Move Mode side have their transportation equivalent halved (OCS 4.7b). Thus each Airborne BG requires 2T of transportation capacity. The five Allied transport aircraft are each 1T, but can double their capacity at half-range or less (nearly all of Sicily).

- A. **Mission type.** The Allied player declares he is conducting an Air Drop.
- B. **Move Aircraft.** He moves two C-47's and one C-47+Gldr from Tunisia to the AEP in 35.06 (60 hexes), and then a further 7 hexes to 42.07, the Mission hex. 67 hexes is less than half their range of 229 hexes, so they can carry double transport capacity.
- C. **Enemy aircraft present?** There are no Active Axis Aircraft in the mission hex, so no Air Combat is triggered.
- D. **Interception.** There are no Active Axis Fighters within 10 hexes, so no Interception.
- E. **Flak.** Per OCS 14.4a, Air Drops are only subject to Flak if the mission hex is in an enemy Patrol Zone. Steps D & E are why we conducted our Fighter Sweeps first!
- F. **Resolve the Mission.** The three units conduct their drops:
 1. 504/82 Abn scatters to 42.07 (the mission hex). Scatter is covered in Sicily 2 3.3e. Units which scatter back to the mission hex get a +1 modifier on the Air Transport Success Table (on the "Air" page of the Charts & Tables). This unit landed from the C-47+ Gldr, so it uses the Enemy hex, Clear Terrain, Glider row, which yields success on a 5 or more (2 dice). There is a -1 DRM for Allied Air Drops on or before August 1944 and the +1 "lucky" scatter roll DRM. The roll is a 7, modified to a 7, for a successful landing. (The terrain is "Open" per the Sicily II TEC, which is the same as "Clear" on the Air Transport Success Table).

2. 505/82 Abn scatters to 41.04. This is an all-sea hex, so the unit is destroyed (Sicily 2 3.3e).
3. 505/82 Abn (yes, it has the same designation as the previous unit). This unit scatters to 41.09, which is Open terrain with an enemy Air Base. Same line on the Air Transport Success Table, with the -1 DRM for Allies prior to August 1944, and with a roll of 10 the unit make a successful landing. This unit has landed on an enemy non-combat unit (which includes Ports, Air Bases, SP's, Hedgehogs and Transport Points). In this situation, OCS 14.10d refers us to "the relevant part" of OCS 9.14, which is 9.14f, capturing Air Bases. The Air Base becomes friendly, can be used immediately, and had their been any Axis air units present they would have had to roll on the Air Base Capture Table.
- G. **Return to base.** The three Transport aircraft return to Tunisia and go inactive.



Movement Phase – Mode Determination & Movement Segment – Air Drop Example

Let's turn to the Commonwealth Air Drop.

Air Drop on 55.10:

- A. **Mission type.** The Allied player declares he is conducting an Air Drop.
- B. **Move Aircraft.** He moves one C-47+Gldr and one Hfax+Gldr from Tunisia to the AEP in 44.02 (70 hexes), and then a further 13 hexes to 55.10, the Mission hex. 83 hexes is less than half their range, so they carry double their transport capacity.
- C. **Enemy aircraft present?** There are no Active Axis Aircraft in the mission hex, so no Air Combat is triggered.
- D. **Interception.** There are no Active Axis Fighters within 10 hexes, so no Interception.
- E. **Flak.** No Patrol Zone means no flak for Air Drop missions.

F. Resolve the Mission. The two units conduct their drops:

1. Gldr/1.Abn scatters to 53.10. This unit landed from the C-47+ Gldr, so it uses the Enemy hex, Closed Terrain, Glider row, which yields success on a 6 or more (2 dice). There is a -1 DRM for Allied Air Drops on or before August 1944. The roll is a 3, modified to a 2, for a Failure. The unit is destroyed.
2. Gldr/1.Abn scatters to 56.10. This unit landed from the Hfax+Gldr, so it uses the Enemy hex, Open Terrain, Glider row, which yields success on a 6 or more. The roll is a 9, modified to a 8, for Success.

G. Return to base. The three Transport aircraft return to Tunisia and go inactive.



Movement Phase – Mode Determination & Movement Segment – Non-Air Movement

The Allied player now elects to move all his Naval forces. After all LC have moved, they conduct ALT rolls, using the Amphibious Landing Table (on the last page of the game specific rules). This is pretty successful—all units land successfully except for an American landing at 41.07, where a “Mixed” result destroys 2 Landing Craft, DG-ing an Armor and an Engineer unit and destroying the 2T of SP that they were also carrying. Units which land using an ALT roll can then move ½ MA, and DUKW’s can move their remaining MA (18.4e). SP must stay on an LC, as SP cannot land via an ALT roll. Some other items:

- The Naval units (destroyers, cruisers and aircraft carriers) move into supporting positions. Aircraft carriers are moveable Air Bases, and each has a 4 Air Combat rated fighter that projects a Patrol Zone, one from 40.06 and one from 57.08.
- The yellow circle marks a planned Air Barrage of Axis units. The Allied player is limited to two “Ground Support” Air Barrage missions on Turn One (Sicily 2 1.9a) so he will save one if needed for his Reaction phase during the Axis Player Turn.
- The four red circles are Air Bases that have been captured by the Allies during Movement. These need Fighters to provide Patrol Zones, BUT Sicily 2 1.9b limits the refit to the Air Base level. If we pile aircraft into these bases and too many become Inactive, they may be stuck.

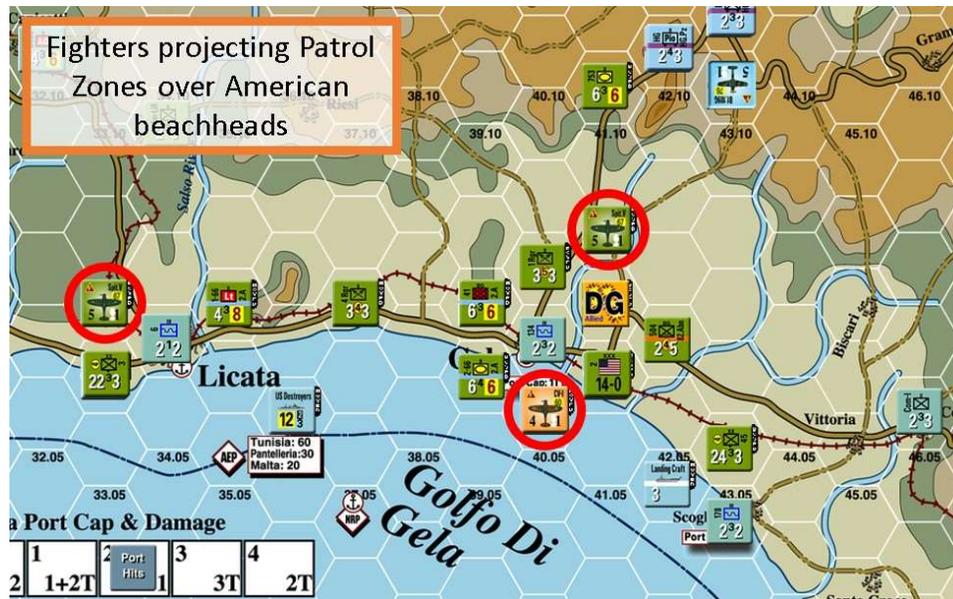


Movement Phase – Mode Determination & Movement Segment – Base Transfer Example

Time to get Fighter coverage over the Allied beachheads.

Base Transfer Missions:

- A Base Transfer Mission is mechanism to move aircraft from one Base to another without performing any other functions. Aircraft can double their range when moving from base to base (OCS 14.11).
- In most cases, since aircraft go Inactive after missions (including Base Transfer), it makes sense to do something other than a Base Transfer and fly on to the new base. However, Fighters which perform a Base Transfer within normal range stay Active. Fighters are identified by an “F” unit type inside a red triangle on the top left of the unit counter.
- A Base Transfer mission is only subject to Flak if the mission hex (the Air Base they are transferring to) is in a Patrol Zone (OCS 14.4a).



Follow the Air Mission Sequence (OCS 14.2f):

These missions are simple, but always follow the mission sequence until it is second nature!

- Mission type.** The Allied player declares he is conducting a Base Transfer.
- Move Aircraft.** He moves his American Spit.V from Tunisia to the AEP in 35.06 (60 hexes), and then a further 6 hexes to 49.06, the Mission hex. The aircraft range is 67 and this is 66 hexes, which is just barely within normal range.
- Enemy aircraft present?** There are no Active enemy aircraft in the hex, so no Air Combat.
- Interception.** No Active enemy fighters are within 10 hexes.
- Flak.** No Patrol Zone, so no Flak.
- Resolve the Mission.** N/A.
- Return to base.** The aircraft is now at its new base, but stays Active per OCS 14.11.

That was straightforward, and here are the other Base Transfers:

- An American Spit.V from Tunisia Base Transfers to 30.08.
- A CW Spit.V from Malta Base Transfers to 55.04.
- Two CW Spit.V aircraft from Malta Base Transfer to 57.09.

The American beachheads now have three Patrol Zones over them and the Commonwealth beachheads have four. This concludes all the movement the Allied player wants to conduct in the Mode Determination and Movement Segment. Next is the Air & Ship Barrage Segment.

Movement Phase – Air & Naval Barrage Segment

When the Mode Determination & Movement Segment is complete, next comes the Air & Naval Barrage Segment.

Naval Barrage:

Ship counters appear in some OCS games (Korea, Sicily, Baltic Gap, Blitzkrieg Legend and abstractly in Reluctant Enemies). Sicily has the most Naval units by far. The Allied Naval power provides a huge Barrage capability (10 units with 12 or 18 Barrage Strength and don't need SP to fire) near the coast. The down side is that ships have big VP value—damaging several or sinking one is essentially worth 1 VP, maybe even enough to secure a win for the German player. Ships can Barrage once per turn, in any Barrage Segment, so the Allied player plans to have some available to fire in Reaction if needed. He does conduct several Naval Barrages (OCS 18.3).

- **Hex 34.06 (Licata):** 3 US Destroyers combine for a 36-point barrage, two left shifts (density and Very Close terrain) to the 12-16 column. Die roll is 5,5,6 for a 10 with a “kicker” but per the note on Ship-to-Shore Barrages (on the Barrage Table) the [1/2] result becomes a DG.
- **Hex 57.11 (Syracuse):** 3 Royal Navy Destroyers combine for a 36-point barrage, two left shifts (density and Very Close terrain) to the 12-16 column. Die roll is 5,3,6 for an 8 which is a DG.
- The US ships in 40.06 (a Cruiser and a Destroyer) don't fire in order to be available should the Axis counterattack near Gela.
- Two Royal Navy ships in 57.08 (also a Cruiser and a Destroyer) don't fire in order to be available should the Axis counterattack near Syracuse.

A hex may only be Barraged once per **Phase** (OCS 10.0e), so Barraging with Naval units precludes the same hex being Barraged by Air units until later.

Naval rules are found in OCS 18.0, and we will only cover the material relevant to this Air Mission article.

All about Flak (OCS 14.4):

- Some Missions are always subject to Flak: Barrage, Hip Shoot and Trainbusting.
- Some Missions are subject to Flak if conducted in a Patrol Zone: Air Transport, Air Drop and Base Transfer.
- Some Missions are never subject to Flak: Fighter Sweep, Interception, and non-mission activity (placing reinforcements, returning to base, etc.)
- A Flak hit (modified roll of 11 or more) causes the loss of 1 step from a mission aircraft (determined per the Flak chart on the Charts and Tables). See the list of DRM's to the Flak roll.
- Sicily 2 has a specific hexes with intrinsic Flak marked on the map, these provide an additional DRM (Sicily 2 2.2c).
- Cumulative Flak can get “ugly,” such as at hex 56.32. It has 2 points of intrinsic Flak (+2 DRM) and Level 3 Air Base (+3 DRM) and the Axis player often places an HQ there (+1 DRM). This would cause a step loss on a die roll of 5 or more!



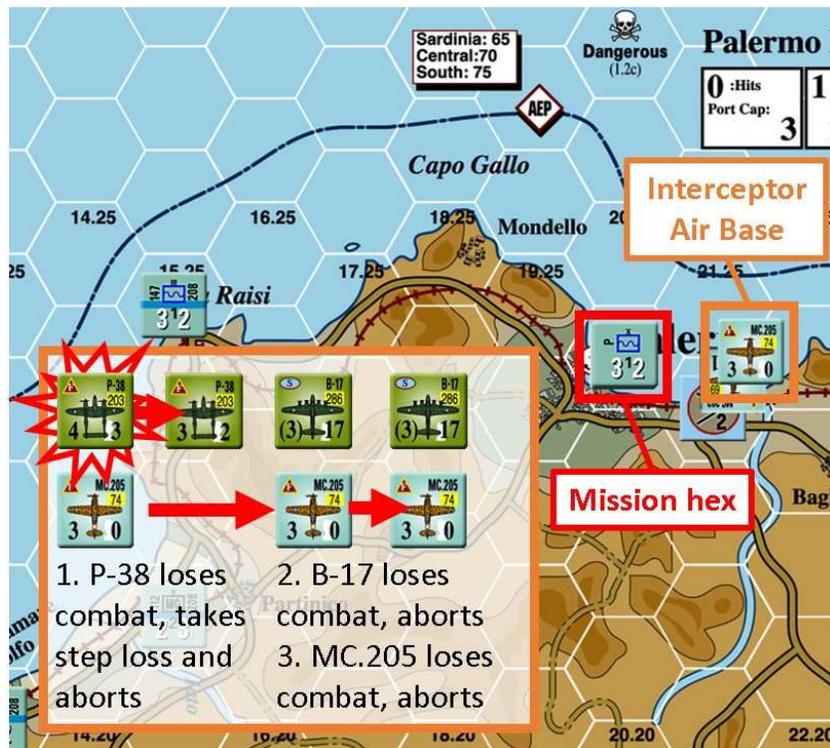
Axis units at Licata and Syracuse are DG'ed by Naval Barrage.



Movement Phase – Air & Naval Barrage Segment – Time for some Barrage missions! The Allied player wants to reduce Axis Port capacity, DG key Axis units, and destroy Axis aircraft on the ground.

Barrage Missions (OCS 14.7):

- Like other Air missions, an Air Barrage never costs supply (OCS 14.7a).
- Air Barrage cannot combine with Ships or Artillery (OCS 14.7a).
- These missions take place during Barrage Segments, and all mission aircraft become Inactive afterwards (OCS 14.7b).
- If all aircraft flew 10 hexes or less to the mission hex, there is a 1-right column shift (doesn't apply to Strategic Bombers), per OCS 14.7c.
- Barrages against enemy Combat units are resolved on the Barrage Table (OCS 10.0a). Barrages against infrastructure (Ports, Air Bases, and Trainbusting) are resolved on the Barrage vs. Facilities Table (OCS 10.0c).
- Barrage vs Facility missions do not require a spotter (OCS 10.0c).
- A hex may only be Barraged once per Segment. Declaring the Mission (Air Mission Step A) is when this is considered to have happened, even if a roll on the Barrage table does not happen.



Air Barrage of Port (OCS 14.7):

- Mission type.** The Allied player declares he is conducting an Air Barrage.
- Move Aircraft.** He moves two B-17's and a P-38 from Tunisia to the AEP at 6.12 (40 hexes), then another 19 hexes to 20.24.
- Enemy aircraft present?** There are no Active enemy aircraft in 20.24, so no Air Combat happens in this step.
- Interception (OCS 14.5).** 20.24 is in the Patrol Zone of the MC.205 at 21.24. The Axis player decides to Intercept, so we go to the Air Combat Procedure (OCS 14.3e):
 - The Axis player has one aircraft. The Allied player a P-38 and two B-17's. None of them voluntarily aborts.
 - The initial combat will be between the MC.205 and the P-38 (selected by the Allied player). The Intercepting Fighter is considered the Attacker (OCS 14.3c).
 - The attacker rolls three dice for a result of 4,5,5. The combat result is 9 plus the Attacker Air Combat Rating (3) minus the Defender Air Combat Rating (4) is 8. Per the Air Combat Table, the Defender (the P-38) aborts back to Tunisia, and the "5" means it takes a step loss.
 - Repeat Step B. The next combat is between the MC.205 and a B-17.
 - Repeat Step C. The attacker rolls three dice for a result of 4,4,1. The Air Combat Ratings cancel each other for a result of 8. The Defender (the B-17) aborts back to Tunisia, and the 1 means no step loss.
 - Repeat Step B. The next combat is between the MC.205 and the remaining B-17.
 - Repeat Step C. The roll is 3,3,2 for a result of 6 after the Air Combat ratings cancel. The Attacker (MC-205) aborts back to 21.24 (it must return to where it started), but the 2 means no loss. The Abort means it goes Inactive, removing the Patrol Zone.
 - The second B-17 is now alone in the mission hex, so we continue with the Air Mission Sequence.

Movement Phase – Air & Naval Barrage Segment

Air Barrage of Port (OCS 14.7), continued:

- E. Flak.** Barrage missions always roll for Flak. The Flak roll is 1,4 for a 5. There are no DRM's:
- There were originally three aircraft in the mission, but only one remains. Had there been 3+ there would be a +1 DRM.
 - There is no longer a Patrol Zone over the Mission hex. Had there been, the DRM would be +1 if the mission included a Fighter or +2 if it did not.
 - There are no HQ's, Air Bases or Intrinsic Flak in the hex, each of which would provide a DRM if they were.
 - The modified roll needs to be 11 to cause a one-step loss, so the Flak has no effect.
- F. Resolve the Mission.** This Barrage is resolved on the Barrage vs Facilities table which, unlike the Barrage Table, does NOT use any DRM's or shifts. Simply total the Barrage factors and roll 1 die. The B-17 has a 17 Barrage Strength, so roll on the 11-20 column. The die roll is '4', with a 1*(5) result. The '1' means the Port takes 1 damage. The * applies to Trainbusting missions and the (5) applies to Air Base Barrage.
- G. Return to base.** The B-17 returns to Tunisia and goes Inactive.

Barrage vs Facility Table (10.0c) roll one die using column for Barrage Strength

Roll	1 or less	2	3-4	5-10	11-20	21-40	41-80	81+
Cost	1T	1T	1T	1T	2T	4T	6T	8T
1	-	-	-	-	-	-	(5)	1 (5)
2	-	-	-	-	-	(5)	1 (4)	1 (4)
3	-	-	-	-	(5)	1 (5)	1 (4)	1 (4)
4	-	-	-	* (6)	1 * (5)	1 * (4)	1 * (4)	2 * (4)
5	-	(6)	* (6)	1 * (5)	1 * (4)	2 * (4)	2 * (4)	2 * (3)
6	(6)	* (5)	1 * (5)	1 * (4)	1 * (4)	2 * (4)	2 * (3)	2 * (3)

Flak (14.4e) roll two dice

Flak Roll Modifiers	
+1	Mission has three or more air units
Target Hex Contains...	
+1	One or more HQs
+#	Air Base Level (Airstrips = 0)
+#	Value of map-printed Flak or total ship Flak
Target is in Enemy PZ and...	
+1	Mission has at least one Fighter
+2	Mission has no Fighters
+1	Mission is Trainbusting (cumulative with the above)

Always roll Flak:

Barrage, Hip Shoot, & Trainbusting.

Only roll Flak in PZ:

Air Transport/Drop, & Base Transfer.

Never roll Flak:

Fighter Sweep & Interception.

Procedure: Add the applicable modifiers to the Flak Roll. If the modified roll is 11 or more, kill one mission aircraft step. Otherwise, the Flak has no effect.

Use the Mission Loss Table to determine which air unit in a stack takes the loss.

Interception (OCS 14.5):

- Only a mission subject to Flak can be intercepted, and only if it is in an enemy Patrol Zone. Only one Fighter may Intercept a mission.
- Interception is voluntary, and must be with a Fighter which is projecting a Patrol Zone into the mission hex.
- The Interception causes Active aircraft from both sides to be in the same hex, so Air Combat is resolved immediately.
- Should the Interceptor win the Combat (be the only Active unit remaining in the hex), it returns to its originating hex and remains Active. It can Intercept again in the same Phase.
- Should the Interceptor lose, it returns to its originating hex and goes Inactive.

Why bother with Barrage of Ports?

- Ports reduced below 1 SP capacity cease to be Trace Supply Sources (OCS 19.0e).
- It hinders the Axis player's ability to send units and SP to Sicily.
- If the damage gets too great, it forces the Axis player to use SP and units to repair the Port.

Movement Phase – Air & Naval Barrage Segment – Messina is rarely without fighter cover, so the Allied player decides to bomb its Port as well.

Air Barrage of Port (OCS 14.7):

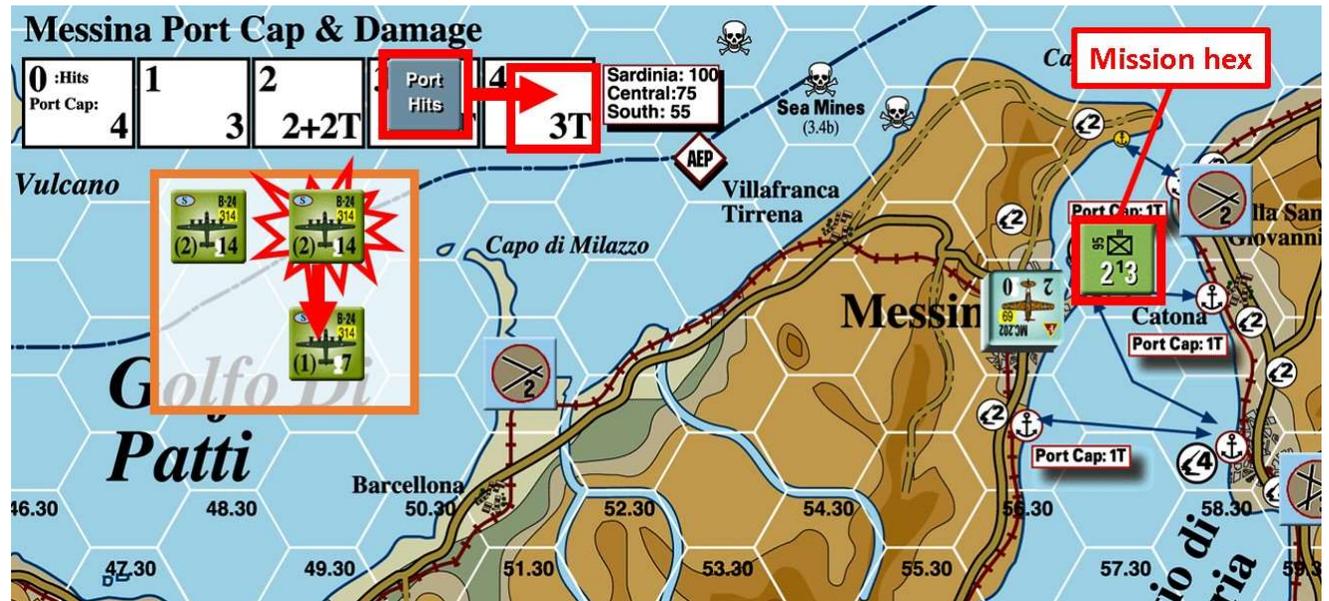
- A. **Mission type.** The Allied player declares he is conducting an Air Barrage.
- B. **Move Aircraft.** He moves two B-24's from Tunisia to the AEP at 24.07 (50 hexes), then another 42 hexes to 57.33, Messina (this is a two-hex city, and the Port symbol is in this hex).
- C. **Enemy aircraft present?** There are no Active enemy aircraft in 57.33, so no Air Combat happens in this step.
- D. **Interception.** There is no Patrol Zone over the Mission Hex, so no Interception is possible.
- E. **Flak.** Barrage missions always roll for Flak. The Flak roll is 6,1 for a 7. There is one (big) DRM:
 - This hex has a 4-strength Intrinsic Flak marker printed on the map, giving a +4 DRM
 - No other DRM's apply (there are no Patrol Zones, Air Bases or HQ's in this hex)

- The roll of 7 plus the 4 DRM is 11, enough to cause a step loss to one of the mission aircraft. When a multi-plane mission takes a loss due to Flak, use the Mission Loss Table to determine which. The Allied player rolls 1 die and gets a '5' result, which means the second plane takes the hit (OCS 14.4f). In this Mission they are the same type, but that isn't always the case.
- The step loss occurs before resolving the mission, but if the aircraft which takes a Flak loss isn't destroyed it continues the mission using its reduced Barrage value.
- F. **Resolve the Mission.** The two B-24's now have a combined Barrage Strength of 21, so the Allied player rolls on the 21-40 column of the Barrage vs Facilities Table. The die roll is '6', with a 2*(4) result. The '2' means the Port takes 2 damage. However, Messina already has 3 hits and a Port cannot accumulate more than 4 hits (OCS 19.0b). Nevertheless, Messina has been reduced from a 4 capacity Port to 3T from this Mission and the pre-game Bombardment roll.
- G. **Return to base.** The B-24's return to Tunisia and go Inactive.

Mission Loss Table (14.4f) roll one die

Roll	1	2	3	4	5	6
2 aircraft	#1	#1	#1	#2	#2	#2
3 aircraft	#1	#1	#2	#2	#3	#3
4 aircraft	#1	#2	#3	#4	W	S

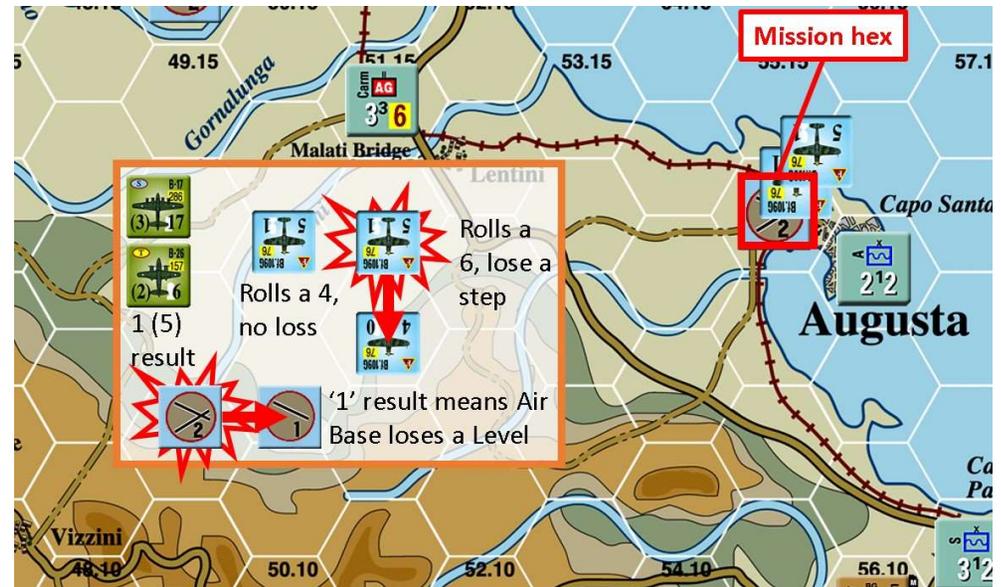
'#' is the aircraft's position in the mission stack. 'W' refers to the weakest aircraft and 'S' to the strongest aircraft in terms of barrage strength (owning player gets choice if there is one).



Movement Phase – Air & Naval Barrage Segment – The Allied player can see Inactive Axis aircraft at six Air Bases. He knows at least 3 of them have Fighters with an Air Combat rating of 5, and decides to pay them each a visit.

Air Barrage of Air Base (OCS 14.7):

- A. **Mission type.** The Allied player declares he is conducting an Air Barrage.
- B. **Move Aircraft.** He moves a B-17 and a B-26 from Tunisia to the AEP at 35.06 (60 hexes), then another 20 hexes to 55.14, Augusta (this is the western hex of a two-hex city).
- C. **Enemy aircraft present?** There are no Active enemy aircraft in 55.14, so no Air Combat happens in this step.
- D. **Interception.** There is no Patrol Zone over the Mission Hex, so no Interception is possible.
- E. **Flak.** Barrage missions always roll for Flak. The Flak roll is 4,4 for an '8'. There is one DRM:
 - This hex has a Level-2 Air Base, giving a +2 DRM
 - No other DRM's apply (there are no Patrol Zones, Intrinsic Fla or HQ's in this hex)
 - The roll of 8 plus the 2 DRM is 10, not quite enough to cause a step loss .
- F. **Resolve the Mission.** The aircraft have a combined Barrage Strength of 23, so the Allied player rolls on the 21-40 column of the Barrage vs Facilities Table. The die roll is '3', with a 1 (5) result. The 1 means the Air Base is reduced one Level to a Level 1 (Air Bases cannot be reduced further, per OCS 15.0c). The (5) requires EACH aircraft at that Air Base to check for loss. Roll 1 die, and lose a step if the results is equal to or higher than the number in parentheses. The Allied player could only see the top unit and is delighted to have two Bf.109G's rolling for loss. The rolls are 4 and 6, so the second Fighter takes a step loss and flips to its reduced strength side.
- G. **Return to base.** The mission aircraft return to Tunisia and go Inactive.



Strategic Bombers (OCS 14.1e)

The Strategic bomber units only appear in a few OCS games. They have some limitations due to their high-altitude operations:

- Barrages including Strategic bombers are always considered to be unspotted.
- They cannot perform Hip Shoots or Barrage against Ships.
- They do not receive a 1-right shift for short range.
- In Sicily 2, there is an optional rule that they may only conduct Barrages that use the Barrage vs Facilities Table (i.e. they may not bomb Combat Units, per Sicily 2 1.9c).



Movement Phase – Air & Naval Barrage Segment – Two more Air Bases await the Allied Air offensive, which we will do in shorthand.

Air Barrage of Air Base (OCS 14.7):

- The Allied player moves three Wellington Strategic Bombers from Tunisia to hex 49.06. There are no Active enemy aircraft in the hex, nor any Patrol Zones over it.
- The Flak roll is a 5,2 plus a +1 DRM for the Level 1 Air Base and another +1 DRM for having 3 aircraft in the mission. The result is a '9', not enough for a step loss.
- The combined Barrage Strength is 24, and the roll on the Barrage vs Facilities Table is a '5' for a 2*(4) result. The Level 1 Air Base cannot be reduced further. The two aircraft roll a 2 and a 1, both avoiding a step loss.
- Return to base. The mission aircraft return to Tunisia and go Inactive. Sometimes, despite a good swing, a mission result is a "whiff" with zero effect!



Air Barrage of Air Base (OCS 14.7):

- The Allied player moves a B-17 and a B-26 from Tunisia to hex 43.11. There are no Active enemy aircraft in the hex, nor any Patrol Zones over it.
- The Flak roll is a 3,6 plus a +1 DRM for the Level 1 Air Base. The result is a '10', not enough for a step loss.
- The combined Barrage Strength is 23, and the roll on the Barrage vs Facilities Table is a '5' for a 2*(4) result. The Level 1 Air Base cannot be reduced further. The two aircraft roll a 5 and a 2, causing a step loss to the first aircraft, which flips it to its reduced-strength side.
- Return to base. The mission aircraft return to Tunisia and go Inactive.

Movement Phase – Air & Naval Barrage Segment – The Axis stack in 42.11 looks dangerous. The Allied player was able to move a spotter unit into position, and now tries to DG the hex.

Air Barrage of Units (OCS 14.7):

- The Allied player moves two A-36 Aircobra Fighters from Tunisia to hex 42.11. There are no Active enemy aircraft in the hex, nor any Patrol Zones over it. (These are more properly “Fighter/Bomber” aircraft, but their role in no way reduces their Barrage Strength when Barraging or their Air Combat rating when engaging in Air Combat.)
- The Flak roll is a 6,3 with no DRM’s. The result is a ‘9’, not enough for a step loss.
- Barraging Combat Units uses the regular Barrage Table, which has a number of modifiers:
 - 42.11 contains Mountain terrain, which is “Very Close” per the Sicily 2 TEC (which can be found on the last page of the game-specific rulebook). Very Close terrain has a Left-1 Shift. (Note that not all OCS games have the exact same TEC effects!)
 - The Allied player asks the Axis player if there is any density shift, as he can only see the top combat unit per Fog-of War (OCS 4.9a). The Axis player does not mention that he has three armor and a PG unit lurking under the innocent-looking Pioneer Battalion. There is a total of 2.25 RE in the hex, so he needs only say that there is no Density shift.
 - Most importantly, the Allied player was able to get a spotter adjacent to the Mission hex, which avoids a Left-3 shift. A “spotter” is any friendly combat unit adjacent to the target hex and not loaded on a Landing Craft (OCS 10.0b). Sicily 2 has a restriction that spotters must be from the same “faction” as the Barraging units (Sicily 2 1.8a).
- The Barrage starts on the 17-24 column, with the Left-1 shift to the 12-16 column. The die roll is 4,5,5, yielding a [1/2] result. A [1/2] result is a 1/2 result for Artillery, but converts to a DG for Air and Ship Barrages.

- The mission aircraft return to Tunisia and go Inactive.
- The Allied Player marks that he has used one of his available Ground Strikes for the turn (Sicily 2 1.9a)

Roll	1 or less	2	3-4	5-7	8-11	12-16	17-24	25-40	41-68	69-116	117+
Cost	1T	1T	2T	2T	2T	3T	3T	4T	6T	8T	10T
2	-	-	-	-	-	-	-	-	-	DG	DG
3	-	-	-	-	-	-	-	-	DG	DG	DG
4	-	-	-	-	-	-	-	DG	DG	DG	DG
5	-	-	-	-	-	-	DG	DG	DG	DG	[1/2]
6	-	-	-	-	-	DG	DG	DG	DG	[1/2]	[1/2]
7	-	-	-	-	DG	DG	DG	DG	[1/2]	[1/2]	1/2
8	-	-	-	DG	DG	DG	DG	[1/2]	[1/2]	1/2	1/2
9	-	-	DG	DG	DG	[1/2]	[1/2]	[1/2]	1/2	1/2	1/2
10	-	DG	DG	DG	[1/2]	[1/2]	1/2	1/2	1/2	1	1
11	DG	DG	DG	1/2	1/2	1/2	1/2	1/2	1	1	2
12	DG	1/2	1/2	1/2	1/2	1	1	1	1	2	3

Roll once for hex. Owner’s choice of unit(s) which take the step loss (exception: no choice for targeted ship).

Explanation of results:

- No Effect
- # Lose # steps and become DG.
- DG Target is disorganized. All combat units in the hex are now in DG mode.
- [1/2] If in a Level 3 or 4 Hedgehog, an Air or Ship Fire, OR else no correct spotter treat as DG. Otherwise check as regular 1/2.
- 1/2 Roll one die, on a 4-6 lose one step and become DG. Otherwise become DG only.



Density Shifts	
RE's in hex (don't round)	
Left 1	1 RE or less
None	Greater than 1 RE, up to 3
Right 1	Greater than 3 RE, up to 4
Right 2	Greater than 4 RE, up to 5
Right 3	Greater than 5 RE, up to 6
Right 4	Greater than 6 RE

Only combat units count for density – not transport points, SPs, etc.
No multi-step unit or multi-unit formation ever counts as more than 3 RE for this purpose.

Additional Shifts	
Use all lines which apply (but a line can only be applied once)	
Left 1	For a Hedgehog of any level (see also [1/2] result)
Left 1	For a Close or Very Close terrain hex
Left 2	For an Extremely Close terrain hex
Left 3	For no correct spotter adjacent to target (this always applies to a barrage with any Strategic Bombers)
Right 3	If any unit in the target hex in Strat Mode
Right 1	If all aircraft are at or within 10 hexes of their base
Left 1	[Option 2.1.4] If any aircraft flew more than half range

Reduce these ship-to-shore barrage results (18.3b):
1/2 (either kind) becomes DG 1 becomes 1/2 2 becomes 1

Movement Phase – Air & Naval Barrage Segment – The Allied player knows he hit something with the Air Barrage against 42.11, but he also studies history books and knows the Herman Goering Panzer Division is the most dangerous unit which can counterattack his landing area this turn. He decides to further limit its ability.

Trainbusting (OCS 14.8):

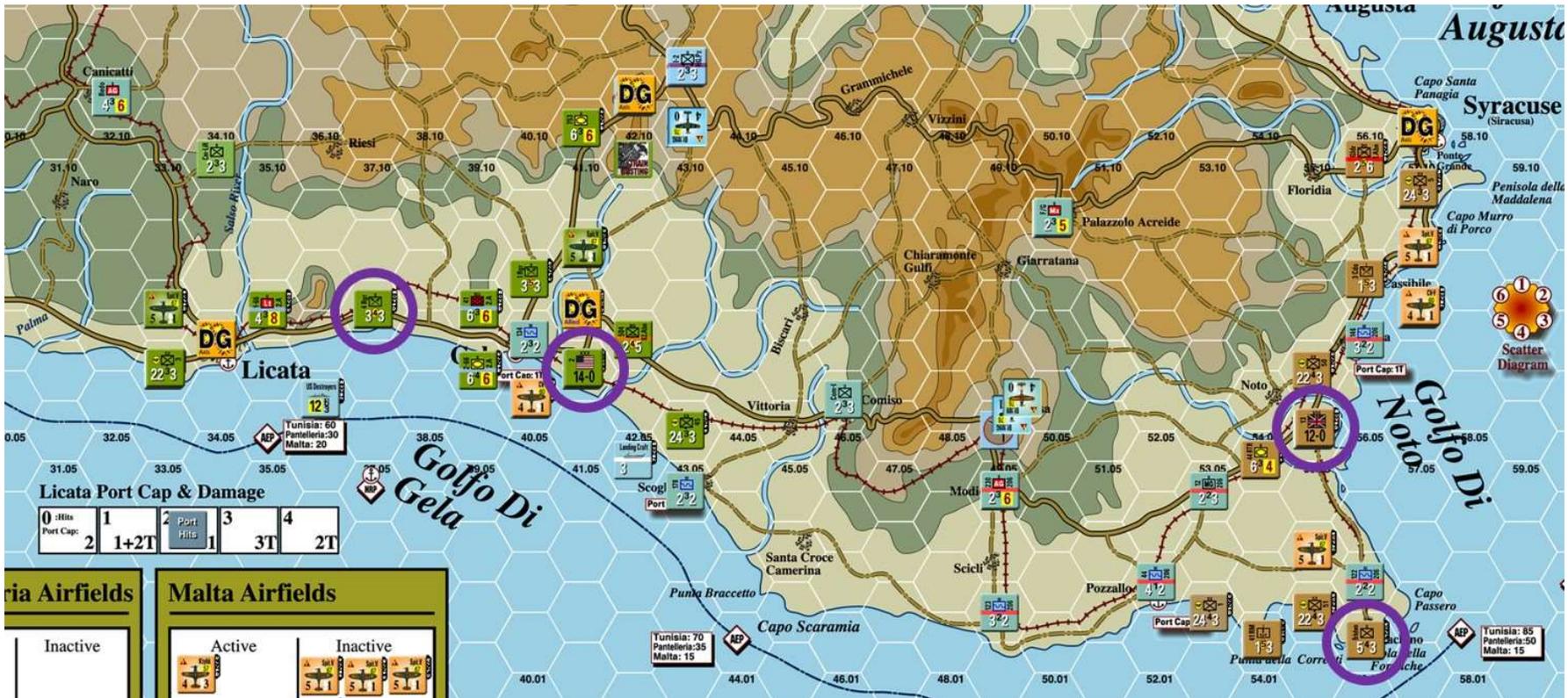
- Trainbusting is a Barrage vs Facility Table mission that seeks to place a “Trainbusting” marker. Despite the name, “Trainbusting” inhibits more than rail movement by creating a “Trainbusting Zone” (TZ), per OCS 14.8b & c in the hex with the marker and the six adjacent hexes.
 - Rail cargo passing through a TZ uses double the normal Rail Cap.
 - Ground units using Truck or Track MA pay an additional +1 MP per hex entered in a TZ. Leg units need only pay this penalty in the hex with the TZ marker.
 - Ships, aircraft, Sea Cap, supply paths or Retreat paths are unaffected
 - There is no additional effect for overlapping TZ’s.
 - The TZ is removed at the end of the next enemy Clean Up Phase.
 - This makes Trainbusting a very useful mechanism to slow enemy movement along roads through difficult terrain or other choke points.
- The Allied player moves a B-26 from Tunisia to hex 42.10. (Note that a Trainbusting mission would not be allowed in 42.11 or 43.11, since those hexes have already had Barrage missions, and only one is allowed per Segment, per OCS 14.2e in the “Important Note” at the end of the rules case.
- There are no Active enemy aircraft in the hex, nor any Patrol Zones over it.
- The Flak roll is a 1,4 with no DRM’s. The result is a ‘5’, not enough for a step loss.
- The aircraft’s Barrage Strength is 6, so it rolls on the 5-10 column on the Barrage vs Facility Table. The result is a ‘5’ for a 1*(5). The * indicates the Trainbusting Barrage was successful and a TZ marker is placed in the hex.
- The B-26 returns to Tunisia and goes Inactive.



Summary:

- The TZ is ideally placed to slow Axis counterattacking units along the road or trail.
- At this point, the Allied player decides to finish his Air & Naval Barrage Segment. He still has three Active Commonwealth bombers and six US ones. He has established Patrol Zones over the beachheads. He has reduced key Axis Port capacity. All Axis fighters are Inactive and they have lost two steps. The Allied forces are ashore, in pretty good order. Time for the Axis Reaction Phase.
- **Play Note:** The Allied Player is facing a potential double turn by the Axis. When this is the case, smart play is to DG any key stacks that can be identified and reached as well as be ready for two turns of attacks.

Supply Phase: The Allied player now checks to see if his units are in Trace Supply. The four circles represent the four deployed LST's, which have converted to 1 SP Ports. Two are in the ZOC's of adjacent Axis units (41.07 and 56.02), which shuts them down for Sea Cap, but the ZOC is negated for their function as a Trace Supply source (OCS 4.5a). All units in Sicily can have Trace thrown to them by the two HQ units, with the exception of the US 3rd Infantry Division in 33.07. This unit will need to Eat off the Map from the SP which are in its hex (OCS 12.6c). Air Bases require on-map SP to refit Aircraft, but aside from this aircraft do not need supply (OCS 12.9c). The Air Bases themselves do not need Trace Supply and never roll for attrition (OCS 15.0d).



Reaction Phase:

- The Axis Player doesn't have much to work with. He has no Reserve Markers until next turn and no units in Reserve. He has only one Active aircraft remaining (an SM.84 Bomber based in Sardinia). This air unit has an Air Combat rating of 1, so is very likely to lose if Intercepted. Every Allied unit has Patrol Zones from 5-rated Aircraft. The Axis Player decides there is nothing he can accomplish and takes no action during his Reaction Phase.

Combat Phase – Barrage Segment:

- The Allied player has one big Artillery unit available in 37.08, but isn't willing to spend the SP to Barrage with it. The Barrage Segment in a player's Combat Phase is "artillery only" and Air/Naval units cannot fire. The Barrage Segments of the Reaction and Exploit Phases are not restricted in this way.

Combat Phase – Combat Segment: Many of the Italian units in Sicily 2 are Coastal Defense units (with a wavy blue line in their unit symbol box). These have a negative modifier on nearby Allied ALT rolls (Sicily 2 2.6a) but many were also close to surrender. The first time one of these units is attacked there is a 66% chance it will surrender (Sicily 2 2.6b). This “Loyalty Test” roll is made separately for independent units, and the multi-unit formations either pass or fail as a group depending on the first Loyalty Test by one of their component units.

Combats:

- **52.03:** The Allied player declares an attack on 52.03 by the 1st Canadian Division in 53.02. Before supply is spent, the Axis player makes a Loyalty Test. The 44/206 CD Regiment fails with a roll of ‘1’ and all six units of the 206 CD Division surrender. The 1st Canadian Division may advance into 52.03 and capture the small Port of Pozzallo (Sicily 2.6b). Note that hex 56.07 also has a Port vacated by a surrendering unit, but the Commonwealth forces can’t advance into that one (unless you are playing with the Optional Rule for “Attacking Empties”, OCS 21.8). A Port is an enemy non-combat unit (OCS 3.3) and can only be entered by an Attack Capable Unit (OCS 4.8c). The capture of 56.07 will likely have to wait until the next Allied Movement phase.
- **Gela:** The Allied player declares an attack on 40.07 by the 2-66 Armor Bn and 41st Mech BG from 2nd Armored Division and the 1 Ranger Battalion. The Loyalty Test roll is a ‘3’, so the 134 Coastal Defense Regiment surrenders. The 2-66/2.Arm Battalion advances into the hex.

(In the attached diagram, starbursts represent combat, the stars surrendered units.)



- **Syracuse:** The Allied player declares an attack on 57.11 (Syracuse) by the 5th Infantry Division and the Gldr/1.Abn BG. The defending S CD Brigade rolls a ‘4’ and surrenders. The 5th Division advances into Syracuse and rolls to capture the 1 SP which is present in the hex (OCS 9.14b). The roll for “Dump on Ground” is ‘5’ capturing 50% of the 1 SP, or 2T. The other 2T is destroyed. As the Division advances, it leaves a breakdown unit behind to guard the DUKW that was in its hex. Transport Points cannot advance after combat (they were not part of the combat, per OCS 9.12g). Breakdowns can be created during advance or retreats (OCS 20.0a).
- **Licata:** The Allied player declares an attack on 34.07 (Licata) by the US 3rd Infantry Division. The Loyalty Test roll is a ‘6’ so the unit stands firm. Supply for the Attacking unit costs 1 SP, which is in the same hex. The defending 6th Coastal Defense Regiment has no access to SP so uses Internals to provide Combat Supply (OCS 12.10). The odds are 22:1 in Close Terrain (right-most column) with a +3 DRM. The Surprise roll is 1,5,2 for no Surprise. The Combat roll is 1,1 +3 for a ‘5’ or Ae4/DL1o2. The Italian unit is destroyed, and the US unit advances one Breakdown unit into the hex.

Exploitation Phase – Movement Segment – The Allied player should be pleased. He has captured 5.5 SP worth of Port capacity in the first turn (and 2T more should come during his next move), DG'ed what appeared to be the most threatening Axis units, and hurt several of their best aircraft. There are a few things left to do in Exploit.

A few Naval Moves:

- All Landing Craft that are empty move back to the Allied Floating Forces box via the nearest NRP.
- Some must remain: 1 LC still carrying an SP unloads it in 41.07, another does so in 55.06, while a third carries its 1 SP up to Syracuse and unloads.
- The two remaining LC in the Floating Forces box had been loaded with SP. They deliver and unload 1 SP each in Licata and 37.08, the last 1 SP Ports that have not yet been used this Phase.



Air Transport of SP (OCS 14.9):

Some aspects of Air Transport were discussed earlier (Transport capacity, allowable cargo and range). One other point to note is the unloading capacity of an Air Base. An Air Base can unload 2T times the base Level per Movement Segment (assuming the Transport units are making a round trip and don't land at the Base). Any amount of cargo above this limit can be unloaded if the aircraft go inactive in the destination hex (OCS 14.9f).

- Mission type.** The Allied player declares he is conducting an Air Transport Mission.
- Move Aircraft.** He moves his last Active C-47 from Tunisia to the Air Base at 41.09, carrying 2T of supplies (less than half range and as much as a Level 1 Air base can unload).
- Enemy aircraft present?** No Active enemy aircraft in 41.09.
- Interception.** No Active enemy fighters are within 10 hexes.
- Flak.** No Patrol Zone, so no Flak.
- Resolve the Mission.** 2T unloads in 41.09.
- Return to base.** The C-47 returns to Tunisia and goes Inactive.

The Allied player has no other movement to conduct. Only one of his ground units are eligible (none could have been in Reserve Mode and one earned Exploit Mode during the Combat Phase). He decides not to move the unit which earned Exploit. But why waste a chance to see if more Axis fighters can be destroyed? There are a few Air Barrages still to conduct.

Exploitation Phase – Barrage Segment – The Allied Player sets three Air Barrages in motion to continue his campaign against the Axis air units. In all three cases, there are no Active enemy aircraft in the mission hex and no Interception, so these can be dealt with pretty quickly.

43.11:

Mission conducted by a B-25 and a B-26 flying out of Tunisia, with combined 12 Barrage Strength.

- Flak roll is 7, +1 DRM for Level 1 Air Base for no loss.
- Barrage roll (11-20 column) is 4, for a 1*(5) result.
- Axis aircraft escape by both rolling 4's.
- Mission aircraft return to Tunisia.



55.14:

Mission conducted by a Baltimore and a Boston flying out of Tunisia, with a combined 11 Barrage Strength.

- Flak roll is 5, +1 DRM for Level 1 Air Base for no loss
- Barrage roll (11-20 column) is 2, for no result.
- The Boston returns to Malta and the Baltimore returns to Tunisia.



49.06:

Mission conducted by two B-25's flying out of Tunisia, with combined 12 Barrage Strength.

- Flak roll is 4, +1 DRM for Level 1 Air Base for no loss
- Barrage roll (11-20 column) is 4, for a 1*(5) result.
- One Axis aircraft rolls a 2 and is safe, the second rolls a 5 and takes a step loss (the Italian Bf.109, which destroys it).
- Mission aircraft return to Malta instead of Tunisia (aircraft can return to any base unless Air Combat was over a friendly base, per OCS 14.1c). The reason for returning to Malta is that Tunisia can only refit 24 aircraft and there are already 23 Inactive units there!

Exploitation Phase – Combat Segment – The Allied player has no units which can attack, so this phase is skipped.

Clean Up Phase – The only thing to do here is remove the DG markers from Allied units. There were two from the “Mixed” ALT roll in the US sector. Play moves to the Axis Player Turn.

Axis Strategy:

The Axis challenge in Sicily 2 is to run an effective “active defense”. I personally find it the most challenging operational situation. The Allied player has the strategic initiative, and will bring a lot of resources to the battle. The Axis forces have some units of high quality, capable of stinging counterattacks. Some of the questions the Axis player needs to grapple with are:

- Can he hurt the Allied forces early, before they build up?
- Can he destroy or damage a Naval Unit? (This is the second biggest VP opportunity.)
- Can he eliminate an LST port (by capturing the hex)?
- Can he slow down the Allied logistical buildup?
- Can he maximize VP’s for evacuating units? (This is the biggest VP opportunity)
- Where to defend?
- Can he launch a spoiling attack?

Aircraft Refit Phase (OCS 15.1):

During the Aircraft Refit Phase, a player can choose to make Air units Active. The cost is 1T per Air base, regardless of how many units become Active at that base. A base can refit up to double its Level in units. Off-Map Boxes normally have free refit and a refit capacity, per game-specific rules. Refit cannot be done in an un-negated enemy ZOC. Note the positioning of this Phase in the Sequence of Play! It happens before the Reinforcement Phase, so the 1T needs to be available when the turn begins. There are six Axis air bases on the island of Sicily which can Refit aircraft, and the Axis player Refits every aircraft on them. In each case, the SP required are within 1-2 hexes, and the process uses the normal mechanics of Supply Draw and Trace (OCS 12.3).

In addition, all Inactive aircraft in the Sardinia, Central Italy and Southern Italy Airfields are made Active.

Reinforcement Phase:

- The Air Base in 43.11 has two one-step German Bf.109G units. The Axis player Consolidates these into one full-strength unit. Consolidation of air units can take place in any phase, as long as the units are of the same type, values and status (Active or Inactive) (OCS 13.9). The decision is whether it is better to have two 4-rated Fighters or one 5-rated one, and the Axis player decides to go for the Consolidation.
- The Axis player gets a number of aircraft reinforcements per the Order of Arrival. These are placed on Mainland Air Bases (Reinforcement entry locations are specified in the game-specific rules for each side, in this case Sicily 2 2.1b). Aircraft Reinforcements arrive Active, per OCS 13.6.
- The game-specific rules for each game have Replacement or “Variable Replacement” charts. The Axis player makes a Replacement roll for the Germans (two dice, totaling 5 for no result) and for the Italians (two dice totaling 10 for 2 steps of Air units and a choice of a Pax or Equipment). He chooses to rebuild both steps of the recently destroyed Italian Bf.109, which can be placed Active on any Air Base, per OCS 13.6. He puts the rebuilt unit on the Air Base in 51.17.
- Something the Axis Player does NOT receive this turn is any Reserve Markers. Both sides get their allotment of Reserve Markers next turn.

The Axis player has some immediate challenges: Air Bases which are in danger of being overrun in the next Allied turn.

See the next page for the situation at the start of the Axis Movement Phase.

Axis Movement Phase – Mode Determination & Movement Segment – The Axis Plan – The Axis player decides not to counterattack the Allied forces. Instead, he will position his units to block the Allied advance. He plans to defend the multiple river lines south of Catania to stall the Commonwealth forces, and in the difficult terrain south of Enna to block the Americans. In addition, he will try to damage or destroy an Allied naval unit.

Hip Shoots (OCS 14.7):

- Hip Shoots are a special instance of a normal Air Barrage, but are conducted at any point in a Movement Segment (Movement, Exploitation or Reaction Phases, weather permitting).
- Each game-specific rule book lists the nationality/units permitted to conduct Hip Shoots, generally an indication of an advanced air-ground coordination capability. In Sicily 2, all German aircraft can conduct Hip Shoots (Sicily 2 2.3a).
- They require a correct spotter (a friendly combat unit adjacent to the target hex, per OCS 10.0b). The Sicily 2 game-specific rules specifies that the spotter must be from the same faction as the barraging units (either Italian or German for the Axis, per Sicily 2 1.8a).
- They are made by a single aircraft, but any hex can be the target of multiple Hip Shoots in a Segment.
- A Hip Shoot most often targets enemy units, but any target is allowed (Units, Ships, Ports, or Air Bases—but a spotter must be adjacent). A Trainbusting mission cannot be performed as a Hip Shoot.
- Strategic Bombers cannot Hip Shoot (OCS 14.1e).
- Hip Shoots benefit from the Short Range Barrage Modifier (OCS 14.7c), a 1-right shift if the range is 10 hexes or less, something many OCS players just call “proximity.”
- Hip Shoots are always subject to Flak (OCS 14.4a).

Hip Shoot on hex 41.11:

- Mission type.** The Axis player declares he is conducting a Hip Shoot.
- Move Aircraft.** He moves his FW.190A-5 from its Air base at 51.17 to 41.11, a distance of 11 hexes.
- Enemy aircraft present?** There are no Active enemy aircraft in 41.11.

- Interception.** The Allies have three Active fighters within 10 hexes of the mission hex. But they suspect this mission is intended to draw out and possibly knock down some of the Allied fighter cover, so they decline to Intercept.
- Flak.** The mission hex is in an Allied Patrol Zone, and the mission includes at least one Fighter, so the Flak DRM is +1. There are no Air Bases or HQ's in the hex. The Flak roll is a 1,4 for no effect.
- Resolve the Mission.** The Axis plane has a 6 Barrage Strength, so the Barrage starts on the 5-7 column. There are two left shifts (one for Close Terrain and the Allied player informs the Axis that there is 1 RE or less of units in the hex). The mission is one hex too far from its base to qualify for proximity, so it will be resolved on the 2 column (as suspected, this is an attempt to draw off Allied fighters). The Barrage roll is 3,5,2 for no effect.
- Return to base.** The FW.190A-5 flies 29 hexes to the Air base at 57.31 and goes Inactive. This aircraft does not have the range to operate from the Off Map boxes, and the Axis player wants it based in a hex with strong flak protection.

The Axis player notes that he has used one of his Available Ground Strikes for the turn.



Axis Movement Phase – Mode Determination & Movement Segment – There are several Fallschirmjäger units which have arrived as reinforcements on the mainland, and were placed in the Central Italy box (per Sicily 2 2.1 they can go into a box or onto the “Toe”). Axis units may not be Air Dropped (Sicily 2 2.3b), but they may be brought to the island by Air Transport.

Air Transport of Units (OCS 14.9):

- The same rules that applied to Air Transport of SP apply to units, with some additional notes.
- Combat units can move up to 1/2 their MA during the phase it is carried by Air Transport (per 4.7d). This can be done before or after the Air Transport mission (or both) provided no more than 1/2 MA is expended (OCS 14.9d). This has some important phasing implications if Air Transport happens during the Reaction of Exploitation Phases, which we will cover later.

Air Transport to hex 51.17:

- Mission type.** The Axis player declares he is conducting an Air Transport mission.
- Move Aircraft.** He moves his Me.323 and Ju.52+Gldr (each carrying a KG of the 1st Fallschirmjäger Division) from the Central Italy box to 51.17. The air units travel 70 hexes to reach the AEP in 35.26 and a further 17 hexes to 51.17, total 87 hexes. This is more than half the range of each aircraft, so they may each carry their Transport Capacity (no doubling of capacity as the Allies were able to). Each Axis KG is 1 RE in size (Sicily 2 1.7c). Again, units with Leg MA of 1 to 6 on their Move Mode side have their transportation equivalent halved (OCS 4.7b), so each unit requires 2T of transportation capacity.
- Enemy aircraft present?** There are no Active enemy aircraft in 51.17.
- Interception.** There are no Active Allied fighters within 10 hexes, so no Interception (barely, as the two Spit.V’s in 57.09 are 11 hexes away!)
- Flak.** Air Transport missions are only subject to Flak if they are in an enemy Patrol Zone (OCS 14.4a), so no Flak.

- Resolve the Mission.** The units unload at 51.17. The Air base can unload 2T per level per Movement Segment (OCS 14.9f) without the Transport Aircraft going inactive, and the cargo is 1 RE total—exactly the limit. The Axis units have not yet moved, so they have 50% of their MA remaining (reinforcement arrival and placement on the map or in a box does not constitute “movement” since it did not take place in a Movement Segment, so the cargo units have not expended any MA. Being Air Transported also uses no MA.)
- Return to base.** The aircraft return to the Central Italy box and go Inactive.



Axis Movement Phase – Mode Determination & Movement Segment – The Axis player needs to reposition his fighters. The difficult choice is whether to use the fighters to conduct Fighter Sweeps and try to clear Allied Air cover, to establish Axis Patrol Zones or to escort Barrage missions. The decision is to create a network of fighters near Catania.

Base Transfer Missions (OCS 14.11):

There are a number of re-basing moves the Axis Player makes:

- A Bf.109G flies from the South Italy Box to the AEP at 53.34 (55 hexes) and a further 18 hexes to 51.17, where it remains Active (the aircraft traveled 73 hexes, and its range is 76).
- The two Bf.109G units based at 55.14 fly to 52.19, where they remain Active.
- The Bf.109G based at 43.11 flies to 49.18, where it remains Active.
- The Bf.109G based at 49.06 flies to 49.16, where it remains Active.

Now he has six 5-rated fighters with overlapping Patrol Zones over the defensive line south of Catania, and the Air bases in danger of capture have been abandoned. Unfortunately, there are no Air bases available to cover the central part of Sicily, and he can't build them (Sicily 2 1.3).

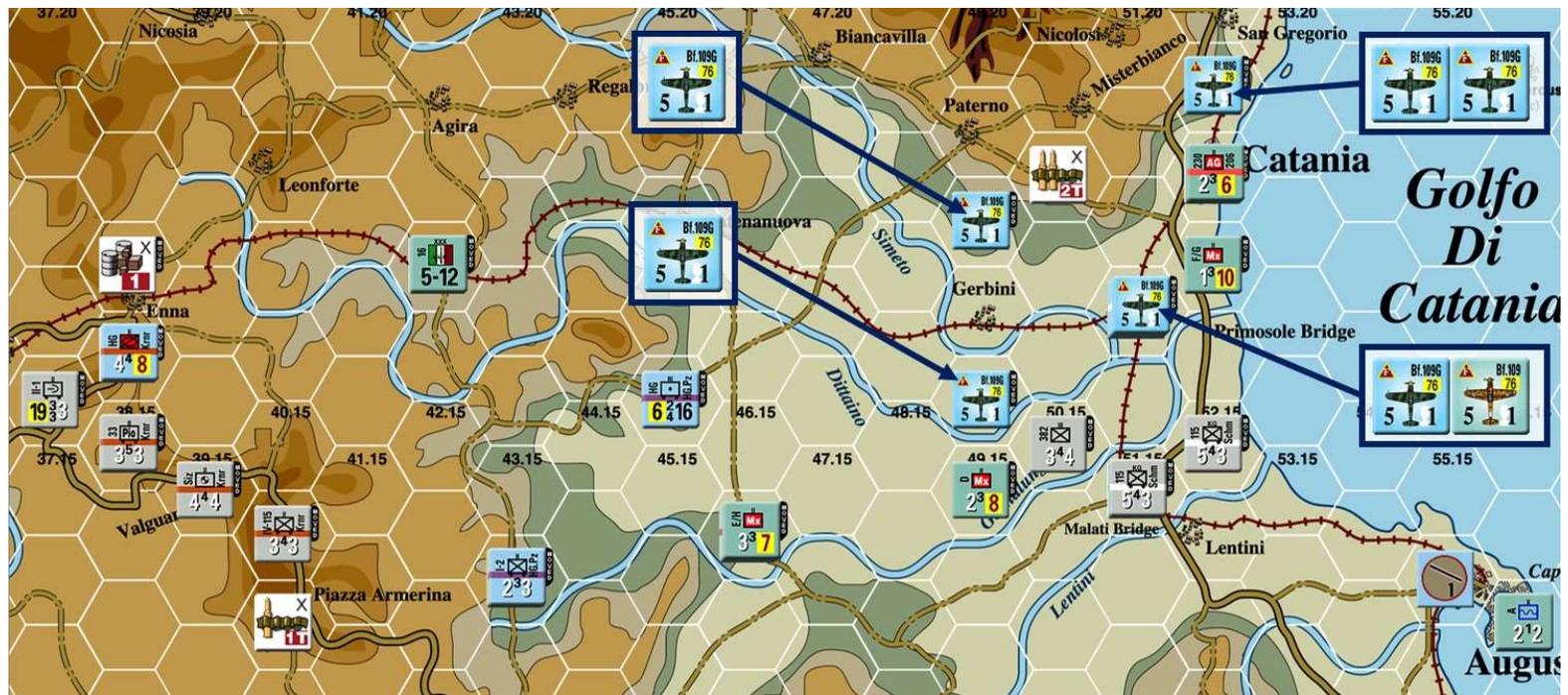
One more transfer:

- The Italian Ju.87 based at 56.32 flies to the AEP at 53.34 (3 hexes) and then to the South Italy box (55 hexes), where it goes Inactive. Only Fighter aircraft can stay Active after a Base Transfer Mission, and only if they moved to an Air base within normal range (OCS 14.11).

The Axis player now has only Fighters based on the map. All other types of aircraft are safely in Off Map Boxes, where the Allied air power cannot Barrage them.

Ground Movement:

The Axis player shifts around his ground forces to establish blocking positions. There is a Supply Dump at 40.13 which he attempted to blow, but only destroyed 25% (OCS 12.11a). He will try again in the Exploit Phase.



Movement Phase – Air & Naval Barrage Segment – The Axis Player has finished moving his units. He has no Naval units which can Barrage, but he can Barrage Naval units with his Air!

Air Barrage of Naval Targets (OCS 18.3):

- There is no limit on the number of Barrage missions per Phase against ships in a hex, but any given ship may only be targeted once during a Phase (OCS 18.3c). Only naval units, aircraft and Coastal Artillery may Barrage Naval units—conventional artillery cannot.
- After announcing a barrage against a stack of ships, the attacking player is allowed to see all the available ships (but not their cargoes, if any) before selecting individual targets. For example, a stack of two aircraft could combine against one ship or each attack a different ship. (The strength of a barraging unit cannot be split, however.)
- The only possible shifts are those related to an attacking aircraft’s distance from its base.
- Multiply the Barrage Strength of all attacking planes by x2.
- Divide the Barrage Strength of all attacking units by the target’s Protection Rating (which is ‘1’ if none is printed on the counter).
- All Landing Craft in a stack are treated as “one individual ship” for target and DG purposes, and should there be a hit then randomly determine the cargo affected.
- A ship is affected by hits and DG results generated by the Barrage Table. Damaged ships cannot be repaired (OCS 18.3d).
- A hit **on a ship** flips it to its damaged side and DG’s it (just the ship, not the hex); a second hit sinks it.
- A hit **on Landing Craft** eliminates one point of the unit — use a counter of a reduced value to reflect the hit. (Exception: When an LST takes a hit, convert the counter to Landing Craft of the reduced point value.) Also apply a DG result to all the Landing Craft in the hex.
- DG results affect the target ship only, not the entire hex or any cargo. The first DG does not cause damage, but on a second DG remove the marker and then apply a hit.
- Total ALL Flak values of ships in the target hex and use it as a DRM to the Flak roll (OCS 18.3f).

Air Barrage of Naval Units in 40.06, continued:

This particular mission has a lot of moving parts, so we will follow the Air Mission sequence in detail.

- Mission type.** The Axis player declares he is conducting an Air Barrage mission.
- Move Aircraft.** He moves two Ju.88’s from the Central Italy box to the AEP at 35.26 (70 hexes) and a further 22 hexes to 40.06. They are joined by one Bf.109G from 52.19 (16 hexes) and the German Bf.109G based at 51.17 (19 hexes). Air Mission units proceed to the target hex, with no need to trace a path or pay attention to terrain or enemy units enroute (OCS 14.2d). Aircraft from multiple bases can perform a mission together—they don’t have to “link up” beforehand (OCS 14.2f). A maximum of four Active aircraft can conduct a mission together (OCS 14.2a).
- Enemy aircraft present?** Yes ,indeed! There are two Carrier-based aircraft in this hex, which immediately triggers Air Combat.



Movement Phase – Air & Naval Barrage Segment – The Axis attack on the Naval units continues.

Air Barrage of Naval Units in 40.06, continued:

- C. This Air Combat was triggered by each side having Active air units in the same hex, caused when the Axis Barrage mission arrived.
- The Axis player has four aircraft. The Allied player has a Carrier-based fighter and bomber, and he voluntarily aborts the bomber (per OCS 14.3d, he must keep at least one unit Active, but he wants to avoid losses to the bomber). The bomber can only abort back to the carrier (OCS 14.1c).
 - The Axis player selects one of his Bf.109G's and the Allied player has his fighter for this round. The Axis player is considered the Attacker (OCS 14.3c).
 - The attacker rolls three dice for a result of 2,2,1. The die roll is 4 plus the Attacker Air Combat Rating (5) minus the Defender Air Combat Rating (4) is 5. Per the Air Combat Table, the Attacker (the Bf.109G) aborts and returns to 51.17, but the "1" means it does not take a step loss.
 - Repeat Step B. The next combat is between the second Bf.109G and the Allied fighter.
 - Repeat Step C. The attacker rolls three dice for a result of 4,3,2. The die roll is 7 plus the Bf.109's 5 minus the Allied fighter's 4 for a result of 8. The Allied fighter aborts back to its Carrier, and the 2 means no step loss.
 - The Axis mission units are now alone in the mission hex, so we continue with the Air Mission Sequence.
- D. **Interception.** A Barrage Mission is always subject to Flak and it is within the Patrol Zone of Active Allied fighters, so the Allied player can Intercept (OCS 14.5). He chooses the Spit.V in 33.08 to Intercept and moves it to the mission hex. This triggers Air Combat again. (Wait! Wasn't that last Air Combat the Interception? No. That was brought about by both sides having Active Air units in the same hex, as a result of the Axis aircraft movement. Interception is a separate step in the Air Mission Sequence.)

Air Barrage of Naval Units in 40.06, continued:

- The Axis player has three aircraft. The Allied player has a Spit.V.
- The Axis player selects his remaining Bf.109G and the Allied player has his fighter for this round. The Allied player is considered the Attacker (the Intercepting player becomes the Attacker, per OCS 14.3c).
- The attacker rolls three dice for a result of 2,2,4. The die roll is 4 and the Air Combat Ratings cancel each other out for a result of 4. Per the Air Combat Table, the Attacker (the Spit.V) aborts and returns to 33.08, but the "1" means it does not take a step loss (Interceptors must return to the base from which they came, per OCS 14.5).
- Once again, the Axis units are alone in the mission hex, so we return to the Air Mission Sequence.

The diagram shows three scenarios of air combat between Axis and Allied aircraft. Each aircraft card displays its name, AC Rating, and a die roll result.

- Scenario 1:** Axis Bf.109G (AC 5) vs Allied Bf.109G (AC 1). The die roll is 1. The Axis Bf.109G aborts.
- Scenario 2:** Axis CVI (AC 4) vs Allied CVI (AC 1). The die roll is 1. The Allied CVI aborts before combat.
- Scenario 3:** Axis Spit.V (AC 5) vs Allied Ju.88 (AC 2) and Allied Ju.88 (AC 2). The die roll is 1. The Allied Spit.V aborts.

1. Allied fighter wins Round 1, Axis Bf.109G aborts.

2. Axis Bf.109G wins Round 2, Allied fighter aborts

1. Allied Interceptor loses Round 1, returns to originating Air base.

Movement Phase – Air & Naval Barrage Segment – The Axis attack on the Naval units continues.

Air Barrage of Naval Units in 40.06, continued:

- E. Flak.** Barrage Missions are always subject to Flak, and the modifier is the total of Flak points from ALL the ships in the hex (OCS 18.3f). The three ships have Flak values of 3, 3 and 2, for a +8 Modifier. There is an additional +1 modifier because the mission is taking place in a Patrol Zone (from the other American Spit.V in 41.09). The Flak roll is 1,4 for a result of 5, plus 9 for a final result of 14, causing a hit (it is nearly automatic when Barraging a group of ships). The Axis player rolls a '4' on the Mission Loss Table, which for a 3-plane mission means Aircraft #2. He flips a Ju.88 to its reduced strength side.
- F. Resolve the Mission.** The Axis planes Barrage Strength is doubled against ships. He allocates the full-strength Ju.88 to the US Cruiser and the damaged Ju.88 and Bf.109G against the US Destroyers. (A Fighter's ratings are not affected if they were acting in an escort role—that concept doesn't apply in the OCS.) The Barrage against the Destroyer has 6 Barrage Strength, doubled to 12, so it is resolved on the 12-16 column. The roll is

- F. Resolve the Mission (cont'd).** a 2,5,6 for a DG. The Barrage against the Cruiser has 14 Barrage Strength, doubled to 28, so it is resolved on the 25-40 column. The roll is 6,4,5 for a 1/2 result, which scores a hit and DG! The Allied player rolls his eyes as the Axis player does a victory dance. Damaging the Cruiser counts towards Victory Points (Sicily 2 5.1c), and managing to sink one is huge.
- G. Return to base.** The two Ju.88's return to the Central Italy box and go Inactive. The Bf.109G returns to 52.19 and goes Inactive.

A digression into probability theory:

Looking at the Barrage Table, the Axis player wants to maximize his chances for a hit on an Allied ship. These are what the odds look like:

Column	%Ship DG	%Ship Hit
2	15.3%	1.4%
3-4	26.4%	1.4%
5-7	37.5%	4.2%
8-11	54.2%	4.2%
12-16	66.7%	5.6%
17-24	73.4%	9.7%
25-40	82.0%	9.7%
41-68	73.6%	18.1%
69-116	70.8%	29.2%

With three aircraft that have adjusted Barrage ratings of 24, 12 and 2, it makes sense to attack the Destroyer and Cruiser. The Aircraft Carrier is a snazzy target, but it also has a Protection Rating of 2, which halves attacking aircraft. The best chances of obtaining a hit are to avoid it. Successive DG's will also inflict a hit, but the Allied player is likely to move off the map any Naval unit with a DG.

1. Axis Ju.88 roll is '10' with a "kicker" for 1/2 result, scoring a hit and DG.

2. Axis damaged Ju.88 and Bf.109G roll is '7' for a DG.

Movement Phase – Air & Naval Barrage Segment – Now the Axis player has a quandary. There is one US fighter left Active, and if it can be knocked down, more missions can be safely flown against the American forces. On the other hand, he has four 5-rated Fighters left, all of whom are providing Patrol Zones over the river line south of Catania. Using them isn't a problem if the Axis player is the First player next turn, but what if the Americans go first? (As a general principle, you want to go second in a turn, giving you the option of a double turn, unless going first will stave off defeat or advance you significantly towards victory. This is frequently a difficult call to make.)

Air Barrage of Air Base in (OCS 14.07):

It would be nice to be able to do a Fighter Sweep of 41.09, but we are no longer in the Movement Segment. The next best thing is to force an Air Combat.

- A. **Mission type.** The Axis player declares an Air Barrage.
- B. **Move Aircraft.** He moves two G.50bis and an Re.2002 from the South Italy box to the AEP at 35.26 (65 hexes) , then a further 20 hexes to 41.09—still within the range of the mission aircraft.
- C. **Enemy aircraft present?** The US Spit.V is present, so there is an Air Combat, which we can do shorthand:
 - First combat is between a G.50bis and the Spit.V. The roll is 1,6,2 for a '7' plus the Attacker's 3 Air Combat rating and minus the Spit.V's 5 is '5'. The Italian unit Aborts with no casualties and returns to the South Italy box.
 - Second combat is between the second G.50bis and the Spit.V. This time the roll is 6,3,5. The '9' is adjusted to '7' so both aircraft Abort, this time with a step loss for each. The Spit.V must return to 41.09, the G.50bis returns to the South Italy box.
- D. **Interception.** No more Active enemy fighters are within 10 hexes, so no Interception is possible.
- E. **Flak.** The Flak roll is adjust ed by +1 for the Level 1 Air base, but not for a Patrol Zone, since there isn't one any longer. The roll is 3,2 for a miss.
- F. **Resolve the Mission.** The Barrage Strength of the remaining aircraft is 4, so the Barrage is resolved on the 3-4 column of the Barrage vs. Facilities Table. The roll is a '5' for a (6)*. The damage roll is a '5' for the Spit.V, which narrowly avoids a second step loss.
- G. **Return to base.** The Re.2002 returns to the South Italy Box and goes Inactive.

Taking Stock: That was a win for the Axis, as they caused an Allied loss and removed all Patrol Zones over the American beaches for the cost of a Fighter step. How to take advantage of this? The options are to Barrage the other Air base, Barrage the other Naval units, or do some Trainbusting. How about all three!



Movement Phase – Air & Naval Barrage Segment – The Axis player powers up three more missions. In an Air War, “kicking them when they are down” is often the right way to go.

Trainbusting (OCS 14.8):

If we are going to try and drop a Trainbusting marker to annoy the US forces, 42.10 would be a great place. But it already has a Trainbusting marker, and only one is allowed in a hex (OCS 14.8). These markers affect Track/Truck mobile units the most, and 34.07 will delay units moving to the west. We can do this shorthand:

- The Axis player flies a Bf.110 from the South Italy box 90 hexes to Licata (34.07). There are no Allied air units in the hex, nor is there a Patrol Zone.
- There is Flak, but the roll is 3,1 for a miss.
- The Bf.110 has a Barrage rating of 5, so rolls on the 5-10 column of the Barrage vs. Facilities table. The roll is a 6 for a 1*(4) result. A Trainbusting marker is placed in the hex. The Bf.110 returns to the South Italy box and goes Inactive.



Air Base Barrage (OCS 14.7):

We can do this in abbreviated fashion as well:

- The Axis player flies a Z.1007bis from the Sardinia box 91 hexes to the Air base at 33.08. There are no Allied air units in the hex, nor is there a Patrol Zone.
- The Flak roll is 2,2 for a miss.
- The Z.1007bis has a Barrage rating of 5, so rolls on the 5-10 column of the Barrage vs. Facilities table. The roll is a 2 for no result. The Z.1007bis returns to the Sardinia box and goes Inactive.

Movement Phase – Air & Naval Barrage Segment – The Naval hit was a nice surprise. Perhaps lighting will strike twice?

Air Barrage of Naval Targets (OCS 18.3):

We can do this shorthand:

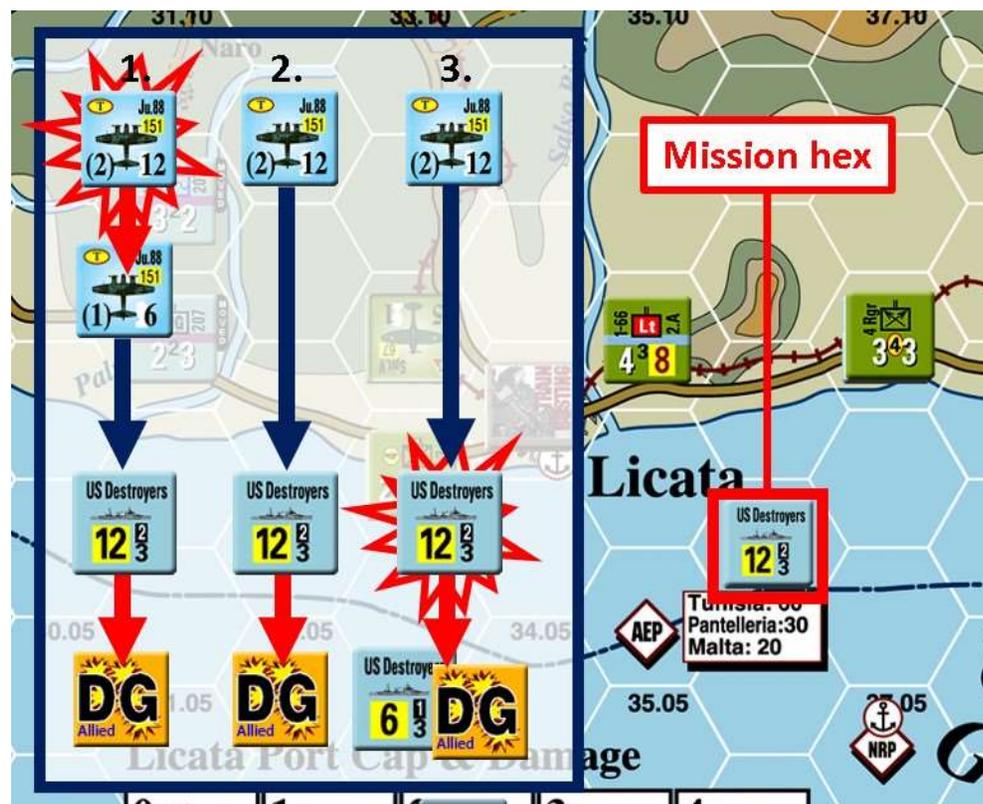
- The Axis player flies three Ju.88's from the Central Italy box 90 hexes to 36.06. There are no Allied air units in the hex, nor is there a Patrol Zone.
- There is Flak, with a +6 for the combined flak values of three US Destroyers and +1 for having three aircraft in the mission. The roll is a '9' + 7 for 16, which inflicts a step loss on one of the Ju.88's.
- There are three Destroyers in the hex, so the Axis player spreads out for three Barrages:
 - The one-step Ju.88 Barrage Strength is 6, which is doubled to 12. The Destroyer's Protection rating is 1. The roll is 2,6,4 with no shifts for a DG on the 12-16 column of the Barrage Table.
 - A two-step Ju.88 takes aim at the second Destroyer. Its Barrage Strength is 12, doubled to 24. The roll is 6,3,4 for a [1/2] result. Per the note to the side, a [1/2] is treated as a DG when units are in a Level 3 or 4 Hedgehog, Air or Naval fire, or if there is no spotter. The result is a DG.
 - The last two-step Ju.88 goes after the third Destroyer. Its doubled Barrage Strength is 24. The roll is 5,5,4 for a 1/2 result. That is a hit, as well as a DG.
- The aircraft return to the Central Italy box, go Inactive, and the reduced Ju.88 combines with the other one-step Ju.88 to make a full-strength unit. The other unit counter goes in the dead pile.

The Axis player is pretty pleased with this round of Air activity. He traded an Italian Fighter step for one step of Allied Spit.V. Plus obtained 2 hits on Allied naval units at the cost of two steps of Ju.88— expected Flak rolls, but above average results.

Supply Phase:

The Axis player checks the supply status of his units. All are in Trace Supply except for the two Italian units in 45.06 and 46.06. Those two are forced to Eat off the Map from the 1T remaining in 49.05.

Play passes to the Allied player for the Reaction Phase.



Reaction Phase – Movement Segment – The Allied player took some serious damage to his Naval units, nearly a Victory Point worth of loss. In addition, the units with DG markers are very susceptible to additional loss (another DG causes a hit). They need to get off the board at once. His Air priorities are to get his Patrol Zones reestablished and to do some more wearing down of Axis Air units.

Naval units can move in all three of a player's movement phases (OCS 18.1e). "Fast" ships can move 20 hexes per Movement Phase (OCS 18.1f), while "Slow" ships (marked with a white stripe) can move 10. Vessels can depart the map to/from the Floating Forces box via the Naval Release Points (NRP, Sicily 2 1.5b). All the US ships move to the Floating Forces box through the NRP in 37.05. There are also 5 LC and 6 DUKW Points that travel out to the Floating Forces box via various NRP's. These units cannot load cargo until the start of the next Allied Movement Phase (Sicily 2 3.2b), but they need to get in position now. The Indomitable steams 20 hexes to 58.02, where it is joined by two RN Destroyers. This places the Aircraft Carrier under the Patrol Zones of the Commonwealth Spit.V's. The Allied player has no units in Reserve, so the only remaining units which can do anything belong to his Air Forces.

Base Transfer Missions (OCS 14.11):

The Allied player makes three re-basing moves:

- A P-40 flies from the Pantelleria box flies to 33.08 (33 hexes), where it remains Active.
- A second P-40 flies from the Pantelleria box flies to 41.09 (36 hexes), where it also remains Active.

The Allied player would position more Fighters on Sicily, but has only limited refit capability.

- A third P-40 flies from the Tunisia Box onto the map, then out through another AEP to Pantelleria, where it must go Inactive since it traveled more than its printed range. (Naval Units cannot move onto the map through an NRP and then off again in the same Phase, per Sicily 2 1.5b, but Air units are not so restricted in Sicily 2 1.5a). This move is needed because the P-40's range restricted it to operating over western Sicily from the Tunisia Box.

Fighter Sweeps (OCS 14.6):

The Allied player feels it is unlikely that he can "take down" (make Inactive) the nest of 5-rated Axis fighters south of Catania. That will have to wait for next turn when he can activate all his own 5-rated Fighters. But there are some Italian fighters out there . . .

- The Allied player moves his last remaining Active P-38 from the Tunisia box to 21.24. There are two 3-rated Active Italian Fighters in the hex, and the Axis Player keeps them both Active.
 - The first combat is with the MC.205. The Air Combat roll is 6,4,6, plus the P-38's 4 rating and minus the MC.205's 3 means a Defender Abort with a step loss. The MC.205 only had one step remaining, so it is destroyed.
 - The second combat is with the MC.202. The roll is 6,1,2, plus the net +1 Air Combat rating differential is an '8' result, enough for a Defender Abort with no loss.
 - The P-38 returns to Tunisia and goes Inactive.



Reaction Phase – Movement Segment – One more Fighter Sweep, then to the **Reaction Phase – Barrage Segment**.



- There is another Air base with Active Italian Fighters on it at 56.32. The only Allied Fighter which can reach it is a Ktyhk on Malta, 46 hexes away.
 - The first combat is between the 4-strength Ktyhk and a 3-strength MC.202. The Air Combat roll is 2,2,2, plus the net +1 difference in Air Combat ratings is an Attacker Abort with no casualties. So much for that particular foray.

Air Barrage of Air Base (OCS 14.7):

- The Allied player moves a B-25 from Tunisia to hex 49.06. There are no Active enemy aircraft in the hex, nor any Patrol Zones over it.
- The Flak roll is a 3,3 plus a +2 DRM for the Level 2 Air Base. The result is an '8', for a no effect.
- The Barrage Strength is 6, and the roll on the Barrage vs Facilities Table is a '2' for a no effect.
- The mission aircraft returns to Pantelleria and goes Inactive. There are already 24 units Inactive at Tunisia, the Refit limit. By switching locations, this unit will be able to refit next turn.

Besides the air cover over the beachheads, the Allied player has only a few Active aircraft left. He feels relatively comfortable doing this since the Axis do not appear to be making threatening moves.



Axis Exploitation Phase – Movement Segment – The Axis player has no ground units which can move. He has a strong set of Patrol Zones over the river lines in front of the Commonwealth forces he decides to leave in place. Should the Allies go first he wants to have the potential to Barrage available. He might be able to take down the US Patrol Zones, however.



Fighter Sweep (OCS 14.6):

- Once down, one to go. But there is only one Active fighter with the range to reach the US Air Base at 33.08—a one-step MC.202 with an Air Combat rating of 2 based in 56.32. There is a 28% chance it can take down the 4-rated P-40. Its worth a shot!
 - The combat is with the MC.202 (Air Combat strength 2) and the P-40 (Air Combat Strength 4). The Air Combat roll is 2,2,3, minus the P-40's 4 rating and minus the MC.202's 2 means a Attacker Abort with no loss.
 - The P-40 remains Active in 33.08.
 - The MC.202 returns to 56.32, and may now combine with the other one-step MC.202, as both are Inactive.
- That didn't work. Let's try an escorted Barrage mission.

Fighter Sweep (OCS 14.6):

- The Axis player moves a full-strength MC.202 31 hexes from 56.32 to 41.09. There is an Active P-40 and an Inactive Spit.V.
 - The combat is with the MC.202 (Air Combat strength 3) and the P-40 (Air Combat Strength 4). The Air Combat roll is 4,4,5, minus the P-40's 4 rating and plus the MC.202's 3 means a Both Abort with step loss.
 - The P-40 flips to its reduced strength side and goes Inactive.
 - The MC.202 flips to its reduced side, returns to 56.32 and goes Inactive. There is another one-step MC.202 present, but the units cannot combine since one is Active and the other Inactive.



Axis Exploitation Phase – Movement Segment – But first, the Axis player has some more Transport capacity to use.

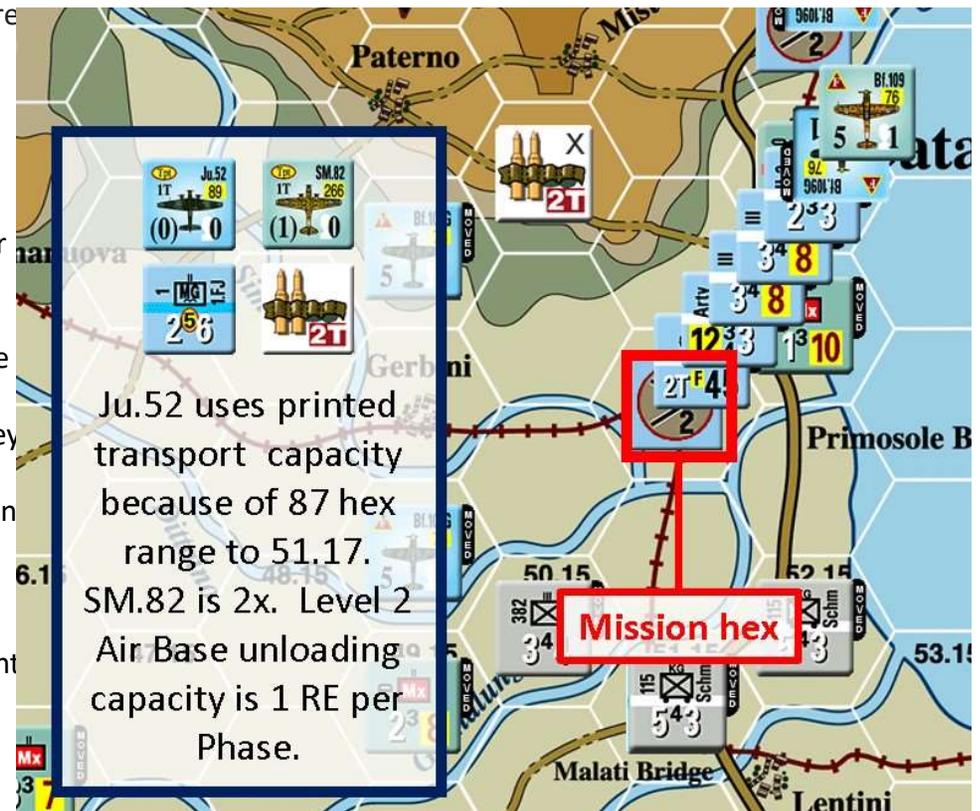
Air Transport of Units (OCS 14.9):

Units being Air Transported during Reaction or Exploit have some additional considerations.

- Recall that combat units can move up to 1/2 their MA during the phase it is carried by Air Transport (per 4.7d). This can be done before or after the Air Transport mission (or both) provided no more than 1/2 MA is expended. (OCS 14.9d). This has some important mode and phasing implications.
- SP cannot be moved before/after a mission due to “leapfrog” restrictions.
- Combat units can change to Move Mode prior to Air Transport in the Movement Phase, but are not able to “flip” orientation during Reaction or Exploitation (and cannot be Transported unless they are in Move Mode).
- Combat units must be released reserves to move (and possibly attack) before/after a mission during Reaction or Exploitation. All other units being air transported in these phases essentially have an MA of zero (and cannot attack). Note that units moving before/after the mission in Reaction have their MA halved twice, for a total of x1/4 MA.
- Some units, especially if they are released Reserves with ¼ MA), could be in a situation where intended movement would cost more than the available MA. If they used the “minimum of one hex” to get to the Air Base from which they are to be transported, then they can’t move after Air Transport (but they COULD still be Air Transported). If they don’t move before Air Transport, then they can do the “minimum of one hex” afterward into a hex with greater cost than the unit’s MA. If they expend ANY MA before Air Transport, then they have lost the ability to do the “minimum of one hex” move after Transport (they could still move into a different hex if enough MA remained). Being carried as cargo in an Air Transport mission doesn’t use any of the unit’s MA.

Air Transport of Units (OCS 14.9):

- The remaining Active Ju.52 in the Central Italy box Transports the 1/1.FJ Para MG Bn 87 hexes to the Air base in 51.17. It is joined by the SM.82 from the Sardinia Box, with 2T as its Cargo. (Normally, Air units of different factions cannot perform missions together but Transport is an exception, Sicily 2 1.8b).
- There is no enemy Patrol Zone and no Flak.
- The 1/1.FJ Para MG Bn cannot move farther since it was not a released Reserve.
- The Ju.52 returns to the Central Italy box and the SM.82 to the Sardinia box, where both go Inactive.



Axis Exploitation Phase – Barrage Segment – The Axis player tries one more time to Barrage the US Fighters.

Air Barrage of Air Base (OCS 14.7):

- The Axis player moves a Ju.88 from the Central Italy box and the Bf.109G from 49.18 to hex 33.08. There is an Active US P-40 in the hex, so Air Combat happens immediately.
- The Air Combat roll is 5,4,1 for a 9 plus the Bf.109G's rating (5) minus the P-40's (4) is 10 for a Defender Abort with no loss.
- The Flak roll is a 6,5 plus a +1 DRM for the Level 1 Air Base. The result is an '12', for a step loss. A second roll is '3' which means the Bf.109G (first aircraft) takes the loss and flips to its reduced strength side.
- The Barrage Strength is 12, and the roll on the Barrage vs Facilities Table on the 11-20 column is a '1' for a no effect.
- The Ju.88 returns to the Central Italy box and the Bf.109G returns to 56.32, where they each go Inactive. The Bf.109G went to a Base with stronger Flak protection so it is less likely to suffer a Barrage mission attack.

Now the US Fighters are Inactive again.



Air Barrage of Air Base (OCS 14.7):

- The Axis player moves an SM.84 from the Sardinia box to hex 41.09. There are no Active Allied Aircraft in the hex, and no Patrol Zones.
- The Flak roll is a 1.2 plus a +1 DRM for the Level 1 Air Base. The result is an '4', for no loss.
- The Barrage Strength is 10, and the roll on the 5-10 column of the Barrage vs Facilities Table is a '5' for a 1*(5). The top Allied aircraft (the P-40) roll is a '1' for no effect. The second Allied aircraft (the Spit.V) roll is a '5' for a step loss. It flips to its reduced strength side.
- The SM.84 returns to the Sardinia box and goes Inactive.



Air units at conclusion of Turn One.

Sardinia Airfields

Active	Inactive
SMH (1) 10	ZMW1A (1) 5, SM22 (1) 0, SMH (1) 10

Central Italy

Central Italy Airfield

Active								
<table border="1"> <tr><td>MC202 (2) 2</td><td>MC202 (2) 12</td></tr> <tr><td>MC202 (0) 0</td><td>MC202 (0) 0</td></tr> <tr><td>MC202 (2) 12</td><td>MC202 (2) 12</td></tr> <tr><td>MC202 (0) 0</td><td>MC202 (0) 0</td></tr> </table>	MC202 (2) 2	MC202 (2) 12	MC202 (0) 0	MC202 (0) 0	MC202 (2) 12	MC202 (2) 12	MC202 (0) 0	MC202 (0) 0
MC202 (2) 2	MC202 (2) 12							
MC202 (0) 0	MC202 (0) 0							
MC202 (2) 12	MC202 (2) 12							
MC202 (0) 0	MC202 (0) 0							

South Italy Airfields

<table border="1"> <tr><td>MC202 (2) 0</td><td>MC202 (3) 3</td></tr> <tr><td>MC202 (1) 0</td><td>MC202 (3) 4</td></tr> <tr><td>MC202 (0) 9</td><td>MC202 (2) 5</td></tr> <tr><td>MC202 (3) 2</td><td>MC202 (2) 2</td></tr> </table>	MC202 (2) 0	MC202 (3) 3	MC202 (1) 0	MC202 (3) 4	MC202 (0) 9	MC202 (2) 5	MC202 (3) 2	MC202 (2) 2	<table border="1"> <tr><td>MC202 (0) 9</td><td>MC202 (3) 4</td></tr> <tr><td>MC202 (2) 5</td><td>MC202 (2) 5</td></tr> </table>	MC202 (0) 9	MC202 (3) 4	MC202 (2) 5	MC202 (2) 5
MC202 (2) 0	MC202 (3) 3												
MC202 (1) 0	MC202 (3) 4												
MC202 (0) 9	MC202 (2) 5												
MC202 (3) 2	MC202 (2) 2												
MC202 (0) 9	MC202 (3) 4												
MC202 (2) 5	MC202 (2) 5												



Tunisian Airfields

Active																
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Spit V (3) 17	Spit V (3) 17	Spit V (3) 17	Spit V (3) 17													
Spit V (2) 14	Spit V (1) 7	Spit V (2) 6	Spit V (2) 6													
Spit V (3) 17	Spit V (2) 6	Spit V (2) 6	Spit V (2) 6													
Spit V (4) 10	Spit V (4) 10	Spit V (2) 4	Spit V (2) 4													

Refit is 24

Pantelleria Airfields

Active				
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Spit V (3) 12	Spit V (4) 3			
Spit V (4) 3	Spit V (2) 6			

Refit is 4

Malta Airfields

Active									
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Spit V (3) 7	Spit V (4) 3	Spit V (5) 1							
Spit V (5) 1	Spit V (5) 1	Spit V (2) 6							
Spit V (4) 3	Spit V (2) 6	Spit V (2) 6							

Refit is 8

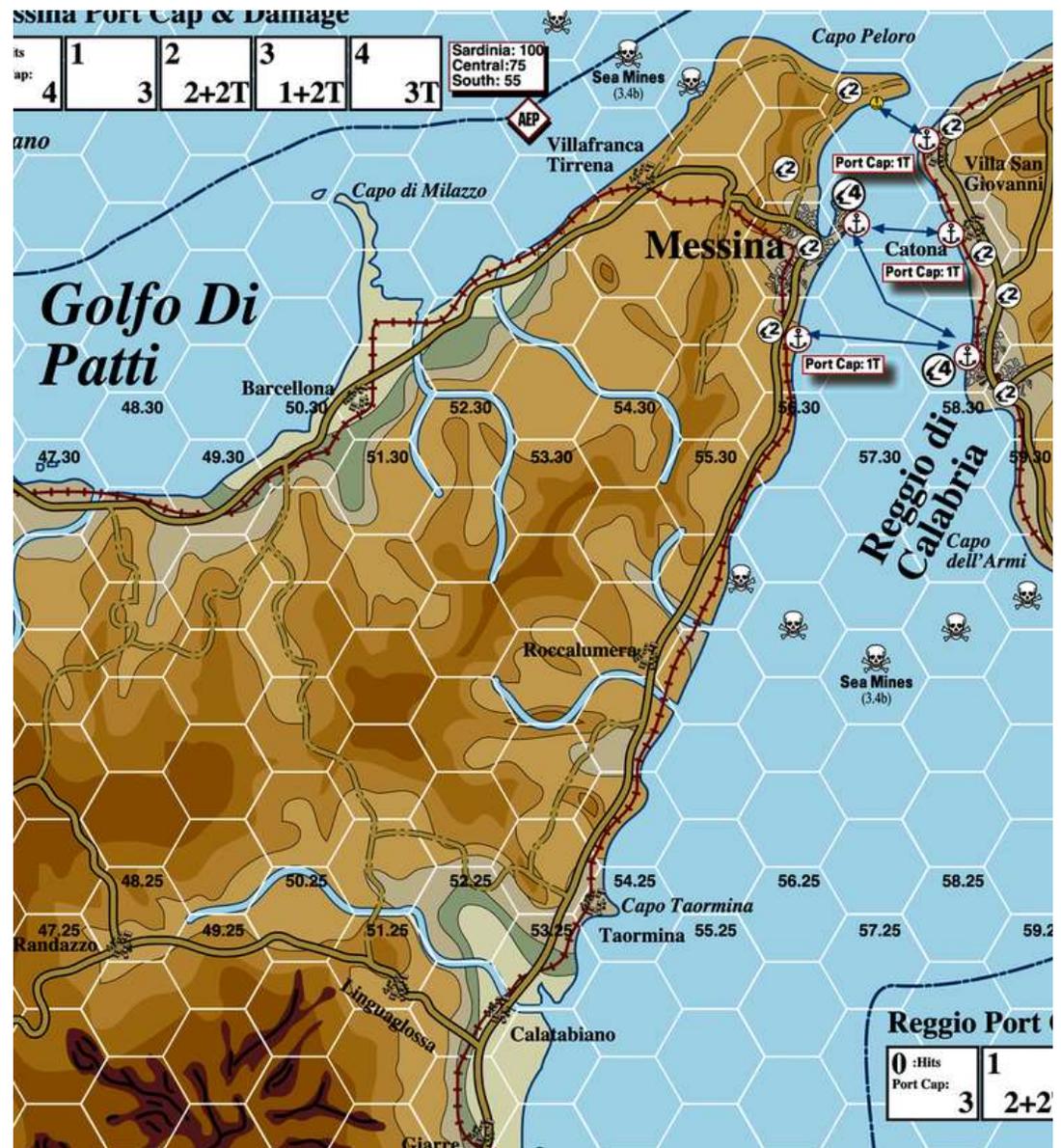


Mission	Targets	Flak?	When	Notes
Interception (14.5)	Enemy Air units performing Air mission	Never	Enemy Air Mission	<ul style="list-style-type: none"> Can only Intercept missions subject to Flak and only if in a Patrol Zone Resolve Air Combat immediately. If Interceptor “wins” (only Active unit remaining) it stays Active, otherwise goes Inactive. Win or lose, Interceptor must return to originating Air Base.
Fighter Sweep (14.6)	Engage Active Enemy Air Units in Air Combat	Never	Movement Segments	<ul style="list-style-type: none"> Move Fighter to hex with Active enemy Air units and engage in Air Combat Mission consists of one Fighter, cannot be Intercepted A hex can be target of a Sweep any number of times in a segment Win or lose, the Fighter Aborts to Air Base within range, goes Inactive
Barrage (14.7)	Enemy units Ports Air Bases Ships	Always	Barrage Segments	<ul style="list-style-type: none"> Right-1 Column shift if all Air units flew 10 hexes or less Barrage vs. units resolved on Barrage Table. Port and Air Base targets use Barrage vs. Facilities Table A hex cannot have more than one Barrage Mission per Segment
Hip Shoot (14.7d)	Enemy units Ports Air Bases Ships	Always	Movement Segments	<ul style="list-style-type: none"> Requires a correct spotter. Game specific rules may limit Hip Shoots. Made by a single Air unit, a hex can have multiple Hip Shoots in a Segment Right-1 Column shift if all Air units flew 10 hexes or less Strategic Bombers cannot Hip Shoot
Trainbusting (14.8)	Place Trainbusting Marker	Always	Barrage Segments	<ul style="list-style-type: none"> Only 1 Trainbusting Mission per hex per Segment, and only 1 marker can be in a hex. Success is an asterisk on the Barrage vs. Facility Table. Creates Trainbusting Zone, remove in next enemy Clean-Up Phase
Air Transportation (14.9)	Transport units or SP to friendly Air Base	If mission hex is in an enemy PZ	Movement Segments	<ul style="list-style-type: none"> Unload 2x Air Base Level, more if Air units go inactive at destination Combat units must be in Move Mode, can move up to ½ MA during the Phase they are carried, before or after Transport. To move in Reaction/Exploit must be a released Reserve, otherwise 0 MA.
Air Drop (14.10)	Transport Air-droppable units or SP to a hex.	If mission hex is in an enemy PZ	Movement Segments	<ul style="list-style-type: none"> An Air Transport Mission without Friendly Air Base at the destination hex Only SP and units with Para symbol are cargo, use Air Transport Table Combat Unit Drops require Drop Plan, SP do not Gliders can carry any unit which can be Transported, make capacity 2T
Base Transfer (14.11)	Move Air unit to new location	If mission hex is in an enemy PZ	Movement Segments	<ul style="list-style-type: none"> Mechanism to move Air units from one Base to another Units can go 2x their range Fighters can stay active if Transfer is inside normal range, all others (and Fighters at 2x range) go Inactive

Axis Turn – Clean-Up Phase – The Axis Removes DG’s from their units, and the Trainbusting marker placed by the Allies in hex 42.10. The Trainbusting marker placed by the Axis in hex 34.07 remains until the next Allied Clean-Up Phase. The Turn Marker is advanced to 14 July 1943 (Turn 2). There is no Weather Determination in Sicily 2 (it’s always nice!), so its time to roll for Initiative . . .

Analysis:

- The Axis player has some reason to be pleased. He inflicted 2 hits on Allied Naval vessels and destroyed five steps of Allied Air (3 in Air combat, 1 from Flak and 1 in an Air Base Barrage). The Naval Barrages had fortunate results, but they usually cost a flak hit every time, so this effort can’t last throughout the game (but Allied players can get overconfident and steam north of Acireale (53.21) on the East Coast or Caronia (38.25) on the North Coast—more than 20 hexes from the nearest NRP and unable to pop DG units off the map).
- The Allied player has some reason to be pleased. He destroyed 10 steps of Axis Air (4 in Air Combat, 3 from Flak and 3 in Air Base Barrage). The Axis player received 2 steps of reinforcement Air Steps, but the tide is running against the Axis: over the course of the game, the Axis player can expect approximately 5 steps of Replacements, but the Allied player receives an average of 17. The Allied player would be happy to trade air steps.
- It probably seems like both sides obsessed over Air Base Barrage missions, but that is where the Air Campaign is going to be lost or won. At some point, the Axis Air units will likely rebase back to the Messina area or even completely off-map in order to conserve what force they have. At that point the Allied Air can roam at will. But it doesn’t have to work that way! Hard-hitting Axis moves can make an Allied player very cautious.
- The Allied player will likely use the four Air Bases he can construct in the vicinity of Enna (38.17), the north shore, Taormina (54.25) and Capo Calava (46.30) to support his final drive for Messina along the terrain to the right.
- I encourage to experiment for yourself. Good luck!



Running an Air Campaign – This Sicily 2 example of play covered just one turn of a 16-turn game, and it is a medium-sized Air Campaign for OCS. You can get the sense of how this may play out over multiple turns. A few thoughts on the long-term of Air operations (borrowed liberally from “Running an OCS Air Campaign” by Dean Essig in Operations #22):

Not just flying Artillery – Your Air Operations are very useful for DG’ing enemy stacks as you advance. But there is more to it than that! Trainbusting missions can hinder their movement, Patrol Zones help keep their aircraft from buzzing around your ears, and Port Barrage can choke their supply lines. There is little advantage in a Defensive Air Campaign (lots of Patrol Zones, primary focus on enemy stack DG).

Why Patrol Zone – There is ONE purpose for a Patrol Zone: deny the enemy the ability to hit targets in the Zone with impunity.

Your real Air War objective – Achieve the condition where you can do what you want and your opponent cannot do anything. Cripple the enemy so they have no capability. You want them complaining that “all that Air is too strong in this game.”

Let’s Get Offensive – The primary aspects of an Offensive Air Campaign are:

- Take down Patrol Zones so you can get at your real objective – relentless Air Base Barrages on locations with Inactive units. The 11-20 Column is a good one (28% chance of a hit on any single air unit), the 21-40 is even better (33.3% chance). Relentless means Movement Phase, Exploit Phase and Reaction Phase.
- Concentrate on a few Air bases each turn, and grind them a few at a time (so your own bases have some Air cover). If you can get a unit to drive through the Air Base, maybe killing some steps, so much the better.
- Once the pressure is on, don’t let up! Dean Essig’s phrase is “hold the other guy’s head under water” (Dean is pretty direct).

Don’t Forget Trainbusting – We playtested Hungarian Rhapsody recently, and both sides together probably ran 15 Trainbusting missions on the first turn—each side trying to gum up their opponents movement. These can do a great job at key choke points (bridges, roads in bad terrain) where you want to hinder the enemy’s movement and isolate the battle area.

Pop a Reserve Stack – There are times when you can see the enemy Reserve stack waiting to pounce on you. Even with 3 left shifts, if you put a big Air Barrage in place, you might well DG the stack (and those hexes are often over-stacked). It can really wrong-foot your opponent. If this isn’t practical, then think again about Trainbusting the path those Reserve units will take to the battle area.

Interlocking Air Bases – When playing a qualitatively inferior Air force (like, say, the Soviets), don’t despair. You are often up against better quality, but fewer units. Consider some moves that play to the strengths you have:

- Trainbusting (detecting a theme here)?
- Build a lot of Air Bases and station a Fighter on each. I have seen the Soviets build so many in the Stalingrad area of Case Blue that the Axis player simply can’t clear all the Patrol Zones. This meant that every Air Barrage was into a Patrol Zone, so the Axis casualties were driven more by Flak than direct Air Combat.
- You can still play an aggressive Air campaign, though you will suffer losses. So what? It will frustrate your opponent no end!

