Operational Combat Series:

Series Rules

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Special Assistance: The Burrito as Big as Your Head, without which this system wouldn't be what it is today.

Dedication: To the many gamers, especially those mentioned above, who gave of themselves selflessly to make this game system a success.

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The Gamers

Introduction

The OCS games simulate campaign-level combat from 1900 to the mid-1950's. The series goal is to allow a sophisticated study of the historical events portrayed while maintaining a level of mechanical simplicity.

Learning to Play

Players should first read and play the "Teaching Scenarios" provided in the *OCS* game purchased. These divide the rules into more easily digestible chunks. The teaching scenarios introduce the rules in a "programmed learning" approach which speeds rules learning.

Game Components

1. The Game Map

The map included in each game depicts the area in which the battle or campaign was fought. To eliminate fold ridges on the map, carefully back-fold each crease. Secure the map to the playing surface with *drafting* tape. This type of tape can be removed later without damaging the map. Covering the map with 1/8" Plexiglas or laminating it will help protect your gaming investment.

A. *The Hex Numbering System.* This system identifies individual hexes on the game map. If the game uses more than one map, each is lettered A, B, C, etc. A hex number pertaining to a given map begins with the map letter, such as A10.10. The digits before the decimal point identify the hex row, reading along the horizontal dimension of the map from left to right. The digits after the decimal identify the exact hex along that particular hexrow, reading along the vertical dimension from bottom to top. Not every hex is numbered. Each fifth hex (xx.05, xx.10, xx.15) is numbered to create gridlines. For example, to find hex 29.17, follow the gridline for xx.15 until you find the 29.xx hexrow, then count up two hexes to 29.17.

B. *Map Edge Hexes.* Only hexes with at least half of the hex showing are playable. Destroy units forced off the map.

C. Off *Map Movement.* Unless specifically allowed in a given game, units may neither exit the map to re-enter later nor conduct any off-map movement.

D. *Turn Record.* A turn track is printed on the map or player's aids. Each box represents one game turn. (See 2.1)

E. *Phase Record.* A phase track is provided with the Turn Record Track as an aid in keeping the sequence of play organized. (See 2.2)

F. *Weather Record.* Mark the Weather status using this track.

G. *Holding Boxes.* Two types of holding box are possible: those which are also map hexes and those which are not. Use holding boxes which are map hexes to relieve map congestion. The units in them are within the hex associated with the box. These units must follow the usual combat rules. Non-Hex holding boxes may hold an unlimited number of units. Combat may not occur in non-hex holding boxes. Non-hex holding boxes may link to each other to show off-map areas. Units of both sides may never occupy a given off-map holding box. The game rules will specify which player owns which holding boxes.

2. The Counters

Carefully cut or punch the counters from the sheets and keep them organized by type or identification for ease of use. (See 3.0) See diagram on pages 2 and 3 for counter explanations.

3. The Rules

Every *Gamers'* brand game contains a Series rulebook and a Game rulebook. The Series rulebook contains the rules generally applicable to all series games. The Game book gives the details needed for a specific game, including special rules, scenarios, and set up information.

A. *Organization.* Rules are numbered by section and case. Each major grouping of rules is a section; a paragraph within a section is a case. The number 4.2 would, for example, refer to section 4, case 2. A specified case may contain a number of related statements. Statements within a case are lettered as in 4.2a, 4.2b, etc.

B. *Repetition.* Once stated, a rule is repeated in another section only if needed for clarification in *that* section.

C. *Set Up Notes.* Aside from any special notes in the game rules concerning set up, the following are **always** true:

1. "w/i X" means to set up a given unit at or within X hexes of the location given.
2. Units set up in any desired Mode.
3. Units may never start the game overstacked.
4. Air units always begin active.
5. Units generally start at full strength.
6. When the notation "(inclusive)" follows set up boundaries, it means that units may set up anywhere within the given zone to *include* the boundary lines.

1.0 Scale

OCS games may include units from Battalion through Division in size. The ground scale is from 2.5 to 5 miles per hex (based on theater, operational density, etc.). A full game turn (Overphase and two full player turns) is one week of real time.

2.0 Sequence of Play

2.1 The Game Turn

A "game turn" is a sequence of events, the order of which is termed "the sequence of play." Each game turn consists of one Weekly Overphase and two Player Turns. Each Player Turn consists of a set sequence of steps which are listed below. Each of these steps may involve one or the other of the players, based on the terminology "phasing" and "non-phasing." The "phasing" player is the one whose portion of the player turn it is currently, the "non-phasing" player is the other. Each player has his own distinct portion of a player turn, switching the roles of phasing and non-phasing player accordingly. At the end of the sequence of play, advance the turn marker and the process begins again. The sequence of play must be strictly followed in the order given.

2.2 Outline Sequence of Play

I. Overphase

1. Weather Determination Segment
2. Supply Usage Segment
3. Reinforcement Placement Segment
4. Replacement Reorganization Segment
5. First Player Determination Segment

II. Player Turn One

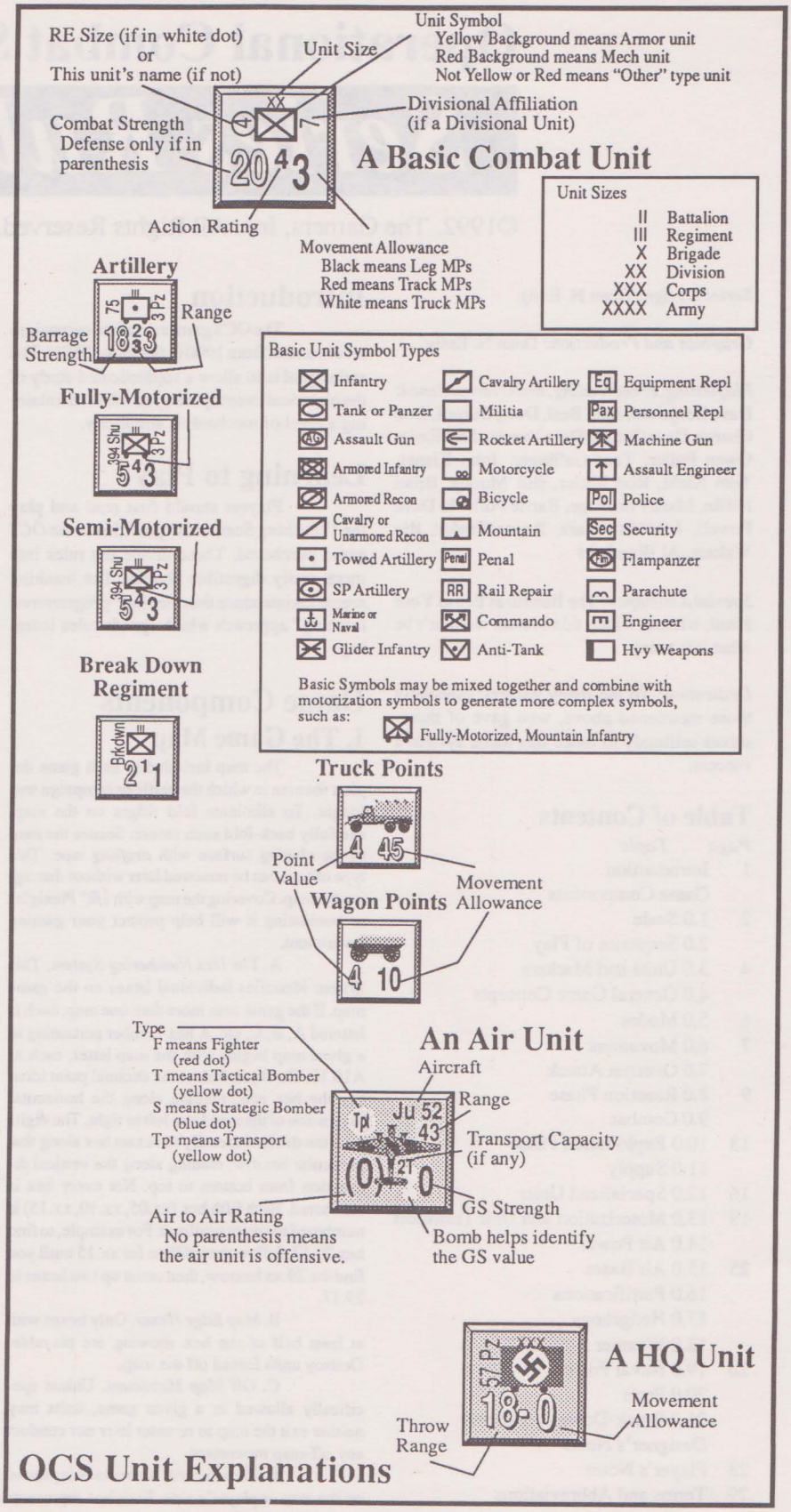
1. First Player
   - A. Air Unit Return
   - B. Air Unit Refit
   - C. Mode Determination
   - D. Movement
   - E. Reaction
     - Movement Segment
     - Barrage Segment
     - Combat Segment
   - F. Combat
     - Barrage Segment
     - Combat Segment
   - G. Exploitation
     - Movement Segment
     - Barrage Segment
     - Combat Segment
   - H. Clean Up
2. Second Player

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

III. Player Turn Two

Repeat Player Turn One's sequence.

IV. Turn End Phase



OCS Standard Markers

Turn

Phase


Weather


Conditions

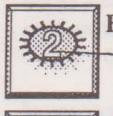
Supply Points
Number (2T=Two Tokens)


Strategic Move Mode


Exploitation Mode

Disorganized Mode

Reserve Mode



Hedgehog
Level

Railhead

Step Loss
Number of steps lost


Air Base
ID #
Level

Each game will contain only two of the Supply Level Markers. The missing marker will be the most common level and is marked without any marker.

Full Supply

Low Supply


No Supply

Division Marker
DSE size

2.3 Narrative Sequence of Play

I. Overphase

1. Weather Determination Segment

One player, it is irrelevant which, rolls to determine the weather type. This weather and its effects exist for the entire upcoming game turn. If weather prohibits flight, any air unit which is **not in a hex** containing a supplied friendly air base must immediately return to a friendly air base and become inactive.

2. Supply Usage Segment

Based on numbers of Divisional Supply Equivalents (DSEs), and desired supply level, both players expend Supply Points (SPs) in the support of operations. Both players determine the "usable level" of each of their air bases by expending supply points; each air base is allowed to refit air units at that usable level for the entire upcoming game turn.

3. Reinforcement Placement Segment

Both players place any entering units along the map edge or other entry points as required by the Arrival Schedules. Players place newly available SPs on the map. Each player rolls on his Variable Reinforcement Table and places any resulting reinforcements on the map. Place newly arrived air units on any friendly supplied air base.

4. Replacement Reorganization Segment

Both players may rebuild dead or damaged units, build/improve/reduce friendly air bases and hedgehogs, motorize or demotorize units, and generate/recover Break-Down Regiments.

5. First Player Determination Segment

Each player rolls one die. The player with the higher roll may elect to be the first or second player in the upcoming game turn. Re-roll any ties.

II. Player Turn One

1. First Player

A. Air Unit Return

All phasing player active air units must return to a friendly air base if they are in a hex which doesn't contain a **supplied** friendly air base. After returning, they become inactive. Returning air units are subject to interception attacks.

B. Air Unit Refit

The phasing player may attempt to refit any of his inactive air units. For each of his supplied air bases, he rolls one die and multiplies it by the supplied "usable" portion of the air base's level. The result is the number of air units he can refit at that base. The player can refit air units at each of his supplied air bases.

C. Mode Determination

The phasing player may choose the modes for his units for the upcoming turn. Each unit may be assigned one of the following modes: Combat, Move, Strategic Move or Reserve Mode.

D. Movement

The phasing player may now move those units he desires, obeying any restrictions imposed by mode, supply and movement rules. He may conduct overrun attacks and may destroy his supply dumps. Active air units may move with possible interception. Air units (only) **may** execute barrage attacks as the last part of friendly movement, or the owning player may wait to execute such attacks in the Barrage Segment of the Combat Phase.

E. Reaction

The non-phasing player may now release reserves which then move and attack as desired. These units may move and stack with other non-phasing units so as to disrupt the phasing player's attacks. Released reserves may conduct overrun attacks. The non-phasing player may destroy any of his supply dumps. Non-phasing air units may move. Phasing air units may intercept moving non-phasing air units. The non-phasing player may conduct barrage attacks with released units.

F. Combat

Phasing air units may participate in barrages. All barrage attacks precede regular combats. Phasing units may attack as desired according to mode, supply and combat rules. Combat results may cause some units to enter Disorganized (DG) or Exploitation Mode.

G. Exploitation

The phasing player may now move and fight with released Reserves or units marked with Exploitation Markers. Phasing air units may move. Units able to function in this phase may conduct overrun combats, movement, Barrage Attacks, and regular combats.

H. Clean Up

The phasing player removes *all* DG and Exploitation Markers from his units.

2. Second Player

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

III. Player Turn Two

Repeat Player Turn One's sequence.

IV. Turn End Phase

Move the Turn Record Marker one space forward along the Turn Record Track. Begin the above sequence again with the Overphase for the next game-turn.

3.0 Units and Markers

3.1 Combat Units

Each unit (see 4.8) has a designation, size and type symbol, action rating, and combat and movement values printed on it. Some show the number of Regimental Equivalents (REs) represented by the counter or indicate whether the unit is motorized. Artillery units have a range printed on the counter.

3.1a "Armor" units have a yellow background printed within their unit symbol. "Mech" units have a red background printed within their unit symbol. "Other" type units do not have a special background color.

Design Note: A unit with an armor unit symbol may have a red background. Such a unit contains a tank task force with an infantry component. Other such combinations are possible. Such symbol use more accurately reflects the organization and doctrine of a unit below the echelon represented by the counter itself.

3.1b The unit symbol may have one "wheel" (semi-motorized) or two wheels (fully-motorized).

3.1c Some combat values are in *parenthesis*. These may be used *only* in defense.

3.1d The Action Rating represents the unit's ability to react in combat. Values range from 0 to 5 with a higher number signifying better leadership, training, cohesion, and equipment.

3.1e Division size units have a number of steps equal to the RE number printed on the counter. This RE number is in a white dot for easy identification.

3.1f Break-Down Regiments represent generic detachments from divisions which cannot otherwise split up.

3.2 Replacement Units

There are two types of Replacement (Repl) units—personnel (Pax) and equipment (Eq). Players use these (in varying combinations, sometimes together with trucks and/or supply tokens) to rebuild destroyed or damaged units.

3.3 Division Markers

Players may use these to represent groups of individual counters, thus reducing counter density on the game map. Their use is optional. (See 12.7)

Design Note: I highly encourage the use of Division Markers. They not only cut down on stacking problems, but also add a small amount of limited intelligence to the game with little cost.

3.4 HQ Units

HQ units typically represent corps level HQs (and their support units) and serve to link units to supply depots. They are marked with a "throw range" (the max number of MPs they can use to issue SPs) and movement allowance, both given as truck movement points.

3.5 Air Units

At full strength, air units represent groups of about 45 aircraft. These counters are marked with an aircraft silhouette, aircraft type and class [Fighter (F), Tactical Bomber (T), Strategic Bomber (S), or Transport (Tpt)], Air-Air strength, Ground Support (GS) strength, and range. Some units also have a transportation value. The front of the counter represents full strength. The counter's reverse represents reduced strength.

3.6 Truck and Wagon Transport Units

Truck and Wagon units are provided for their transport ability. These counters are marked with point value and movement allowance.

3.7 Game Markers

3.7a *Supply Status Markers.* Low and No Supply are the two types of Supply Status markers usually provided. The player marks units or groups of units with these markers to show their supply status. An unmarked unit is in Full Supply. Other mixtures of the three possible counters may exist in a given game.

3.7b *Mode Markers.* The side of the counter showing and/or one of four markers show unit mode. The markers used for mode designate either Reserve, Exploitation, Strategic Move, or Disorganized Modes.

3.7c *Air Base Markers.* The player has three different air base markers and these represent level one, two, and three air bases. These markers have an ID number printed on them for ease of use when players desire to use off-map air base displays.

3.7d *Turn and Phase Markers.* A marker is provided with which to keep track of the current game turn and the present phase within that week.

3.7e *Hedgehog Markers.* Hedgehog markers represent improved positions. There are four levels of hedgehog markers. The level of a hedgehog shows the extensiveness of the works involved.

3.7f *Step Loss Markers.* These markers show the accumulated losses of units with more than one step.

4.0 General Game Concepts

4.1 Zones of Control (ZOCs)

This game **does not** have ZOCs in the usual sense. It does have limitations on retreats and certain actions caused by being adjacent to enemy units. A unit which must retreat into a hex adjacent to an enemy unit is automatically marked with a Disorganized marker; if already so marked the retreating stack must lose a step. (That is, one step from the stack—not per unit—and the step loss comes from the owning player's choice of unit.) Terrain and friendly units have **no effect** on this provision.

Actions that cannot be taken in hexes adjacent to enemy units:

A. Truck MP type movement.* Friendly units negate this provision.

B. Rail Transport. Friendly units may **not** negate this provision.

C. Supply Line Trace. Friendly units negate this provision.

D. Rail Repair operations. Friendly units may **not** negate this provision.

Mode, supply level, and terrain have **no** effect on the above.

*Units using truck MPs may move *into* a hex adjacent to an enemy unit, but must either halt for the phase at that point or conduct an overrun. Such units starting the turn adjacent to enemy units may exit that hex and move until they enter another hex adjacent to the same or different enemy units.

(MP types are explained in 6.2, shown on the counter by color, and may be different from one side of the counter to the other.)

Friendly units used to negate any of the above may not be moving *with* the units for which they are negating. In other words, a hex may be negated by a friendly unit which started out in or moved into the hex (and ceased its movement earlier in the same phase), but never one which is moving along with the units which need the negation.

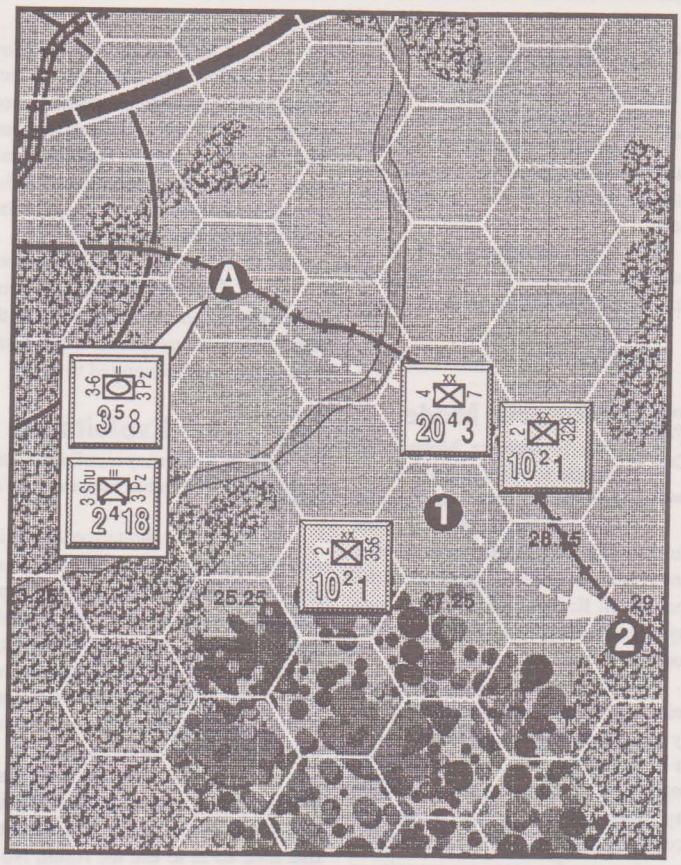
Being adjacent to an enemy unit has the following effects on Mode:

•If an enemy unit *ceases its movement adjacent to a unit in Reserve Mode*, the unit in Reserve Mode must remove its Reserve Marker and enter the mode then showing.

•Units in Strategic Move Mode may not move into hexes adjacent to enemy units, nor may they enter Strategic Move Mode in such a hex.

Other friendly units have no effect on the above two provisions.

Enemy units and prohibitive terrain have no effect whatsoever on displacements caused by the Dump, Truck, and Wagon Capture Table.



Example: Movement Around Enemy Units

In this example, the German units in Hex A move along the dotted line. All adjacent enemy unit effects are negated by the 7th ID (it was there when the phase began) so both moving units can easily traverse its hex.

When the moving units hit Hex 1, the motorized infantry regiment must stop. It is using truck movement points and must stop when it enters an un-negated hex adjacent to an enemy unit. The tank battalion moving with it cannot provide negation.

The tank unit, however, is not slowed by the adjacent enemy units and continues on to Hex 2. That unit uses tracked MPs.

Design Note: The lack of ZOCs can cause anomalous looking events if a player is not careful about unit placement. Once a player understands the true implications of this feature, these strange occurrences will disappear because he will understand that the game system will not cover for him when he misuses his units.

4.2 Stacking

Stacking is the placement of more than one unit in a single hex. No more than 10 REs (see 4.7) may ever stack in a single hex. HQs, **all** game markers, trucks, wagons, and air units do not affect stacking and any number may be in a single hex. Stacking and unstacking has no effect on a unit's movement. Nationality and unit type have no effect on stacking. Friendly and enemy ground combat units may never stack together in the same hex. Off-Map Holding Boxes may hold an unlimited number of REs.

Stacking is enforced at the *end* of all phases containing movement of any sort. Units may temporarily over-stack *during* their movement without penalty. Units wishing to conduct an overrun may not overstack at the time of the combat in the hex adjacent to the target hex (counting both the overrunning units and any other friendly units that might be in that hex).

4.3 Rounding Rule

In any case requiring rounding to whole numbers, use the following:
.00 to .49 round down
.50 to .99 round up

Important: This rounding method is different from that used in almost all other wargames.

Fractions are retained until final application. In other words, when three units attack a single one, (using some randomly chosen numbers) they might be 2.5, 3.25, and 4.1 (total 9.85) and the defender 2.17 until the odds are determined. At that point, you'll have 4.54 to 1 or a 5:1 attack.

Design Note: Players should note the important effect of this rounding rule on Odds calculation. In this series, 15 attacking 6 is 3:1.

4.4 Fractions

Rounding does not occur until finishing all additions. Add units attacking together with their fractions (created by numerous sources), and round the total—not on a unit by unit basis.

4.5 Cumulative Effects

In all cases where a unit is subject to multiple modifiers, those effects are cumulative. Quarter a unit halved for terrain and halved for supply. Retain fractions created by this process until after applying *all* modifiers, then utilize the Standard Rounding Rule.

4.6 Retreat Rule

When a retreat is called for, the owning player retreats his unit/units in a relatively straight line which is "locally to the rear." The direction should be roughly opposite the direction of the attack, toward an HQ or supply source if possible.

4.7 Regimental Equivalents

In order to simplify the determination of unit size, this game uses the concept of Regimental Equivalents (REs). A regiment or brigade sized unit counts as one RE, battalions as 1/2 RE. Division-sized units have their RE size marked on the counter. Repl units count as 1/4 RE. When taking losses (9.12), note that: **Division-sized units have one step per RE. All other units are 1 step, regardless of RE size.**

Design Note: Obviously, the concept of regimental equivalents has its roots in the Europa game system. This designer is beholden to the original designers of that system for this useful method of measuring unit size. Europa is a trademark of GRD.

4.8 Unit

For simplicity, the word "unit" in these rules means "ground combat units with a combat strength of zero or more." Reference to air, truck, and wagon units appear with the appropriate adjective.

4.9 Stacks and Limited Intelligence

A player cannot look at the contents of an enemy stack; only the top unit or marker should be known to the enemy player.

5.0 Modes

Mode represents the general posture of a unit during a player turn.

5.1 Units Affected by Mode

All ground combat units and HQs have the modes described below. Trucks, wagons, aircraft, Rail Repair units and markers of all types either have their own special types of mode or none at all.

5.2 General Restrictions on Mode

Units may have only one mode at a time. Mode change generally occurs in the Mode Determination Phase of the owning player's turn. Mode is a characteristic of a single unit. Units of differing mode may stack, and the assorted modes have no effect on other units in the same stack.

5.3 Mode Change

As mentioned above, units with mode may generally determine or change mode only in the Mode Determination Phase. A player may choose any *voluntary* mode. He may not choose involuntary ones. Certain restrictions may apply which might prohibit the adoption of a particular mode, as noted below. Mode change does not cost MPs.

5.4 Voluntary vs Involuntary Mode

The player may freely choose between the "Voluntary Modes." He may not choose to enter an "Involuntary Mode." Voluntary Modes are Combat, Move, Strategic Move, and Reserve. Involuntary Modes are Disorganized (DG) and Exploitation.

5.5 Combat Mode

A unit in Combat Mode expects enemy contact. The side of the counter with the greater combat strength and lesser movement allowance indicates Combat Mode.

5.5a While in Combat Mode a unit is free to move and attack as desired according to the values given on that counter side. Combat Mode units may conduct overrun attacks.

5.5b Units in Combat Mode may **not** be transported by rail.

5.6 Move Mode

A unit in Move Mode sacrifices some combat capability in order to enhance movement speed. The side of the counter with the lesser combat strength and greater movement allowance indicates Move Mode.

5.6a Units in Move Mode may move, conduct overrun attacks, and engage in regular attacks as per the values on that counter side.

5.6b These units may move by rail.

5.7 Reserve Mode

A unit in Reserve Mode is in readiness to react quickly to reports of enemy movements or the results of friendly attacks. Mark this mode with a Reserve Marker atop the unit. The counter-mix limits the number of stacks which may be in Reserve Mode at any one time. Players must share the available markers in any convenient manner.

5.7a Reserve Mode units may be on either their Combat or Movement sides (which may only change in the phasing Mode Determination Phase) under their Reserve Marker. According to the side showing, Reserve Mode units may move half the printed movement allowance during the regular Movement Phase. They may not move adjacent to enemy units or attack at range (if artillery). If an enemy unit *ceases its movement adjacent to a unit in Reserve Mode*, the unit in Reserve Mode must remove its Reserve Marker and enter the mode then showing.

5.7b *Reserve Release*. A player may release any reserves he desires at the beginning of his Reaction Phase and his Exploitation Phase. When releasing a unit, remove the Reserve Mode Marker; the unit is *in* the mode (combat or move) then showing. Released reserves may then utilize the full movement and combat capabilities of their present mode. They may combine their attacks with other released reserves (or exploitation units in an Exploitation Phase) and may conduct overrun attacks if all other conditions are met. See also 7.2.

5.7c Units in Reserve Mode which get a Disorganized result lose their Reserve status (remove the marker) and have a DG marker applied to them.

5.8 Strategic Move Mode

Strategic Move Mode is a status in which a unit does not expect enemy contact. Mark this mode with a Strategic Move Mode Marker over the unit counter. The unit must be in Move Mode under the marker.

5.8a Units in Strategic Move Mode move **double** their *move mode* movement allowance.

5.8b Units in Strategic Move Mode have the following restrictions: 1) they cannot move or start out adjacent to any enemy unit; 2) if attacked they **defend at half the move mode combat value**; and 3) they may move **only** along primary and secondary roads or railroads. Artillery units in Strategic Move Mode may never make Barrage Attacks.

5.8c These units may move by rail.

5.8d Units in Strategic Move Mode which get a Disorganized result lose their Strategic Move status (remove the marker) and have a DG marker applied to them.

5.9 Exploitation Mode

A unit may earn Exploitation Mode when it has been successful in combat.

5.9a Exploitation Mode is usually awarded as a combat result. Mark this mode by placing an Exploitation Marker atop the unit. Exploitation Mode units, along with any released reserves, may move and fight in the Exploitation Phase. Exploitation marking is **never** done as the result of an overrun combat. Remove Exploitation Markers from all units during each Clean Up Phase.

5.9b Units which receive an Exploitation result in combat **must** either already be in Combat Mode or flip to Combat Mode at that time so as to use the result. No unit may ever have an Exploitation Marker placed on it while in Move Mode. If a player wishes attacking units which are in Move Mode to take advantage of an exploit result, he must flip them to their Combat Mode side and then mark them with an Exploitation Marker.

5.9c Units in DG Mode may never receive an Exploitation Marker.

5.9d For convenience, players may mark units released from Reserve Mode for use in the Exploitation Phase with an Exploitation Marker so as to readily identify them. Released reserves marked with Exploitation Markers when using this rule are the only units ever allowed to have an Exploitation Marker when in Move Mode.

5.10 Disorganized Mode

This involuntary mode is inflicted upon a unit which has unsuccessfully attempted to defend itself.

5.10a DG Mode, like Exploitation Mode, results from combat. Show Disorganized Mode by placing a DG Marker atop the unit or stack of units whenever they A) **suffer a DG result on the Combat Table or Barrage Table, or B) whenever units retreat 2 or more hexes**. When a DG result is inflicted, **all units in a hex** suffer DG at the same time. HQ units, however, are exempt from DG Mode.

5.10b A unit in DG Mode suffers the following effects: A) its combat (or Barrage) strength is halved (in attack and defense),

B) it is unable to conduct overrun attacks, C) its movement allowance is halved, and D) Action Rating is reduced by one. DG marked units which retreat into a hex adjacent to enemy units lose one step. The step loss is taken on a **one per stack** basis. Additional DG results on a DG Marked unit have no additional effect.

5.10c Units marked with a DG Marker ignore all Exploitation combat results.

5.10d Units in Strategic Move or Reserve Mode which get a Disorganized result lose their Reserve or Strategic Move status (remove the marker) and have a DG marker applied to them.

5.10e Units in DG Mode may, during a friendly Mode Determination Phase, change from Move Mode to Combat Mode (or vice versa) **under** the DG Marker. Units which do so are still in DG Mode, but have changed the counter values halved by the DG effects. DG Mode units may never enter Strategic Move Mode or Reserve Mode, nor may the player remove the DG Marker during a Mode Determination Phase.

5.10f A player removes DG Markers on **his** units automatically during his Clean Up Phase.

Design Note: The implications of the different modes with respect to the turn sequence and each other will only become apparent after repeated play. Suffice it to say they are many and subtle.

5.11 Mode Determination within Movement *(Optional)*

Players may find it easier to keep track of what is going on with their units by integrating the Mode Determination Phase with the Movement Phase and doing each as they "go down the line." This will work as long as two rules are met:

1. Units must determine their mode before they expend **any** movement points and may only make one such determination.

2. Players must never "arrange" their activities so that they determine unit modes after the results of overrun combats so as to maximize troop usage. Generally, in areas of the map where such decisions are possible it is best to determine the mode of all local units before moving any of them.

Design Note: In playtesting we used 5.11 exclusively—finding it much easier to combine Mode Determination and Movement than to attempt to separate them. I suggest you use 5.11 in your play, too.

6.0 Movement

The phasing player may move as many or few of his units as he desires during his Movement, Reaction, and Exploitation Phases. Each unit may move as many or as few hexes as desired restricted by the unit's movement allowance, mode, supply level, and terrain effects.

Procedure:

Move units individually or as part of a stack maintaining a running total of expended movement points. This movement must follow a contiguous path through the hex grid. Units may move in any direction or series of directions.

6.1 How to Move Units

During a Movement Phase (regular, reaction, or exploitation), a player may move all, some, or none of his units as he desires and the units' modes allow. Generally, combat does not occur during the Movement Phase. Certain units may conduct Overrun, a combined form of movement and combat, while moving. The Reaction and Exploitation Phases are divided into Movement and Combat segments.

6.1a Movement is calculated with Movement Points. Each unit expends a number of movement points for each hex entered or hexside crossed according to the Terrain Effects on Movement Chart. Keep a running total of movement points expended by each unit as it moves.

6.1b Each unit has a movement allowance printed on the counter. This is the maximum number of movement points available to the unit in a given phase. Note that in different modes, a unit may have different movement allowances. Use only the movement allowance associated with the unit's current mode.

6.1c Any unit may move **one** hex in a phase, if eligible to move, **regardless** of point costs. Units may **never** use this rule to conduct an overrun, violate mode rules, or to move into/through prohibitive terrain. Units with a zero movement allowance may not take advantage of this rule.

6.1d Generally, movement allowances are independent of each other and the expenditures of one unit do not affect others. This is not the case for units being transported or motorized by transport units. A player may not transfer movement points and allowances, even if unused, from unit to unit or save them for future use.

6.2 Terrain Effects on Movement

As per the Terrain Effects on Movement Chart, each hex and hexside feature in the game costs a specific number of movement points to enter or cross. The moving unit must pay the total required cost before entry, with the exception of 6.1c above. The terrain movement point cost varies depending on the mobility type of the unit in question (track, truck, or foot) as designated on the unit counter. All units with Red MA are tracked. These units use the tracked Movement Chart column. All units with a Black MA use the foot column. Units with a White MA use the truck column.

6.2a Primary & secondary roads and railroads may only be used if the moving unit is following a continuous path along the feature to enter a given hex. A unit may pay the road/railroad movement cost and ignore other features in the hex or hexside crossed.

6.2b Add the cost of any hexside feature crossed to the cost of the hex entered. Units moving along roads or railroads ignore hexside features.

6.2c Ground units may not enter or cross prohibitive hexes or hexsides. Destroy units forced to do so. Rule 6.1c is **not** an exception to this rule.

6.2d Terrain has no effect on air unit movement.

6.2e Neither enemy units nor prohibitive terrain have any effect whatsoever on displacements caused by the Dump, Truck, and Wagon Capture Table. Such displacement is **not** *movement* of any sort.

6.3 Restrictions on Movement

6.3a Friendly units may never enter hexes containing enemy ground combat units.

6.3b Only friendly units move during a given friendly movement phase. Enemy units may retreat as the result of combats. This retreat occurs immediately after the combat is resolved. Retreat movement is not movement in the normal sense. Retreating units do not expend movement points; they retreat automatically the number of *hexes* required.

6.4 Air Interdiction Effect on Movement

An active F or T type air unit interdicts the movement of enemy units in the hex it occupies. That hex has a **+1 MP** cost in addition to the cost of the terrain. Interdiction does not involve combat. There is no cumulative effect for more than one air unit in a hex.

7.0 Overrun Combat

Overrun is an *attack* that can occur during the various movement phases in a gameturn. All units wishing to participate in an overrun **must** begin the current phase stacked together. They must be in Move, Combat, or Exploitation Mode.

Procedure:

To conduct an overrun attack, move the attacking stack adjacent to the target unit and declare the overrun. An attacking stack may overrun if it can expend three MPs and the MP cost to enter the hex is 3 *or less* in normal movement. The attacker then **expends** 3 MPs (regardless of the actual cost of the terrain). The attacker overruns from the hex *adjacent* to the defender—at no time are the units considered to be in the same hex.

Resolve overruns as normal combats, including supply usage. Use the normal modifiers; there are no modifiers specifically for overrun attacks. After resolving the overrun, if the defender retreats or is destroyed, the

attacking units **must** enter the hex (ignore the movement costs of the hex). If the attacker has sufficient MPs remaining after entering the vacant hex, he may continue to move and is eligible for further overrun attacks. If the defender doesn't retreat, the attacker may expend another 3 MPs and attempt another overrun. He may also move elsewhere and attempt overruns against different targets.

Design Note: The extra MPs for an overrun represent the time spent doing a little reconnaissance, planning, execution, reorganization and clean-up after the battle. (Clean-up meaning the handling of the wounded, dead, POWs, and the repair of damaged equipment).

7.1 Restrictions on Overrun

Units may engage in overrun as many times as their MA allows. A given defender may be attacked as many times during a movement phase as there are attackers who wish to do so. Resolve each attack separately. Multiple attacks have no effect on each other.

7.1a Only units stacked together and in Move, Combat, or Exploitation Mode may conduct overruns. Those in any other mode (especially DG Mode) may not. Units may overrun only hexes which *the attacking units could enter during regular movement for 3 MPs or less*. Units may not use features such as roads and railroads in order to bring the MP cost of a hex down, or to negate prohibitive terrain, so as to allow overrun. In order to conduct overruns, units must have at least 3 MPs remaining. If the attacker manages to enter the defender's hex after the attack, the MP cost to enter that hex is ignored.

Example: Overrun Movement Point Costs. A unit that unsuccessfully attacks a hex three times without other movement has expended 9 points in overrun attempts. One that twice attacks a hex which would cost 2 MPs to enter and is successful the second time would find itself in the defender's hex with 6 MPs expended.

7.1b Only units with an action rating of 3 or more may conduct overruns. **Ignore this rule if the optional surprise rule (9.17) is in use.**

7.1c No unit is ever capable of overrunning more than one hex at the same time. A unit may engage in more than one overrun in a given phase, but it may never split its attack among a number of defending hexes.

7.1d No unit, *regardless of the combat result*, is **ever** marked with an exploitation marker as a result of an overrun.

7.1e Should attacking units accept a retreat result from an overrun combat, their movement for the present phase ends and they may not move further after the termination of the retreat. Remaining MPs are lost. Attackers which do not retreat may continue movement with any remaining movement points.

7.1f When using the optional surprise rule (9.17), no anti-overrun barrage (7.2) occurs if the attackers have surprise.

7.1g Units which are not capable of overrun may "tag along" with a stack of units making an overrun. Such tag along units may only move with the overrun force. They may not attack. These units contribute nothing to the combat ability of the overrunning units (aside from the trucks which may provide combat supply) and may not take any step losses. Retreat results do not affect units not involved in the attack—such units may "tag along" with a retreat, if desired.

7.1h While there may be an "Anti-Overrun Barrage Attack" for the defender, there is **no** "pre-overrun barrage" for the attacker. In order to use artillery to assist an overrun attack, the player must use artillery to barrage in the Combat Phase, then use Exploitation Mode units to overrun in the Exploitation Phase. See also the optional "Hip Shoot" rule, 14.12d.

7.1i Friendly units may exist in the hex from which an overrun attack is launched. These units affect stacking in that hex, but are not involved in the overrun at all. The overrun's combat result has no effect on these units whatsoever—regardless of what it is. Such units **are** subject to any anti-overrun barrage result that might occur.

Example: Overrun Combat

During the German player's Movement Phase, the Stuka (A) flies in and does a hip shoot barrage attack on the 108th Tank Division. Flak did not turn the Stuka about and the attack resulted in a Disorganized Marker being placed on the 108th. The Stuka then returned to a base and became inactive.

The German player then sends the motorized infantry regiment at hex B to hex C. It uses its mode with leg MPs so it is freely able to reach hex C via hex D. That cuts off the 108th's combat supply which was to come from the dump at 1 as it cannot trace through the hex with the X. The woods hex (which it could use as an alternate route) costs 4 truck MPs so the draw range of 5 truck MPs cannot reach the 108th.

The German player now launches an overrun with the remaining units in hex B. The unit in hex F cannot join in the overrun since it did not start out the phase stacked the rest of those doing the overrun.

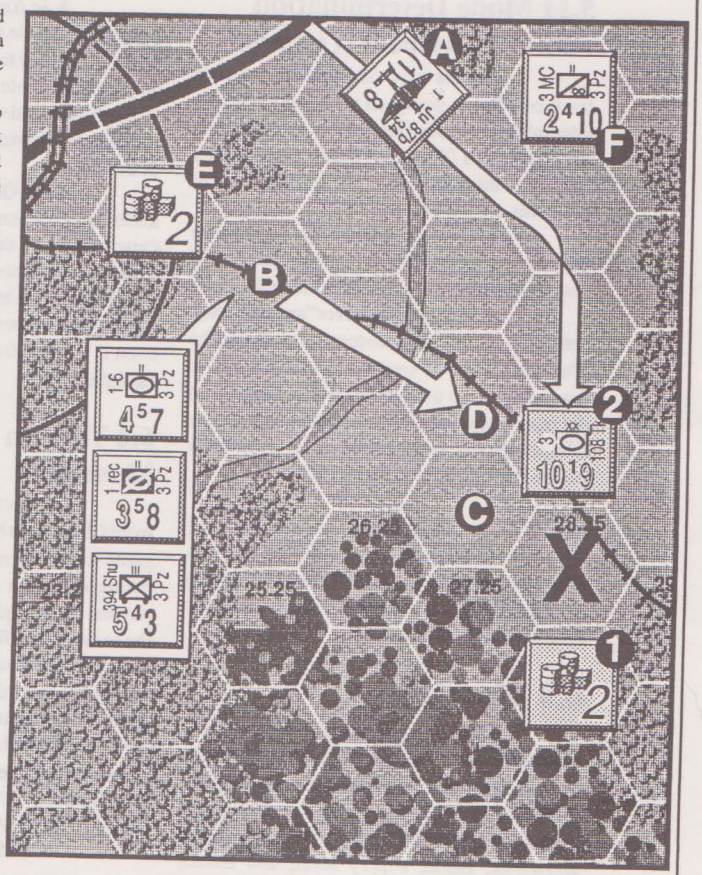
The two overrunning units move from hex B to hex D at a cost of 2 MPs. They then expend the additional 3 MPs to do the overrun. Having expended a total 5 MPs each, the fun begins.

The attacker expends 1T of supply from the dump at E (leaving 1 SP + 3T in that hex). Only 1 RE of units are attacking so he gets the lower cost. The defender cannot draw combat supply so he has none. The attacker announces the use of the recon bn as the action rating for his side (a five, of course) and the defender grudgingly admits that he must use a 1 (which is cut down to a 0 because of the DG result of the air attack).

The raw odds are then determined. The Germans are halved because of being in Low Supply, but both are doubled for being armor and mech units attacking in the open (special modifiers). That gives a net result of 7. The defender is halved for the DG, and halved for the lack of combat supply—given a mean 2.5 overall. Dividing both numbers by 2.5 gives 2.8:1 or 3:1 after rounding.

The net modifier (attacker's minus defender's action rating) for surprise is +5. Two dice give a 3 modified by the +5 to be an 8 giving no surprise. (Minimum roll for attacker surprise in an overrun is 11.)

On the 3:1 in the open column, the attacker rolls two dice and adds the net action rating modifier. The roll is an 8 which is modified to a 13. The result is Ae4, DL1o2. Ignore the attacker exploit result because they have no effect on overruns. The 108th must take one step loss (leaving it with two steps) and the owning player chooses to expend the entire option in a 2 hex retreat. Normally, the would cause the tank division to become DG, but since it already is DG, there is no additional effect. The attacking units must then enter the vacant defending hex. They may continue moving with their remaining MPs (they have expended 5 MPs so far).



7.2 Anti-Overrun Barrage Attacks

To help defend an hex targeted by a overrun, the non-phasing player may use an "anti-overrun barrage." Such a barrage attack occurs at that moment and is not a part of the normal sequence of play.

7.2a When a player announces an overrun attack, the defending player may announce his intention to conduct an anti-overrun barrage. Resolve this barrage attack immediately. Only active air units at or within 5 hexes, and artillery units which are in Reserve Mode may conduct anti-overrun barrages. Do not expend supply for the overrun itself until after resolving the anti-overrun barrage.

7.2b After announcing an anti-overrun barrage, the barraging player removes from Reserve Mode any artillery units he wishes to fire and deploys (up to 5 hexes) any active aircraft (F or T type only) to the barrage hex. Expend supply normally and resolve the barrage (combining the air units and artillery available) as any other. After completing the barrage, any air units involved must return to base. If the attacker does not suffer a DG result, conduct the overrun. If the attacking stack does suffer a DG result, cancel the overrun; and the attacking stack may not move further (regardless of the number of MPs it might have had remaining).

7.2c The Barrage occurs in the hex containing the attacking units. Measure all ranges into that hex. This barrage has no effect on friendly units. The anti-overrun barrage result affects both overrunning enemy units as well as any which just happen to be in the hex with them.

7.2d If the attacker achieves surprise (9.17), there can be no anti-overrun barrage.

Design Note: This rule is designed to allow the player to use his artillery for defense when being overrun. In a early playtest, we discovered that if overrunning forces were immune from defensive artillery fires, a force weak in infantry and armor containing beaucoup artillery would be completely at the mercy of a decent overrun attacker.

Example: Anti-Overrun Barrage. *A stack of side A's units move adjacent to a stack of side B's units and declares an overrun. Side B's player announces an anti-overrun barrage. Side A attempts to obtain surprise and fails. Side B deploys several air units (which were at or within 5 hexes of the side A's overrunning units) and takes an artillery unit out of Reserve Mode. Side B's player expends the needed supply to fire the artillery unit (the air units are free). The total barrage strength of side B's units is 9. None of the Barrage Table's adjustments apply in this case, so no shifts are made. Side B's player rolls two dice and obtains a seven for no effect. The overrun proceeds normally from that point. Had player B rolled an 11, side A would have lost one step, become disorganized, and the overrun would have been cancelled.*

8.0 Reaction Phase Movement and Combat

The Reaction Phase is an opportunity for the non-phasing player to move and fight in order to disrupt enemy combinations made during the enemy player turn. Certain non-phasing units may move, overrun, and conduct normal combat during this phase before the execution of the phasing player's combat phase. At the beginning of the phase, the player may release any reserves he wishes to use.

8.1 Restrictions

8.1a Only reserve mode units that the non-phasing player releases may move and fight in the Reaction Phase. Only those units actually released from Reserve Mode are able to move and fight in this phase; no other units may attack, even if they are already adjacent to the defender. The non-phasing player may use any of his active air units.

8.1b Released reserves may conduct overrun attacks in this phase.

9.0 Combat

Combat can occur during the Combat, Reaction, and Exploitation Phases. Units which are adjacent to enemy units may engage in "combat," while artillery units may make "Barrage Attacks" on a target a number of hexes away. Attacking is not mandatory, but units must defend if attacked.

Procedure:

The attacker indicates the hex he is attacking, the units which will attack it, and whether he desires to make an "At All Costs Attack." Before determining any odds or modifiers, both players expend supply points as per the Combat and Barrage Supply Tables. Each player selects a unit whose Action Rating he wishes to utilize. Add the combat strengths for each side (making all adjustments due to terrain and supply) and determine an odds ratio (rounding as needed according to the standard rounding rule). Using the row for the appropriate terrain, find the correct odds column on the Combat Table. Subtract the defender's Action Rating from the attacker's Action Rating and use the remainder as a dice roll modifier (DRM). Add any other applicable modifiers to this DRM. Roll two dice and add the final DRM. The cross-index of the modified roll with the odds column is the combat result. Apply that combat result.

9.1 Restrictions on Combat

9.1a Only the phasing player's units may attack in the Combat and Exploitation Phases, and only the non-phasing player's units may attack in the Reaction Phase. Neither player may release reserves in the Combat Phase. Combat occurs in the Reaction and Exploitation Phases after all movement is finished.

9.1b Attacking is voluntary. No unit is ever forced to attack.

9.1c No unit may ever divide its strength in order to attack more than one hex. No unit may be attacked more than once in the Combat Phase or in the Combat Segments of the Reaction or Exploitation Phases. Except for the stacking limit, there is no limit on the number of attacking units that might engage in a single attack. Units may attack from any direction or set of directions.

9.1d Attack all units in a hex as a single defending strength. The defender may never withhold units in a hex from attack. Different units in a hex may never be the subject of separate attacks. (Exception: To conduct combats of differing type and table, execute each attack separately using the appropriate methods, see 9.16g.)

9.1e Units may be restricted in their ability to attack by their mode (strategic move and unreleased reserves may not attack), supply status (requisite supply points not available or supply level too low), and unit type (parenthesized combat strengths may only defend).

9.1f Attacks which begin with, or are shifted past, odds further than those available on the table are resolved on the last available table column. Also, attacks with odds which *begin* off the table have their column shifts measured from the last available column. *For instance, a player makes a 1:12 attack (shame on him). The starting column for this attack is the furthest left or 1:4. Surprise is obtained and a column shift of 6 is given. The player shifts six columns from the 1:4 column (to 4:1). This is intentional and is how companies sometimes mess up divisions.*

9.1g Units without combat supply cannot attack.

9.2 Sequence Summary

1. The attacker identifies defending hex and attacking ground units.
2. The attacker announces whether it is an At All Costs attack.
3. Both players expend required supply points. See Combat and Barrage Supply Tables.
4. The attacker identifies his Action Rating unit, followed by the defender identifying his.
5. Determine the odds.
6. If optional surprise rule is being used, roll two dice to determine surprise. If there is surprise, roll one die to determine the odds shift. Modify the odds column as needed.
7. Determine final DRM.
8. Roll two dice, apply DRM, determine result.
10. Execute results.

Design Note: For best results while learning this system, use the above summary for each combat and follow the steps rigorously in order. Even after the sequence is well known, it is usually best to keep a copy out to follow as a check list to keep things straight. The order of the steps is critically important.

9.3 Terrain Effects on Combat

The Combat Table groups defensive terrain into three general categories (Open, Close, Very Close) which define the row to use when determining attacker/defender odds. The Terrain Effects on Combat Chart defines which category each terrain type uses.

9.3a A unit may attack into a hex that the movement rules prohibit it from entering, but such an attacker would not be eligible to advance into that hex after combat. An overrun attack against such a hex is not allowed.

9.3b Armor, Mech, and "other" units (see 3.1a and 9.4) have modifiers applied, per unit, to combat strengths when attacking or defending in various terrain types (see the Terrain Effects on Combat Chart).

9.4 Special Modifiers

Certain units have differently colored backgrounds to their unit symbols. These (for a lack of better terms) are called armor and mech units. Units with a yellow background are armor units; those with a red background are mech units. All other units, those with no special background color, are "other" type units. If a basic unit color is red or yellow (such as Soviet Guards), the unit symbol will have another, neutral color to represent "other" type units. See the Terrain Effects on Combat Chart for the multipliers for different terrain types.

9.4a Apply special modifier effects on a unit-by-unit basis.

9.4b The terrain used for the Special Modifiers is that *in the defender's hex.* For instance, attacking armor coming out of a swamp hex to attack a defender in the open would get the special modifier for attacking in the open. If more than one modifier affects a given unit, the applicable modifiers are cumulative.

9.5 Supply Effects on Combat and Supply Expenditure

Supply level may affect the attack and defense strengths of units. (see the Supply Level Effects Chart for more information).

9.5a Both sides expend supply in each combat. Make this expenditure just before the resolution of the combat. The Combat and Barrage Supply Tables give the required amount of supply. **Units which do not have the correct combat supply available may not attack.** For defenders, if more than 1 RE is involved and the required supply is not available, such units are **halved in combat strength** in addition to any other modifiers for which they might be eligible. [It's hard to fight without bullets!] Note: if 1 RE or less of units defend, they still **must** be able to trace to supply which *could* be expended—or they are halved.

9.5b All of the units in an attack must be able to trace independently. Supply must be traced **into** the attacking unit's hex, **not** into an adjacent hex (as is the case in the Overphase Supply Usage Phase).

9.5c Enemy units and the hexes surrounding them block the ability of units to trace combat supply. Friendly units negate this provision.

9.5d If combat supply for either side is available, a player must use the SPs called for by the Combat Supply Table. A side may **never** deliberately withhold combat supply so as to save for the future.

Example: Combat Supply. In an regular attack, a player attacks with 3 REs of units against 1/2 RE of defenders. For combat supply, the attacker must expend 2T, the defender must be able to trace to 1T (but need not expend it). In this case, the attacker cannot expend the 2T, but does have 1T. He must either cut down the attack to one RE or less, or not attack at all. He chooses to cut down the attacking force to one RE. The defender, however, is also unable to obtain (in this case, to trace to) combat supply. He is halved in the resulting battle.

At another point, a player wishes to attack with two stacks. One can trace to combat supply, the other can't. Only the stack able to expend the supply can attack.

9.6 Ground Support Air Power and Artillery

These units contribute to combats by conducting Barrage and GS attacks in the Barrage Segments. (see 12.4 and 14.12). Note that no more than one barrage attack may be made against a particular target in a given phase. (Exception: See 14.12d)

9.7 Odds Determination

To determine the raw combat odds, compare the total modified strength of the attacking units with the total modified strength of the defending units. Divide both numbers by the smaller number of the two; the results should be something and one. Apply the rounding rule (see 4.3) to the result of the division. Express the resulting two numbers as a ratio of Attacker:Defender.

9.7a The Combat Table has a row devoted to each terrain type or group of terrain types. Find the odds determined above on the correct line, using the terrain in the defender's hex. Use the column that is **less than or equal** to the determined odds.

9.7b Odds are limited to those printed on the table. Resolve attacks which fall outside the odds listed on the table on the last available table column and begin their shifts from there. (See also 9.1f).

9.8 At All Costs Attacks

The attacking player may choose to make an At All Costs attack whenever he makes an attack—provided the availability of the required combat supply. If he chooses to do so, the following rules are in effect:

9.8a The attacker must pay *twice* the normal supply cost for the attack (usually 1 SP total).

9.8b Instead of once, roll the dice on the Combat Table *twice*. Make both rolls on the same table column and with the same modifiers, except...

9.8c The **second dice roll also gets an additional -4 DRM** on top of the modifiers applied to the first roll. The attacker **must** take any option result as step loss (on either roll).

9.8d Apply the combat results from **both** rolls *after* making **both** rolls.

9.8e The attacker must make the decision to execute an At All Costs attack before determining any odds or modifiers—that is, at the instant he announces combat. After announcing an At All Costs attack, the player must make it.

9.9 Action Rating Dice Roll Modifier

Action Ratings affect combat as DRMs. Each player selects the unit he wishes to use to establish the action rating for his side. Choose only a single unit. The unit chosen **must** *actively participate* in the ground combat. Calculate the DRM as follows: Attacker's rating minus Defender's rating = DRM. This number may be positive or negative. When choosing the unit to use for this purpose, the attacker must announce his choice first. The **first step lost** by the side in a combat, if any, **must** be taken from the unit that contributed the action rating for the side. Remember to **subtract one** from the Action Rating of units in DG mode.

9.10 Combat Resolution

After all modifications have been made to the strengths of the combat units involved, odds determined, column shifts made, and the final DRM determined, roll two dice. Cross index the modified dice roll with the final odds column to find the result. Execute this result for each side according to 9.11 through 9.15.

9.11 Retreat/Step Loss Option

Players are sometimes given a choice in the exact result of combat. The combat result might give a loss number and an option number. The loss number represents the **required** step loss. Destroy that number of

steps, taking care to insure the *first* step lost comes from the unit which contributed the action rating for the side. The option number represents the retreat/step loss option available. This option must be made up by any combination of retreat hexes and step losses needed to make the correct total. A unit cannot retreat more than this number. If there is a retreat, all involved units must retreat the same number of hexes. The attacker always goes first—he must decide how he is going to exercise his options before the defender must decide.

9.11a If either side is destroyed before taking its option, the other side **is exempt** from its option entirely. Take all step losses before executing any option results.

9.11b If the attacker retreats at all, the defender takes his required step losses and may **ignore** the option number. However, the defender must still take any DG result.

9.11c In attacker results which contain both option and exploitation numbers, the attacker must take the entire option as a loss in order to use the exploitation result. If the player chooses to retreat, the exploitation result is ignored.

9.12 Step Losses

Brigade *and* smaller units have one step, regardless of their organizational size. Divisions have one step per RE. Mark step losses with step loss markers under the unit involved. When the marker under the unit equals the total steps available to the unit, the unit is destroyed and removed from play. No unit can absorb more step losses than it has available. The owning player determines which unit or units absorb step losses.

9.12a Units which contributed the action rating to their side must lose the **first** step loss sustained by their side in the combat. (See 9.9)

9.12b Results given as "L" followed by a number must be taken as step losses.

9.12c *Step Loss Distribution.* All units in a combat must absorb one step loss before any unit absorbs two. Ignore step losses beyond the ability of the side to absorb.

Example: Step Loss Distribution. A stack takes 10 step losses, but only possesses 6 steps. The stack is eliminated and the remaining 4 losses are ignored.

9.12d *Effects of Step Loss:* Units which have half or more of their available steps destroyed have their combat strength halved.

Example: Step Loss Effects. A Soviet tank division with three steps (20 combat strength) loses one step. Place a "one" step loss maker under the division and the combat strength remains unaffected. Later, the division loses another step. Flip the one step loss marker to its "two" side. The division's combat strength is now halved to 10. Further step loss will destroy it.

9.12e The current RE size of a division sized unit is the division's RE size minus the number of steps it has lost.

9.13 Retreats

Any portion of an option result which a player is unwilling to take as a step loss, unless exempt due to 9.11, must be taken as a retreat. All units involved in a combat must retreat the number of hexes required to fill out the result number. The direction of this retreat must be in accordance with 4.6. Retreating units may keep together as a stack, or may split up as the owning player desires. The hexes retreated into must be hexes that the unit could normally enter in movement. Movement points and mode are not a concern in retreat. Each time the retreating units must enter a hex (any hex) that is adjacent to an enemy unit, mark them DG; if they are already DG, they lose a step (one per stack, **not** per unit). Terrain and friendly units have **no effect** on this provision. *(See Design Note below.)* A retreating unit may never enter a hex occupied by an enemy unit. Retreating through hexes which are adjacent to the enemy does not slow the retreat in any way—they only cause the DG/step loss effect. Eliminate units unable to retreat because of enemy occupied hexes, prohibited hexes, or which are forced to overstack at the end of their retreat. (There is no displacement provision.)

9.13a Retreats, regardless of length, never change a unit's mode. Exception: Units which retreat 2 or more hexes automatically enter DG mode.

9.13b Players retreat their own units. If a player applies his entire Option result as step losses, no retreat is required. Retreating units may retreat as a stack or split up as desired by the owning player.

9.13c If the defender's hex becomes vacant due to combat, all, some, or none of the attacking units may enter that vacant hex. In overrun combats such entry is required. In any form of Barrage attack (air, artillery, etc.) **no** unit may advance. If the attacker retreats, the defender may *not* advance into a vacated hex. (See also 9.3a)

9.13d Neither enemy units nor prohibitive terrain have any effect whatsoever on displacements caused by the Dump, Truck, and Wagon Capture Table.

Design Note: The retreat next to the enemy rule needs some explaining, especially the part about friendly units having no effect on it. Because a retreat is an unplanned movement, even if the unit retreats into a hex "protected" by a friendly unit, great confusion will result. I even toyed with the idea of having the protector become DG, too. That was rejected as too much complication. The step loss, if already DG, is kept even when the enemy is being "negated" for the same reason. For those who disagree, use the optional rule 9.13e below. While I believe the regular rule to give a more accurate result of retreat, I'm sure there will be those who will want to allow friendly units to negate.

9.13e *(optional)* Friendly units negate the effects of enemy units on retreats—namely the auto DG and later step loss.

Example: At All Costs Attack and Option Usage. In a critically important attack, player A's cavalry division is sent to attack a victory point major city. All regular combat procedures are followed and no surprise is obtained (gulp). The odds are 4:1 in very close terrain. There is a +1 Action Rating DRM. Player A rolls two dice obtaining a 3 (modified to 4) giving an AL1o1, Do1 result. In the second roll he gets a 3 (modified by +1 and -4, gives 0) giving an AL2 result. The total result of the combat is AL3o1, Do1. The attacker must lose three steps and decide what to do with his option before the defender must do anything. The attacker quickly decides to lose the extra step. This causes the defender to use his option—had the attacker retreated, the defender would have been able to ignore his option entirely. The defender decides to retreat one hex to avoid the step loss. He could also have lost the extra step so as to hang onto the hex. The choice was his to make.

9.14 Exploitation Marking

Some attacker results include a notation of "e" followed by a number. If desired, mark attacking units with an action rating of that number or higher with an Exploitation Marker. Those units then enter Exploitation Mode. Such units **must** be adjacent to the hex being attacked and must have *contributed* to the combat which generated the exploit result. This last point *automatically* excludes artillery units and HQs from ever being marked with exploitation markers because they did not contribute *directly* to the *combat which generated* the result.

9.14a Units in Exploitation Mode may move and fight in the coming Exploitation Phase.

9.14b Important: To receive an Exploitation Marker, units **must** change to Combat Mode first (if not already in it). The player may flip units to their Combat Mode side at that time so as to be able to mark them with Exploitation Markers. If the owning player chooses to ignore the result with all or some units, those units need not change mode and will not become exploit marked.

9.14c A DG marked unit may never receive an Exploitation marker. Exploit results on these units are of no effect.

9.14d Overrun combat results never allow a unit to become exploit marked.

9.15 DG Marking

Certain defender results are followed by a DG. Remove any Strategic Move Mode or Reserve Mode marker and mark the de-

fending stack with a DG marker. Should this stack split up in retreat, DG mark each resultant stack. DG units which retreat have no effect on units through which they retreat or with whom they become stacked. Additional DG results on units already marked DG are of no further effect.

See 5.10 for details about effects and other instances where DGs are inflicted.

9.16 Specialized Combats

9.16a *Units with a Zero Combat Value.* Resolve attacks against a unit or stack of units with a total defense of zero on the furthest right column of the Combat Table. Units with zero combat value may participate in attacks (or defenses) and be used to absorb step losses.

9.16b *Supply Points and Dumps.* Any stack of Supply Points is a dump. Should enemy units enter a dump hex (which is done without additional MP cost), roll on the appropriate column on the Dump, Truck and Wagon Capture Table. Such events may only occur during a phase allowing movement. Dumps may not be "attacked" by moving adjacent to them. A player may attack a hex containing enemy units which also happens to contain a dump. In this case, follow the above handling of dumps if a retreat occurs or the defending unit is destroyed and an attacking unit enters the hex.

9.16c *Trucks.* Should enemy units enter a hex containing trucks (which they do without additional MP cost) use the appropriate column of the Dump, Truck, and Wagon Capture Table to determine the fate of the trucks. Captured trucks may move in the current enemy phase. Results affect trucks and cargos equally. Hexes containing only trucks cannot be "attacked" in a combat phase; only the movement of enemy units into their hex affects them. A player may attack hexes with both trucks and combat units in them. In this case, trucks do not contribute to the combat (other than combat supply), *may not* be used to absorb step losses, and retreat as needed according to the combat result. If all the defending units are destroyed and the attacker is eligible to enter the defender's hex, follow the procedure above for capture.

<u>Example: Dump and Truck Capture.</u> In a hex there are four truck points and 12 SPs (four of the SPs are loaded on the trucks). A German Motorcycle Battalion roars into the hex at no additional MP cost. (The Soviet player neglected to garrison this hex, shame, shame.) The German player then consults the Dump, Truck, and Wagon Capture Table. First, he rolls for the trucks and supplies thereon using the second table column. He rolls a one which gives no truck points or SPs to the German war effort. The four truck points and their SPs displace up to ten hexes under the Soviet player's control. Determined to make up for his previous failure to the Führer, he rolls for the remaining eight SPs and gets a five. That gives a 50% result. Half of the 50% is captured, the remainder is destroyed—the other 50% in the hex displaces up to five hexes under the Soviet Player's control. This gives the German player two SPs to take home, two SPs are removed from play (destroyed), and the remaining four SPs displace to a new hex under Soviet ownership and control. The Motorcycle Bn can continue movement with remaining MPs, and might be able to jump the same SPs again in the same phase.

9.16d *Wagons.* See 9.16c and follow the table's comments about wagons.

9.16e *HQ Units.* HQ units defend with a defense strength of 5, which may be reduced by supply conditions. They may never add to an attack. If forced to retreat, Combat Mode HQs must flip to their Move Mode side. HQs add their defense value to that of other units stacked in their hex. HQs always have an action rating of 0 and have one step.

9.16f *Air Bases and the Air Units in them.* Air bases may not be attacked, *per se*, but are captured whenever an enemy unit enters their hex. Inactive air units at the base are destroyed. Active air units may displace to any

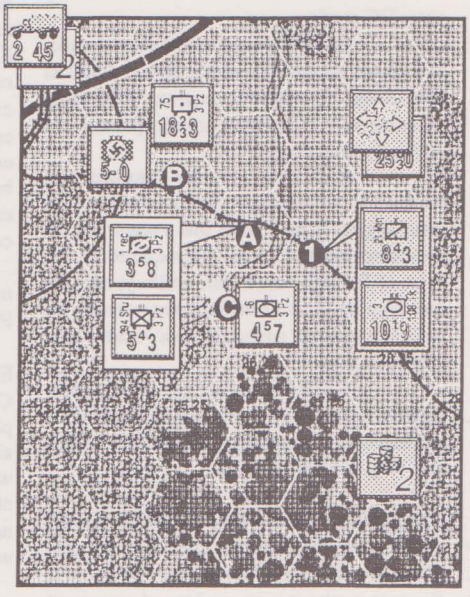
Example: Comprehensive Combat

This example covers many combat possibilities and interactions. At the end of the German Movement Phase, the forces are arranged as shown. Two German units are in hex A and one has crossed the minor river to its position in hex C from hex B.

In the Soviet Reaction Phase, the Katyusha Bde in Reserve Mode is released to fire in that Reaction Phase's Barrage Segment. In that segment, it fires at the units in hex A. Barrage supply needs (if any) are handled by the Soviet player. Resolve the fire on the Barrage Table. The initial column is 25-40. There is 1 1/2 REs in the hex so no shift is made for that reason. There is nothing special about the terrain involved and there is a friendly unit adjacent (hex 1), so no shifts are made at all. The two dice roll is 7 giving a 1/2 result. The rounding die roll gives a 5 so the stack in hex A must lose one step and become Disorganized. The German player selects to kill the infantry regiment and the recon bn remains in the hex with a DG marker.

At the beginning of the German Combat Phase (in its Barrage Segment), the German player makes a barrage attack of his own. The 3rd Pz's artillery regiment fires on the units in hex 1. The German player expends 1T to fire from the SPs loaded on the truck in the upper left corner of the map. Hex 1 is at the max range of the artillery regiment. Since all the Germans in this map area are at low supply, the barrage strength of the regiment is halved from 18 to a barrage strength of 9. This gives an initial Barrage Table column of 8-11. There are 4 REs in hex 1, so a column shift of 2 to the right is made. No other shifts are made and the final column is 17-24. The dice roll is 10 giving a one step loss and a DG result to the stack. The Soviet player chooses to lose a step out of the tank division (leaving it with 2 steps).

In the Combat Segment of the Combat Phase, the German player announces his attack on hex 1, that he will attack with the German units in hexes A and C, and that it will not be an At All Costs attack. The



German player then expends 1T from the SPs with the trucks to pay for the attack (he is attacking with 1 RE, so he pays the lesser amount). The Soviet player expends 1T for defensive combat supply from his dump.

The attacker identifies the recon bn as his action rating unit (a 5 rated unit less one because of the DG, giving a net 4). Following that announcement, the Soviet player announces that he will use the mountain cavalry bde as his (a 4 rated unit less one for being DG, giving a net of 3). This gives a +1 action rating differential.

The total attacking strength is calculated as follows: The unit at C is halved for low supply, but doubled for special modifiers (the defender's hex is open) so it counts as a 4. The unit at A is halved for the low supply, halved for the DG, and halved for special modifiers (mech attacking across a minor river). That give it a modified strength of .375. The total attacking strength is 4.375.

The defending strength is determined as follows: Both units are in low supply but that doesn't matter on the defense. The armor unit is not modified when defending. Both are halved for being DG. That makes their total of 18 become a 9 net strength.

The basic odds are then 4.375:9, or 1:2.057, or 1:2. Find the 1:2 column in the open.

The surprise roll dice roll gives an 11 which is modified by the +1 action rating differential giving attacking surprise (a 12 is required for that in regular combat). Another die gives a 6 result so a six column shift is made to the right. The combat will be resolved on the 7:1 in the open column.

The combat dice roll gives a result of 6 plus the one for action ratings gives a net roll of 7. The result is Ao1, DL1o1. The attacker must decide what to do with his option before the defender must do anything. He chooses to take it as a step loss and the recon bn is removed from play. (The action rating contributor must take the first step loss.)

The Soviet player must first take his required step loss which kills the mountain cavalry brigade. Then he decides to use his option to retreat one hex. Had the attacker retreated with his option, the defender could have ignored his option entirely. The attacker must weigh the cost of taking his option as a loss against the gains to be made by forcing the defender to take his—which he probably do so as a retreat. In the examples case, the exchange was hardly worth it. It is a choice the player must ponder.

friendly air base in range (they are subject to interception on the way). Active air units may remain in the hex, if the owning player desires, and would return in the next friendly Air Unit Return Phase. If weather *prevents* flight, active air units, too, are destroyed. The enemy player may capture and use enemy air *bases* but not air *units*. **Note:** Air bases may have their level reduced by aircraft and artillery attacks using the GS & Barrage vs. Facility Table. If the air base suffers an "AB" result or more, each inactive air unit is checked for reduction according to 14.13c.

9.16g *"Mixed Target Hexes."* These are hexes which contain items or units which are affected in different ways by different tables. An example would be a hex with units, trucks, and supplies in it. The enemy player may use barrage points on the Barrage Table to attack units or use the same points on the GS & Barrage vs. Dump/Truck Table to attack trucks and supplies. In any such mixed case, the attacking player must select the desired target ("units," "trucks & supplies," "airbase," etc.) as he wishes and then apply the barrage points to that target (alone) using the appropriate table. Make such selections only when doing barrage attacks. Regular ground combats using the Combat Table only affect the enemy ground units in the hex.

9.17 Surprise *(Optional)*

After the players identify their action rating units for a given combat (regular or overrun), check for surprise. Roll two dice. Add to the roll the difference between the attacker's action rating and the defender's. A modified roll greater than or equal to 12 in regular combat (11 during overruns) results in *attacking surprise*. Roll one die and shift the final odds column on the Combat Table to the right that number of columns. A modified roll less than or equal to 2 in regular combat (3 during overruns) results in *defending surprise*. Roll one die and shift that many columns left. Use the last available table column to resolve attacks with adjustments greater than the number of columns on the table.

In overruns, check for surprise *after* any At All Costs announcements and *before* conducting an anti-overrun barrage. If the attacking player achieves surprise, no anti-overrun barrage is allowed.

The type of attack (overrun or otherwise) determines the Surprise Roll needed for a given attack.

Design Note: As a hint, we never play the game without using the surprise rule...

Example: Surprise Check and Table Adjustment. *A 5-rated unit attacks a 0-rated unit in overrun. This gives a +5 to the surprise dice roll. The player rolls an 8, modified to 13 giving attacker surprise. He then rolls one die and gets a three, which shifts the combat odds three columns to the right. Note that the +5 Action Rating DRM is still applied to the Combat Table Dice Roll.*

Let's assume the above attack was 4:1 in the open. The column shift moves the odds to the 9:1 column. The player rolls his dice giving a 7 (modified by +5 giving a 12), and the combat result is Ae3, DL2o2DG. Without the column shift, the same battle would have resulted in a Ae4, DL1o2.

For the sake of argument, reverse the above (the 0 attacking the 5 in an overrun.) This is not recommended! The surprise roll is 8 modified by -5 for the action ratings involved giving a 3. That gives defender surprise in an overrun. A six is rolled for the number of column shifts. Shift left six columns from the 4:1 in the open column to the 1:4 column. A combat roll of 7, modified to a 2 by the action rating differential gives a combat result of AL2. Without surprise, the result would have been AL1o1, Do1.

10.0 Exploitation Phase

During this phase, exploitation marked units and those released from reserve (only those released in **this** phase) may move and fight again. The phase consists of a Movement Segment (which allows overruns), a Barrage Segment, and a Combat Segment. Complete all movement before conducting any regular combat. Only those units eligible to move and fight in this phase may do so; no other units may attack, even if they happen to be adjacent to a combat other units might conduct.

10.0a The phasing player may release any desired reserves at the beginning of this phase. He is not required to do so. To keep things straight, players may find it easiest to mark such released reserves with an Exploitation Marker.

10.0b Combat occurring in the Exploitation Phase, either overrun or regular, is handled normally. Ignore any exploit awards which occur in this phase as they will be of no further effect.

10.0c Phasing active air units function normally in all ways.

11.0 Supply

This game handles supply very mechanically. Players receive supply points every turn in the form of SP markers. Each player places his markers on the map and uses his transportation assets to move them where needed. He will later expend SPs for things such as sustainment (in the Overphase), to pay for combat or barrage operations, or to allow construction of certain things.

When expending SPs, units needing them may draw them "directly" (if the SPs are within 5 truck movement points from the units) or they may use the "throw range" of an HQ (the HQ then draws the SPs from up to 5 truck MPs from its location) to draw on SPs which are too far away to draw directly. In effect, the HQ acts as a "hose" which delivers the SPs to the unit which needs them. Positioning SPs in the correct location and amount that will support desired operations is a key to the game system.

During the Weekly Overphase, players expend the necessary SPs to sustain their units at the desired Supply Level. Units may draw supply via HQs or directly from dumps. Mark the Supply Level thus determined and it is in effect for the entire coming game turn. The selected level of supply may place modifiers and restrictions on units, as listed on the Supply Level Effects Chart. Players also expend SPs in order to conduct combats, to perform barrage attacks with artillery, and for a number of construction operations.

In all cases where SPs are used (combat and barrage supply, construction, regular supply use, air base supply, etc.), HQs may use their throw range to acquire the needed SPs from a dump.

11.1 Supply Points

Supply points consist of the basic stuff required to run an army. The bulk of the tonnage in an SP is ammunition and fuel. An SP roughly equals 1500 tons.

11.1a *Mechanical Handling of SPs.* Players may break down and add together supply points freely by combining or "making change" with SP markers. The condition of being loaded on a transportation unit (truck, wagon, etc.) has no effect on the ability to use an SP to supply units.

11.1b *Supply Tokens.* Players may break down Supply Point Markers as desired into "Supply Tokens" to pay for a number of activities such as combat, barrage, and construction which cost only a portion of a full supply point. In effect, tokens are the "small change" of supply in the game. **One SP generates four Tokens.** Generate tokens only when needed—as they greatly increase the number of supply markers on the map. A supply token is abbreviated "T," so two tokens would be 2T.

11.1c *Ownership of Supply Points.* Since the Supply Point markers in the game are common to both players, it is important that players keep track of who owns which SPs. An SP belongs to the player who brought it onto the map until capture (see 11.8b) or expenditure. One player may never draw supply from another player's points!

11.2 Divisional Supply Equivalents (DSEs)

DSEs simplify the counting procedure for determining supply usage in the Overphase. One DSE is equivalent to the normal supply usage of a non-mechanized division or roughly 150 tons per day.

11.2a Non-mechanized divisions count as one DSE.

11.2b Armor, Mech, and fully-mo-

torized divisions count as two DSEs.

11.2c A HQ adds one DSE to its "drawing group" (those units getting supply through that HQ) if the HQ is supplying units. This accounts for the HQ, its support units, and any non-divisional units assigned to the HQ. HQs which are not supplying units count as non-divisional units in the group with which they draw supply —and do not add 1 DSE themselves.

11.2d When units draw directly from a supply source or dump, add one DSE to the total. This DSE functions in the same manner as that added for the HQ in 11.2c and is *not* added when 11.2c is. Likewise, 11.2c is *not* used if 11.2d is. Note that each issuing HQ forms its own drawing group—a player cannot count one DSE extra and claim it takes care of all the HQs drawing from a given dump. HQs which *are not issuing* to units can count as part of the non-divisional expenditures of another HQ.

Design Note: I realize I make an abstraction here in that all divisions are not the same and some HQs have many attachments and others none. I am aiming for an average effect. Some games may give different values of DSEs for their units from the above. Variation will account for the differing amounts of supply usage considered "normal" in different armies.

11.3 Transportation of Supply

A player may transport SPs by truck, wagon, rail, aircraft, or ship. The capabilities and limitations of each appear in rule sections governing each transportation method (see 12.2, 12.3, 14.20, 19.4 respectively).

11.3a *Leapfrogging.* Leapfrogging is the act of loading something (SP or unit) on a transportation unit, transporting it to the limit of movement, unloading it, *repeating* movement with another transportation unit, and so on in a single phase. This gives the transported SP or unit unlimited movement potential and is **not** allowed. SPs and units may only be transported by one "transporter" in a given phase.

Design Note: As in real life, the easiest way to run the supply network in back of your army is something called a "supply push." Push based supply means that as much supply as possible is rammed forward to the points where needed. Make sure each drawing group is attended in this manner, but do not excessively worry about the efficiency of the amount sent forward. In other words, if you need 6 SPs and can send 12, send the 12 and don't lose any sleep over the excess. Run your trucks as much as possible and maximize the amount of goods they haul. Beware of the location of SPs, trucks and units vis a vis the end of the second half of the game turn—if you don't put yourself in the right position to end the game-week, you won't be there in the next Overphase! It's that simple.

11.4 Levels of Supply

The player may control the expenditure of supply for purposes of sustainment by his units by using *Levels of Supply*. The determination of which level to use is generally in the hands of the player. Some units may have to "bite the bullet" so that others can struggle on.

11.4a *Levels Possible.* The Levels of Supply available to each player are: Full, Low, and No Supply. Each level has its own effects as listed on the Supply Level Effects Chart. A given unit may only be in one supply level at a time and that level remains constant for the entire game turn, regardless of changing circumstances.

11.4b *Supply Requirements for each Level.* Calculate the number of SPs needed for each Level of Supply as follows: the total DSE count drawing through an HQ or by direct draw *equals* the number of SPs those units need to expend to be at Full Supply. *Half* of this is needed for Low Supply. If less than half of the required number is available, the units are at No Supply.

11.4c *Restrictions on Level Choice.* If *any* SPs are available, a player may never place a unit into No Supply voluntarily. Low Supply is the lowest supply level which a player may voluntarily select. If the SPs required for Low Supply are not available, the amount which is available **must** be expended and the units are considered to be in No Supply.

If the required SPs are available, the player may freely choose Full or Low Supply according to his operational needs.

All units using a single HQ for supply purposes must enter the same supply level. If a player wishes to have a single (probably "good") division enter full supply, while the rest of the HQ's units enter low supply, the single division must draw directly from a dump (**with** the additional 1 DSE count for non-divisional units) while the rest of the units draw from the HQ. Generally, the inefficiencies involved in such an action outweigh the benefits.

11.4d *Marking Supply Level.* Players mark the supply level of their HQs by placing a supply level marker under the HQ. Mark direct draw units (units which draw supply *without* using an HQ) in any convenient manner, such as a supply level marker under the direct draw supply source. Where confusion may result from the movement of units away from their original HQ, or where direct draw is used differently for units drawing from the same source, it may be best to mark units separately with a supply level marker under each unit or stack (if all the same). Note: No marker is provided for Full Supply, because all unmarked units are in full supply. Marking

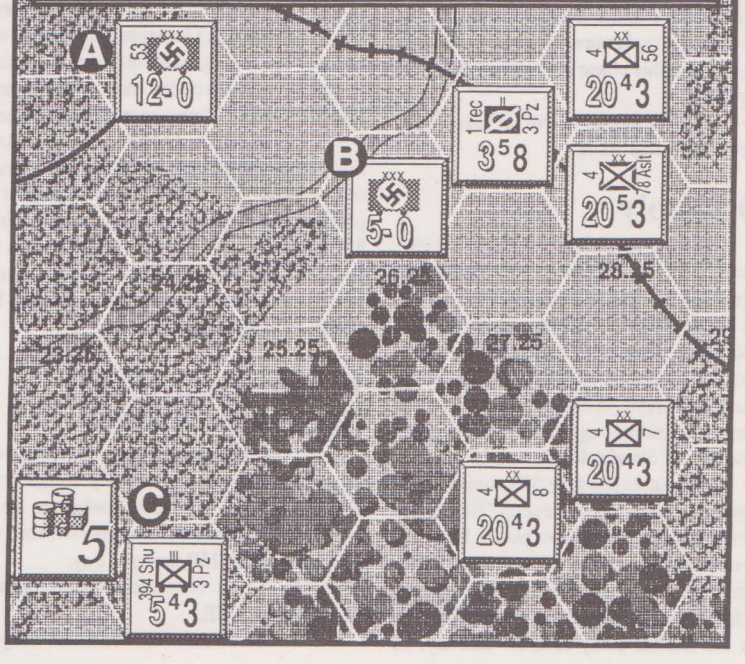
Example: DSE Count

Shown below are two drawing groups. The HQ at A supplies all the units on this area of the map except the 3rd Pz unit at C. HQ B is not supplying units and can be counted as part of HQ A's non-divisionals.

HQ A must expend 7 SPs from any dump or dumps in range to be in full supply. 1 DSE per infantry division, plus 2 DSEs for the 3rd Pz Recon Bn, and +1 DSE for the non-divisionals. 3 SPs + 2T would be needed for low supply.

The 3rd Pz unit at C must draw separately because it is outside the throw range of HQ A. To be at full supply, the direct draw group at C must expend 3 SPs. 2 DSEs for the 3rd Pz (again) and 1 DSE for the non-divisionals.

The above is a sloppy use of supply and is only given as an example of DSE counting. Wise players will want to keep divisions (especially 2 DSE ones!) together.



methods may vary from game to game for the sake of convenience.

11.4e *Attrition Table and No Supply.* A ground unit in No Supply rolls on the Attrition Table each week in the Supply Usage Segment of the Overphase. Make this roll immediately after the unit is determined to be in No Supply and again each week in which the unit is still in No Supply. HQ, Truck, Wagon and Air units are exempt from this attrition roll.

11.5 Unit Supply

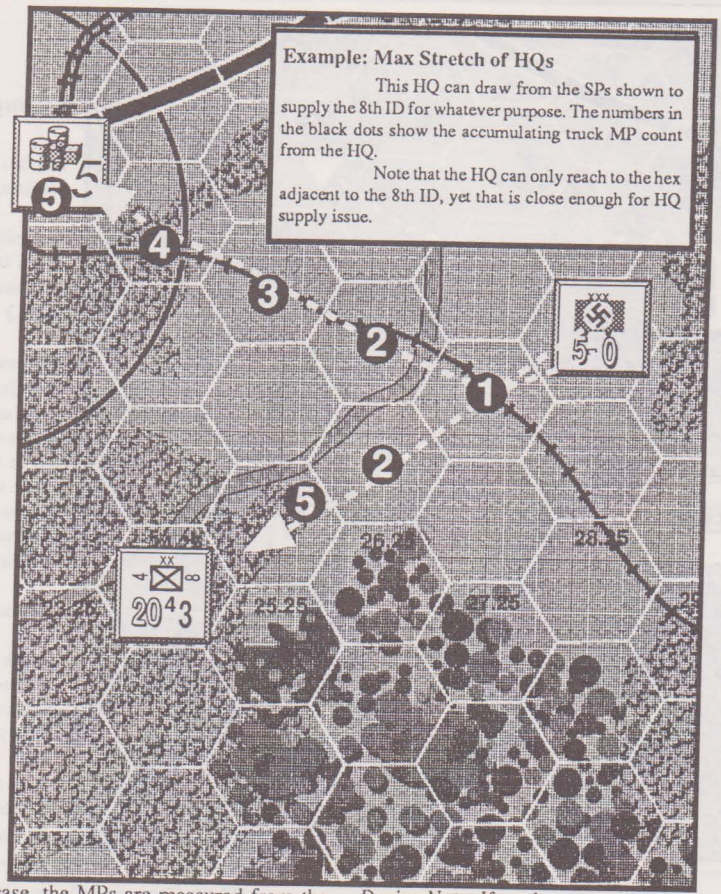
11.5a *General Description:* Units may get supply from a dump either via an HQ or directly from it. Either way, count the DSEs drawing from a given source and add one to take care of non-divisional units. No matter how many or how few units draw from a given source, always add one DSE on top for the non-divisionals. Units may draw if they are at or within the issue range in MPs from an HQ (+1 hex, see 11.5b) or at or within 5 MPs of a supply source. An issuing HQ may use any SPs which are at or within 5 MPs of the HQ's location.

Units may receive supply directly from a supply source ("Direct Draw") or from a supply source via an HQ to the unit ("via HQ"). HQs affect only the *range* at which units may draw supply. Units may only draw supply through a hex/hexside that a truck can move through, including hexes adjacent to enemy units **if** the adjacent hexes are **also occupied** by a friendly unit, but never through a hex containing an enemy unit.

11.5b *Via HQ Supply:* Total the DSEs for all divisional units drawing supply via a given HQ and add one (for non-divisional units). Expend the SPs required of this total. A single HQ can supply any number of DSEs (the game rules may apply optional "flow limits" to this provision). Draw these SPs from any supply source at or within 5 truck MPs from the HQ. When using HQ draw/throw to get SPs, count all MP calculations **from** the HQ's hex. All units drawing from an HQ must enter the same supply level. The supply level of the HQ has no effect on issue range. HQs may never draw supply for their units from other HQs (to make chains, etc.). An HQ's range, in truck movement points, appears on the counter.

Note: The HQ need merely have enough "throw MPs" to get supplies into a hex **adjacent** to the drawing unit. *Regardless* of terrain, it is assumed the unit will be able to get its hands on supply deposited into an adjacent hex. This rule **does not** apply to the tracing of Combat Supply. You must trace Combat Supply directly into the unit's hex.

11.5c *Direct from Source:* Units that are at or within 5 truck MPs of a dump may use that dump for their supply. Treat the dump as an HQ with an issue range of 5 MPs, add DSEs plus 1, and expend SPs from that dump.



In this case, the MPs are measured from the dump into the unit's hex. Level selection may be done on a unit by unit basis, but it is best to give all units drawing SPs from the same dump the same level (to simplify marking).

Note: A player may use draw ranges **any** time he expends supply. For example, if a combat requires supply usage, the supply may be expended from a dump reached via an HQ or from a dump which happens to be within 5 MPs of the combat. Note also that in this same example, the given HQ may draw SPs from 5 MPs away to throw to the combat.

11.5d Where SPs are available at all, the number which is available *must* be expended up to that required for low supply.

11.5e *DSE Counting.* To determine the number of DSEs present, count the divisions present (two DSEs per armor, mech or fully-motorized division, one DSE for any other type). Ignore non-divisional units (which are taken care of by the one "extra" DSE added to each drawing group whether it contains actual non-divisional units or not). Count a division at its full DSE cost regardless of losses to the division. Count any part of a multi-unit division that draws from a source as if it were the entire division. Therefore, it is best to keep such divisions together so that they may draw from a single source or gross inefficiencies will develop.

Design Note: If you keep your army organized, the counting of DSEs should take no more than a few minutes even in the biggest games. If you find that it takes too long for your tastes, in the second half of the game-week, if you have already had your turn, write down the full and low supply requirements of each set of units while your opponent makes his move. Since we play on Plexiglas, I jot mine down using an overhead marker right next to the group. That is the easiest way.

11.5f *Holding Boxes and Supply.* Units in holding boxes which are also map hexes draw supply normally as if they were in the map hex the holding box represents. Supply for units in off-map holding boxes must come from within the same holding box. Such units may never draw supply from adjacent holding boxes.

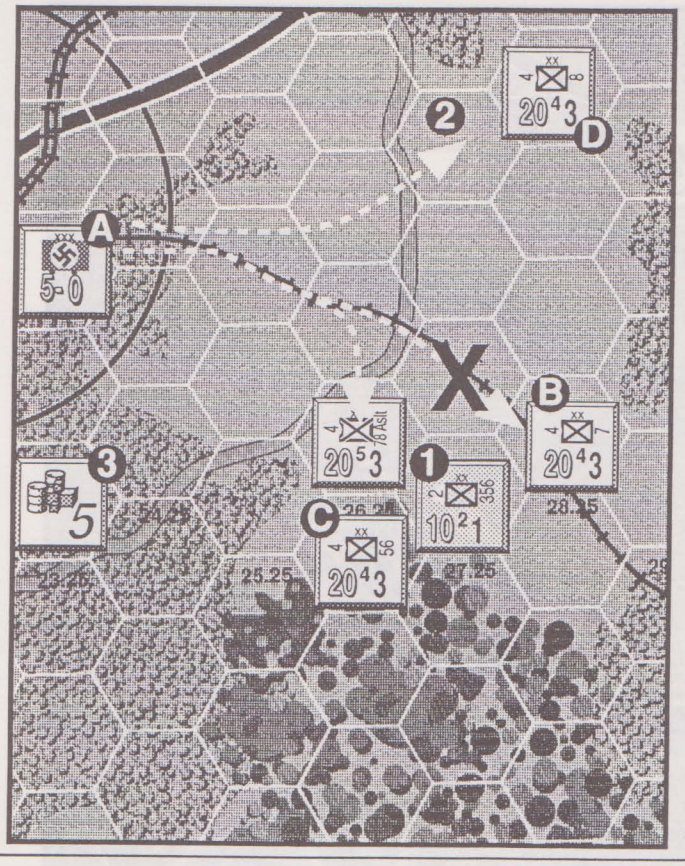
11.6 Combat Supply

See 9.5 and the Combat and Barrage Supply Tables.

11.7 Specialty Supply Levels

11.7a *Trucks and Wagons:* These units do not expend supply in any way.

Design Note: A certain amount of truck capacity has been sliced off the top to represent the supply requirements of the trucks themselves. In effect, the trucks are abstracted into conducting their own supply functions in a manner which doesn't require the player's attention.



Example: A DSE count and Supply Usage

For this example, the throw range of the German HQ (A) has been shortened to show the correct effects in the confined space of the graphic.

HQ A is to provide supply during the Overphase to the units on the graphic. It is positioned to draw SPs from the dump at 3. (For purposes of this example, woods cost 2 truck MPs each. That MP value may not be constant in any given *OCS* game.)

Unit B is out side the potential throw range of HQ A. The hex containing the X cannot be used due to the enemy unit at 1. Even though it can be counted *into* the hex containing the X and unit B is adjacent to that hex, unit B cannot trace. The point of that matter is that the hex with the X cannot be used. Unit C can be supplied because of the 78th Assault Infantry Division which negates the effect of enemy unit 1. Note that throw MPs run out inside the hex containing the 78th, but that unit C can still draw supply since it is adjacent to the hex the HQ could reach. (In this example, the river was counted as a +1 MP cost.)

The same effect holds true for unit D as the throw MPs only suffice to get to hex 2.

During the Supply Usage Phase, the German player counts the DSEs he can supply here. The three reachable divisions count as 3 DSEs and the HQ adds 1 DSE (for the non-divisionals) for a total of 4 DSEs. Unit B must be marked as No Supply and checked for Attrition.

From the dump at 3, HQ A may expend either 4 SPs (to be at full supply) or 2 SPs (to be at low supply). The player decides on full supply. He expends 4 SPs and replaces the SPs at dump 3 with a 1 SP marker.

11.7b *HQs:* HQs draw supply like any other non-divisional unit. HQ supply counts as part of the one DSE added to the total DSEs drawing from a given source.

11.7c *Air Units:* Air units do not require supply themselves. They are supplied if the air base they refitted at was supplied.

11.8 Dumps

Any stack of supply points on the map is a dump. Every SP stack on the map has a nominal garrison for the purposes of blowing it. This nominal garrison never consumes supply and has no movement ability or combat strength.

As an option, an off map pencil record of dumps may be made and the supply points taken off the map. The small amount of limited intelligence gained by using this option is heavily offset by a loss in playability.

11.8a *Blowing Dumps.* A player may blow any of his dumps during his Movement, Reaction, or Exploitation Phase. A player may blow a dump more than once but may make only one attempt per phase. The player may select a portion of the SPs in a hex to blow, if he does not wish to destroy it all. The table result in that case only affects the selected portion. Roll one die on the Dump Blowing Table to determine the number of SPs destroyed and remove these points from play. Note: Because of the dump's nominal garrison (see above) no unit need be in the hex to attempt to blow a dump.

11.8b *Capturing Dumps.* During a player's Movement, Combat, Reaction, or Exploitation Phases, the chance to capture SPs from the enemy may present itself. Whenever an enemy unit enters a hex containing supply points, roll on the appropriate column of the Dump, Truck, and Wagon Capture Table. See also 9.16.

If enemy combat units occupy the dump hex, they must be evicted from the hex by combat for capture to occur. When the defending units retreat or are destroyed and the attacker enters the hex, he rolls on the Dump, Truck, and Wagon Capture Table.

12.0 Specialized Units

12.1 HQ Units

HQs represent higher level support facilities. They provide supply distribution and engineer support. For transportation, Barrage Table, step loss, and flak rating purposes, HQs are 1 RE in size (keeping in mind that they *do not* affect stacking).

12.1a *HQs and Modes.* HQs have the same modes as other units and these modes have the same effect on HQ units as any other. Note that the difference between Combat and Move Modes is the supply range and the ability to move (Combat Mode HQs may not move). Note that HQs never enter DG Mode themselves.

Design Note: Combat Mode HQs represent the HQ having taken up residence; Move Mode represents the HQ in a more mobile status. When in Move Mode, the extra trucks of the HQ are considered to be shuttling around cooks and bakers instead of supplies. The DG Mode exemption exists to keep players from doing "HQ witch hunt" just before the Overphase so as to disrupt enemy supply organization. Much of the supply movement at that time is considered to be done at night (if the enemy airpower is active) so a DG infliction would be too powerful. The ability to do so would also provide the player with a chance to use knowledge of the enemy that realistically would not exist.

12.1b *Supply Function of HQs.* HQs issue supply points to units within their Supply Range (which is printed on the counter as truck movement points). When using HQs to throw or draw SPs, make all MP measurements **from** the HQ's location. **Note:** The HQ need merely have enough "throw MPs" to get supplies into a hex **adjacent** to the drawing unit. *Regardless* of terrain, it is assumed the unit will be able to get its hands on supply deposited into an adjacent hex. The HQ must be at or within 5 truck MPs of SPs in order to draw on them. Note that the Combat Mode and Move Mode sides have different supply ranges. Any number of DSEs may draw supply through a single HQ. The supply level of the HQ has no effect on the issue range available.

12.1c *HQs and Combat.* A player may attack HQs like any other unit, and each has an assumed defensive strength of 5. Add this strength to the other units in the hex for defense. HQs may not attack. Supply level affects HQs like any other unit. If forced to retreat, Combat Mode HQs must flip to their Move Mode side. HQs have one step and an action rating of 0. **Note:** HQs are **immune** to attack and destruction via the Barrage Table.

Design Note: Why? Air and artillery attacks on HQs are generally a nuisance (wrecking the sound sleep of staff officers, etc.), but rarely are HQs destroyed by air attack. In the game, players are all too aware of the location of the enemy HQs (a luxury not existing in real life) and the temptation exists to go "HQ Hunting" with the airforce. Such game play brings the enemy (and the game system) to its knees, so I have eliminated the problem. To destroy HQs, players must hunt them down with ground units.

12.1d *Supply Effects on HQs.* An HQ has the same supply level as the units drawing from it.

12.1e *Unit Assignment.* Count units with any HQ of the owning player's choice during supply issue. However, after that point it is the responsibility of the owning player to be aware of which supply level is in effect for each unit. A multi-counter division adds its **full** DSE count to any drawing group from which *any* of its sub units draw—therefore, a tank division with units drawing from three HQs would add 2 DSEs to *each* of the three HQs. **Important:** The throw ranges of HQs in no way inhibit unit movement in the manner of a "command radius" or such in these games.

Design Note: We highly recommend that players keep a record of DSE size of each HQ and the units which are drawing from it. Then keep the HQ and its "command" together as much as possible. The purpose is to eliminate the repetitive counting that will otherwise be required. Write the DSE size of each HQ on a scrap of paper and make any changes as they occur. Following this recommendation will eliminate much counting and speed up play drastically.

12.1f *Higher HQs.* A game may include HQs of corps level and above. All HQs function exactly the same, regardless of level.

12.2 Truck and Wagon Units

Trucks and wagons represent the basic overland transport capacity available in the game. In all cases in the rules that follow, the term "and wagons" has been dropped. All statements that mention "trucks" also apply to wagons. Trucks come in an assortment of sizes. Printed on each counter is its point value and movement allowance.

12.2a *Supply Effects on Trucks.* Trucks never expend supply.

12.2b *Truck Transport Capacity.* Trucks transport up to their point value in SPs and assist in the movement of units according to the Motorization and Unit Transport rules. Trucks may freely divide and combine using the sizes available. Such splitting and combining does not cost MPs, may be done *only* in the friendly Movement Phase, and requires all involved units in one hex. Wagons and trucks may never combine into a single counter. Wagons may never split up into trucks!

12.2c *Restrictions on Trucks.* Trucks have no mode, thus may never take advantage of Strategic Move Mode, or Reserve Mode. Trucks may move **only** in the owning player's Movement Phase, never in the Reaction and Exploitation Phases. Trucks may be transported by ship or train. They may never be transported **loaded**. Trucks may never "transport" units—trucks may affect unit movement only by increasing the motorization level of the unit. See 13.0.

12.2d Trucks load and unload SPs at a cost of 5 MPs. Wagons load and unload SPs at a cost of 2 MPs.

12.2e Show the condition of being loaded by placing the SPs *under* the truck unit

12.2f *Truck Stationing (Optional).* This is more of a play tip than a rule. When establishing a supply line, set up truck units at positions which are (Truck MA-10)/2 in MPs apart. Then, instead of going nuts running trucks back and forth along the line, you can jump SPs equal to each station's capacity directly to the next station—without moving a truck at all. Take care to avoid leapfrogging supplies when using this short-hand method. Wagon stationing can be done in the same manner but the formula is (Wagon MA-4)/2.

Design Note: The above may seem "greek" at first. The rationale is very simple. The formulas give the max distance which allows the trucks to load, move, unload, and return to their starting point.

12.3 Rail Transport

Each player has a rail capacity which represents the total number of SPs his rail resources can transport in a given turn. Units have their RE size converted into SPs to use rail transport using the Transportation Equivalents in rule 13.0d. **Note that the rail capacity is available in each** of the two player turns of the game turn—a 2 SP capacity (used fully) would allow use of 2 SPs in each player turn for a total of 4 SPs during the game turn.

12.3a Each rail capacity point may transport an SP or an SP's equivalent of units **any** distance along an intact railroad (within the bounds of the player's railhead markers). The player may use his available capacity along any part of his rail network. The railroad trace may not include any hexes containing or adjacent to enemy ground combat units. Friendly units do not negate this restriction. Ignore all other terrain when moving by rail.

If a "load" moves for its entire rail movement along *multi-track* rail hexes, that load costs **half** its normal cost in rail capacity. If a load moves for **any** of its rail movement along *low-capacity* rail hexes, the load costs double its normal cost in rail capacity.

Design Note: Rail movement is most effective as a strategic asset. Therefore it is much more efficient to move loads over long distances than in short hops. Most of the usage of rail capacity comes from marshalling rolling stock and loading/unloading. To go through all that monkey-drill for a short, relatively tactical, move is both wasteful and inaccurate. That is true in real life and in this game system.

12.3b A player may use his rail capacity only in the friendly Movement Phase (never in Reaction or Exploitation Phases).

12.3c All rail movement requires the "load" to entrain, move, and detrain in a single Movement Phase—a load may never be left "entrained" for further movement in another Movement Phase. Units and SPs may **entrain** or **detrain** in any **village or city** railroad hex which is ***not*** adjacent to an enemy unit (friendly units *do not* negate this restriction). To entrain, a *unit* may have expended no more than half its movement allowance in the current Movement Phase. When detrained, units may not move further in the given phase. SPs may not entrain if they have been moved, nor may they move after detraining. Entraining and detraining have no MP costs of their own. Units **must** be in Move Mode or Strategic Move Mode to use rail movement.

(Optional) *Units* may detrain in any railroad hex. *Supplies* may detrain in a railroad hex containing a friendly HQ in Combat Mode. Even if this optional rule is used, it has no effect on the restriction on entraining—the optional rule *only* makes it easier to detrain.

12.3d *Railheads:* The game may limit one or both player's railroads (due to gauge problems or destruction). Mark these limit hexes with railhead markers. Also mark the edges of destroyed portions of railroads with railhead markers. Railhead markers cannot move of their own accord, only upon the destruction of railroads by enemy units, or by the extension work of Rail Repair units. All railroad hexes up to and including the railhead marker are functional.

Example: Use of Railhead Markers to show a Broken Rail Hex.

Hex A is broken. Railroads extending out from (and including) the Railhead Markers are usable.

12.3c *Destruction of Railroads:* A unit in combat or move mode may destroy railroad hexes by expending 1/4 of its MA in a hex. A single unit may destroy as many railroad hexes in a given player turn as its MA allows. Mark destroyed hexes by placing railhead markers on either side of the destroyed hex. Players may destroy their own railroads.

12.3f *Railroad Repair:* A Railroad Repair unit can repair **three** destroyed rail hexes each Movement Phase. Note: RR units have only a "repair" mode. They may repair only in the friendly Movement Phase. RR units that are in No Supply cannot repair railroads. RR units have 1 RE and may move by rail. RR units may not use rail movement **and** do repairs in the same movement phase.

•Railroads may not be repaired in hexes adjacent to enemy units. Friendly units do not negate this rule.

•Each hex of railroad repair costs 1T.

•To repair a hex of railroad, the RR unit must move into the hex using its movement points.

12.4 Artillery Units

Artillery units may participate in barrage attacks against units they are not adjacent to. Artillery units have their range in hexes printed on their counter. Defending artillery adds to a defense by conducting *barrage attacks* in the Reaction Phase. Artillery units may move and fire in the same turn.

12.4a Artillery units may not barrage if in Reserve or Strategic Move Modes.

12.4b When an artillery unit defends a hex against enemy ground attack, each artillery unit has a combat strength of one, regardless of the printed barrage strength. Add this defensive strength to that of any others in the hex.

Example: Artillery Defense in Ground Attack. An enemy stack attacks an artillery unit stacked with three other units. The artillery unit adds one (possibly modified by other considerations) to the other units in its hex, instead of the artillery unit's barrage strength. If an enemy attack occurs against a hex containing four artillery units, the defense strength of the hex would be four (barring other circumstances).

12.4c *Barrage Attacks:* A barrage is the only way artillery units may attack. Resolve barrage attacks on the Barrage Table. The appropriate players and units may conduct barrage attacks in the Reaction, Combat, and Exploitation Phases. Any number of artillery and aircraft may participate in a single barrage attack. No more than one barrage attack per hex per phase is allowed (exception: see 14.12d). To conduct a barrage attack, expend combat supply for the attack using the amounts listed on the Combat and Barrage Supply Tables, total the combat strengths in the barrage (artillery and aircraft), determine the correct column on the Barrage Table, and adjust it per the table's notes. Roll two dice and apply the result. See also 7.2.

12.4d Artillery may make barrage attacks against facility-type targets within range. Resolve such attacks on the GS & Barrage vs Facility Table using the artillery barrage strength. The player may combine such attacks with friendly air units using their GS strength.

12.4e Artillery ranges are given in hexes and are unaffected by terrain or weather. *An artillery unit with a range of 3 would be able to barrage targets from 1 to 3 hexes away.*

12.4f Expend supply to conduct an artillery barrage at the moment of the barrage. The amount needed for each firing unit appears on the Combat and Barrage Supply Table. Each artillery unit which will fire must trace to and expend the required supply before firing. If an artillery unit is not supplied, it cannot participate.

Example: Artillery Barrage Attack. Three artillery regiments, within range, barrage a hex. The firing player expends 3T for barrage supply and calculates the total barrage strength to be 34. The firing player identifies the column on the Barrage Table (25-40) and checks for modifiers. The target hex contains 8 REs, a level 1 hedgehog, and is in close terrain. A friendly unit is adjacent to the target hex. The total column shift applied to the raw column is one to the right (three right for the REs, one left for the hedgehog, and one left for the terrain). This gives a final table column of 41-68. The player rolls two dice and obtains a 8. The result is one step loss and the units in the hex are disorganized.

12.5 Replacement Units

Roll on the appropriate Variable Reinforcement Table each Reinforcement Placement Segment to generate Replacement (repl) units. Any Repls acquired because of the table roll must be brought on the game map immediately. Repls come in two types, Equipment (Eq) and Personnel (Pax). Use Repls to rebuild damaged or destroyed units.

Repls may only be in Move Mode or Strategic Move Mode. They are 1/4 **RE** in size for stacking. Repls have **one step**. Pax Repls may be motorized or transported as any other unit. Eq Repls, however, may not be motorized by trucks or transported by aircraft. Repls require supply expenditure as non-divisional units.

12.5a *Combining Repls to replace Step losses.* Repl units exist to rebuild units which have lost one or more steps. Differing unit types and sizes have differing needs for rebuilding; these requirements appear on the Rebuild Chart for each game.

To rebuild, the required repls and the unit rebuilding (if still on the map) must be in a single hex with or adjacent to a friendly HQ. This hex must not be adjacent to any enemy unit; the presence of friendly units does not negate this condition. During the Replacement Reorganization Segment, the player removes repls from play and the rebuilding unit regains its lost step, or dead units reappear on the map (into the hex in which the exchange was made). Supply level and mode have no effect on this reorganization. The reorganization does not cost MPs and the reorganized unit may enter any desired mode. A given unit **may only** rebuild **one step** (one RE) in a **single** Overphase. The player may build any unit in the counter-mix (dead, damaged, or not) by combining Repls as called for by the Rebuild Table. He is **not** limited to those units which are damaged or destroyed.

Design Note: We have found the best way to use repls is to set up a "training detachment" at some rear area base. Use some "not-so-good" HQ and station all incoming repls adjacent to it. This method simplifies the problem of having to hunt down the repls when you need them, etc.

12.6 Reinforcements

Reinforcements are those units entering play as complete units (not as repls). Reinforcements arrive in their hex of entry in the Reinforcement Placement Segment. A player may either bring on reinforcements on the turn called for or pass over and ignore them. Ignored reinforcements *may not* enter play later.

Place reinforcements in their entry hex (or appropriate map edge hex), and movement begins from that point—not from off-map. They may **not** overstack on placement. Reinforcements arrive in any desired mode and **are in Full Supply for the week of entry.** If enemy units block a reinforcement's entry hex, the reinforcements enter at the nearest available hex which allows the units to enter. Reinforcements may be placed into hexes adjacent to enemy units. Reinforcements are free to move in the player turns following their entry. Place reinforcing air units at any supplied friendly air base. Only the number of REs allowed by port capacity may enter as reinforcements at a given port.

12.7 Division Markers *(Optional)*

The game provides each multi-unit division with a Division Marker. In order to reduce counter density and relieve map congestion, use these markers to mark the location of one or more of the division's units. All units represented by the division marker must be in the same hex as the marker. Remove the actual units from the map and keep them in any convenient location. A division marker may only represent units of the same division as the marker. The marker then moves and fights as if it were the units it represents. Units may freely move into the marker (and be pulled off the map) or from the marker (and be put on the map) with no additional MP cost.

12.8 Engineer Functions

Each game lists those units which have "engineer capabilities." Such units may apply any part of rule 12.8. **HQ units always have engineer capabilities.** Each listed unit has a minimum of engineer assets which can be used for assorted engineer functions (except to do rail repair, only Rail Repair units may do so). These functions are:

12.8a *Bridging*. When adjacent to a Major River, engineers change Major River hexsides into Minor River hexsides for units which cross them from (or into) the engineer's hex. An engineer may use this effect for its own movement. Bridging disappears instantly when the engineer moves away from the river hexside it began adjacent to in the current phase. The effect reappears instantly when the engineer **starts the current phase** adjacent to another Major River hexside. Likewise, minor rivers are downgraded to clear terrain in this same manner.

Important: To use this effect, the engineer **must** be adjacent to the river in question at the beginning of the current phase. It may **not**, say, move up to the river and then use its bridging capacity to help units across.

An attacking unit or stack may never use the engineer bridging function to cross a hexside into an overrun target hex. An overrun attacker may use an engineer's bridge *on the way* to the target hex; the attacker may not, however, use this rule to cross the hexsides which surround the defender's hex.

12.8b *Construction.* Engineers **must** be present in a hex in order to build or improve airfields or repair ports. Their presence in a hex makes hedgehog building proceed at twice the normal pace. The engineer must be in the hex in question during the phase in which the construction takes place.

Design Note: A large portion of a side's engineer capability is tied up in the side's HQ units. The idea here is to keep a multitude of non-combat engineer units out of the counter-mix. In real life, these units typically spend most of their time doing their assigned tasks. In games, all too frequently, they end up as poor excuses for infantry units and their original task is forgotten. They are not presented here in counter form to prevent such misuse.

13.0 Motorization and Unit Transport

Design Note: Unless you find an instance where you want to motorize a non-motorized unit for some special task, it is best to ignore this section—skip down to 13.0d below. It is retained here because it can be of value in specific cases and I wanted to provide the flexibility to do so when needed.

Terms: In this rule (13.0), the term "trucks" refers specifically to truck points. Where wagons are also concerned, they will be specifically mentioned. In other words, one can never motorize a unit using wagons!

Units in this game are fully-, semi- or non-motorized. Certain unit types (such as all armor and mech units) are always considered fully-motorized. Players may upgrade semi- and non-motorized units to another, higher motorization level by assigning truck points to those units. Fully motorized units may not be further upgraded. The motorization of non-armor/mech units is shown under the unit symbol—one wheel equals semi-motorized, two equals fully-motorized. Motorization and its reverse can take place only in the Replacement and Reorganization Phase in the Weekly Overphase. The owning player must keep track of any units he motorizes. Remove any truck points used in motorization from the map and place in a convenient location for storage. When a unit is de-motorized back to its original status, place the truck points back on the map in the hex containing the unit.

13.0a A **non**-motorized unit requires one truck point per RE to become semi-motorized. These semi-motorized units have a Move Mode movement allowance of 10. Semi-motorization has no effect on Combat Mode movement allowances.

13.0b A **non**-motorized unit requires two truck points per RE to become fully-motorized. These fully-motorized units have a Move Mode MA of 16. Such motorization has no effect on Combat Mode MAs. Units marked as fully motorized on the counter may not gain movement points by the addition of truck points. Units marked as semi-motorized may *only* be increased to full motorization. Semi-motorized units require one Truck point per RE to fully-motorize and get a Move Mode MA of 16.

13.0c Divisions which the player fully-motorizes also count as **two** DSEs.

13.0d *Transportation Equivalents:* Units may be transported by train, ship and air. Mech, Armor, Semi- and Fully-motorized units, and anything requiring Eq Repls to rebuild may never be transported by air. To convert units into SP equivalents for transportation purposes, use the following:

•1 RE of non-Mech, non-Armor, non-Motorized units counts as 1 SP and may be transported by train, ship and air.

•1 RE of Mech, Armor or Semi/Fully-Motorized units counts as 2 SPs and may be transported only by ship or train.

•1 SP capacity of trucks or wagons counts as 1 SP of transport by ship or train.

Note: While a unit's RE size may be converted to SPs equivalents, a truck unit may **never** attempt to carry a unit as if it were a load of supplies—the truck can only be used to motorize (in the sense of 13.0a through c above) units. Furthermore, trucks and wagons may never be transported by ship or rail **while** loaded.

14.0 Air Power

In general terms the air system works as follows: Inactive air units become activated by refitting in the Air Unit Refit Phase. Active air units may move in the owning player's Movement, Exploitation and Reaction Phases from base to base, base to station, or vice versa. Active enemy air units may intercept friendly moving air units. In the Movement and Exploitation Phases, phasing air units may move to target hexes in order to conduct ground support attacks by themselves or with artillery units. In the Reaction Phase, non-phasing air units may move to their target hexes to conduct barrage attacks. After participating in any type of ground attack, or after receiving an abort/step loss result, air units must immediately fly back to any friendly air base (possibly exposing themselves to interception) and become inactive. In the next friendly Air Unit Return Phase, any of a player's air units remaining in hexes not containing supplied friendly air bases must return to a base and become inactive.

On the first game-turn, one or both players may be given a "previous turn" air unit stationing. This stationing is the result of air activities that occurred before the beginning of the game.

14.1 General Air Rules

Note: For the sake of brevity, a number of terms and references are defined later.

14.1a Regardless of terrain, air units expend 1 MP per hex. Each air unit has a range which is the maximum number of hexes the air unit may move in a given Movement Phase. The calculation of rule 14.20e is the **only** time an air unit's range is considered to be a *round trip* number. Normally, range is used as the distance an air unit may fly "out" from its base—the return trip may be to any air base which is within that range "back."

14.1b Active air units may move from base to base, or base to station, or vice versa in the friendly Movement, Exploitation, and Reaction Phases. Units moved from a base to a barrage target hex are considered to be on station at that hex until resolving the barrage. Units may not move from station to station except for units which intercept and successfully "win" the hex in air-air fighting. Phasing air units which move from a base to a hex containing stationed enemy air units are considered to be *intercepting*. If such units engage and win, they may continue to move with whatever MPs they may still have available and conduct other interceptions or position themselves for ground support. Interception costs no additional MPs.

14.1c To move as a stack, air units must begin movement as a stack. Air units beginning movement from different hexes may end their movement in the same hex and engage in a common *ground support* attack. Units flying from different hexes cannot combine in an air to air combat. Resolve such combats the instant two opposing air units enter the same hex. Those units cannot "wait" for others to show up.

14.1d Air units become inactive whenever they enter a supplied friendly air base hex. Exception: see 14.20e.

14.1e Weather may inhibit all or some air operations. Any aircraft on station in hexes **not** containing a supplied friendly air base must immediately execute a "return to base and become inactive" during the Weather Determination Segment if the weather changes to a type which prohibits flight. When weather prohibits flight, air units may be active in their base hex (and may refit to become so) but no flight operations are allowed.

14.1f Two reduced air units of the same aircraft type **and** values may combine to make one full strength air unit whenever the two are in the same hex.

14.1g Place reinforcing air units on any supplied friendly air base.

14.1i The sequence makes it possible to move air units to a target hex, use some to attack it at the end of the Movement Phase, and then to use the rest to attack during the Barrage Segment in the ensuing Combat Phase. This sort of One-Two Punch is allowed (and recommended!). See also the "Shoot from the Hip" Ground Support optional rule, 14.12d.

Unit	*Move up to max range to attack targets or enter station*[1]	*Return in Return Segment?*	*Execute Barrage Attack?*[2]
Active at a supplied base	Yes	No	Yes
Active (elsewhere)	No	Yes	Yes
Inactive	No	No	No

Notes:
1—Allowed in Movement, Reaction, and Exploitation Phases for the appropriate player
2—Allowed in the Movement, Reaction, Combat, and Exploitation Phases for the appropriate player

Phase	*Move up to Range*	*Deploy 5 Hexes to Intercept Moving Enemy A/C*
Movement	Phasing A/C	Non-Phasing A/C
Reaction	Non-Phasing A/C	Phasing A/C
Combat	No	None
Exploitation	Phasing A/C	Non-Phasing A/C

Note: Phasing Air Units may deploy and wait for the friendly Combat Phase to execute their Barrage Attack so as to do so with artillery. In doing so, they run the risk of being attacked by enemy aircraft during the Reaction Phase and not being able to participate in the barrage at all. Alternatively, air units may execute their barrage at the very end of the Movement Phase, avoiding the enemy Reaction Phase but failing to coordinate their attack with artillery.

14.2 Air Unit Modes: Active, Inactive

Air units are capable of only two modes—active and inactive. The mode of an air unit is shown by its being above or below its air base marker. Place active air units above their base marker, elsewhere on the game map, or in the Active Box of an Air Base Card. Inactive air units must remain under a base marker or in the Inactive Box of an Air Base Card.

14.2a *Active Air Units:* These units may conduct air missions, fly from base to base, or be put on station.

14.2b *Inactive Air Units:* These units may not function or move.

14.3 Air Unit Step Losses and Combining Air Units

Air units are two step units and have full and reduced strength sides to their counters. At any time when in the same hex, two reduced strength air units of the same type may combine to create one full strength unit. Note that air units of the same type may have different values, this represents differing pilot abilities. Air units of the same type with different values may never combine into one air unit.

14.4 Air Unit Types: F, T, S, and Tpt

In order to simplify the bewildering number of air types and classes which were available in WWII, this game system uses four broad categories—Fighter, Tactical Bomber, Strategic Bomber, and Transport. These divisions may not necessarily be a strict description of the aircraft involved.

14.4a *F Type Air Units (Fighters).* F type units are significant in that they are the only air unit capable of interception. They may also conduct interdiction and ground support. For easy identification, F type air units have their type highlighted in red on the counter.

14.4b *T Type Air Units (Tactical Bombers).* T type units are capable of ground support and interdiction but may never intercept.

14.4c *S Type Air Units (Strategic Bombers).* S type units may conduct only ground support, never interdiction or (gasp) interception. They are subject to the restrictions of 14.14. For easy identification, S type air units have their type highlighted in blue on the counter.

14.4d *Tpt Type Air Units (Transport).* Tpt type units are incapable of interdiction, interception, or ground support. They exist solely as a means of transporting supplies and units around the battlefield. They have a transportation capacity printed on their counter as a number of supply tokens. Tpt units contain more than the usual 45 aircraft per counter in order to make up a usable transport ability.

14.4e *Combo Types.* Some air units are listed with two types, for instance "S, Tpt." This means the given unit may function as either type, but as only one type at a time—for example, such a unit couldn't transport a token to an air base and "on the way" use its S functions against a ground unit. Other than this restriction on GS values, units with a dual Tpt mode use their Air-Air values and range normally.

14.5 Stationing

Active air units are on station at their base or in any hex they might fly to during movement. They will remain on station in that hex until either they are used in a barrage or

interception (and they "lose"), or returned in the Air Unit Return Segment. While on station, F and T type air units interdict the movement of enemy units in their hex. (See 14.15)

Note that air units *are* on station at their air base if they are active. Such units are exempt from the Air Unit Return Segment (provided that air base is **supplied**) and from becoming inactive at that time.

14.6 Return Requirement

Whenever an air unit receives an abort or step loss result or finishes a GS attack, the air unit must return to a base and become inactive. On this return flight, the returning air units may be intercepted.

14.6a Phasing active air units which are **not in a friendly supplied air base hex** at the beginning of an Air Unit Return Phase must return to a friendly air base and become inactive. Air units which happen to be on an *unsupplied* air base may "return" to that air base and become inactive—they will not, however, be able to refit until that base is supplied again. Active air units are not required to return to any particular air base. They may return to the base whose hex they are in or go elsewhere—but they must return to a base within their range or be eliminated. Inactive air units ignore the Air Unit Return Phase.

14.6b Air units which are used for any type of ground support attack or barrage attack automatically return to their base and become inactive.

14.6c Destroy air units unable to return to a friendly air base (when required to do so).

14.6d Air units may become inactive upon the implementation of rule 14.9e by the owning player's option.

14.7 Inactivation

Any time an air unit enters a supplied friendly air base hex—whether due to regular movement, a Return Phase, an abort result, or after a GS mission—it becomes inactive. Note: Tpt units have a special exemption from inactivation, see 14.20e. Active air units sitting in a friendly airbase hex will remain active as long as the airbase is supplied.

14.8 Interception

Any active F type air unit may intercept any enemy air unit that moves into a hex that is at or within 5 hexes of its hex. Interception may take place in any phase when enemy air units move. Each hex entered triggers interception by any F type units in the 5 hex range. If multiple air units intercept a moving air unit when it enters a particular hex, they all enter air to air combat simultaneously. *(This might appear to be an exception to 14.1c. It isn't. 14.1c refers to the moving player's units, not to intercepting ones. The non-moving player announces the interception, picks up the intended interceptors, and places them onto the moving stack. Resolve the resulting combat after the intercepting player has moved in all chosen interceptors.) Interception* is optional to the non-moving player and he may decline to intercept until later or use as many or as few interceptors as he has available.

14.8a Upon entering the moving player's hex, the interceptors attack the moving air units. After the combats end, one side or the other will remain alone in the hex. If the moving player "wins," he may continue to move. If the non-moving player wins, he must remain on station in the hex. It is possible that a successful set of interceptors may drift about the map winning engagement after engagement. Such units will seem to jump from one station hex to another.

14.8b Air units moving to interception may not, themselves, be intercepted.

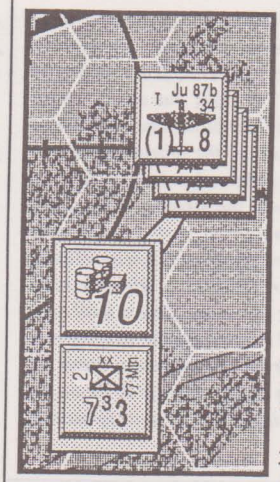
14.8c The non-moving player must exercise the option to intercept, if he so chooses, *before* the moving player's air units enter the hex of the would be interceptors. The non-moving player must, at the very latest, announce an interception the moment the moving air units enter a hex *adjacent* to the potential interceptor. If the potential interceptors wait too long, they will find themselves being attacked by the moving units in their own hex with no chance remaining for interception. If the moving air units are allowed to enter the hex containing a potential interceptor, air to air combat ensues automatically with the *moving* air units as the *attackers*. After resolving such a combat (and the moving player "finishes" moving into the hex), non-moving player interceptors may intercept *into* the hex in which the air to air combat was resolved. In air to air combat the *attacker* has a decided advantage.

14.8d ***(Optional)*** The on-map stationing procedure automatically allows players the ahistorical ability to fly around interception zones in order to reach their targets, since they know exactly where the interceptors are. Players may, if they use this optional rule, trade off some playability for a more accurate feel. To use this rule, record the station hex of air units on a piece of paper and take the air unit off map. When an enemy air unit enters the off-map unit's interception zone, place the air unit on the map.

14.9 Air-Air Combat Procedure

Any time active air units of one side enter a hex containing active air units of the other (exception, see 14.9e), air to air combat ensues. Air-Air Combat almost always occurs on an individual unit vs. individual unit level (with the occasional "doubling attack", see 14.10). Each player selects the air unit of his choice to use in each round of combat. These individual combat rounds continue until one side or the other is left alone in the hex. The player whose aircraft entered the other player's hex (by regular movement or interception) is always considered the "attacker." The other player is the "defender."

Example: A Barrage Air Mission



In this example, the four Stukas have flow to the hex containing the SPs and the Mountain Division garrison in the German Player's Movement Phase. At the very end of that same phase (after completing all other movement) he comes back to this hex to execute the barrage attack.

Before deciding how to divide his attack vs the two target types in the hex (SPs and units), the hex uses its Flak Rating against all four Stukas. The hex has a flak rating of 3 (2 for the division (1 per step) and 1 for the SPs). On the Flak Table the 3-6 column is used and one roll of two dice is made against each of the Stukas. All four rolls give no effect results, so all four Stukas can be used in the barrage.

The German player then announces that he will use two Stukas against each target type.

Using the GS & Barrage vs, Dump/Truck Table, the German player finds that he starts on the 13-24 column (16 GS strength) and gets a one column shift right due to the number of "points" in the hex. The barrage is then resolved on the 25-48 column. One die is rolled giving a 4 and a 15% loss. 15% of 10 SPs is 1.5 SPs or 1 SP + 2T. The Soviet player destroys that number of SPs and leaves 8 SPs +2T in the hex. Those two Stukas fly back to a base and become inactive.

The remaining two Stukas hit the mountain division using the Barrage Table. Again there is a barrage strength of 16 involved and the initial column is 12-16. There are 2 REs in the hex, nothing special about the terrain or hex, and no German unit adjacent—so the net shift is one column left. The attack is resolved on the 8-11 column and a 7 is rolled on two dice. That gives a no effect result. In bitter disappointment, the Stukas must return to base and become inactive.

The mission could have been done differently using differing combinations of the air units. For instance, all the Stukas could have gone after one target but left the other one untouched. Differing proportions of units could have been used against each. During movement, the German player could have sent even more air units into the hex to join in on these same barrages at the end of that Movement Phase.

Regardless of the result, the sequencing is the same: The air units fly from their base to the target. In the barrage segment of choice or at the end of movement, they suffer flak, do their attack, and return to base to become inactive. The above air units could have waited till the Combat Phase to execute their barrage (with a risk of being chased off during the Soviet player's Reaction Phase. Or, they could have waited all the way till the German Exploitation Phase (or even until the German Reaction Phase in the Soviet player's turn) to do so. Lastly, they could have not attacked at all, sat on the hex interdicting until the next German Air Unit Return Phase. The sequencing of events is up to the owning player and can be used as a powerful tool as he gains experience.

14.9a Air units have either parenthesized or non-parenthesized air to air ratings. **Only** those with non-parenthesized ratings may **attack** in air to air combat (non-parenthesized are hereafter called "offensive air units"). Air units with parenthesized values may enter an air combat hex with the attacking side provided at least one offensive air unit is with them, but *may not* attack the defending air units using air to air combat. Such "tag along" air units are subject to 14.11 if the offensive ones with them abort in the combat.

14.9b Parenthesized air units may, however, enter a hex containing enemy air units if **none** of the **active** enemy air units in the hex is **offensive**. In such a case, no air to air combat takes place and the moving air units may conduct any sort of air to ground attack they wish in the hex—GS vs. Facility, Barrage, etc. **Unescorted** *parenthesized* air units may **never** enter a hex containing *active offensive* enemy air units.

14.9c Neither player may voluntarily end air to air combat once initiated.

14.9d The procedure for air to air combat is as follows:

1. Beginning with the attacker, each player selects the air unit of his choice to fight. At the moment the attacker selects his air unit (in other words, *before* the defender does) he must announce any use of doubling. If it is to be a doubling attack, the attacker must select *both* air units before the defender selects anything. Following the attacker's choice, the defender picks his air unit and announces any doubling use of his own.

2. The attacker rolls two dice. Add the attacking air unit's air to air rating, and subtract the defending air unit's air to air rating from the roll. Apply the modified roll to the Air to Air Combat Table and execute the result.

3. Repeat the above with the same or different aircraft until one side or the other remains alone in the hex.

Note: Air units which receive an Abort or Reduction result through Air to Air Combat in the hex containing a friendly air base **automatically** become inactive *at that base*, and are **not** allowed to fly to some other base.

14.9e Active air units which occupy a friendly air base hex may *at the owning player's option* decline air to air combat if an enemy air unit enters their hex to initiate an air to air combat. Should the owning player make this decision, the active air units he desires may automatically become inactive *at that base*. The player may choose all or some of his air units to do this with. Active air units not chosen will remain active. Any active defending air units remaining in the hex **must** accept the air to air combat. Those which become inactive (while freed from having to tough out the air to air combat) are then subject to any air base attack and any resulting checks on inactive air units.

Design Note: The above rule may seem strange at first glance. The reason it exists is to keep air units (like S type bombers!) from having to "take to the air" to fight out an air to air combat to protect their base. Since this would be a hopeless task for the aforementioned S types (they'd all get flamed and sent back to the same base to await the strafing runs...), the rule allows the player to protect those units from the double indemnity problem by refusing to take to the air. He then is left with some inactive air units which are useless until refit, and the potential losses from the strafing run. Lastly, the player has the chance to leave his fighters active to contest the air strike on his base while allowing other air units to become inactive.

Example: Regular Air to Air Combat. Two LaGG-3s (air to air value 2) and one IL-2 (air to air value (2)) move into a German air base hex occupied by one active Bf 109f (air to air value 4) and two Stukas (air to air value (1)) along with several inactive air units. All of the above are at full strength. The Germans forgot to intercept the incoming Soviet mission (chuckle, chuckle), so the Soviets are the air to air attackers. Doubling does not apply in this combat.

Each player selects the air unit of his choice for the first round of air to air combat. The Soviet player selects a LaGG-3; the German player picks the Bf 109f. The German player (as defender) could have picked one of the Stukas (not a bright move, just allowed). The Soviet player (as attacker) could not have picked the IL-2 because of its parenthesized air to air value. The Soviet player rolls two dice (getting a 9) to which he adds his air unit's rating (+2) and subtracts the German unit's rating (-4) for a modified roll of 7. The Air to Air Combat Table gives a result of Defender Abort. Because the combat occurs over the German air base, the Bf 109f must become inactive at that same base (had the combat not occurred over a German air base, the Bf 109f could have flown to any other friendly air base in range and become inactive).

This leaves the two Stukas facing the Soviet attack force. The Stukas could not now invoke rule 14.9e. Once they accepted the air to air combat, they cannot later decide to deactivate themselves. Rule 14.9e must be applied at the moment the attacking air units enter the hex. Stuck defending themselves, the Stuka pilots enter the dreaded arena of air to air combat—dreaded for Stukas, that is.

The next round of combat pits a LaGG-3 vs. one Stuka. The dice roll is 5, +2 for the LaGG-3, -1 for the Stuka gives a modified roll of 6 and an Attacker Abort result. The LaGG-3 goes back to a Soviet air base in range and becomes inactive. The Stuka pilot gets the Knight's Cross.

Round 3: The newly knighted Stuka pilot defends himself against the second LaGG-3. This time the Soviet player rolls a three (modified to be a 4) resulting in an Attacker step loss and abort. The LaGG-3 flips to its reduced side and flies home to become inactive (and the pilot will probably be shot by the NKVD). The Stuka pilot earns his oak leaves.

This leaves the IL-2 alone with the Stukas. Since both sets of air units consist exclusively of parenthesized air to air ratings, the air to air combat ends. The IL-2 can continue its attack on the air base (possibly destroying some of the inactive air units there). Had any defending air units with offensive air to air ratings remained active, the IL-2 would have had to abort and return to base to become inactive. Either way, when the attacking side runs out of offensive air units the air to air combat ends.

14.10 Doubling Up

While air-air combat generally takes place on a unit by unit basis, "doubling up" may occur. Doubling up occurs when one side or the other has an advantage in numbers and can afford to engage two air units against one. The use of doubling is completely at the option of the player who has the capability—he may select to use it or not, and when.

14.10a To determine the availability of doubling up, total the number of full strength F type air units on each side. (Reduced units count as 1/2). Compare the total of each side. If one side has at least 2 more such units than the other, it has a doubling up capability. If the capability exists, the number of doubled up combats allowed the player is equal to the **difference** previously determined. Determine doubling only at the beginning of an air to air combat—changes in force structure *during* the combat *do not* cause any re-evaluation.

14.10b Attacker's Version of Doubling. When selecting air units for a round of combat, the attacker announces the intention to use doubling. He selects two air units (full or reduced, two counters regardless of strength) instead of one. The attacker rolls two dice for each of his two air units (and modifies each individually as per the above). The attacking player then selects the attack (of the two) he wishes to use and ignores the other. The attacker applies the combat result only to the air unit whose dice roll was actually used. Combat results affect the defnder normally.

14.10c Defender's Version of Doubling. When selecting air units for a round of combat, the defender announces the intention to use doubling. He selects two air units (full or reduced, two counters regardless of strength) instead of one. The attacker rolls two dice and modifies normally, except he subtracts **both** defending air unit values from the dice roll, instead of just one. An abort result affects both defending air units. A step loss and abort result would require **one** step loss from **one** of the defending air units (defender's selection of

which air unit to take the loss) and then **both** units would abort.

14.10d No more than doubling is allowed—one may never "triple," etc.

Example: Air to Air Combat with Doubling—Attacker's Version *Two MiG-3s (air to air rated 2) attack two He-111h's (air to air rated (2)). The attacker has two more F-type air units than does the defender, so he has doubling and can make up to two doubling attacks. In the first round of combat, the attacker announces the use of one of his doubling attacks and chooses both MiGs. The defender picks one of the Heinkels. The attacker rolls twice (each gets modified by a net of zero (+2, and -2)) getting rolls of 3 and 10. He chooses the 10 which reduces the defending air unit (flip it to its reduced side) and that air unit aborts—ignore the three result.*

In the second combat, the attacker uses his second (and last) doubling attack and again uses both MiGs. The defender puts up his other He-111h. This time the attacker rolls two 6s (no net modifier). Each gives the attacker an abort result. The attacker selects the one of the two he wants to use, applies the result to that air unit (an abort), the other MiG continues in the fight.

In the final round, all doublings have been used. The remaining MiG attacks the remaining He-111h. This time the attacker rolls a 11 and the He-111h loses a step, and must abort. That ends this air to air combat.

Example: Air to Air Combat with Doubling—Defender's Version*. Three very stupid MiG-3s (air to air rated 2) remain atop their air base while a heroic Bf 109f unit (air to air rated 4) slams into them. There are two more F type air units on the defender's side, so doubling exists and two doubling attacks are available. In the first round of combat, the attacker picks his one Bf 109f, the defender announces a doubling and selects two MiGs. The dice modifier will be +4 (for the attacker) and -2 for each of the defenders, for a net of zero. The attacker rolls a 10. One of the MiGs must lose a step and both Migs must abort and become inactive at the air base in that hex.*

In round two, the defender cannot use his other doubling because he only has one air unit. This time the Bf 109f goes head to head with the remaining MiG. The dice roll modifier will be +4 (for the attacker) and -2 (for the defender). The dice roll is 11 with a net modifier of +2 giving a modified roll of 13. The defender loses a step and must abort.

At this point, the Bf 109f can attack the air base (using the GS & Barrage vs. Facility Table) in an attempt to damage the base and its inactive air units. Such an attack is allowed, even though the Bf 109f was just involved in an air to air combat. (Multiple "missions" are assumed by the game system in this case.)

14.11 Required Abort

If after any round of an air-air combat, the attacker has no offensive air units remaining in an air to air combat hex, all attacking parenthesized air units must abort, return to base, and become inactive. Interception can occur during this abort.

14.12 Ground Support (GS)

Air units may participate in ground-support combats in their hex. Resolve such combats on the Barrage Table (with artillery, if during the appropriate game phase).

14.12a *Attacker's Use of GS and Phasing.* To be used as part of an attacking force, air units must move into the target hex in a movement phase (Regular, Exploitation or Reaction). Resolve the attack at the end of the Movement Phase or in the following Barrage Segment. Add the attacking air units' GS strengths to any artillery barrage strengths involved. The air units **must** return to a base *and* become inactive immediately afterward. Note that attacking air units are the only ones in the game subject to flak and the you must resolve flak before conducting the barrage attack.

14.12b *Defender's GS.* Defending GS is handled as a barrage **attack** in the Reaction Phase—to disrupt the attacker's future attacks. See also 7.2.

14.12c Resolve all air-air combats in the target hex before resolving any barrage combat.

14.12d ***(Optional)*** *The Shoot from the Hip Ground Support Attack.* This rule, if used, is an exception to the normal requirement to await the end of the Movement Phase or until the next Barrage Segment in order to conduct a ground support barrage. A player may conduct "Hip Shoot" GS attacks in any phase which allows a player's air units to move. They behave in much the same way as overruns—especially in that a given target hex may be attacked as many times in a single phase as there are air units with which to attack. The player moves the air units he desires to the target hex (from the same or different bases) and announces the Hip Shoot and resolves it at that point as any other barrage attack using air units. A player may never combine Hip Shoots with artillery fires. After resolving a Hip Shoot, the participating air units must return to base and become inactive. The player then proceeds with other remaining movement. When coordinated with overrun attacks, the Hip Shoot can be a very powerful weapon. The Game Rulebook states whether one side or both is capable of conducting Hip Shoots.

14.13 Air Alone Attacks

Air-alone attacks may occur in any Barrage Combat Segment or at the end of the Movement Phase. Note that air units are free to attack in these phases and always have the "right mode" to do so. Resolve these attacks on either the Barrage or the appropriate GS table.

14.13a *Vs. Ground Units.* Handle air alone attacks vs. ground units as any other barrage attack. Only the defender's flak may affect the attacking air units.

14.13b *Vs. Supply Dumps and Trucks.* After the defender resolves any available flak, apply the remaining GS strengths using the GS & Barrage vs. Dump/Truck Table to determine any losses.

14.13c *Vs. Railroads, Air Bases, and Inactive Air Units.* After the defender resolves any available flak, apply the remaining GS strengths using the GS & Barrage vs. Facility Table to determine any damage. If an air base attacked and suffers an "AB" or better result, check inactive air units for destruction using a die roll for each. On a 1-3 there is no effect, on a 4-6 the air unit is reduced (if it has already been reduced, destroy it). Check for each air unit separately. Note that the number of attacking air units has no effect on this particular die roll—numbers only affect the chances of getting a hit on the base in order to make the rolls in the first place. Note: Attacking the air base to get an AB or better in order to roll for the inactive air units is the only way air units can destroy inactive air units at their bases—a player may not attack the air units separately. A player must attack the air base and air units together.

14.13d *Vs. Ports.* GS strengths may be applied against port capacities using the GS & Barrage vs. Facility Table. Such attacks accumulate "hits" on the port (up to a total of 4 max). The effects of these hits are listed under the GS & Barrage vs. Facility Table.

14.14 S Type Air Units and GS Use

Except when specifically stated otherwise, **no more than three S Type air units may ever engage in a single Barrage attack.**

Design Note: Carpet bombing by heavy bombers was relatively rare. The game compensates for the player's knowledge of enemy units by this rule which represents a refusal of the air command to expend heavy bombers against targets of tactical (read: insignificant) importance.

14.15 Interdiction

Any active F or T type air unit interdicts the movement of enemy units in its hex. (See 6.4) An enemy unit must expend one additional MP to enter an interdicted hex. There is no other effect and interdicting air units are not subject to flak. There is no additional effect for more than one interdicting air unit in a single hex.

14.16 Air Unit Supply

Air units are supplied when they refit at a supplied air base. Do not expend supply points at the time of refitting. A supplied base is able to refit as many air units as its refitting rolls allow.

14.17 Refitting

14.17a Refitting is the process of maintaining air units with services, armaments, and supply to keep them in action. Only **supplied** friendly bases may refit and each base may only refit once in each friendly Air Unit Refit Phase.

14.17b Roll one die for each base. Multiply the die by the supplied portion of the base's level. The result is the maximum number of inactive air units at that base which may refit and become active. The owning player chooses which of the inactive air units at the base he wishes to refit to fill out this number. Full and reduced strength air units **both** count as one air unit for refit purposes.

14.17c Friendly air bases whose hex is occupied by a stationed enemy air unit may refit air units subject to the following rules. Only F type air units may refit at such a base. If any do so, air to air combat ensues immediately during the Air Unit Refit Phase. All refitted air units are involved in the combat instantly and resolve the combat as soon as the refitting player selects all the air units he can refit. If at least one of the "occupying" air units is an F type, the "occupying" air units are the air to air combat attackers. If all "occupying" air units are T or S types, then the refitting air units are the air to air attackers.

Example: Air Unit Refit and Usable Air Base Levels. *For a level three base (actual level), in the previous Supply Usage Phase, a player expended two SPs. That generates a usable air base level of two for the coming game turn (week).*

During an Air Unit Refit Phase, the base holds 10 inactive air units (some full strength, some reduced strength). The player rolls a four for that base. He can therefore refit up to 8 air units at that base (4 times the usable level). The choice of which air units to refit is his. He expends no additional SPs to activate these air units.

14.18 Air Defense by Ground Units

Most units have some limited form of flak ability. This ability is, however, quite weak and ineffective. The game assumes the distribution of flak assets to all important targets. **Each step** has a flak rating of one. A four RE unit (four steps) would equal 4 flak points. Any hex containing trucks, wagons, or supplies (in any combination or amount) has one added to its flak rating. Air bases add a flak rating equal to their level (*actual* level, **not** the *usable* level). Also, any friendly port or city hex always has one added to its flak rating.

14.18a *Air Units subject to Flak.* In all but one case, air units ignore flak. The only case when air units are subject to attack by flak is when then are actually engaged in a barrage or GS-type attack against a hex with a flak rating.

14.18b *Flak Resolution Procedure:* For each air unit subject to engagement by flak roll two dice on the Flak Table. Cross index the Flak Rating with the dice roll to determine the result. The result will be either a No Effect, an Abort, or a step loss. Apply the results immediately.

14.18c Supply considerations never affect flak capabilities.

Example: Complex Air Unit Mission. *The Soviet player dares to launch an escorted GS strike against a German Flampanzer Battalion. The strike consists of two MiG-3s, and three IL-2s.*

The strike approaches the target hex during the Soviet Player's Exploitation Phase. Along the way, it enters the five-hex interception zones of two Bf 109f's (each in a different hex). The German player announces the interception and places both air units in a hex entered by the Soviet strike force within the five-hex radius of both air units. Air to air combat ensues with both Bf 109f's simultaneously.

In two rounds of air to air combat, both Bf 109f's disgrace their country and abort. (The remainder of the pilot's lives will be short and very unhappy.) The Soviet air strike continues to plod on.

The Soviet player ends his air units's movement in the Flampanzer's hex. In the Barrage Segment of the Exploitation Phase (this is no hip shoot), the Soviet player announces a barrage attack against the Flampanzer's hex.

The Flampanzer then attacks the attacking air units with flak. It has one step and a flak rating of one (no other units are in the hex). The German player rolls on the 2 or less column of the Flak Table for each attacking Soviet air unit. All rolls but one were no effect. One IL-2 aborts.

The Soviet player then totals the GS strength of the remaining air units. He has 18 GS points. The initial Barrage Table column is 17-24. No Soviet unit is adjacent to the target (one column left shift), less than one RE is in the hex (two shifts left), the terrain is open (no shifts), and no further conditions apply. The total Barrage Table shift is three left to the 5-7 column. The Soviet player rolls two dice and gets a 10 giving a 1/2 result. He then rolls a 1 on one die. The Flampanzer lives to see another day, but is now disorganized (mark the unit as such). Had the single die roll been a 4 or more, the Flampanzer would have been destroyed, generating more burning hulks on the Soviet landscape.

14.19 Air Drop—Supply and Units

Transport air units (Tpt) are capable of air-dropping supplies and airborne units into any hex in their range. Loading and dropping supplies or units costs no movement points. To be air dropped, SPs and units must begin the phase in the same air base hex as the transport units. Air dropping may occur in any phase which allow friendly air units to move.

14.19a *Supply Air Drop Procedure.* For each air unit load of supplies attempting to air drop into a hex roll one die: 1-4, all land safely; 5-6, supplies are destroyed. There is no terrain effect modification. Air dropped supplies **cannot** be used for *combat supply* on the **same** player turn as the drop.

14.19b *Unit Air Drop Procedure.* Roll one die per air dropping unit.

Add one to this die roll if the original target hex terrain is "close" terrain.

Add three if that target hex is "very close" terrain.

On a modified roll of 6 or more, the unit loses a step and lands in the desired hex. If the modified roll is 5, roll a die for direction and another for distance to determine the drift from the desired landing hex to the actual landing hex. On any other roll the unit lands in the desired hex without loss.

Units are **always** marked with a DG after an air-drop (with their combat mode side up) and are destroyed if they land on an enemy unit.

Example: Air Drop (Unit type). *A parachute regiment carried by a number of Transport air units attempts to make a air drop. The target hex is open terrain. The owning player rolls one die and gets a 5. He then rolls one die for direction and another for distance. In the hex so determined, he places the regiment in Disorganized Mode, with its combat mode side up.*

14.19c *Unit Eligibility.* Only those units with the airborne, commando, or glider symbol may air drop.

14.20 Air Transportation

The primary function of Tpt air units is the transportation of SPs and units from one base to another. Air transportation may occur in any phase which allow friendly air units to move.

14.20a Tpt units may transport only those SPs and units which begin that phase stacked with them at an air base. These may be transported up to the Tpt unit's range to another air base. The transported items may not be moved further in the same phase. Loading and unloading supplies or units costs no movement points.

14.20b Only non-motorized units may be transported by air. Armor, mech, semi- and fully-motorized units, trucks, HQs, Eq Repls, anything requiring Eq Repls to rebuild, and wagons may never be transported by air.

14.20c Take proportionally out of the cargo any loss to the transport air units during movement.

Example: Proportional Loss. *Four transports (each with a capacity of 2T) carry 2 SPs toward an air base. Enemy fighters intercept them along the way. One transport is aborted; and another loses a step and aborts. 2T goes back with the aborted full strength air unit, and 1T with the reduced strength air unit. The other two transports (still carrying 1 SP) continue to the original destination. The remaining token is lost with the downed transport step.*

14.20d Tpt Units may stack and combine their abilities to carry more cargo. Such combined operations have no additional costs, but the stack must remain together until unloading the cargo.

14.20e Tpt units may *ignore* inactivation until they either run out of movement points or the player finishes moving—at which point the unit becomes inactive. A Tpt unit may, therefore, make as many round trips between two bases as the player desires (given its movement allowance) without becoming inactive until finished. During this process, if the transport is intercepted and aborted, it loses all remaining "potential" movement and the air unit returns to a base to become inactive. If the transport manages to win the air to air combat *(did you say something about lousy fighter pilots?)*, the transport continues its mission unaffected.

15.0 Air Bases

Air bases represent the ground support establishments as well as the physical facilities of an air field. Each air base has a level which represents its size and abilities.

15.0a No more than one air base may ever exist in a single hex.

15.0b Any number of air units may use a single base, regardless of level.

15.0c The level of the base has the following effects:

1. Air base level affects refit as a multiplier of the refit die roll.

2. Air bases have a flak rating equal to their level.

15.0d Airbases have no defense ability or strength of their own. The enemy may capture an airbase by entering its hex (he may refit at it **only** after he pays SPs in the Supply Usage Phase to make it usable). He may land and become inactive at any captured base (supplied or not).

15.0e When attacked by the GS & Barrage vs. Facility Table, air bases may lose one or more levels. No air base can ever go below level one in this manner.

15.0f Air bases are either supplied or unsupplied. The usable level of an air base is determined by the amount of supply expended on it in the Overphase. A player may supply a base up to its current level or to any level lower than that. A player must expend one SP for each "usable level" desired of an air base. For instance, to use a base at a usable level of one, expend one SP, two SPs for level 2, and so on. No base may generate a "usable level" greater than its actual air base level, no matter how much supply is used. Mark the usable level of an air base using a step loss marker atop the base or on the air base card.

If at least 1 SP is not available or the player chooses not to expend supply, the base is unsupplied. Only supplied bases may refit air units. There is no other effect for an air base being supplied or unsupplied. Mark unsupplied air bases with No Supply Markers. Air bases are *never* subject to rolls on the Attrition Table.

Air bases are only supplied for the player who paid for it. If you capture an enemy air base during movement, it is unsupplied until you supply it in the next Overphase, regardless of its status at the moment of capture. If recaptured by the original owning player, the base is **unsupplied** until he again supplies it, regardless of its supply status before enemy capture.

15.0g It is intentional that the air base supply occurs before air bases may be upgraded. In other words, on the turn an airbase is improved, it continues to function at the old level (provided that much was paid for). Note that you cannot "pre-spend" supply in anticipation of an upgrade.

15.0h Adjacent enemy units do not affect air base functions. See 14.17c if enemy air units "occupy" a friendly air base's hex.

15.1 Building Air bases

In the Replacement Reorganization Segment, a player may build/improve Air bases up to one level each. A base may not be improved above level 3 and no air base may shift more than one level in a given segment (therefore, all new bases must first be level 1).

In order to build or improve an air base, an Engineer capable unit must occupy the hex and the owning player must expend one SP.

15.2 Reducing Air bases

The owning player may reduce any of his air bases by one level in the Replacement Reorganization Segment. He may reduce as many bases as he desires. No base may be reduced more than one level in a segment. At least 1/2 RE of friendly units must occupy an air base's hex to reduce it. Level one air bases may be eliminated in this manner. Destroy any inactive air units in a level one air base that is reduced (active ones remain on station in the hex).

15.3 Air Base Cards *(Optional)*

Printed on the back of the rules are a number of air base card forms. Photocopy these and use them as off-map displays for each air base. This will eliminate some rather massive stacks. Brave players may forego this.

16.0 Fortifications

Fortifications are permanent map features which aid the defense of units in their hex. No unit may ever build or destroy fortifications. Unless noted otherwise, fortifications *double* the defense strength of the units *in the hex*. They also add to the movement point cost of the hex they occupy (roads negate this cost). Fortifications have no facing and give their benefit regardless of the direction of attack. Unless stated otherwise in the game specific rules, either player may use any fortifications.

17.0 Hedgehogs

All units in defense are already assumed to occupy hasty positions. Hedgehogs represent higher levels of fieldworks, mines, and other obstacles. During the Replacement Reorganization Segment a unit may build a hedgehog in its hex with the expenditure of 2T. Only units in Combat Mode may build hedgehogs. Any number of hexes may have hedgehogs built in them in a single Overphase. No hex may ever have more than one hedgehog in it. The owning player may destroy hedgehogs *any time* he moves a unit from the hex (except when making a retreat, in which case he leaves the hedgehog to be captured). Hedgehogs have no facing and may be used by the enemy if captured. The countermix limits the number of hedgehogs that may be built at any one time.

17.0a Hedgehogs come in four levels. When first built, all hedgehogs are level one (exception, see 17.0c). A player may improve hedgehogs at the rate of one level per Overphase if the same conditions for initial construction are met (unit in combat mode, 2T of supply). (See also 17.0c) No hedgehog may ever exceed level 4.

17.0b Hedgehogs affect *defensive* combat as a die roll modifier equal to the level of the position. Apply this DRM in addition to the action rating DRM. *A level three hedgehog would give the defender a -3 DRM.*

17.0c An engineer capable unit in a hex with a Combat Mode unit may build two levels of hedgehog per segment. Nothing to Level 2, Level 2 to Level 4. Each *level* of construction still costs 2T of supply.

17.0d Attacks rolled on the GS & Barrage vs. Facility Table may reduce hedgehog levels. No hedgehog is ever reduced below level one in this manner.

18.0 Weather

Determine the weather once per game turn (one week) during the Weather Determination Segment. One player rolls on the Weather Table to determine the weather and its effects for the game turn.

18.0a Weather affects play according to the Weather Effects Chart listed with the Weather Table.

18.0b Weather generally affects

each player equally, although in special circumstances it may affect one side or the other differently.

19.0 Naval Power

Naval warfare is handled fairly simply as the series is built around land-air combat. However, some detail in naval operations is needed to allow the series to be used for some campaigns which have a heavy naval component. These rules, however, do not intend to handle ship vs. ship combat or other naval actions—only those naval actions which are wholly subordinate to amphibious operations and the like.

19.1 Movement of Ships

Ships move during the friendly Movement, Exploitation, and Reaction Phases, and expend 1 MP per hex entered. Ships may never enter hexes containing enemy ground units. Ships may only move in full or partial sea hexes. River movement is not allowed unless specifically stated in the game rules. Ships never expend supply.

19.2 Ships vs. Land Targets

Ships may engage land targets within their range during any phase in which the ship's owning player may make barrage attacks.

19.3 Amphibious Assaults

Units carried by landing craft units may "attack from sea hexes." Place the attacking units and their landing craft carriers in any all- or partial-sea hex adjacent to the desired defending unit. Units conducting such attacks are **halved** in strength in addition to any other required modifications. A player may draw supply for such attacks from ships carrying supply points up to two hexes away. All attacker option results **must** be taken as step losses. Landing craft may also land units in hexes which do not contain enemy units. Such units may not attack or move on the turn of landing.

19.4 Shipping

Players may be given a "shipping allowance" in SPs. This capacity works in the same manner as that for rail, except that movement must be done from port to port. Shipping may cover any distance between ports.

20.0 Ports

Ports are marked on the map with an anchor symbol and their capacity.

20.0a *Capacity of Ports.* The capacity of a port is given in SPs. The number given is the maximum allowed to unload in a single phase. There is no limit on the amount which can load in a phase, and loading has no effect on unloading. Convert REs into SPs (using transportation equivalents) to determine the effect of unloading units on a port's capacity. Regardless of a port's capacity, a single unit of any size may unload in any given Movement Phase (in this case, none of the port's capacity may be used for any other purpose in the given phase).

20.0b *Port Damage.* Ports may accumulate "hits" from the GS & Barrage vs. Facility Table from aircraft, ships, and artillery. These hits affect the port's capacity as given below the GS & Barrage vs. Facility Table. An engineer capable unit that occupies a damaged port may repair hits at the rate of one per Replacement Reorganization Phase per port at a cost of 1 SP.

Friendly units may destroy their own ports in the following manner. At least 1 RE of units must be in the port hex. Give the port one hit during each Replacement Reorganization Segment. Additional units (or desire to *break things*) does not generate more than one hit per Replacement Reorganization Segment.

20.0c *Over The Beach Unloading.* When landing craft units are available, SPs and units may unload directly onto beach hexes which allow amphibious assaults. The amount which may unload is only limited by the number and movement ability of the landing craft units available. Loading and unloading landing craft costs the landing craft 2 MPs.

21.0 Break-Down Regiments

Break-Down Regiments are generic single step units detached from multi-step divisions in order to allow them the ability to cover more terrain without the artificial representation of ZOCs.

21.0a Divisions with more than one step may generate Break-Down Regiments. To do so, expend one or more steps by placing the appropriate Step Loss Marker under the division in the *Replacement Reorganization Segment.* Each step used in this way generates one Break-Down Regiment. The last available step of a division may **never** become a Break-Down Regiment. The countermix limits the number of Break-Down Regiments each player may form.

21.0b Recover Break-Down Regiments in the same manner as they are created. The recovering unit need not be the unit which released the regiment, but must be at least one RE under full strength.

21.0c Break-Down Regiment creation and recovery occurs in the division's hex and costs no MPs. Created Break-Down Regiments may move in the following player-turns.

21.0d Break-Down Regiments behave as any other unit. Break-Down Regiments are 1 RE and have one step. Count Break-Down Regiments as non-divisional units for supply purposes.

21.0e Only divisions with action ratings of 1 or more may create Break-Down Regiments. All Break-Down Regiments of a given side have a generic action rating.

21.0f ***(optional)*** When a division with any Break-Down Regiments out has its last step destroyed, remove one Break-Down Regiment from play and place the division on the map with one step. The division appears in the same hex as the eliminated Break-Down Regiment.

Designer's Notes

The *OCS* system was a long time in coming. It was begun well *before* the *TCS* and went through countless permutations before coming to this final form. As its playtesters can attest, this system has undergone an intensive amount of development in the last two years (1990-91). It is a testament to their dedication that they did not throw up their hands in disgust after the nth change which caused them to have to learn that "everything they once knew, was wrong."

The heart of this game system resides in three things: the mode, combat and supply systems. The game is mechanically quite simple and the bulk of the rules exist to make the above three systems work properly both by themselves and in relationship to each other given the different weapons systems involved.

Those of you who have noted our desire to apply command rules to our games may at first wonder where they are here. I examined command at this scale (especially the time scale) and determined our earlier order-style systems were inappropriate here (as well as being too much work). I found that the command system was already built into the mode and supply systems. Units at this scale of time and space have much freedom in determining objectives and routes—so no constraint was needed here. They are, however, limited in their ability to change operation posture (mode) and reposition logistical preparations (supply dumps) and those features are inherent in the basic mode and supply rules. So, I felt the command situation was well in hand without a single rule.

Combat in this game system is more involved and detailed than in a "figure odds-roll dice" game. Specifically, I'm thinking of the special modifiers and the splitting off barrage attacks from regular combats. Special modifiers exist to show the functioning of armor and other vehicle based units in different terrains. Barrage attacks were split from regular ground combats because they affect battles differently than just "pumping up the numbers to make that 3:1." Barrage attacks attrit units in both the offense and defense and that is how they affect battles, both in real life and here.

The "At All Costs Attack" is a remnant of an earlier combat system of this game in which players selected "combat chits" to

determine how hard they were going to fight. While cute (and sometimes interesting), this earlier system was ditched as it slowed play terribly and usually players had little opinion about which chit to choose for a given attack. The final version presented here allows players to push their troops when they need to, but allow the system to be ignored when they don't need to. It's a good compromise and I recommend its use.

The supply system is a balance between the functional requirements I set out before beginning work. These were A) to provide for stockpiling, B) to allow for consumption which would be a *flow* affected by distance, and C) to provide playability which involved little or no paperwork. I believe I have succeeded in this respect. What you have here has constantly evolved during development toward those goals. Players mechanically move their army's needs about so that they prepare for future actions and maintain strength. I did this while keeping abstractions from eliminating the system's accuracy. Concessions have been made, which an astute gamer with a calculator should be able to discover, but their actual effects are minimal.

One thing operational games fall apart on is that there is generally no particular gain in pushing deep in the enemy's rear after creating a breakthrough. Either players turn about after a slight penetration so as to "surround with ZOCs" other enemy units, or the game has some "gift from God" victory points attached to some city or other hexes in the enemy rear. This is not true here. With the depth and importance of the supply system used, the player who chooses to ignore roving enemy columns in his rear will pay dearly. If done correctly, a deep penetration in this system can all but destroy an enemy force by supply interruption alone. He will have to react to your deep thrust. If he doesn't, he's doomed. The problem for the attacker is to maintain the supply of his exploiting units. Airdrops can be used but are inefficient and require large amounts of assets. Captured airfields are much more efficient. Enemy dumps can be used, but require a certain amount of luck. Supplying deep exploitation columns is one of the trickiest puzzles in this system and my hat is off to anyone who masters it.

Another feature of the supply system is that it tends to put a lid on offensive operations if the supply line is stretched too tightly. In real life, offensives reach a 'culminating point' where further forward movement will bring great risk as strength is reduced and counterattack is invited. Here it is actually possible to outrun your supply line and find your once almighty armored spearhead out of gas and helpless. Care must be taken not to do this to yourself. This sort of thing never happens in the trace-type supply system where after the breakthrough there is nothing to stop a Soviet unit from driving from Stalingrad to Berlin as long as some supply trace can be made. Trace systems violate the stockpiling, flow, and distance requirements.

Another idea that was examined was the supply unit method where a supply unit is expended for any number of units which wish to draw supply which are in range. The fundamental problem with this sort of supply system deals with the number of units which can draw from each supply unit. "So, make it limited..." you say. Basically, that is what I've done. Once the unlimited unit provision is eliminated the step to what you see here is very small.

What I believe exists here is the best all-around balance between playability, detail, and the requirements I established for the supply system for this game. It requires a bit of thought and planning, but the results are well worth it. The effects of the supply system toward improving the accuracy of this system's model of warfare are immense. I have touched on just a few of them above.

A fact that will take some getting used to in this series is the lack of ZOCs. There are some effects for being adjacent to enemy units (check out the section on "no ZOCs" if you missed them) but no formal ZOCs exist. Why? Because a unit in an adjacent hex is between 5 and 10 *miles* away. If the player wanted to occupy the hex, he had to occupy it physically. To form a line in this game, you must form a line! The only problem occurs when you have a divisional sized unit that can't break down to hold more than one hex and that is why the game provides for Break-Down Regiments. Break-Down Regiments allow a division to hold much more of the front, albeit weakly. ZOCs have almost become a dogma. So much so, that their use is injected into many games with little or no thought. I thought about it and determined they were not needed here.

One of the most important rules in this game is optional—the surprise rule. It simulates the influence of tactical surprise on the conduct of attacks and defenses. Surprise should not be as limited as the term used to describe it would lead one to believe. It also represents the effects of better leadership, tactics, deception, and a slew of other factors of warfare. Attacking surprise means that the attacker, through whatever method, has managed to hit the defender in a direction, at a time, with a piece of equipment, or in a way, he was unprepared for. Defending surprise means the opposite—the attacker's plan fell right into line with what the defender was ready for and the attacker was completely unprepared for what the defender had planned for him. The presence or lack of surprise can and will be much more important than the raw odds of a battle.

Hand in hand with the surprise rule is the fact that the most important number on the counter is not the combat strength, but the action rating. Action ratings measure the "software" of the unit—training, leadership, courage, or their absence. The combat strength provides a measure of the hardware of the unit—its raw firepower. The action rating is what determines the availability of surprise, as well as the slight modification to the actual combat results roll by the Action Rating Modifier. All these factors conspire to make the Action Rating the most important number on the counter. Action Rating differences would account for why Israelis repeatedly repel Arab attacks at 1:10 odds, and the incredible performance of Allied troops in the Gulf War. Try fighting 0's against 5's sometime and you'll see what I mean!

If the Action Rating accounts for all those attributes, does this mean good units will not automatically get bigger combat values and hence make better attacks? You got it! The combat rating will reflect the firepower of the unit in objective terms. Quality and quantity of equipment is what counts. A good unit vs. a bad one where both have the same TO&E of equipment will end up a 1:1 attack until surprise and other modifications are made. Good units should not be entitled to an automatically higher odds. This system breaks the mold that says good units are good because they have big combat strengths.

I heartily recommend the use of rule 21.0f which requires that divisions with any Break-Down Regiments out can't be destroyed on the loss of the step still in the division. Without this rule, this is what can happen: A player takes all of his poor divisions and makes as many Break-Down Regiments as possible. Then he proceeds to get the parent units destroyed in combat (or, more fiendishly, by attrition rolls...) so that he is left with a swarm of *non-divisional* Break-Down Regiments. In effect, he gets most of the power of the original divisions but pays none of the supply point costs to keep them around! If you and your opponent will not engage in this sort of practice, go ahead and ignore 21.0f. If you have any doubts, keep a record of who detaches what and stick to 21.0f!

There are a number of features in this system which may seem "wrong" at first, but are the way they are for a reason—and the reason is limited intelligence. Quite a number of things are less effective than they "should" be. The destruction of trucks by artillery and aircraft, for instance. The tables involved *do not* give the "correct" values for numbers of trucks destroyed if a column gets strafed. This is because the enemy player does not know where the trucks are as well as it may appear on the game map—because his historical counterpart didn't. Scheduling a large airstrike against these "known" truck concentrations will give disappointing results. The reason? The trucks are not as solidly located as they appear on the game map! Neither are the trucks acting in large herds as the game would seem to indicate (they are in much smaller clusters, here and there), but the enemy is not allowed to take advantage of his "game" knowledge of the battlefield (because the system won't let him).

The same holds true of the HQ immunity from air attack, air attacks versus dumps, the "jumping dump" capture table. The game represents the "effective" center of these operations—**not** their exact location on the ground. The same thing applies to artillery units. Their ranges have been stretched to give them an "effective area of operations." Had they been confined to their real ranges, predicting where a blow would land would become very easy. The artillery units are not bolted to the hex the counter is in, but are assumed to be floating about in their effective area as needed. Even though you can see it all, the game doesn't allow you to affect the battlefield as if you really do.

Another "eyebrow raiser" is the air to air and GS ratings of some air units. Some cursory calculator work will reveal seeming errors in both ratings. Also, if we ever do a game containing some of the Nazi "wonder weapons" the air to air ratings of, say, an Me 262 will cause many letters to be written. The reason for these seeming errors is that both air to air and GS are affected by a pilot rating value (except for GS ratings for S type air units, which remain unmodified). An outstanding aircraft (such as the Me 262) flown by some 16 year old with little (if any) training will NOT perform to specs. A flying junk-heap, flown by Hans Rudel, will still perform in a credible manner. I believe the pilot to be more important than the aircraft in determining the abilities of the aircraft. Raw performance data is useful in determining the basic rating for an air unit (that's what was done), the pilot rating was applied as a modifier. The result is, I believe, a more accurate rating of air unit function.

John Kisner brought up a question regarding the difference between the movement allowance of trucks and that of units in the game. Actually, much of the perceived differential is illusionary—trucks are limited by an inability to use Reserve or Strategic Move Modes which units can use to increase the raw number of hexes traversed in a given turn. A very fast ground unit can easily approach 36 hexes per turn (given 1 MP per hex) against the truck's 45. Furthermore, the truck unit is assumed to be doing little more than pushing the metal down during its entire move, security concerns are limited, breakdown rates are less than combat units, the number of people/vehicle types involved and the number of tasks the trucks must perform are strictly limited compared to the combat unit. All of this means a truck loaded with bags of flour will cover more ground in a given time than a 600 man, 100 vehicle, gazillion spare part, combat battalion of any sort.

What all of this adds up to, for the intelligent player at least, is what amounts to an "operations" based game system without any rules needed to control it. You are limited only by your imagination and troops available to maximize the available turn sequence to make for unstoppable attacks (or immovable defenses) which have a scope and depth of portrayal rarely found in wargaming.

Lastly, I would like to thank those who helped make this game system what it is today. I may be given credit as designer, but in a way that detracts from the immense efforts put into this system by others. I would like to thank all the following. **Ric Walters** and **Al Wambold** who repeatedly played our bastardized test bed **Campaign for North Africa** game (probably spending more play time on it than the game ever got in its original form) and endured my repeated adjustments, refinements, and out-and-out changes to the rules which would have made mere mortals quit in disgust. **John Best** and **Owen Fuller** who endured the same treatment directly from yours truly, with rules which at the end had little in common with those at the beginning, and had to endure the "change of the week club". **Owen Fuller** deserves special note since he contributed above and beyond what was expected in polishing this system to its current form, in helping with things like counter artwork and examples of play. **Rod Miller** who took it upon himself to completely rewrite my notes of a few years ago and spurred my renewed interest in getting the thing finished. **LTC Dave Benjamin** whose knowledge of the modern warfighting and experience of commanding a battalion in the late war in the Gulf added a special test of the game's relationship to reality. **Mark Pitcavage, John Kisner, Bill Moody, Dave Demko, Doug Burrell,** and **Roger Taylor** who spent much of their free time attempting to come to grips with my third grade writing style and to make it legible to educated folk. And, of course, **Dave Powell** who added a couple of critically important rules which made the game more interesting and fluid, as well as playing devil's advocate whenever I didn't want to hear about it anymore—and he was usually right.

I can take full credit for one thing and one thing alone in this game system—the errors. They are all mine.

Player's Notes

Warning: this game system takes time to play. Game turns, consisting as they do of what would be two turns in any other game, take longer to get through than you think (and much longer than it *seems*, since time seems to fly). It is not designed for beginners. These rules are for veteran players. The best bet in larger games in this series is to play one turn per gaming session and let the game stand between sessions. I believe a complete game in this series will only take about as long as the time needed to play one of our CWB games—while the turns take four times as long, there are less than a quarter of them. Suffice it to say, a game of **Guderian's Blitzkrieg** is *not* a game for weak minds.

I hope to give you a few pointers here to stave off catastrophe long enough for most players to get use to the system. Some of the things here are "tricks of the trade" learned in playtesting, others are critically important, "do them if you want to live at all" things. To help let you know which is which, I have annotated each one as "Technique" or "Critical" as appropriate.

1. Rear Area Security (Critical): Garrison *everything* you hold dear. SPs, big truck locations, air bases, HQs. Failure to do so will (with the no-ZOC rules) cause you to lose them—and lack of supply dooms armies in this game. Solid combat units should be stacked with each of these important items. This should also make it clear that you'll need to keep them organized and consolidated so your whole army isn't off defending your rear services.

2. Combat Supply (Critical): Beware of armored recon units in your rear areas. Even if you are religious about number one above, these units can mess up a decent defense by sealing off combat supply. Remember, combat supply can be traced through hexes containing friendly units, *regardless* of adjacent enemy units. Where possible make your HQ adjacent to the SPs it needs and along a unbroken path of units to the far reaches of its command. That concept is from an ideal world and only fragments of it will affect ours—but it holds the promise of a useful technique.

3. Use of Reserves (Technique): The proper employment of reserves is vital to the efficient use of your resources in this game. On the attack, reserve mode can be used to get a little extra movement out of units during the Movement Phase and full use of the Exploitation Phase after you have made a breach in the Movement and Combat Phases. In the defense, reserves can be used to disrupt enemy attacks during the Reaction Phase, and provide anti-overrun or other barrages. The interaction between the different modes and the sequence of play is complex and very subtle. Take your time in mastering the first teaching scenario, the fancy footwork learned there will pay off time and again. A player should note that artillery affects the defense by making barrage *attacks* in a Reaction Phase and must be in Reserve Mode to do so.

4. Armor in the Defense (Technique): The Special Combat Modifiers are designed to give pure armor units an advantage in the attack, but not in the defense. This effect was intentional. I feel the proper role of armor in defensive operations is the limited *counter-attack* against the attacking enemy units. In other words, when used *correctly*, armor in the defense should be in reserve mode ready to *attack* in the Reaction Phase. Targets? I would aim at enemy combat supply or weak links in the enemy attack.

5. Combined Arms (Technique): The comments above bring up combined arms as it is shown in this game. Traditional wargames give a magical "combined arms benefit" for units of different type which stack together, regardless of terrain. I don't agree with that assessment at all. In this game, a

combined arms unit (such as a German Panzer Division) has the ability to make good use of differing terrain types because each of its component parts will be able to take *full* advantage of each terrain type in turn. Tanks in bad tank country are limited, period. Giving infantry to the tanks allows them to be more protected from ambush, but in no way makes the tanks *more* powerful. I'll have more to say about the topic of combined arms as it applies to real life in our magazine. Suffice it to say, combined arms works in this game because these units will be able to function better *overall* in differing terrain than could units of only one arm.

6. Surprise and Set Piece Battle (Technique): The surprise rule (one of my favorites) is designed to favor surprise in overrun situations. Good troops vs. bad in an overrun have the best chance of attacking surprise. Bad troops attempting an overrun against good ones will most likely screw up and suffer defensive surprise. Set piece battles (those in the Combat Phase) have a much smaller surprise component. Poor troops, given time to prepare, will be able to pull off a credible show. Good troops which take their own sweet time in getting ready will have a bigger chance of getting compromised and losing attacking surprise. As a result, surprise plays a much greater role in overruns. In set piece actions surprise is much harder to obtain and plays a smaller role. In other words, if you have good troops, attack using overruns. If you have poor troops, attack in the Combat Phase.

7. Supply Organization (Critical): Unless you own stock in an aspirin company, keep your supply system organized, neat, and under control. The supply rules are not difficult to use, but they do require players to both plan ahead and keep their forces organized. If you let them get out of control, it will be a while before you get them straight again, and in the meantime the enemy will be dancing on your head. Set up a few, well-developed supply lines. Build up enough of a stockpile at the front to make up for any interruptions that might occur—be prepared, it will save you much grief if your lines get cut for a turn or two. Keep multi-counter divisions together so that their divisional DSEs are applied to only one source. Keeping things neat will also speed the time it takes to expend supply and to count DSEs to do so. Pre-count DSEs whenever possible.

Terms and Abbreviations

Action Rating The most important number on the counter. A measure of a unit's leadership and training level with some morale influence. Strictly speaking, the action rating shows how good a unit is at fighting.

Active Air Unit An air unit which has been refitted and is capable of doing air missions.

Actual Air Base Level The level of an air base as shown on the counter. It may be different (i.e. higher) than the usable air base level if a player decides to not fully supply it.

Air Alone Attack Any attack made by aircraft (possibly with artillery) as a Barrage or GS style attack.

Air Base Card An off-map display for each air base which has compartments for active air units, inactive air units, and a spot to mark the usable level of the base. The form for these is on the back of the rules and should be photocopied to provide a number for each player. These help eliminate map congestion problems.

Anti-Overrun Barrage A barrage made by air units (at or within 5 hexes of the target hex) and artillery units in reserve mode to attempt to stop a declared overrun.

Armor Unit A unit very heavy in AFVs with little or no organic infantry component. Such units are marked with yellow backgrounds on their unit symbols.

At All Costs Attack An attack for which the player pays double supply expense and then gets to roll twice, instead of once (but with an additional modifier), on the Combat Table. A very bloody option which should only be used under the best circumstances.

Barrage Attack An attack at a range of one or more hexes made by artillery and/or air units.

Break-Down Regiment A portion of a division-sized unit detached to allow the division to cover more than one hex.

Bridging The use of engineer capable units to lessen the MP cost of crossing river features.

Burrito as Big as Your Head A food item sold by a local establishment which is about a foot long and four inches wide. Many design decisions in this game were made over these three pound burritos. (That way we know w*hat* to blame...)

Close Terrain Terrain providing limited mobility to AFVs as well as some cover. Such terrain in the defender's hex would require the use of the Close Terrain line of the Combat Table.

Combat Mode A unit mode with a higher combat value and a smaller movement allowance. In this mode, the unit is deployed for action and is fairly cautious.

Combat Supply The supply required to fight using the regular Combat Table and required by artillery units to fire their barrage strengths.

Combo Type Air Unit An air unit which can fulfill two of the basic air unit roles. Usually, this will be limited to air units which can function as either Strategic Bombers or Transports.

Construction The creation of game facilities (air bases, hedgehogs, etc.) which may or may not require the presence of engineers.

Detrain The act of ending rail movement.

Die or Dice Roll Modifier (DRM) Any one of a number of additions or subtractions from the die (or dice) rolled on one of the game's tables.

Direct Draw The act of using SPs that are within the supply draw range of a unit (for whatever purpose) without using the assistance of an HQ.

Disorganized Mode (DG) A state of chaos generated by enemy activity which inhibits the smooth functioning of a unit.

Displacement The jump made by a dump, etc. as the result of an attempted capture. This is not to be confused with regular movement. Such "movements" represent the changing enemy intelligence picture.

Division Marker A counter used to replace any number of units from the same division so as to eliminate big stacks and create some limited intelligence.

Divisional Supply Equivalents (DSEs) The rough measure of the supply consumption of an "average" non-motorized division. Each DSE represents about 150 tons per day of supply use.

Divisional Unit A unit which is either a division itself, or part of a multi-counter division.

Doubling An advantage gained by using larger numbers to gang up on a weaker opponent in an air-to-air combat.

Dumps Any stack of SPs on the map, regardless of being on the ground or loaded on a truck, etc.

Engineer Capable Unit A unit defined in the Game Rules which has enough engineer assets to do construction and bridging operations.

Engineer Functions The activities of engineer capable units when using their special abilities.

Entrain The act of loading something onto a railroad in order use rail capacity.

Eq Repl A replacement unit consisting of heavy vehicles or weapons needed to rebuild heavy units.

Exploitation Mode A combat result which allows access to the Exploitation Phase.

Exploitation Result (e) A combat result which puts some attacking units into Exploitation Mode.

F Type Air Unit A fighter aircraft type.

Flak, Flak Rating, or Flak Points The ability of units to resist air attack by using ground fires. Flak assets are assumed to be distributed among a side's units.

Fortifications Features permanently printed on the map which assist units in defense.

Full Supply The optimum supply level for offensive operations—enough fuel and ammo to splurge!

Fully-Motorized A unit with two wheels under its unit symbol—one with enough transport for all to ride.

Game Turn A full game week consisting of an Overphase and two Player Turns.

Game Rules The rulebook specific to the game in question, as differentiated from the *series* rules.

Ground Support (GS) The air unit value which a player can use against ground targets.

Hedgehog A moderate degree of fieldworks generated in a hex by a player's units.

Hex Number The grid number system which allows quick reference to every hex on the map.

Hip Shoot An air barrage that behaves much like an overrun. Named for the tech-

nique of stopping a mortar unit while on the road to deploy and shoot with no warning.

Holding Boxes Off map holding areas that players can use to store units which are not actually on the map's playing area.

HQ Unit A headquarters unit and its support systems. Each HQ also represents many smaller service units, and enough logistical capacity to support a local group of units.

Inactive Air Unit An air unit which has expended its capabilities and has yet to refit. Such units cannot fly or barrage at all.

Inactivation The process by which active air units become inactive ones after they are "used."

Interception The "jumping" of a moving air unit by enemy active air units at or within a five hex radius.

Interdiction The effect of stationed air units on the movement ability of enemy units traversing their hex.

Involuntary Mode Modes which a player cannot select, but which are inflicted as a result of combat.

Leapfrogging The act of loading something, moving it, loading it onto another transport unit and moving it again.

Leg MPs Movement points of units which have a Black MA.

Low Capacity Railroad A railroad of limited track capacity or few support structures which inhibits rail movement.

Low Supply A supply level in which supply is not abundant enough to fully exploit the unit's offensive capabilities.

Mech Unit A unit with both a heavy AFV component *and* a large *organic* infantry component. These units provide their *own* combined arms teams. Such units have a red unit symbol background.

Move Mode A unit mode with a lower combat value and a higher movement allowance. The unit has sacrificed some security for speed.

Movement Allowance (MA) The raw number of movement points a unit has available to expend in a given phase.

Movement Points (MPs) The method of expending a movement allowance and in keeping track of what's left—miniature packets (quanta) of movement energy.

Multi-Track Railroad A fully configured modern railroad featuring two or more track sets, many sidings, and support facilities. Top of the line rail transport support.

No Supply A status in which little or no supply is arriving...men are going hungry...machines fail because of lack of parts and lubricants...and not even a modicum of ammunition is showing up. You know, the usual.

Non-Divisional Unit Any unit which is neither a division itself nor part of a multi-counter division.

Non-Motorized Units which require shoe leather and horses to get around.

Non-Phasing Player The guy whose phase it isn't.

Offensive Air Units Air units with non-parenthesized air-to-air ratings.

Open Terrain Terrain essentially free of obstruction.

Operational Combat Series (OCS) The series of games supported by this rule book.

Option Number or Option Result The portion of a combat result which the player has the *option* of using as step losses or hexes of retreat.

"Other type" Unit A unit which is neither mech nor armor.

Overphase (Weekly Overphase) That portion of the sequence of play which occurs before the two player turns. Essentially the bookkeeping segment of the game turn.

Overrun Attack An attack made by units during movement.

Pax Repl A replacement unit made up of little more than warm bodies.

Phasing Player The guy whose phase it is.

Player Turn One half of a weekly Game Turn, in which the first and second players each go through the sequence of play from Air Unit Return through Clean Up.

Rail Capacity The total number of SPs of rail transport a player can use in a single player turn.

Railhead A boundary between usable and unusable railroad hexes.

Railroad Repair (RR) The act of fixing destroyed rail hexes. The game assumes that destroyed rail hexes do not have to be rebuilt from scratch, but instead need a fix here and there.

Railroad Repair Units (RR Units) Units which are capable of railroad repair.

Refitting The act of converting inactive air units into active ones. Essentially, the aircraft are being over-hauled, rearmed, and refueled to participate in future air operations.

Regimental Equivalents (REs) A quick and dirty measure of unit size.

Replacement Units (Repls) Units which can be combined in different combinations to rebuild dead or damaged units.

Reserve Mode A unit which is awaiting orders or otherwise in readiness for quick action.

Reserve Release When a player decides to remove a unit from reserve mode and deploy it into action.

Return The requirement of air units to go back to any friendly air base and become inactive.

Rounding Rule The standard method of dealing with fractions in any *Gamers Brand* game.

S Type Air Unit A strategic bomber.

Semi-Motorized A unit with some trucks and other transport, but not enough to be fully motorized. These units have one wheel under their unit symbol.

Sequence of Play The organization of the game into the steps required to play.

Series Rules This rulebook, the one which is applicable to any game in the series.

Special Modifiers The effect of terrain on different unit types.

Stacking The placement of more than one unit in a hex.

Station Hex The hex of an active air unit. This hex may also be the air base hex of that unit.

Steps, Step Loss A portion of a unit's strength and size used to keep track of the attritional effects of combat.

Strategic Move Mode A unit in full road movement posture. Most security precautions have been dumped to allow fast movement.

Supplied Air Base An air base which has been "paid for" during the Supply Usage Phase, which allows it to function in support of air units for the game turn.

Supply Level The degree of supply provided for a group of units during the Weekly Overphase. It determines the capabilities of those units for the coming game turn.

Supply Points (SPs) The measure of bulk supply. Divided by the "great quartermaster in the sky" into *just* the right proportions of everything that units need at different times—luckily for us, right?

Surprise The act of being caught tactically unprepared for the threat of the moment—the boardgame equivalent of bringing a knife to a gun fight.

T Type Air Unit Tactical bombers. These air units are lighter and fight at lower altitudes in close air support than strategic bombers.

Teaching Scenarios A group of scenarios in each game designed to assist players in learning the game system.

Throw Range The distance HQs are able to push forward SPs to units which need them.

Tpt Type Air Unit A transport aircraft.

Transportation Equivalents The determination of the SP "weight" of units to allow a quick assessment of the capacity needed to transport them.

Track MPs Movement points generated by all-terrain vehicles (tracked *or* wheeled) which are on the counter in red.

Truck MPs Movement points generated by less maneuverable vehicles (usually trucks) which are on the counter in white.

Truck Stationing A positioning method whereby trucks do not actually move, but SPs are "thrown" from one station to the next down a chain.

Unit Any ground unit with a combat strength of zero or more.

Unsupplied Air Base An air base which did not expend SPs during the Overphase and cannot be used to refit air units.

Usable Air Base Level The supply level of an air base for which the player has expended SPs. This may be less than or equal to the actual air base level.

Very Close Terrain Terrain which is extremely tight for vehicles and which provides much cover and concealment.

Via HQ Supply Supply which is expended using an HQ's throw range.

Voluntary Mode Any of the modes which a player can pick to use during the Mode Determination Phase.

Zones of Control (ZOCs) The effect of units on enemy units which are adjacent to their location. While the game has no ZOCs for most purposes, some things (supply trace, truck MP movement, etc.) are influenced by the presence of enemy units.

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We are personally available to answer your rules questions, one on one, by **phone** most business days (and frequently during off hours). If you come up with something during play, give us a ring. We will be able to give you the "official" interpretation of the rule in question and your input will help us in locating rules and phrases that cause players the most problems. **(217) 896-2145**

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ID:________ Hex:________

Usable Level | Actual Level

Inactive Air Units | Active Air Units

Garrison and SPs

ID:________ Hex:________

Usable Level | Actual Level

Inactive Air Units | Active Air Units

Garrison and SPs

ID:________ Hex:________

Usable Level | Actual Level

Inactive Air Units | Active Air Units

Garrison and SPs

ID:________ Hex:________

Usable Level | Actual Level

Inactive Air Units | Active Air Units

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