

# Operational Combat Series ver 2.0:

## Charts & Tables

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### Outline Sequence of Play

#### I. Pre-Turn Phase

1. Weather Determination Segment
2. First Player Determination Segment

#### II. First Player, Player Turn

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

#### III. Second Player, Player Turn

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

#### IV. Turn End Phase

### Order of Stacking

- A. Active air units (when on map).
- B. Hedgehogs, Mode Markers, HQs, Combat Units.
- C. Supplies, Trucks, Wagons
- D. Airbases, Inactive Air Units, Railhead, Rail Interdiction, Rail Damaged Markers.

### Transportation Equivalents

- 1 RE of units or each truck/wagon point (loaded or not) counts the same as 1 Supply point when being transported. (Anything requiring Eq Repls to build or rebuild cannot be transported by air.)
- Rail transport done exclusively on multi-track lines costs 1/2 of normal rail cap cost for the load involved.
- Rail transport done along exclusively single-track lines or a combination of single- and multi-track lines costs the normal rail cap.
- Rail transport done where even one hex is along low-capacity lines costs double the normal rail cap cost for the load involved.
- Rail transport done through one or more Rail Interdiction hexes costs double what it would have without going through them.

### Dump Blowing Table

<i>Die</i>	<i>% Destroyed</i>
1	25
2-3	50
4-5	75
6	100



**Flak Table**

Two Dice	Total Flak Strength in Hex			
	2 or less	3-6	7-12	13+
2-7	-	-	-	-
8	-	-	-	A
9	-	-	A	A
10	-	A	A	A
11	A	A	A	-1
12	A	-1	-1	-1

Determine Flak Strength using 14.18.

-: No Effect

A: Abort

-1: Reduce the Air Unit and it Aborts

**GS & Barrage vs Facility Table****Total Barrage & GS Strength**

Die	1-4	5-10	11-20	21-40	41-80	81+
1	-	-	-	-	(AB)	1
2	-	-	-	(AB)	1	1*
3	-	-	(AB)	1	1*	1*
4	-	(AB)	1	1*	1*	2*
5	(AB)	1	1*	2*	2*	2*
6	1	1*	1*	2*	2*	2*

-: No Effect

(AB): No effect except the attacking player can attack inactive air units at an airbase.

1: Air Base reduced by one level

2: Air Base reduced by two levels

Note: Air Bases cannot be reduced below Level 1 using this table.

\*: Railroad Hex Interdicted

#: Increase in Hits applied to a port, the MAX NUMBER of hits is 4.

Current Hits on port ⇄

% of Capacity ⇄

**Barrage Table****Total Barrage & GS Strength**

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

Roll once for hex. Owner's choice of unit(s) which take the step loss.

Results:

-: No Effect

#: Lose # steps and become disorganized.

[1/2]: If in a level 3 Hedgehog (or more), or if No friendly unit adjacent to the target hex treat as DG, otherwise treat as regular 1/2.

1/2: Roll one die, on a 4-6 lose one step and become disorganized, otherwise, become disorganized only.

DG: Target is disorganized.

Apply each line a maximum of once in a given barrage if one or more of its reasons apply. Use all lines which do apply.

1. Shift 1 column left if in a **Hedgehog** (any level, see also the [1/2] result).2. Shift 1 column left if in a **Close or Very Close Terrain Hex**.3. Shift 2 columns left if in an **Extremely Close Terrain Hex**.4. Shift 2 columns left if **no friendly unit adjacent** to target hex.5. If **less than 2 REs** in hex, shift 1 column left.6. If **more than 5 REs** in hex, shift 1 column right.

7. If any unit or units in the target hex are in Strategic Move Mode, shift 3 columns right.

**Dump, Truck and Wagon Capture Table<sup>1</sup>**

Roll whenever enemy units enter the hex and no friendly units are also in the hex.

Die Dump (on Ground)<sup>2</sup> Trucks (and supplies thereon)<sup>3,5</sup> Wagons (and supplies thereon)<sup>4,5</sup>

1	0	0	0
2	25	0	0
3	25	25	25
4	50	50	50
5	50	50	75
6	75	75	100

Notes:

1. Roll for each category in the hex separately. Number is % captured. Handle the remainder according to the below.

2. Remainder is destroyed.

3. Remainder displaces up to 10 hexes.

4. Remainder displaces up to 5 hexes.

5. Captured portion includes the vehicles the dump might be with. These are converted into friendly counters and can move during the phase of capture.



### Combat Sequence Summary

1. The attacker identifies the defending hex and attacking units.
2. Both players expend required supply points. See Combat and Barrage Supply Tables.
3. The attacker identifies his Action Rating unit, followed by the defender identifying his.
4. Determine the initial odds.
5. Roll two dice to determine surprise. Modify the odds column as needed.
6. Using each side's action rating unit, determine the Dice Roll Modifier (9.8).
7. Roll two dice, determine result.
8. Execute results. Attacker first, then the defender.

### Combat, Barrage, and Fuel Supply Tables

#### ☐ **Combat Supply (either side):**

Attacker: 1T per RE (or unit, whichever is more).

Defender: 2T (unless 1 RE or less is defending, then defender combat supply is 1T).

**NOTES:** Attackers which do not have their full combat supply available cannot attack. If required to expend supply and supply is not available (even internals), defenders are x1/2.

#### ☐ **Barrage Supply:**

1T per Battalion of Artillery, 2T per Regiment of Artillery, 4T (1 SP) per Brigade of Artillery. Ships cost 1 SP to fire.

***Barrage Supply costs are x2 for any Katyusha, Werfer, or other Rocket Artillery.***

Units cannot barrage without having the correct Barrage Supply. If the correct amount is paid, the artillery fires at full barrage strength—even if Out of Supply. Do not use the above for Air Units.

#### ☐ **Fuel Supply:**

1 SP per division or HQ (when the HQ pays for all non-divisionals within range) OR 1T per unit

When paid using the 1 SP method, the Fueled status lasts until the next friendly Clean Up Phase.

If the 1T per unit method is used, the Fueled status lasts for the current phase only.

Units which are moving using tracked or truck MPs cannot move under their own power (except as a combat result) at all unless they are currently in a Fueled Status. Units which cannot move in one of their modes for this reason, can move in another mode if that mode uses Leg MPs. Fueled Status has no effect on a unit's ability to move using rail transport.

Ships cost 1 SP for fuel in any phase they move. Their fuel payment lasts for that turn only.

**Surprise Modifier:** Roll two dice, add Action Rating differential for the combat.

#### **Overrun Attack:**

...if 9 or more, Attacker Surprise

...if 6 or less, Defender Surprise

#### **Regular Attack:**

...if 10 or more, Attacker Surprise

...if 5 or less, Defender Surprise

**Modifier:** Add 1 to the defender's Action Rating if the defending units occupy a Hedgehog of any level. If a player has surprise, roll one die and shift that many columns in that player's favor.

#### **Standard Action Rating Die Roll Modifier:**

Action Rating of selected Attacking Unit — Action Rating of selected Defending Unit — Level of Defender's Hedgehog, if any = DRM



## COMBAT TABLE

(Two Dice)

Extra Close	1:2	1:1	2:1	3:1	4:1	8:1	12:1	16:1	20:1	28:1	36:1	44:1	52:1	
Very Close	1:3	1:2	1:1	2:1	3:1	4:1	6:1	9:1	12:1	15:1	18:1	21:1	24:1	
Close	1:4	1:3	1:2	1:1	2:1	3:1	4:1	6:1	8:1	10:1	12:1	15:1	18:1	
Open	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	7:1	9:1	11:1	13:1	
1 or less	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	AL1 DL1o1	1 or less
2	AL2	AL2	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 DL1o1	Ao1 DL1o1	2
3	AL2	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	3
4	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	4
5	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	5
6	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ae4 DL1o2	Ae4 DL1o2	6
7	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	7
8	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	8
9	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	9
10	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	10
11	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	11
12	AL1o1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	12
13	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	13
14	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	14
15 or more	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	15 or more

## Explanation of Results:

A: Attacker, D: Defender

L#: Loss Number, lose # steps.

o#: Option Number, retreat or step loss option.

DG: Defender is disorganized.

e#: Attackers with action ratings of # or more are exploitation marked. (This is never applied in Overruns)

1) If the attacker takes his option as a retreat the defender can ignore any options he might have had and any exploitation result is void. (9.10b, 9.10c)

2) If either side is destroyed before taking its option, the other side is exempt from its options.

3) Any unit which retreats 2 or more hexes is automatically marked DG.

## Supply Level Effects

Supplied: All values Normal

**Out of Supply:** Attack and Defense x1/2, movement is normal (given possible fuel problems), roll on Attrition Table each turn. These units may attack (at x1/2) if combat supply can be found. Action Ratings are unaffected by Supply Level. Air Bases which are Unsupplied cannot refit air units.

BARRAGE Values are **always** full provided the required Combat Supply is expended.



### Air to Air Combat Table

#### Modified

Dice Roll	Result
4 or less	Attacker -1 step and abort
5-6	Attacker Abort
7	NO RESULT
8-9	Defender Abort
10 or more	Defender -1 step and abort

NO RESULT—Advantage, if used, is expended. Air units available for next round. Otherwise, no effect.

#### Modifiers:

Add the Attacker's air to air rating  
Subtract the Defender's air to air rating  
See also Advantage, below.

### Advantage

If the player declares a combat to be an advantaged combat, add one (+1) to his air unit's air-to-air rating.

### Air Unit Refit Table

Do this for each supplied friendly air base.

#### Number Refit =

Roll a number of dice equal to the Base's Level and divide the total by 2.

#### Example:

A player refits a level 3 base. He rolls three dice getting a 11 and divides by 2 to get 5.5 which rounds to 6. He can refit up to 6 air units.

The owning player decides which air units to refit.

### Air Drop Table

For each air unit load of supplies or unit being dropped, roll one die.

Die	Result
1-4	Supplies or unit successfully dropped.
5-6	Supplies or unit destroyed.

+1 to die if landing hex terrain is other than open.

Units always land on their Combat Mode Side, and in DG mode.

If a unit lands atop an enemy combat unit, the dropping unit is destroyed.

### Inactive Air Unit Reduction Table

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

Die	Result
1-3	No Effect
4-6	Reduce Air Unit (Destroy if already reduced.)

### Air Base Capture & Air Unit Reduction Table

If an air base has been captured by enemy ground units, automatically destroy all inactive air units. Roll for active air units separately below. After rolling and taking any losses, active air units must displace to another base and become inactive there.

Die	Result
1-3	No Effect
4-6	Reduce Air Unit (Destroy if already reduced.)

### GS & Barrage vs Dump/Truck Table

#### Total Barrage & GS Strength

Die	1	2-4	5-8	9-12	13-24	25-48	49-62	63+
1	-	-	-	-	5%	5%	10%	10%
2	-	-	-	5%	5%	10%	10%	15%
3	-	-	5%	5%	10%	10%	15%	20%
4	-	5%	5%	10%	10%	15%	20%	25%
5	5%	5%	10%	10%	15%	20%	25%	30%
6	5%	10%	10%	15%	20%	25%	30%	30%

Result is applied to each target type separately. For example, a 25% result against a hex with 10 trucks, 4 wagons, and 15 Supply Points would generate a loss of 3 trucks, 1 wagon, and 4 SPs.

Apply each line a maximum of once in a given barrage if one or more of its reasons apply.

Use all lines which apply.

"Points" in hex is the Total of all Truck, Wagon, and Supply Points in hex.

1. Shift 1 column left if in a **Hedgehog** (any level).
2. Shift 2 columns left if in a **Close or Very Close Terrain Hex**
3. Shift 3 columns left if in an **Extremely Close Terrain Hex**
4. If at least 5, but less than 15 "Points" in hex, shift 1 column right.
5. If 15 or more "Points" in hex, shift 2 columns right.



## Supply Tables

If the unit must be supplied from on-map supplies:

**Supplied** 2T per division, 2T for non-divisionals

**Out of Supply** Any unit which isn't paid for above and cannot trace.

### □ Supply Requirements for Special Units and Purposes

- **Truck, Organic Truck, and Wagon Units:** None
- **HQ Units:** Counted as a non-divisional unit.
- **Aircraft Units:** Air units never expend supply themselves, they are supplied because their base is supplied.
- **Air Bases:** If the air base can trace, it is supplied. Air bases which cannot trace can be supplied if 2T per desired level is expended to supply the base. The base then operates at the level paid for, which must be equal to or less than the air base's actual level.
- **Build/Improve An Air Base One Level:** 2T. One level per turn max. Must have engineer capable unit present to do so. Air Base successful improvement roll:  
2-6 in the Open, 3-6 in Close, 5-6 in Very Close, and 6 in Extremely Close terrains.
- **Rail Repair:** 2T per hex.
- **Hedgehogs:** Build/improve one level costs 1 SP. One level per turn max (*two* if engineer capable unit in hex, 2 SP total supply cost.)
- **Port Repair:** 1 SP.

## Supply Level Effects

**Supplied:** All values Normal

**Out of Supply:** Attack and Defense  $\times 1/2$ , movement is normal (given possible fuel problems), roll on Attrition Table each turn. These units may attack (at  $\times 1/2$ ) if combat supply can be found. Action Ratings are unaffected by Supply Level. Air Bases which are Unsupplied cannot refit air units.

BARRAGE Values are **always** full provided the required Combat Supply is expended.

## Attrition Table

Roll once per stack per Supply Phase for each stack determined to be Out of Supply. A single unit is a stack of one. Roll on the column of the best Action Rating unit in the stack.

	Action Rating					Result
	5-4	3	2	1	0	
Two Dice Roll	2-8	2-5	2-3	2	—	No Loss
	9-10	6-7	4-5	3-4	2-3	-1 Step
	11	8-9	6-7	5-6	4-5	-2 Steps
	12	10-11	8-9	7-8	6-7	-4 Steps
	13+	12+	10+	9+	8+	-All Steps

### Die Roll Modifiers:

+3 if 5 steps or more in the hex.