

When I look at the games I have yet to play fully, I often want a quick guide about where to start. These ratings are my take on the playability of the OCS scenarios rated from 1 to 10.

Not every OCS game was rated, but of those that were, all of its scenarios were rated. Burma and Burma II are almost identical, as are Korea and its reprint. DAK2 is also simply a reprint; only erratum was corrected. Guderian's Blitzkrieg II is a new game in most senses. Tunisia and Tunisia II have significant play and strategy differences but many of the scenarios appear almost identical. I rated them both.

"Maps" is simply the number of maps the scenario requires. In several smaller scenarios, only a portion of a map is required and that is noted in the calculation. In other scenarios, more than one partial map is required. Setting up two partial maps is a lot more work to set up than one map. I counted those as 2 maps. Note there are several overlaps in the Case Blue scenarios that are not specifically accounted for.

"Setup Pieces" counts the number of pieces that must be set up to play

the scenario. This counts more than just units. It includes airfields and hedgehogs. It does not include supply points and replacement pax or eq. It also includes "Dead Units" which in theory might be rebuilt and therefore are required to play the scenario. Particularly in Case Blue scenarios, there are a lot of dead units.

"Total Pieces" are the total number of pieces that we know are going to be used: units, reinforcements (including hypotheticals), as well as hedgehogs, airfields, that start on map. Speculative replacements, supplies, and player built hedgehogs or airfields are not part of the counts. In the case of the big Case Blue combined scenarios I reduced the number of pieces to account for the fact that in the individual scenarios some units enter and exit the scenarios but would simply remain on map in the combined scenarios.

"Special" is special rules. Knowledge of the system rules is assumed. The "special" base was established by reference to Hube's Pocket with only 5 page of special rules. Case Blue has over 21 pages. You may not need to know all the special rules to play a scenario

but you need to know what they are to know if you need them. Sometimes the scenarios have special rules as well that must be considered.

"Turns" are the maximum number of turns the scenario lasts. A few scenarios start with one player having already done its half of a turn. Some small scenarios are literally half turn training scenarios. In other games this simply sets a stage. The longest games come with the proviso "or less." Some games let you skip turns or play minimal turns because of the weather so the game might play much faster than the gross number of turns implies. That math is beyond my capability for a project like this.

"Setup Time" is my estimate based on two factors: number of maps and number of pieces. It is an estimate based on a single person setting up the scenario with five minutes per map and 120 pieces per hour.

The "RATING" is a rounded version of the following equation:  $((\text{Turns} \div 5) + (\text{Special} \div 5) + (\sqrt{\text{Total Pieces}}) + (\sqrt{\text{Maps}})) \div 100$ . The lists below actually show them in the order of the results before final rounding.

#### Just to Learn: Very small, very short

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
GB*	1	0.67	15	15	9	2	0:11	1
S2	2	0.25	37	37	5.167	0.5	0:20	1
GB*	4	0.25	25	33	9	4	0:14	1
S2	1	0.5	49	49	5.167	3	0:28	1
Burma II	Learning	0.33	39	43	8.833	5	0:22	1
BL	6.6	0.25	70	70	8.167	0.5	0:37	1
K	5.5	1	50	53	8.333	4	0:31	1
S	1	0.333	82	82	5.667	0.5	0:43	1
S	3	1	54	72	5.667	3	0:33	1
GB*	2	2	32	55	9	6	0:27	1
EATG	3	0.333	87	87	7	3	0:46	1
K	5.7	1	64	64	8.333	6.5	0:38	1
Burma II	1	0.25	59	72	8.75	9	0:31	1
GB*	3	2	60	66	9	6	0:41	1
DAK	7.6	1	54	56	19.5	4	0:33	1
S2	3	0.25	107	131	5.167	2	0:55	1
TII	2	2	107	113	6	3	1:04	1
T	2	2	110	116	6.67	3	1:06	1
CB	Chir River	0.33	78	78	21	3	0:41	1

Several of these are not really even games. They are just ways to learn the system. On average: Less than a full map; 68 counters; 3.5 turns

# WHAT SCENARIO SHOULD I PLAY?

## A Quick Play: A real game and a quick setup

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
BL	6.5	0.5	105	139	8.33	2	0:56	2
DAK	7.3	1	93	93	19.5	2	0:52	2
BL	6.3	1	138	146	8.167	3.5	1:15	2
S	2	0.25	177	177	5.667	4	1:30	2
K	5.3	1	101	136	8.333	7.5	0:56	2
RE	2	1	103	144	5.333	9	0:57	2
TII	5	1	153	153	6	8	1:22	2
EATG	7	0.5	156	171	7	5	1:21	2
DAK	7.1	1	100	105	19.667	6	0:56	2
T	5	1	176	176	6.67	8	1:34	2
BTR	6.4	0.333	108	129	17.33	9	0:56	2
DAK	7.8	2	134	134	19.5	2	1:18	2
K	5.12	1	199	199	8.333	9	1:45	2
RE	1	1	103	152	5.333	21	0:57	2
EATG	8	2	201	207	7	7	1:51	2
K	5.8	2	194	194	8.333	8.5	1:48	2
GB II	5.1	1	196	196	16	3	1:44	2
EATG	4	0.333	229	255	7	5	1:57	2
T	1	1	90	201	6.67	14	0:51	2
TII	1	1	109	207	6	14	1:00	2
BG	5.3A	1	211	253	8.33	7	1:51	2
Burma II	3	0.75	146	160	8.833	24	1:17	2
Burma II	2	0.75	227	251	8.75	10	1:58	2
DAK	7.16	1	190	190	19.5	9	1:41	2
BL	6.1	0.5	228	322	8.33	3.5	1:57	2
Burma II	4	0.5	275	281	8.833	11	2:21	2
K	5.13	1	222	222	8.333	21	1:57	2
CB	4	0.5	214	247	21	6	1:50	2
BG	5.6	1	304	334	8.333	5	2:38	2
BL	6.2	0.5	320	375	8.167	3.5	2:43	2
BG	5.3	0.5	211	286	8.33	16	1:49	2
CB	6.1	1	48	154	21.5	25	0:30	2
BTR	6.7	0.5	202	258	17.5	13	1:44	2
Burma II	5	0.5	284	291	8.8333	17	2:25	2
DAK	7.13	2	245	245	19.5	11	2:13	2
K	5.2	2	90	208	8.333	29	0:56	2
S2	4	1	355	360	5.167	12	3:03	2
BG	5.2A	2	298	379	8.33	7	2:40	2
DAK	7.10	2	258	283	19.667	9	2:20	2
DAK	7.19	1	335	336	19.5	5	2:53	2
CB	6.2	1	308	319	21.333	6	2:40	2

These scenarios are very playable but do not reach the essential "feel" of the OCS system. On average: 1 map; 221 counters; 10 turns

# WHAT SCENARIO SHOULD I PLAY?

## Games of Substance

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
GB II	5.2	2	202	299	16	14	1:52	3
GB*	7	2	360	414	9	6	3:11	3
CB	7.6A	2	302	302	21	10	2:42	3
EATG	5	2	441	462	7	4	3:51	3
DAK	7.2	2	130	175	19.5	33	1:16	3
S2	5	1	330	402	5	16	2:51	3
S2	6	1	331	402	5.167	16	2:51	3
BG	5.1A	1	374	474	8.75	4	3:13	3
GB*	6	2	463	489	9	2	4:02	3
BG	5.2	2	298	406	8.33	16	2:40	3
T	6	1	475	484	6.67	11	4:03	3
TII	6	1	495	500	6	11	4:13	3
HP	5	2	494	511	5	9	4:18	3
HP	1	2	538	578	5	4	4:40	3
GB*	5	2	383	497	9	10	3:22	3
BL	6.7	1	393	518	8.167	13	3:22	3
HP	3	2	601	612	5	5	5:11	3
BG	5.4A	2	509	632	8	7	4:25	3
HP	4	2	652	677	5	6	5:37	3
HP	2	2	639	670	5	7	5:30	3
BG	5.8	1	650	655	8.167	7.5	5:31	3
EATG	10	2	626	647	7	8	5:24	3
GB II	5.3	2	419	509	16	14	3:40	3
S	8	2	530	544	5.667	22	4:36	3
BTR	6.3	2	225	418	17.25	26	2:03	3
S	7	2	503	541	5.667	25	4:22	3
K	5.11	3	323	369	8.333	41	2:57	3
Burma II	c3	2	452	471	8.58	31	3:57	3
EATG	2	2	702	774	7	4	6:02	3
HP	4c	2	652	689	5	15	5:37	3
TII	4	2	369	527	6	32	3:15	3
T	4	2	375	521	6.67	32	3:18	3
BG	5.5A	2	613	714	8.167	12	5:17	3
S	6	2	530	578	5.667	28	4:36	3
Burma II	c2	2	383	442	8.58	41	3:22	3
BG	5.7A	2	739	779	8.167	7	3:20	3
BTR	6.10	2	476	516	17.333	24	4:09	3
S	5	2	532	581	5.667	29.5	4:37	3
K	5.10	3	301	360	8.333	51	2:46	3
CB	7.15	6	320	352	21	36	3:11	3
CB	7.9	6	327	474	21	21	3:14	3
BG	5.4	2	509	708	8	16	4:25	3
Burma II	c1	2	369	433	8.58	45	3:15	3
S	4	2	544	596	5.667	30	4:43	3
BL	6.4	2.5	686	843	8.5	3.5	5:56	3
HP	3c	2	601	680	5	24	5:11	3
BL	7.2	2.5	766	770	8.167	12.5	6:36	3
GB*	8	2	356	636	9	26	3:09	3
BTR	6.6	1	664	754	17.333	9	5:38	3
BG	5.7	2	739	780	8.167	15	6:20	3
DAK	7.18	5	615	628	19.5	14	5:33	3

With a significant jump in size and length (and set-up times), these are the OCS scenarios that feel like the full game system. On average: 2 maps; 545 counters; 18 turns

# WHAT SCENARIO SHOULD I PLAY?

## You'll Know You've Been in a Fight

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
CB	7.6B	4	463	696	21	10	4:12	4
HP	2c	2	639	731	5	26	5:30	4
K	5.9	3	280	349	8.333	64	2:56	4
BTR	6.2	2	377	634	17.25	26	3:19	4
BL	7.1	2	658	884	8.167	12.5	5:40	4
HP	1c	2	538	702	5	32	4:40	4
BG	5.5	2	613	722	8.167	28	5:17	4
BL	7.3	2.5	766	884	9	12.5	6:36	4
BL	7.4	2.5	766	884	8.5	13	6:36	4
CB	7.12	6	428	470	21	36.5	4:05	4
BG	6.9	2	431	729	8.75	29	3:46	4
BTR	6.9	2	600	718	17.333	24	5:11	4
T	3	2	98	511	6.67	58	1:00	4
TII	3	2	111	535	6	58	1:06	4
DAK	7.17	5	581	657	19.5	29	5:16	4
BG	5.1	2	431	735	8	38	3:46	4
CB	7.2A	10	520	646	21	27	5:10	4
CB	7.11A	4	705	885	21.167	13	6:13	4
GB II	6.2	6	978	1061	16	7	8:40	4
K	5.6	3	194	374	8.333	85	1:53	4
GB II	6.8	2	1064	1110	16	10	9:03	4
EATG	9	4	1089	1142	7	14	9:25	4
GB II	6.3	6	1039	1136	16	9	9:10	4
GB II	6.1	6	796	1047	16	20	7:09	4
K	5.4	3	141	383	8.333	97	1:26	4
GB II	6.5	4.33	1034	1144	16	17	8:59	4
EATG	6	4	978	1219	7	25	8:30	4
DAK	7.14	5	502	693	19.5	57	4:37	4

Games in this range have something big about them. Case Blue has 10 maps, GBII has 1200 + counters, and Korea has 85 turns. Setup times are also way up.

On average: 4 maps; 774 counters; 31 turns

## Size Does Matter

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
BTR	6.8	4	1076	1178	17	24	9:19	5
K	5.1	3	102	388	8.333	109	1:07	5
CB	7.1A	6	789	1115	21	27	7:05	5
GB II	6.4	6	1119	1247	16	25	9:50	5
DAK	7.15	5	882	956	19.5	46	7:47	5
EATG	1	4	853	1318	7	34	7:27	5
CB	7.13	6	1282	1361	21	36	11:12	5
GB II	7.8	4.33	1350	1475	16	36.5	11:37	5
BTR	6.5	4	1174	1411	17.333	40	10:08	5
CB	7.11	4	954	1430	21.167	36.5	8:18	5
CB	7.14	4	1289	1451	21.67	36	11:05	5
GB II	6.6	6	1286	1476	16	38	11:14	5
GB II	6.7	6	1391	1581	16	38	12:06	5
CB	7.10	6	1469	1590	21	36.5	12:45	5

This is the heart of the OCS country.

On average: 5 maps; 1382 counters; 43 turns

# WHAT SCENARIO SHOULD I PLAY?

**"Begin at the beginning and go on till you come to the end:"** Louis Carroll

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
DAK	7.12	5	644	936	19.5	93	5:48	6
DAK	7.11	5	424	753	19.667	112	3:58	6
BTR	6.1	4	548	1370	17.08	70	4:54	6
GB II	7.5	4.33	1034	1411	16	106	8:59	6

These are long games. They are smaller than the 5 rated games but twice as long. Big games you probably won't finish. On average: 5 maps; 1117 counters; 95 turns

**"And damned be him that first cries, 'Hold, enough!'"** Macbeth

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
CB	7.3	4	1105	1473	21	104	9:33	7
DAK	7.9	5	328	779	19.5	157	3:10	7
GB II	7.6	6	1286	1605	16	100	11:14	7
CB	7.8	10	1067	1610	21	94	9:44	7
GB II	7.7	6	1391	1710	16	100	12:06	7
CB	7.5	4	1084	1726	21	97	9:23	7
DAK	7.7	5	313	787	19.5	166	3:02	7
CB	7.13+7.14+7.15	16	2891	2891	21	36	25:26	7
CB	7.7	6	1307	1926	21	94	11:24	7
DAK	7.5	5	279	797	19.5	180	2:45	7
CB	7.10+7.11+7.12	16	2851	3141	21.67	36.5	25:06	7

These games are a lot bigger and a little longer than the 6s. The giant games are really three consolidated scenarios from Case Blue. They are not very long.

On average: 8 maps; 1676 counters; 106 turns

**"...the race is not to the swift, nor the battle to the strong..."** Ecclesiastes

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
CB	7.6	12	1190	2378	21	97	10:56	8
CB	7.4	12	1083	2308	21	104	10:02	8
DAK	7.4	5	215	823	19.5	213	2:13	8
GB II	7.4	6	1119	1819	16	149	9:50	8
GB II	7.3	6	1039	1844	16	159	9:10	8
GB II	7.2	6	978	1848	16	165	8:40	8
DAK	7.20	5	202	871	19.5	239	2:07	8
CB	7.7 + 7.8	16	2374	3190	21	94	21:08	8

These are the giant scenarios. Endurance is the key to play.

On average: 9 maps; 1885 counters; 153 turns

**The Times That Try Men's Souls**

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
GB II	7.1	6	796	1888	16	178	7:09	9
CB	7.1	6	789	1855	21	178	7:05	9
CB	7.3+7.4	16	2188	3403	21	104	19:35	9
CB	7.5 + 7.6	16	2274	3693	21	97	20:18	9
CB	7.2	10	520	2071	21	178	5:10	9

This is the Eastern Front! With two more maps and 700 more counters than the eight rated games these are actually shorter scenarios than the eight rated games since DAK is out of the calculations. GBII 7.1 and CB 7.1 are actually the same scenario but with minor differences caused by the differences in the games.

On average: 11 maps; 2582 counters; 147 turns

# WHAT SCENARIO SHOULD I PLAY?

## The Burrito as Big as Your Head

Game	Scenario	Maps	Setup Pieces	Total Pieces	Special	Turns	Set-up Time	RATING
CB	7.1+7.2	16	1309	3533	21	178	7:15	10

This is what the OCS gamer dreams of playing. It does not even take too long to set up. This is what retirement is meant for. Of course, it will contribute to your dementia.

On average: 16 maps; 3533 counters; 178 turns

## The Rest Is Silence

### Notes on Game Codes

**BG:** Baltic Gap. This is a good mid-size game. It is thoroughly playable without too many special rules. The nice number of printed scenarios was supplemented to create additional shorter (and, therefore, player friendly) scenarios.

**BL:** Blitzkrieg Legend. Short campaign with lots of counters.

**BTR:** Beyond the Rhine. A big impressive game, this is the OCS treatment of the western theater after the Normandy breakout to the end of the war in Europe. It covers Market Garden, the Bulge, Lorraine and breaching the Rhine. The full campaign is still 108 turns shorter (and twelve maps fewer) than the Eastern Front games that end in early 1943.

**Burma II:** A reprint with few changes to the original game. System-wise there is not a lot of unique things but the game sure feels different than the other OCS games.

**DAK:** Both DAK and DAK2. The latter is merely a corrected version of the former. This game's primary characteristic is length (239 turns). It also takes a healthy amount of map space but there are options for shortening the map up. Even the longest scenarios, however, do not have many counters compared to the true monsters. There are a lot of special rules that are unique to this game (e.g. Allied Training status) but do not directly impact the shorter scenarios.

**CB:** Case Blue. This is the biggest game in the system by any standard. As a stand-alone game, there are 10 maps. It was designed to connect to GB II for the complete Eastern Front experience. It includes both the area included in Enemy at the Gates as well as the Crimea and Caucasus. Although you can play the Case Blue and Enemy at the Gates scenarios separately I have left them combined to minimize the damage to

my sanity. The game includes numerous scenarios that can be played alone or linked together to create the monsters that are the top sized scenarios. All were rated separately. The biggest scenarios would take more than 24 hours just to set up.

**EATG:** Enemy at the Gates. This is the predecessor game to Case Blue but since it was designed to use the "modern" evolution of the rules (2.0 and later) it can still be played without difficulty. While the scenarios need some adjustments to play well (there's probably too much supply), there is nothing that will cause the game not to work.

**GB\*:** Guderian's Blitzkrieg. The OCS system has come a long way since this original game was designed. These scenarios can be played with the current game system but will need significant modification to account for a very different underlying supply premise. The rating for Rule burden was modified to reflect the need to make these changes. You also need some errata counters. None of the "learning scenarios" was rated because you would be learning to play a dead system.

**GBII:** Guderian's Blitzkrieg II. This was a redesign reflecting the changes made to the system starting with EATG. There has been a second printing to update errata but no substantive changes to the game. It's big and has some interesting special rules (e.g. Partisans).

**HP:** Hube's Pocket. This was another early modern game. With some adjustment to the supply rates it still plays although the OBs are a bit too generous.

**K:** Korea. I have rated the reprint. The two editions are almost identical. The reprint was supposed to correct errors in the first edition. It didn't.

**RE:** Reluctant Enemies. Designed to be a quick learning game, it is a bit more than that because it has medium but not small size and length.

**S:** Sicily. Although the game has a unique scale its primary contribution to the system is to resolve the problem of seaborne supply.

**S2:** Sicily II. A game specifically created for players to learn the system, it is mechanically related to its predecessor on the subject but it was designed on a different scale.

**T:** Tunisia. Like EATG, this game was designed with the first "modern" rules set. It can still be played and is still fun. It also has some quirky situations and there was criticism of the OB.

**III:** Tunisia II. Initially conceived of as a reprint of the original, the opportunity was taken to modify the OB and some basic gamey behavior. It was also designed with a more current rules set. Therefore, it plays a little differently than its predecessor and I have rated it as a different game.



## MMP'S WINTER OFFENSIVE January 11-14, 2018

Once a year MMP sponsors a tournament where the profits from raffle ticket sales, tee-shirt sales, and entry fees go to the World War Two Foundation.

We feel that outside of ASLOK, Winter Offensive is the ASL tournament to attend!

The 26th annual Winter Offensive will once again be at the Comfort Inn and Convention Center in Bowie, Maryland, conveniently located at the junction of U.S. 50 & U.S. 301.

For details regarding general information, directions or hotel phone numbers, contact Brian Youse at:

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