

# State of the OCS Winter 2024

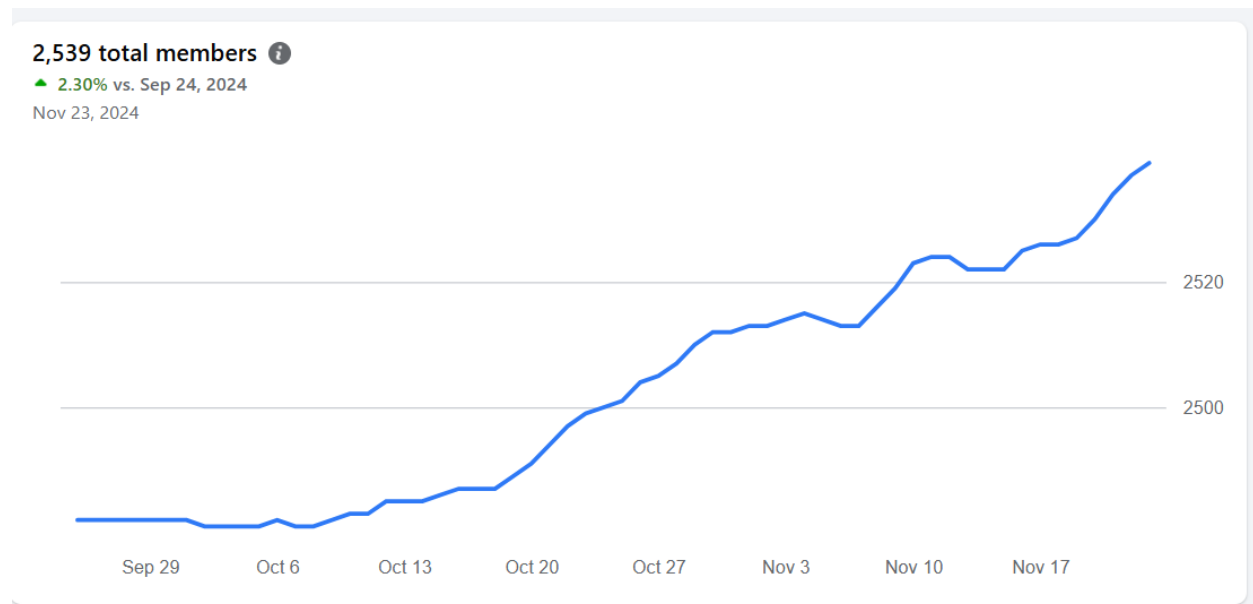
*By Chip Saltsman & Carl Fung*

The Operational Combat System reached 20 games this year with the impending release of *The Forgotten Battles*. There are more in the pipeline. These games that have been submitted to MMP and are somewhere in a development process:

- **Cross-Channel Attack** – by designer Roland Le Blanc. Covers the Normandy landings through the “Miracle in the West” operational pause in early September 1944. Players can also explore landing in the alternate locations which were seriously considered by the Allies.
- **A Season in Hell** – by designer Stephane Acquaviva. This is the Summer of 1943 in Russia, on a map which stretches from Tula to Rostov. The Germans could no longer manage a front-wide offensive, so focused their attention on the Kursk salient. The Soviets learned their target and were ready. You can recreate the Kursk offensive as the Germans or explore offensives on other sectors of the front. One mechanism we are exploring is the choices faced by both sides: whether to start their offensive first and balancing an early offensive with refitting armies exhausted by the previous campaigns.
- **The Hero City** – by designer Antony Birkett. Finishes Tony’s set of games which cover the Russian Front from September 1943 to April 1944 with the situation facing Army Group North. The siege of Leningrad is broken and the Axis pushed back to the Narwa line, with desperate defenses holding off potential Soviet breakthroughs. This game connects with *The Forgotten Battles*, *The Third Winter* and *Crimea* (if you have the space) for a massive combined “Ostfront” game. We anticipate scenarios covering the Karelia offensive against the Finns.
- **Battle over Britain** – by designer Marcus Watney. This is a one-map treatment of the summer/autumn of 1940. The German forces, having surprised even themselves with the rapid fall of France, set their eyes on Britain. The Axis must try to overwhelm the British fighter defenses and then must decide when/if/where to launch an invasion. The better their air bombardment and the sooner they invade the less ready will be the British Army. But going early means they will have much less transport capacity to get units and supplies into England.

There are active OCS social media communities on Discord, the OCS Forum at Consimworld, people who prefer to post on Twitter and other social media platforms. The OCS Facebook group is over 2500, more than 30% higher than in 2022. There are some 650 “Active” members (viewed, posted, commented or reacted) during the last few months. For what it’s worth, the most active days of the week are Thursday and Friday.

***OCS – Honcho Update***  
**Chip Saltsman and Carl Fung**  
**November 25, 2024**



*OCS Facebook Group membership, Sept – Nov 2024*

At the end of 2024, Chip Saltsman will be retiring from his role as OCS Honcho. Chip initially shared Honcho duties starting in 2019 and became a full-time Honcho two years ago. He will continue to answer rules questions and run the OCS Depot website. He will also handle development for two upcoming titles (*Hero City* and *Battle over Britain*). We owe Chip a debt of gratitude for his contribution.

Taking over as Honcho for OCS (as well as BCS) is Carl Fung. Carl is not new to OCS. He has been involved with The Gamers since the early 2000s when Case Blue was being designed. He worked side-by-side with Dean on *all* The Gamers' games from design to research, since SCS It Never Snows with the exception of two and the OCS series. With Chip's retirement, this is Carl's opportunity to delve more deeply into OCS. He cut his teeth playing the first edition of Tunisia and has great memories of vainly stemming the flood of Italians in the early turns of DAK. Carl collaborated with Stéphane Acquiva, as both were designing games around the fighting in late-war Hungary (BCS Panzers Last Stand and OCS Hungarian Rhapsody).

Carl will also be designing an OCS game on Poland 1939. This would be a two-map game of the Polish invasion. It isn't the walkover you would expect, particularly if the Poles rethink their starting positions.

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Fun fact: Chip and Carl both worked for the same company in the 1990's, often on the same floor. We probably walked past each other dozens of times and never realized our mutual gaming interest.