

Operational Combat Series:

Series Rules v.2.0i

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

Table of Contents

Page	Item
1	Introduction, Game Components
2	1.0 Scale
3	2.0 Sequence of Play
4	3.0 Units and Markers
	4.0 General Game Concepts
6	5.0 Modes
8	6.0 Movement
9	7.0 Overrun Combat
	8.0 Reaction Phase
	9.0 Combat
14	10.0 Exploitation Phase
	11.0 Supply
19	12.0 Specialized Units
22	13.0 Transportation Equivalents
	14.0 Air Power
28	15.0 Air Bases
29	16.0 Hedgehogs
	17.0 Weather
	18.0 Naval Power
30	19.0 Ports
	20.0 Breakdown Rtg's
	1st ed. Designer's Notes
32	2nd ed. Designer's Notes
33	Player's Notes
	Terms and Abbreviations
34	OCS Optional Rules
36	Series Rules Index

Introduction

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

Version 2.0i Rules

Before anyone panics...these are the same rules as those in *Enemy at the Gates*. Version 2.0i includes a complete index, some popular optional rules, and a handful of corrections to fix known errata (things like the old air rules example which allowed more than 2 air units to move together, etc.).

The only actual rules change in this rulebook is in 14.7—a change that allows air units to overfly a friendly air base enroute to some other hex without becoming inactive as before. That is the only actual change...so relax and Enjoy!

Game Components

I. The Game Map

The map depicts the area in which the battle or campaign was fought. Covering the map with 1/8" Plexiglas or laminating it will help protect your gaming investment.

A. The Hex Numbering System. Hex numbers identify individual hexes on the map. If the game uses more than one map, each map 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 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.

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

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

E. Phase Record. The phase record track is 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 boxes are possible: those which are also map hexes and those which are not. Use map hex holding boxes to relieve 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 can hold unlimited numbers of units. Combat cannot occur in non-hex holding boxes. Non-hex holding boxes can link to each other to show off-map areas. Units of both sides can never occupy a given off-map holding box. The game rules will specify which player owns which holding boxes. Air units can operate from an off-map holding box and the game rules will specify how to handle movement to and from the map.

II. 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)

III. 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 rules grouping 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 specific case may contain a number of 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.

IV. Set Up Notes.

Except for 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. Unless specified by the scenario, Breakdown Regiments **cannot** be set-up at start. Supply Points (SPs) can begin play loaded on trucks or wagons.

3. Units can 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 can set up anywhere within the given zone **to include** the boundary lines.

7. Units can never set up in hexes that they could not move into during their regular movement.

8. Divisional markers with fueled sides must always start play "un-fueled".

9. All air bases **begin** play supplied if they can perform their trace. If not, the player has the option of expending on-map Supply Points (SPs) for them before play begins.

1.0 Scale

OCS games 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 game turn represents one-half week of real time.

A Basic Combat Unit

Basic Unit Symbol Types

	Infantry		Cavalry Artillery		Eq Equipment Repl
	Tank or Panzer		Militia		Pax Personnel Repl
	Assault Gun		Rocket Artillery		Machine Gun
	Armored Infantry		Motorcycle		Assault Engineer
	Armored Recon		Bicycle		Police
	Cavalry or Unarmored Recon		Mountain		Security
	Towed Artillery		Penal		Flampanzer
	SP Artillery		Rail Repair		Parachute
	Marine or Naval		Commando		Engineer
	Glider Infantry		Anti-Tank		Hvy Weapons

Basic Symbols may be mixed together and combine with motorization symbols to generate more complex symbols, such as:

Fully-Motorized, Mountain Infantry

Truck Extender

Wagon Extender

An HQ Unit

OCS Unit Explanations

OCS Standard Markers

	Turn
	Phase
	Low Internal Stocks
	Exhausted Internal Stocks
	Supply Points Number (2T=Two Tokens)
	Strategic Move Mode
	Exploitation Mode
	Disorganized Mode
	Reserve Mode
	Hedgehog Level
	Rail Damage Damaged
	Railhead Rail Interdict
	Interdict
	Step Loss Number of steps lost
	Air Base Level
	Fuel Marker
	Out of Supply
	Division Marker Fueled Designator

2.0 Sequence of Play

2.1 The Game Turn

A “game turn” is a sequence of events, the order of which is “the sequence of play.” Each game turn consists of two Player Turns—one for each side. Each Player Turn consists of the set sequence of steps listed below. Each step can involve one player or the other, based on the terminology “phasing” and “non-phasing.” The “phasing” player is the one whose turn it is; the “non-phasing” player is the other. Each player has his own Player Turn; switch the roles of phasing and non-phasing player when the Player Turns are switched. At the end of the second Player Turn, advance the turn marker one space and begin the process again. The sequence of play must be strictly followed in the order given.

2.2 Outline Sequence of Play

• Pre-Turn Phase

- Weather Determination Segment
- First Player Determination Segment

• 1st Player, Player Turn

- Air Unit Return Phase
- Air Unit Refit Phase
- Reinforcement Phase
- Movement Phase
- Supply Phase
- Reaction Phase

Movement Segment

Barrage Segment

Combat Phase

Barrage Segment

Combat Segment

Exploitation Phase

Movement Segment

Barrage Segment

Combat Segment

Clean Up Phase

• 2nd Player, Player Turn

- Repeat the above Player Turn steps for the second player.

• Turn End

2.3 Narrative Sequence of Play

• Pre-Turn Phase

Weather Determination Segment

One player, it is irrelevant which, rolls to determine the weather. The weather affects the entire turn. If weather prohibits flight, any air unit in a hex containing a supplied friendly air base must immediately return to a friendly base and become inactive.

First Player Determination

Segment

Each player rolls two dice. The player with the higher roll elects to be first or second in the turn. Re-roll any ties.

• 1st Player, Player Turn

Air Unit Return Phase

All phasing active air units must return to a base (if they are in a hex that doesn't contain a supplied friendly air base) and become inactive. Remove all railroad interdiction markers generated by the current player in the previous Player Turn.

Air Unit Refit Phase

The phasing player attempts to refit his inactive air units. For each supplied air base, he rolls a number of dice equal to the air base's level. Divide the sum of the dice by 2 and round normally. The result is the number of air units he can refit there.

Reinforcement Phase

The phasing player places any new units in their entry points according to the Arrival Schedules. He rolls on his Supply Table to determine the number of new Supply Points available and places them on the map. He 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. Conduct any Reorganizations, Unit Rebuilds, and/or Unit Consolidations as desired.

Movement Phase

The phasing player moves his units, obeying any restrictions imposed by mode, supply and movement rules. As he moves, he selects his units' Modes for the coming turn. He can conduct overrun attacks and destroy his supply dumps. Active air units can move with possible interception. Air units (only) can execute barrage attacks as the last part of this phase, or can wait to execute such attacks in the Combat Phase's

Barrage Segment. He can expend fuel, build or improve airbases, build Hedgehogs, and send out Breakdown Regiments. At the end of the phase, the phasing player, followed by the non-phasing player, declares any desired Put Up or Shut Up hexes (14.21).

□ Supply Phase

The phasing player expends Supply Points (SPs) in the support of operations for any units that cannot make their trace. For others, he confirms that a correct supply trace is possible. He can expend SPs to supply air bases that cannot trace.

□ Reaction Phase

The non-phasing player can release reserves which can then move (1/2 their MA), Overrun and conduct Barrage attacks. Regular combat does not occur in this phase. The non-phasing player can destroy his supply dumps. Non-phasing air units can move. Phasing air units can intercept these moving air units. The non-phasing player can conduct barrage attacks with released units. Expend fuel at this time as needed. At the end of the phase, the non-phasing player, followed by the phasing player, declares any desired Put Up or Shut Up hexes (14.21).

□ Combat Phase

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

□ Exploitation Phase

The phasing player can move and fight with Reserves he chooses to release, and with Exploitation marked units. Phasing air units can move. Units able to function in this phase can conduct overrun combats, movement, Barrage attacks, and regular combats. Expend fuel as needed. At the end of the phase, the phasing player, followed by the non-phasing player, declares any desired Put Up or Shut Up hexes (14.21).

□ Clean Up Phase

The phasing player removes *all* DG and Exploitation Markers from his units. Remove or ‘flip’ all Fuel Markers.

• 2nd Player, Player Turn

□ Repeat the above steps for the second player with the roles of phasing and non-phasing player reversed.

• Turn End

Move the Turn Record Marker one space forward along its track. Begin the above sequence again for the next turn.

3.0 Units and Markers

3.1 Combat Units

Each unit has a designation, size and type symbols, combat and movement values, and an Action Rating printed on it. Some show the number of Regimental Equivalents (REs) or indicate if the unit is motorized. Artillery units also have a range.

3.1a “Armor” units have a yellow background printed within their unit symbol. “Mech” units have a red background. Any color other than red or yellow denotes “Other” type units.

Design Note: A unit with an armor unit symbol can have a red background. Such a unit contains a tank force with an infantry component. Other such combinations are possible. Such symbol use more accurately reflects the organization of a unit below the counter’s echelon .

3.1b The unit symbol can have one “wheel” (semi-motorized) or two “wheels” (fully-motorized).

3.1c Some combat values are in parenthesis. These units are for defense only and can never attack.

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 an RE number printed on the counter. This RE number is in a colored dot for easy identification.

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

3.2 Replacement Units

There are two Replacement (Repl) types—personnel (Pax) and equipment (Eq). Use these (in varying combinations) to rebuild destroyed or damaged units.

3.3 Divisional Markers (Optional)

Use these to represent groups of individual counters, thus reducing counter density on the game map. (See 12.7)

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” and

movement allowance, both given as truck movement points.

3.5 Air Units

Full strength air units represent about 45 aircraft. These 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 counter’s front represents full strength. The back represents reduced strength.

3.6 Truck and Wagon Transport Units

Truck and Wagon units provide transport. These are marked with point value and movement allowance. Some truck units have a unit ID on their counter. These are “Organic Trucks” and they belong to a specific division.

3.7 Game Markers

3.7a Supply Markers. There are a number of these: Out of Supply, Low Internal Stocks/Exhausted Internal Stocks, and Fuel Markers. Use these to show the various supply states.

3.7b Mode Markers. These markers designate either Reserve, Exploitation, Strategic Move, or Disorganized Modes. Combat and Move Modes are shown by the side of the counter showing.

3.7c Air Base Markers. There are three different air base markers and these represent level one, two, and three air bases.

3.7d Turn and Phase Markers. These markers keep track of the current game turn and phase.

3.7e Hedgehog Markers. Hedgehog markers represent improved positions. There are four hedgehog levels.

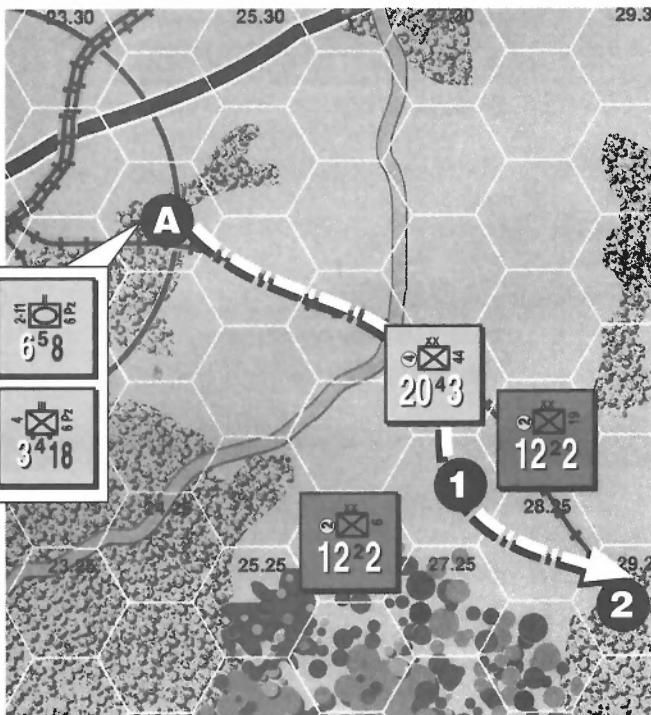
3.7f Step Loss Markers. These markers show the losses to units containing more than one step.

3.7g Weather Markers. These markers show the status of the weather.

4.0 General Game Concepts

4.1 Zones of Control (ZOCs)

This game does not have ZOCs in the usual sense. It does limit certain actions as a result of being adjacent to enemy Attack-Capable units (see “Important” below or 4.8). A unit that must retreat into a hex



Example: Movement in and through Zones of Control.

In this diagram, the German units at (A) are moving. The panzer battalion is using tracked MPs, the infantry regiment is using Truck MPs. The stack can move along the path shown with the dashed line.

All ZOC effects are negated in the hex containing the 44th Infantry Division. Both of the moving units can pass through the 44th's hex without additional movement point costs—not that the 44th either began the phase in that hex, or has already ceased its move for the turn there, and that fact allows it to negate the ZOC.

When the moving units hit Hex 1, the motorized infantry must stop. Because it is using Truck MPs, it must stop when it enters an un-negated ZOC hex. The panzer battalion moving with it cannot provide the negation.

The panzer battalion, however, is not slowed or otherwise affected by the enemy units adjacent to Hex 1 and can continue to move to Hex 2 because it is using Tracked MPs.

adjacent to an enemy Attack-Capable unit is automatically marked with a Disorganized marker (which affects all units in the hex—even those which were already there); if already Disorganized (DG) the retreating stack must lose one step (one step from the stack—not per unit—and the step loss comes from the owning player's choice of unit) other friendly units in the hex where the step loss takes place are DG, if not so already. Terrain and friendly units have no effect on this provision.

Important: Only ground units with a raw (before modifications) combat attack strength of 1 or more (called Attack-Capable units to distinguish them from units in general) inflict these ZOC effects on enemy units. Units with 0 attack strengths, parenthetical combat strengths, barrage strengths, and the like do not. Units which do not give the ZOC effects can be used to negate them.

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

- A) Truck MP type movement.* Friendly units negate this provision.
- B) Rail Transport. Friendly units cannot negate this provision.
- C) Supply Line Trace. Friendly units negate this provision, except along railroads.
- D) Rail Repair operations. Friendly units cannot negate this provision.

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

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

Friendly units negating the above cannot be moving as a stack with the units for which they are negating. In other words, a hex can be negated by a friendly unit which began the phase in, or moved into the hex (and ceased its movement earlier in the same phase), but never one moving along with the units which need the negation.

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

- Units cannot enter Reserve Mode if already adjacent to an enemy Attack-Capable unit. If already in Reserve Mode, such units can move adjacent to enemy Attack-Capable units—the prohibition only affects the entry into Reserve Mode.
- Units in Strategic Move Mode

cannot move into hexes adjacent to enemy Attack-Capable units, nor can they enter Strategic Move Mode in such a hex.

Friendly units have no effect on the above two restrictions.

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

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 when more than one unit is in a hex. No more than 10 REs (see 4.7) can ever stack in a hex. Trucks, wagons, air units, Supply Points (SPs), and all game markers do not affect stacking. 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 can never stack together. Off-Map Holding Boxes can hold an unlimited number of REs.

4.2a Stacking is enforced at the end of all phases (EXCEPTION: See 12.6). The

owning player must eliminate any overstacking (eliminate the units of his choice in the stack) when found at the end of a phase. Units can temporarily overstack *during* their movement without penalty. Units wishing to conduct an overrun cannot overstack at the time of the combat (counting both the overrunning units and any other friendly units that might be in that hex).

4.2b Order of Stacking. Follow this order from top to bottom when arranging the units in each stack.

A. Active air units (when on map).
B. Hedgehogs, Mode Markers, HQs, Combat Units.

C. Supplies, Trucks, Wagons

D. Airbases, Inactive Air Units, Railhead, Rail Interdiction, Rail Damaged Markers.

Where more than one item is listed in a particular priority, no particular order is called for between them.

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

When three units attack a single one, (using some random examples) they might be 2.5, 3.25, and 4.1 (total 9.85) and the defender has 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 calculations. Round Movement Points only if the moving unit does not traverse terrain costing 1/2 MP. Round the final odds determined, do not round combat strengths before determining odds.

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.

4.6 Retreat Rule

When a retreat is required, each player retreats his units in a relatively straight line going "locally to the rear." The direction

should be roughly opposite the attack's direction—retreating player's choice in unclear situations.

4.7 Regimental Equivalents

To simplify unit size determination, this game uses 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 shown on the counter. Repl units count as 1/4 RE. When taking losses (9.11), **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 Attack-Capable Units

"Attack-Capable units" are "ground combat units with an Attack combat strength of one or more in their current mode." HQs, air units, trucks, artillery, wagons, and defense-only units are not considered Attack-Capable. Attack-Capable units are the only units which give the ZOC effects.

4.9 Stacks and Limited Intelligence

One cannot look at an enemy stack's contents; only the top Attack-Capable unit or marker should be known to the enemy. The enemy player can look at the top **Attack-Capable unit** (if any) in hexes adjacent to his own Attack-Capable units (even if under Hedgehogs, Divisional Markers (place the Attack-Capable unit onto the map), or Mode Markers). Furthermore, at the instant of combat (regular or overrun), both players must place the unit, whose Action Rating they wish to use, on top of its stack. If the Action Rating unit is within a Divisional marker (and therefore off-map), the owning player must produce the unit and place it on-map on top of its stack.

5.0 Modes

5.1 Units Affected by Mode

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

5.2 General Mode Restrictions

Units can be in only one mode at a time. Units of differing modes can stack, and one unit's mode has no effect on others in the stack.

5.3 Mode Change

Units can generally change mode only in the Movement Phase before the changing unit has expended any MPs. A given unit can make only one voluntary mode change during a phase. Certain restrictions (see below) apply to some modes which might prohibit the adoption of them. Mode change does not cost MPs.

5.4 Voluntary vs. Involuntary Modes

The player can freely choose between the *Voluntary Modes*. He cannot choose to enter an *Involuntary Mode*. Voluntary Modes are Combat, Move, Strategic Move, and Reserve. Involuntary Modes are Disorganized and Exploitation.



5.5 Combat Mode

Combat Mode units expect enemy contact and is indicated by the counter's side with the greater combat strength and lesser movement allowance.

5.5a Combat Mode units are free to move, overrun, and attack according to the values given on the Combat Mode counter side.

5.5b Combat Mode units cannot use rail transport. EXCEPTION: RR units (only) can perform Rail Movement in Combat Mode.



5.6 Move Mode

Move Mode units sacrifice some combat capability to enhance speed and is indicated by the counter's side with the lesser combat strength and greater movement allowance.

5.6a Move Mode units can move,

overrun, and attack according to the values on the Move Mode counter side.

5.6b Move Mode units can use rail transport.



5.7 Reserve Mode

Reserve Mode units are in readiness to react quickly to events. Mark this mode with a Reserve Marker on top of the unit or stack. The game rules limit the number of Reserve Markers for each player. The available number of markers can be used in any way so long as the total in play at any time does not exceed the limit. The number available might vary during the game, or can even be reinforcements.

5.7a Reserve Mode units can be on either their Combat or Movement sides (which can only change in the phasing Movement Phase) under the Reserve Marker. According to the side showing, Reserve Mode units can move $x1/4$ of their movement allowance during the regular Movement Phase—a movement that would still require fuel payments. (A unit having 1/4 MP because of this rule can move one hex using 6.1c.) While units in Reserve Mode can move adjacent to enemy Attack-Capable units, a unit cannot enter (or set up in) Reserve Mode while adjacent to an enemy Attack-Capable unit. Reserve Mode units cannot attack, overrun, or barrage until released. Units attacked while in Reserve defend at $x1/2$ along with any other modifications.

5.7b Reserve Release. The player can release any of his reserves at the beginning of his Reaction Phase or Exploitation Phase. When releasing a unit, remove the Reserve Mode Marker; the unit is in the mode (combat or move) then showing. Released reserves in the Exploitation Phase can then use the full movement and combat capabilities of that mode. **Released reserves in the Reaction Phase can only move using 1/2 their Movement Allowance, but can use their full combat ability in overruns.** In the Reaction Phase, released Reserves can only conduct overrun and barrage attacks as there is no longer a Combat Segment in the Reaction Phase. In the Exploitation Phase, they can combine their combat value with other released reserves or exploitation units in the subsequent combat segment, and can overrun.

5.7c Reserve Mode units that get a Disorganized result lose their Reserve status (remove the marker) and have a DG marker applied.

5.7d Remove all Reserve Markers from a stack that receives a defender result of any kind in Overrun or regular combat (even an ignored Do1).

5.7e Reserve Mode units cannot move by rail transport.

5.7f See also rule 6.5, Recon By Force—Reserve Suppression.



5.8 Strategic Move Mode

Strategic Move Mode units do 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 Strategic Move Mode units move at double their Move Mode MA.

5.8b Strategic Move Mode units have the following restrictions:

A) They cannot move adjacent to or enter Strategic Move Mode adjacent to any enemy Attack-Capable unit. Enemy Attack-Capable units can move adjacent to a Strategic Move Mode unit with no effect to that unit's mode.

B) If attacked they de. 1 at $x1/4$ their Move Mode combat value. Artillery units in Strategic Move Mode cannot Barrage.

5.8c These units cannot move by rail.

5.8d Strategic Move Mode units that get a Disorganized result retain their Strategic Move status and have a DG marker applied. Such units would defend at $x1/8$!

5.8e Strategic Move Mode units are not confined to road movement—they can freely leave the road net.



5.9 Exploitation Mode

A unit can earn Exploitation Mode by being successful in combat.

5.9a Exploitation Mode is awarded as a combat result. Mark it by placing an Exploitation Marker on top of the unit. Exploitation Mode units can move and fight in the Exploitation Phase.

A) Exploitation marking is never done as an overrun result OR in any combat not occurring in the regular Combat Phase.

B) Remove all Exploitation Markers each Clean Up Phase.

5.9b Units moving due to an Exploitation Mode award move use only 1/2 of the MA of the Mode they were in at the time of the award.

5.9c DG Mode units can never receive an Exploitation Marker.

5.9d For convenience, mark released Reserve units with an Exploitation Marker. Remember, the 1/2 MA rule (5.9b) does not apply to released reserves.



5.10 Disorganized Mode

This involuntary mode is inflicted after an unsuccessful combat.

5.10a Disorganized Mode (DG) results from combat. Show Disorganized Mode by placing a DG Marker on top of the stack. Do this whenever any of the following occurs:

A) Units suffer a DG result from Barrage or Combat,

B) Whenever units retreat 2 or more hexes (apply the DG Marker the instant the unit retreats its second hex), or

C) Whenever units retreat adjacent to an enemy Attack-Capable unit.

Whenever a DG is inflicted, all units in a hex suffer DG at the same time—even units in the hex which were not retreating, etc. HQ units, however, are exempt from DG Mode.

5.10b DG Mode units suffer the following effects:

A) Their combat (or Barrage) strength is halved (in attack and defense).

B) They are unable to overrun.

C) Their movement allowance is halved.

D) Their Action Rating is reduced by one.

DG units that retreat into a hex adjacent to enemy Attack-Capable units lose one step. The step loss is taken on a one per stack basis. Additional DG results on a unit already DG have no effect.

5.10c DG units can never earn Exploitation Mode.

5.10d Reserve Mode units that get a DG lose their Reserve status (remove the marker) and have a DG marker applied. Strategic Move Mode units apply the DG effects along with their already poor defensive abilities.

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

player remove the DG Marker during a Movement Phase.

5.10f Remove DG Markers on your own units automatically during your 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.

6.0 Movement

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

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 can move in any direction or series of directions.

6.1 How to Move Units

During a movement phase (regular, reaction, or exploitation), the player can move all, some, or none of his units as restricted by unit modes. Regular combat does not occur during the Movement Phase. Units can conduct Overrun, a combined form of movement and combat, while moving.

6.1a Movement is controlled using Movement Points. Each unit expends movement points for each hex entered or hexside crossed according to the Terrain Effects on Movement Chart. Keep a running movement point total as each unit/stack moves.

6.1b Each unit has a movement allowance on the counter. This is the maximum number of movement points available to that unit in a single phase. The different modes that a single unit can have give different movement allowances for that unit. Use the movement allowance associated with the unit's current mode.

6.1c Any unit can, as a minimum, move **one hex** in a phase, if eligible to move, **regardless** of movement point costs. Units can **never** use this rule to overrun, violate mode or fuel restrictions, or to move through prohibited terrain. Units with a zero movement allowance cannot take advantage of this rule. See 11.5a for exceptions.

6.1d Unit movement allowances are independent of each other and the expenditures of one unit do not affect other units. A player cannot transfer movement points and allowances, even if unused, from unit to unit or save them for future use.

6.1e Units can begin moving as a stack and then split up to finish their movements independently.

6.2 Terrain Effects on Movement

According to the Terrain Effects on Movement Chart, each hex and hexside feature costs a specific number of movement points. The moving unit must pay the total required cost before entry (Exception: See 6.1c). A hex or hexside's movement point cost varies depending on the mobility type of the unit (track, truck, or leg) as designated on the unit counter. All units with a Red MA are tracked and they use the tracked Movement Chart column. All units with a White MA use the leg column. Units with a Black MA use the truck column. If the Movement Allowance is in an outline font, use the color inside the outline.

6.2a Primary & secondary roads and railroads can only be used if the moving unit is following a continuous path along the feature to enter a given hex. A unit may then 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 that of the hex entered. Units moving along roads or railroads ignore hexside features. **Bridges and Pontoons** fully negate river hexside costs.

6.2c Ground units cannot enter or cross prohibitive hexes or hexsides. Destroy units forced to do so.

6.2d Terrain has no effect on air unit movement.

6.2e Neither enemy units nor terrain have any effect on displacements from the Dump, Truck, and Wagon Capture Table. See 9.15b.

6.3 Restrictions on Movement

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

6.3b Only friendly units move during a given friendly movement phase. Enemy units can retreat as a result of combat.

6.4 Air Interdiction Effect on Movement

An active F or T type air unit interdicts enemy ground movement and supply throw (or draw) counts in its hex. That hex has a +1 MP additional cost. Interdiction does not involve combat. There is no additional effect for multiple air units being in a hex.

6.5 Recon By Force—Reserve Suppression

6.5a Reserves are not "popped" when enemy units move adjacent to them as in the old rules. Units can conduct Recons by Force to see what is in enemy stacks. To do so, the recon'ing unit must expend the MPs required to enter the enemy's hex during movement plus 3 MPs, and must be an Attack-Capable unit.

Note: The Terrain costs used for the recon hex must be off-road costs—if the hex cannot be entered except along a road—such as at a bridge—it **cannot** be recon'd.

6.5b After paying the above, the recon'ing player can look through the recon'd hex and see all the units in it—including those in Divisional Markers which are off-map.

6.5c Truck MP units can only recon one hex before either overrunning it, or ceasing movement. Otherwise, units can recon as many hexes as their MA allows, subject to 6.5f below.

6.5d After a hex is recon'd, **remove** any reserve markers from it, **and** roll one die. If the roll equals or is less than the best Action Rating in the recon'ing stack, the recon units can leave unscathed (the recon 'pops' the reserve and the former reserve units just sit there). If the roll is greater than its Action Rating, the former reserves can immediately attack the recon'ing unit's hex. To do so, barrage the recon unit's hex with any former-reserve artillery in the hex; then attack that hex with the former-reserve ground units. The choice of how much of the former reserve to attack with and whether to make a barrage attack or not is in the hands of the non-recon'ing player—he is not required to do anything. All units in the recon unit's hex are affected (must defend, etc.), **not** just the recon unit, even if they had nothing to do with the recon.

Play Note: This last sentence makes recon'ing from a really strong stack (so as to tempt an attack...) an interesting play technique.

6.5e Attacks made in response to a Recon in Force are regular and not overrun for surprise determination.

6.5f The recon die roll is made regardless of whether or not there are any Reserves in the hex. Regardless of the results of any barrages or attacks (even if none are made), the recon unit is finished with its movement IF it blows this die roll (i.e. the roll is greater than the unit's Action Rating).

7.0 Overrun Combat

Overrun is a form of combat occurring during the various movement phases and segments. All units wishing to participate in any single overrun must begin the current phase stacked together. They must be in either Move, Combat, or Exploitation Mode.

Procedure:

To overrun, move the attacking stack adjacent to the target unit and declare an overrun. A stack can overrun if it can expend three MPs, AND the MP cost to enter the hex is 3 MPs or less in normal movement (see 7.1a). The attacker then expends 3 MPs (regardless of the actual terrain cost). The attacker overruns from the adjacent hex—the units are never placed in the same hex.

Resolve overruns like any other combat, including supply usage. Use the normal modifiers; there are no modifiers specifically for overrun attacks—except that surprise (9.16) has different die rolls to hit for overruns. After resolving the overrun, if the defender retreats or is destroyed, the attacking units must enter the hex (ignore the hex's movement cost). If the attacker has sufficient MPs remaining after entering the vacant hex, he can continue to move and is eligible for further overrun attacks. If the defender doesn't retreat, the attacker can expend another 3 MPs and attempt another overrun against the same hex. He can also move elsewhere and attempt overruns against different targets.

7.1 Overrun Restrictions

Units can overrun as many times as their MA allows. A given defender can be attacked any number of times during a single movement phase. Resolve each overrun separately. Multiple attacks have no effect on each other.

7.1a Only units stacked together and in Move, Combat, or Exploitation Mode

can overrun. Those in any other mode (especially DG Mode) cannot. Units can overrun only hexes which the attacking units could enter during regular movement for 3 MPs or less. Units cannot use features such as roads, bridges, or railroads to bring the hex's MP cost down, or to negate prohibitive terrain. To overrun, units must have at least 3 MPs remaining. If the combat result allows the attacker to occupy the defender's hex, the attacker need not expend MPs to do so.

Example: Overrun Movement Point Costs.

A unit that unsuccessfully attacks a hex three times without other movement has expended 9 points in overrun attempts. A unit that twice attacks a hex that 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 No unit can ever overrun more than one hex at a time. A unit can overrun more than once in a single phase, but it cannot split its attack among a number of defending hexes.

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

7.1d Should attacking units accept a retreat result from an overrun combat, their movement for the phase ends. They cannot move further after the retreat's termination. Remaining MPs are lost. Attackers that do not retreat can continue movement.

7.1e Units incapable of overrun (artillery, HQs, trucks...) can "tag along" with others making an overrun. Such tag along units can only move with the overrunning force. They cannot attack. These units contribute no strength to the overrun and cannot be used to absorb any step losses. Retreat results do not affect these units—but they can "tag along" with a retreat, if desired.

7.1f Other friendly units can be in the hex from which an overrun attack is made. These units affect stacking in that hex, but are not involved in the overrun. The overrun's combat result has no effect on these units whatsoever—regardless of what it is.

8.0 Reaction Phase

The Reaction Phase is a chance for the non-phasing player to disrupt enemy movements and intentions. Certain non-phasing units can move, overrun, and

conduct barrage attacks during this phase before the execution of the phasing player's Combat Phase. At the start of this phase, the player can release any of his reserves that he wants to.

8.0a (Optional) For those who preferred the old-style reaction phase's Reserve Movement, allow released reserves to move their full movement allowance.

8.0b (Optional) For those who preferred the old-style Reaction Phase's Combat Segment, allow the Reaction Phase to end with its own Combat Segment.

Design Note: Naturally, these two options used together void out the decisions I made regarding the Reaction Phase and what I feel is its inappropriate effect on the game. I'm sure there will be those who A) disagree with my assessment, B) just plain preferred the old way better, or C) would like to see what it is I'm talking about anyway. Regardless of the reason, feel free to use these options to spice the game the way you want—just remember, my opinion is that the game models reality best without them.

8.1 Restrictions

8.1a Only Reserve Mode units that the non-phasing player releases can move, overrun, and barrage in the Reaction Phase. The non-phasing player can use any of his active air units. Released reserves move using at most 1/2 their now-showing Movement Allowance.

8.1b Released reserves can overrun.

8.1c No regular combat is allowed in the Reaction Phase.

9.0 Combat

Regular combat only occurs in the Combat and Exploitation Phases. Barrage attacks can occur at the end of the Movement Phase (air units only), and in the Reaction, Combat, and Exploitation Phases. Overrun attacks can occur during the Movement, Reaction, and Exploitation Phases. Units adjacent to enemy units can engage in "combat," while artillery units can make "Barrage Attacks" on a target one or more hexes away. Attacking is not mandatory, but units must defend if attacked.

Procedure:

The attacker indicates the defending hex, and the attacking units. Before determining any odds or modifiers, both players expend supply points according to the Combat and Barrage Supply Tables. Each player selects a unit whose Action Rating he wishes to use. Add the combat

strengths for each side (making all adjustments due to terrain and supply) and determine the initial 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. Determine if either player has surprise and adjust the table column appropriately. 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. Cross-index the modified roll with the odds column to find the combat result. Apply that result.

9.1 Restrictions on Combat

9.1a Only the phasing player's units can attack in the Combat and Exploitation Phases. Combat occurs in the Exploitation Phase after all movement is finished.

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

9.1c No unit can divide its strength to attack more than one hex, nor can multiple defending hexes be attacked in one combined combat. No unit can be attacked more than once in a phase. Except for stacking, there is no limit on the number of units that can engage in a single attack. Units can attack from any direction or set of directions.

9.1d Attack all units in a hex as a single defending strength. The defender can never withhold units in a hex from attack. Different units in a hex cannot be the subject of separate attacks.

9.1e Units can be restricted in their ability to attack by mode (strategic move and unreleased reserves cannot attack), supply status (requisite supply points or internals not available), and unit type (parenthesized combat strengths can only defend). Fuel status does not prevent a unit from attacking or defending, nor does it influence any unit's combat strength.

9.1f Resolve attacks that begin on, or are shifted past, odds further than those available on the table on the last available 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 1:5. Surprise is obtained and a column shift of 6 is given. The player shifts six columns from the 1:5 column (to 3:1).*

9.1g Units without combat supply or appropriate internal stocks cannot attack.

9.2 Sequence Summary

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

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 divides terrain into four categories (Open, Close, Very Close, and Extremely Close). These define the row used when determining the odds column. The Terrain Effects on Combat Chart defines the category of each terrain type. In every case, the defender's hex gives a combat terrain category.

9.3a A unit **cannot** attack into a hex that the movement rules prohibit it from entering.

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

9.4 Special Modifiers

Certain units have 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; those with a red background are mech. All other units (those with no special background color) are "other" type units. See the Terrain Effects

on Combat Chart for the multipliers for different terrain types.

9.4a Apply special modifiers to each unit separately.

9.4b The Defending player can choose the Special Modifier terrain for each attacking stack: either that in the defender's hex, or the hexside crossed. This selection is made **separately** for each attacking stack. Only the hex OR the hexside can be chosen; these modifiers are **not** cumulative.

9.4c Regardless of the selection process in 9.4b, the defender's units are only affected by the special modifiers of their hex and the terrain line of the combat (for the Combat Table) is determined by the defender's hex.

9.5 Supply Effects on Combat and Supply Expenditure

Supply status affects unit strengths. Out of Supply units attack at x1/2 if combat supply can be found (for instance, using internal stocks or maybe an air drop), and defend at x1/2.

9.5a Both sides expend supply in combat. Make this expenditure before calculating the odds. The Combat and Barrage Supply Tables give the required supply amount. **Units that do not have the correct combat supply cannot attack**—if the combat supply can come from neither on-map supply nor their own internal stocks. If the required supply is not available for the defender, defending units are **halved**.

9.5b All attacking units must be able to obtain combat supply independently or use internal stocks.

9.5c Enemy Attack-Capable units (and the hexes surrounding them) as well the actual hex of any enemy unit (even non-Attack-Capable ones) block combat supply traces. Friendly units negate this effect. Units have internal stocks to off-set momentary isolation, (see 11.10).

9.5d The player can voluntarily withhold supply from an attack or defense and fight using Internal Stocks. Units can defend (at x1/2) using no supply at all (internal or otherwise) if the owning player desires.

Example: Combat Supply. In a regular attack, a player attacks with 3 REs (in three different 1 RE units) against a defending 1/2 RE. For combat supply, the attacker must expend 3T, the defender must be able to expend 1T. In this case, the attacker cannot expend the 3T, but has 1T. He must either cut down the attack to one RE or less, use some internal stocks, or not attack at all. He chooses to cut down the attacking force to one RE. The defender, however, is also unable to obtain combat supply and has no internal stocks remaining. He is halved in the resulting battle.

9.6 Ground Support Airpower and Artillery

These units conduct Barrage, GS vs. Facility and GS vs. Dump attacks in the Barrage Segments (See 12.3h, 12.4d, and 14.12) or, in the case of air power, at the very end of their Movement Phase.

9.7 Odds Determination

To determine the raw combat odds, use the total modified attacking strength and the total modified defending strength. Divide both by the smaller of them and apply the rounding rule (see 4.3) to the result. Express the resulting numbers as a ratio of Attacker:Defender.

9.7a The Combat Table has a row devoted to each terrain type. 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 that fall outside the odds listed on the table on the last available column and begin their shifts from there. (See also 9.1f.)

9.8 Action Rating Dice Roll Modifier

Action Ratings affect combat as Die Roll Modifiers (DRMs). Each player selects the unit he wishes to use as his side's Action Rating. Choose only one unit per side. The chosen unit **must actively participate** in the combat. Calculate the DRM as follows: Attacker's rating minus Defender's rating = DRM. This number can be positive or negative. The attacker must announce his Action Rating choice first. Each side's **first step lost**, if any, **must** be taken from the Action Rating unit. Remember to **subtract one** from the Action Rating of DG units.

9.9 Combat Resolution

After all modifications have been made to unit strengths, odds determined, surprise determined, column shifts made, and the final DRM determined, roll two dice. If the modified roll is less than 1, make it 1. If it is greater than 15, make it 15. Cross index the modified dice roll with the final odds column to find the result. Execute the result according to the following rules.

9.10 Retreat/Step Loss Option

Players are sometimes given a choice in the exact combat result. The combat result might give a loss number and an option number. The "option number" is given on the Combat Table as "o" followed by a number—that number being the side's option result. The loss number represents the **required** step loss. Destroy those steps. Take care to insure the *first* step lost comes from the side's Action Rating unit. The option number represents the retreat/step loss option available. This option may be made up by any combination of retreat hexes and step losses provided the correct total is executed. 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 option **before** the defender decides.

9.10a If either side is destroyed before taking its option, the other side is **exempt** from its option. Take all step losses before executing any option results. Even if exempt from an option, the player can choose to execute it if he desires to do so.

9.10b If the attacker retreats, the defender takes his required step losses and can **ignore** the option number. The defender can choose to execute his option anyway, but is not required to do so.

9.10c In attacker results that contain both option and exploitation numbers, the attacker **must** take the entire option as a loss to use the exploitation result. If the player chooses to retreat, ignore the exploitation result.

9.10d A stack that retreats as an option result can retreat with all the units in it (even those which did not participate in the combat—such as artillery or HQs) at the owning player's option.



9.11 Step Losses

Brigade and smaller units have one step. Divisions have one step per RE. Mark step losses with step loss markers under the unit. When the marker equals the total steps available to the unit, destroy the unit and remove it from play. Place the unit in the dead pile where it will be available for rebuilding. No unit can absorb more step losses than it has available. The owning player determines which unit or units absorb step losses, given 9.11a and 9.11b.

9.11a Units giving their side's Action Rating must lose the **first** step loss required of their side in a combat.

9.11b Results given as "L" followed by a number **must** be taken as step losses.

9.11c Step Loss Distribution. All units in a combat **must** take one step loss before any one unit takes two. Ignore step losses beyond the side's ability to absorb them. This rule does not apply to Barrage attacks—in those, the owning player has full control over what units take the losses.

Example: Step Loss Distribution. A stack takes 5 step losses, but only possesses 3 steps. The stack is eliminated and the remaining 2 losses are ignored.

9.11d Effects of Step Loss. Units missing half or more of their available steps have their combat strength halved.

Example: Step Loss Effects. A Soviet infantry division with three steps (14 combat strength) loses one step. Place a "one" step loss marker 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 7. A further step loss will destroy it.

9.11e A division's current RE size is that division's printed RE size minus the steps it has lost.

9.12 Retreats

Any portion of an option result not taken as a step loss, unless exempt due to 9.10a, 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 retreat's direction must be in accordance with 4.6. Retreating units can stay together as a stack, or can split up as the owning player desires. The hexes retreated into must be hexes into which the unit could normally move. Movement points and mode have no effect on retreat.

Each time the retreating units must enter a hex (any hex) adjacent to an enemy Attack-Capable unit, mark all the units in the hex DG; if they are already DG, they lose a step (one step per stack, **not** per unit), and all the units in the hex are DG (even those which are not retreating). Terrain and friendly units have **no effect** on this provision. A retreating unit cannot enter an enemy occupied hex. Retreating through hexes adjacent to the enemy does not slow the retreat in any way. Eliminate units unable to retreat because of enemy occupied hexes, prohibited hexes, or which must overstack at the retreat's end. (There is no displacement provision.)

9.12a Retreats, regardless of length, never change a unit's mode. Exceptions: Units that retreat 2 or more hexes automatically enter DG mode and Combat Mode units with a zero Movement Allowance (HQs, Katyushas, etc.) which retreat must enter Move Mode.

9.12b Players retreat their own units. Retreating units can retreat as a stack or split up.

9.12c If the defender's hex becomes devoid of units capable of defending in ground combat, attacking units can enter it. Only those units contributing to the attacker's combat strength can advance. The owning player controls the number of units (all, some, or none) which take advantage of this rule. Overruns require this hex entry. In Barrage attacks, **no** unit can advance. If the **attacker** retreats, the defender **cannot** advance in any way.

9.12d Enemy units and terrain have no effect 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. A retreat being an unplanned movement, even if the unit retreats into a hex "protected" by a friendly unit, great confusion will result. This is why both the retreating unit and the units it retreats through become DG.

9.13 Exploitation Marking

Some attacker results include a notation of "e" followed by a number. Mark attacking units with an Action Rating that number or higher with an Exploitation Marker. Those units enter Exploitation Mode. Such units **must** have contributed to the combat that generated the result. This excludes artillery units and HQs from ever

being so marked.

9.13a Exploitation Mode units can move and fight in the following Exploitation Phase.

9.13b A DG marked unit cannot receive an Exploitation marker. Exploit results on these units have no effect.

9.13c Overruns, and combats **not** in the regular Combat Phase, never cause a unit to be exploit marked.



9.14 DG Marking

Certain defender results contain a DG. Remove any Reserve Mode marker and mark the defending stack with a DG marker. Should this stack split up in retreat, DG each resultant stack. DG units that retreat have no effect on units through which they retreat or with whom they become stacked, except as described in 9.12. Additional DG results on units already DG have no further effect.

9.14a When given as part of a combat result, apply the DG **before** executing any option results.

9.14b If a DG stack retreats into a hex containing other units which are adjacent to an enemy Attack-Capable unit, then the following occurs.

A) The units already DG must lose one step as per 5.10b.

B) The non-DG units in the hex are now DG.

9.14c When a stack (already DG or not) retreats two hexes or more, on entering the second hex of the retreat DG the retreating units and any others which happen to be in that hex.

See 5.10 for details about effects and other instances where DG is inflicted.

9.15 Specialized Combats

9.15a Units with a Zero Combat Value.

Resolve attacks against a unit or stack with a total defense of zero on the furthest right Combat Table column. Units with zero combat value can participate in attacks and can be used to absorb step losses.

9.15b Supply Points and Dumps. Any stack of Supply Points is a dump. Should enemy units enter a dump hex (which they do **without** additional MP cost), roll on the appropriate column on the Dump, Truck, and Wagon Capture Table. Such events can only occur during a phase allowing movement. Dumps cannot be "attacked" by moving adjacent to them. A player can attack a hex containing enemy units also containing a dump. In that case, follow the

above handling of dumps if a retreat occurs or the defending unit is destroyed **and** an attacking unit enters the hex. See 6.2e.

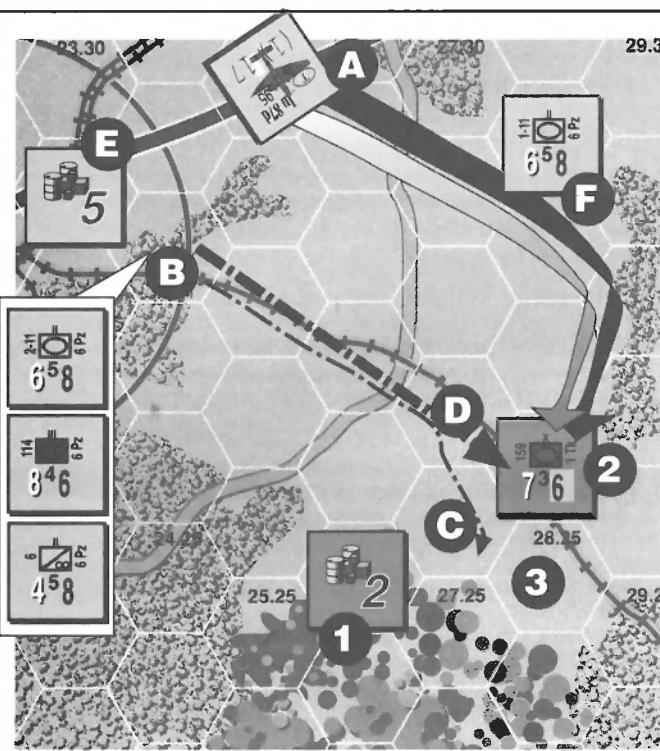
9.15c Trucks. Should enemy units enter a hex containing trucks (which they do without additional MP cost) use the appropriate Dump, Truck, and Wagon Capture Table column to determine the truck's fate. Captured trucks **can** move in the current enemy Movement Phase. Results affect trucks and their cargoes equally. Hexes containing only trucks cannot be "attacked" in a combat phase; only the enemy movement into their hex affects them. A player can attack hexes with both trucks and combat units in them. In this case, trucks do not contribute to the combat, cannot be used to absorb step losses, or retreat (Exception: See 12.2g). If all the defending units are destroyed and the attacker enters the defender's hex, follow the capture procedures.

Example: Dump and Truck Capture. 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 that 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. 50% is captured, the remainder is destroyed. This gives the German player four SPs to take home, and the remaining four SPs are destroyed. The Motorcycle Bn can continue movement with its remaining MPs.

9.15d Wagons. See 9.15c and follow the table's comments about wagons.

9.15e HQ Units. HQ units defend with a Combat Mode defense strength of 5 (Move Mode defense strength of 1), which can be reduced by supply conditions. They can 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 their hex, but **no more than one HQ** can do so at one time. HQs have an Action Rating of 0 and one step.

9.15f Air Bases and the Air Units in them. Air bases cannot be attacked, but are captured whenever an enemy **attack-capable unit** enters their hex. Destroy all



Example: An Overrun Attack combined with an Airstrike

In this case, the German player wants to overrun the Soviet force at 2 with the stack at B after preparing the target with a hip shoot airstrike.

While allowed to make hip shoots in general, the German player cannot make one against this hex as he has none of his units adjacent to the target. (Hip shots are not allowed against ‘unspotted’ targets.) But, he need not decide he cannot do the attack the way he wanted—he must merely think ahead so as to arrange things to work the way he wants. He must plan ahead and execute this operation with finesse.

First, he must provide the spotter for the airstrike (so as to allow for the hip shoot he needs). Taking a quick look at the situation, he decides to use the motorcycle battalion already with the stack at B. He could have chosen any of the other friendly units available here for this task. Glancing at the enemy situation, the German player determines that if the motorcycle battalion goes to hex C, then he will cut the ability of the target to draw on the

Inactive air units at the base. Roll for active air units. On a 4-6, reduce the air unit, destroy it if already reduced. On a 1-3, there is no effect. After rolling, remaining active air units displace to any friendly air base in range. They **cannot** remain in the hex; they **must** displace and become inactive. If weather *prevents* flight, automatically destroy the active air units as well. Players can capture and use enemy air bases, but never air units.

9.15g Mixed Target Hexes. These contain targets that are affected in different ways by different tables. An example would be a hex with units, trucks, and supplies in it. The enemy player can use the Barrage Table to attack units OR use the same barrage 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 target (“units,” “trucks & supplies,” “airbase,” etc.) and apply the barrage points to that target (only) using the appropriate table. Regardless of the number

of target-types in the target hex, only one Barrage attack per phase is allowed. Make such selections only when doing **barrage** attacks. Regular combats using the Combat Table only affect the enemy ground units.

9.16 Surprise

After players identify their Action Rating units for a 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. Check the modified roll against the Surprise Table to determine which player (if any) gets surprise. Roll one die and shift the final odds column on the Combat Table that number of columns. These columns are to the **right** for attacker surprise and **left** for defender surprise.

The attack’s **type** (overrun or regular) determines the Surprise Roll needed for each side.

SPs at 1 (the only SPs available) as hex 3 will be blocked. This will not affect the defense (the target brigade can still use internals)—but the German player (still thinking ahead) has his eyes on capturing that dump for his own purposes and doesn’t want the Soviet player using any of it before he gets there. He could have run the motorcycle battalion into the dump right now to grab it, but decided not to since the MP costs of the terrain (the dump is in heavy forest) would preclude the battalion making it back to C to perform its original function as a spotter. Since the motorcycle battalion is using tracked MPs, it can slip through hex D to C without any problems, but does need to have fuel expended. The German player pays 1T for this.

The motorcycle battalion in place, the German player rolls in an airstrike by a single Stuka (A). He plops the Stuka down on hex 2 and announces the hip shoot. The Soviet player has one flak point (from the one unit in the hex) and rolls two dice on the 2 or less column of the Flak Table getting no result against the single attacking air unit. The German player now resolves his barrage attack. On the Barrage Table, he begins at the 17-24 column. Of the possible shifts, only one applies—there are less than 2 REs in the target hex, so a shift back one column to the left is in order. The final column is 12-16. The German player rolls two dice getting an 8 which DGs the target. The target is marked with a DG marker and the Stuka returns to a base and becomes inactive.

Having done his preparations, the German player can now launch his overrun. He pays 2T from the dump at E (leaving 4 SPs + 1T, 1T having already been spent on the motorcycle Bn’s fuel) to fuel the movement of the two attacking units. He chose to do this instead of paying 1 SP for the whole division because he feels it will be cheaper for him and does not think these units will be moving later in the turn (the 1T per unit payment only lasts for the current phase). The unit at F cannot join in the overrun because it did not begin the phase stacked with the others. The two overrunning units expend 3 MPs to get to hex D and announce the overrun. The overrun costs an additional 3 MPs (which both units can pay).

Both sides pay for their combat supply for this attack—the overrunning units pay 2T from the dump at E (leaving 3 SPs + 3T); the defending unit uses its first internal (but does not mark it yet, as the Soviet player feels his unit will die in the combat).

The action rating unit for the Germans is announced as the panzer battalion (a 5 rated unit) and the Soviet player must use the target unit as it is the only one there. In this case, the tank brigade’s original 3 action rating is reduced to a 2 because of the DG—so a +3 differential affects the combat. The German player rolls two dice for surprise and adds the differential. The raw roll is a 6 which when modified hits the minimum required to get attacker surprise. Another die is rolled giving a two column shift for the Combat Table.

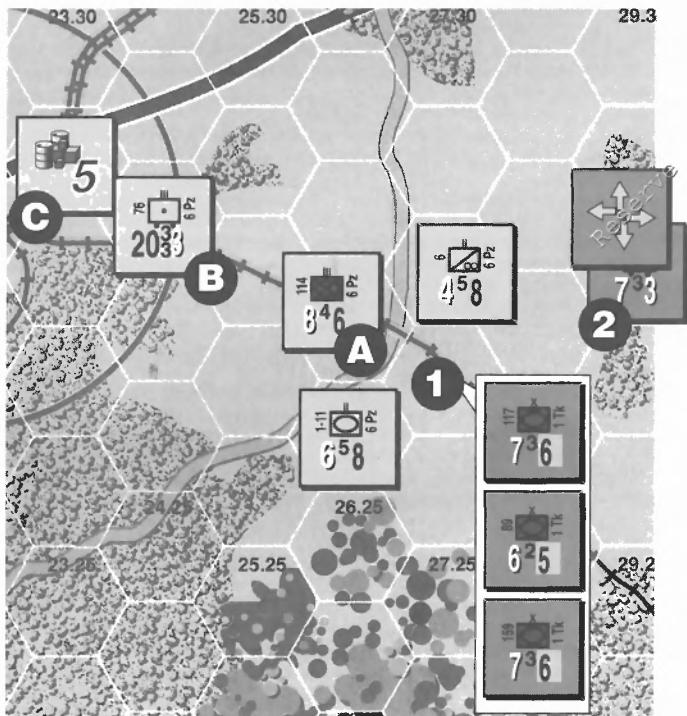
In this attack, both German units are doubled because of Special Modifiers (armor and mech are x2 in the open in this case), so the final attacking combat strength is 28. The defender has no Special Modifier effect to worry about in this case, but is x1/2 because the unit is DG. So, the defense strength is 3.5. The raw odds are exactly 8:1, so the German player goes to the Combat Table to find that column. There is no 8:1 column on the Open terrain line, so he must go to the next lower column which is on the table (7:1). He then shifts up 2 columns (for surprise) to the 11:1 column and determines the action rating dice roll modifier (+3, the same as the differential used before in surprise). He rolls two dice (getting a 2) and adds the 3 modifier. The combat’s result is on the 5 die roll position of the 11:1 column, or Ao1 e4, DL1o2.

Since the defender is destroyed by the L1 result, all the option results (attacker and defender) are voided. The exploit result of 4 is ignored as this attack is an overrun and not occurring in the player’s regular Combat Phase. Remove the defending unit from the map and move the overrunning force into the target hex. The mech infantry regiment must stop there (it has used all its MA), but the panzer battalion can continue to move with its remaining 2 MPs should the player want. Either way, that ends this overrun combat.

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 10 modified by -5 for the Action Ratings involved giving a 5. 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.



German motorcycle unit or fuel payment. The Soviet player moves this unit over to Hex 1 and ends his Reaction Phase.

As the first part of his Combat Phase (the Barrage Segment), the German player announces a barrage attack using the artillery regiment at B. It is to shell Hex 1. He pays 2T to fire the regiment from the dump at C (leaving 4 SPs + 2T). On the Barrage Table, the initial column is 17-24 because of the barrage strength of the artillery (20). None of the column shift conditions apply in this case, so the barrage is resolved on the 17-24 column. The German player rolls two dice and gets a 4, giving no effect.

In the following Combat Segment, the German player announces the attack on Hex 1. He informs the Soviet player that the mech infantry regiment will attack across the river (x1/2) and the motorcycle and panzer battalions will attack on the same side of the river as Hex 1. He then discovers that the two units he threw across the river to help in the attack cannot count back to the dump at C to obtain combat supply (counting back across the river costs too much).

Deciding that to not attack with these units would mess up the attack as a whole, the German player decides to attack with these units using their internal stocks. He places a 'Low Internals' under each and pays another 1T from the dump to allow the mech infantry to attack.

The Soviet player expends 2T for the defense.

The German player announces the use of the motorcycle battalion (a 5) as his action rating unit. The Soviet player announces the use of the 3-rated infantry brigade (which moved in during Reaction) as his. This gives an action rating differential of +2.

The combined attacking strength is 20 (4 for the motorcycle, 4 for the mech infantry attacking across the river, and 12 for the panzer battalion attacking in the open terrain). The defenders total 27 points. This gives a raw odds of 1:1.35 or 1:1. The German player identifies the 1:1 column of the open terrain line on the Combat Table.

With the +2 DRM identified earlier, the German player rolls for surprise. He rolls a 9, modified to an 11 which gives attacker surprise. He then rolls one die and gets a 2, giving a two column shift to the right, so that the combat will be resolved using the 3:1 column instead of the 1:1 one.

The German player rolls two dice and adds the action rating modifier—the roll is 5 which is modified to a 7. This gives a result of Ao1, Do1. The German player chooses to kill the motorcycle unit (his action rating unit) to satisfy the "o1" result. The defender's option must then be satisfied and the Soviet player decides to retreat one hex to satisfy it. He can do this without ill-effect. The remaining German units can, if the player desires, move forward to occupy the defender's empty hex. That ends this combat.

10.0 Exploitation Phase

During this phase, exploitation marked units, any Active Air units, and those units just released from Reserve Mode can move and fight. The phase consists of a Movement Segment (which allows overruns), a Barrage Segment, and a Combat Segment. Only those units eligible to move and fight in this phase can do so.

10.0a The phasing player can release any reserves at the phase's beginning. He is not required to do so. To keep things straight, players should mark such released reserves with an Exploitation Marker. Remember: Units actually in Exploitation Mode can only move half their MA; released reserves can move their full MA in this phase.

10.0b Handle combat in the Exploitation Phase, either overrun or regular, normally.

10.0c Phasing active air units function normally.

When expending SPs, units needing them can draw them "directly" (if the SPs are within 5 truck movement points from the unit).

as defined in 12.3c) which can be followed without interruption to a supply source OR units that can draw directly 5 Truck MPs to such a detrainable hex. In both these cases, the trace can include extenders (See 11.7). Units unable to trace for this purpose (or multi-unit divisions that cannot have all parts trace to the same source) can be paid for out of on-map SP stocks to be supplied. Units able to trace are in supply; those unable to trace which do not have on-map SPs expended for them are marked Out of Supply and must check for attrition. All of the above trace rule is also applied to air bases (supplied air bases can refit up to their level, unsupplied ones cannot refit), except that air bases never need to check for attrition.



11.1 Supply Points

11.1a Mechanical Handling of SPs.

Players can break down and add together supply points freely by combining or “making change” with SP markers. Being loaded on a transportation unit (truck, wagon, etc.) has no effect on the ability to use SPs.

11.1b Supply Tokens. Players can break down Supply Point Markers as desired into “Supply Tokens” to pay for a number of activities such as combat, barrage, and construction that cost only part of a full SP. Tokens are supply’s “small change”. **One SP generates four Tokens.** Generate tokens only when needed. A supply token is abbreviated “T,” so two tokens would be 2T.

11.1c Ownership of Supply Points.

Since the Supply Point markers are common to both players, it is important that players keep track of who owns what. An SP belongs to the player who brought it onto the map unless it is captured (see 11.11b). One player can never draw supply from another’s points!

11.2 Transportation of Supply

A player can transport SPs by truck, wagon, rail, ship, or aircraft. The capabilities and limitations of each appear in rule sections governing each method (See 12.2, 12.3, 14.19, 14.20, 18.4, 19.0).

11.2a Leapfrogging. Leapfrogging is loading SPs on a transportation unit, transporting them to the limit of movement, unloading them, repeating movement with another transportation unit, and so on in a single phase. This is not allowed. SPs can only be transported by one “transporter” in a given phase.

11.2b It is not a violation of the leapfrog rule if SPs are moved across the map and then “used” in the same phase. For example, a truck might carry an SP its full movement to another unit that then burns it as fuel that phase.

11.3 On-Map Supply

11.3a General Description. Units get supply from a dump either via an HQ or directly from it. Units can draw if they are at or within the throw range in MPs from an HQ (+1 hex, see 11.3b) OR at or within 5 Truck MPs (+1 hex) of a supply source. An issuing HQ can use any SPs that are at or within 5 Truck MPs of its location.

Units can 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 can draw supply. Units can only draw supply through a hex/hexside that a truck can move through (exception: the final hex of throw or draw, see 11.3b, can be any terrain), including hexes adjacent to enemy units if the hexes are also occupied by a friendly unit.

11.3b Via HQ Supply. Draw these SPs from any supply source at or within 5 truck MPs from the HQ and throw them out to the extent of the HQ’s throw range. When using HQ draw/throw to get SPs, count all MP calculations from the HQ’s hex. HQs never draw supply 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. Apply this in reverse as well, the draw range (5 MPs) need only get adjacent to the SPs, etc. This rule applies to all supply issues. In any case where supply is concerned—if this measurement can make it to the hex adjacent to the hex being counted to, it is successful. If the hex adjacent happens to be adjacent to or containing an enemy Attack-Capable unit, it is blocked—unless the hex is negated by a friendly unit.

11.3c Direct from Source. Units at or within 5 truck MPs of a dump can use that dump for their supply. In this case, the MPs are measured from the unit into the dump’s hex. As happens with HQs above, this draw need only have enough MPs to get adjacent to the dump’s hex.

Note: Players use draw ranges any time they expend supply. For example, if a combat requires supply usage, the supply can be expended from a dump reached via an HQ or from a dump that happens to be within 5 MPs. Note also that in this example, an HQ can draw SPs from 5 MPs away to throw to the combat.

11.3d Holding Boxes and Supply. Units in holding boxes that 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. Units can never draw supply from adjacent off-map holding boxes.

11.4 Combat Supply

See 9.5 and the Combat and Barrage Supply Tables.



11.5 Fuel Supply

11.5a Units using tracked or truck MPs cannot move unless their fuel cost is paid first—not even one hex. Units using leg MPs (even if they belong to a division generally requiring fuel, like a Panzer Division) can move for free—even if the same counter uses a different MP type in another mode. There is no provision to pay less than full fuel costs for proportional movement.

11.5b EXCEPTIONS: Units can have combat (attacker or defender), barrage, advance after combat, and retreat without worrying about fuel payment. Truck Points (even those Organic to units otherwise requiring fuel expenses) move without fuel payment. The above applies to regular combat, overrun combat as the attacker requires fuel to be paid before executing the attack—even if the attacker starts adjacent to the defender.

11.5c According to the below, pay fuel costs in **any** phase in which the player incurs them at the instant they are incurred. (Fuel might be expended in **any** phase in which a unit moves.)

A) Pay **1SP per Multi-counter division** that contains **any** tracked or truck MA units. (**This payment lasts until the next Friendly Clean Up Phase.**) If the division cannot all draw from one HQ or dump, apply C below to any parts that cannot draw from the common supply source. Mark this by flipping the Divisional Marker to its Fueled side.

B) Pay **1SP per HQ** to fuel all the **non-divisional and non-multi-unit divisions** units within its throw range. (**This payment lasts until the next Friendly Clean Up Phase.**) Mark this with a separate Fueled Marker on top the HQ.

C) Alternatively (when the player sees it to be in his own interest) pay **1T per unit** that has **tracked or trucked** MPs. (Lasts for **current** phase only) Do not mark this payment in any way. 1T per unit, regardless of the unit's organizational size.

 **11.5d** All Fueled markers are removed from a player's HQs and his Divisional Markers are flipped to their non-fueled sides during **his** Clean Up Phase. This means that fuel paid for in the Reaction Phase in the enemy turn will last throughout the owning player's next turn, while that expended in one's own turn only lasts until the Clean Up Phase. Furthermore, Reserves that move their 1/4 move during regular movement (and must be paid for then, to do so) can then move during the Exploitation Phase without paying again. Remember, fueled status only lasts until the next friendly Clean Up Phase for units paid for using methods A and B; those who were paid for using method C can only move during the payment's phase.

11.5e A fueled HQ activates **all non-divisional and non-multi-unit divisions** within its throw range (Method B). The throw range is determined at the time the non-divisional unit (etc.) begins to move. The HQ can move to allow units to move which weren't in reach when the SP was paid—but, the HQ can only do this from two locations in a single phase—where it was when the SP was paid and where it ends its movement.

11.5f Reinforcements must have their fuel costs (if any) paid **after** entry onto the map before they can move further—they

do not get any sort of free move once placed on the map.

11.5g Internal Stocks **cannot** be used for fuel costs.

11.5h Memory Marking. (Optional) It is fairly easy to keep track of who has paid for fuel and who hasn't. Play can be conducted with less fuss if players can be trusted to remember their fuel payments for the current time and dispense with the markers.

Example: Using Fuel. In his Reaction Phase, a player wants to move a panzer division and five non-divisional Assault Gun Battalions. He has, however, only a minimum number of SPs available. The player pays 1 SP for a local HQ (to run the non-divisionals since the 1 SP is cheaper than the 5T he would have to spend for them individually). The panzer division has been pretty well mauled in earlier battles and has one panzer battalion and an infantry regiment left. The player rapidly determines that he can afford to let the infantry walk (using their Combat Mode Leg MPs) and pays 1T for the panzer battalion. The total movement cost 1 SP + 1T, where it might have cost as much as 9T had he not been thinking about it.

Play passes into the above player's own turn. In his regular Player Turn some of the above decisions will affect play—both in the regular Movement Phase and in the Exploitation Phase. The HQ which was turned on for the Assault Guns is still considered fueled (and will be until the player's own Clean Up Phase) so all non-divisional units in range of that HQ (including other HQs and that HQ itself) can move during the Player Turn without additional costs. The panzer division's panzer battalion cannot move without further payment as the 1T expended only lasted for the phase in which it was spent. The leg infantry is unaffected, as it can still walk. To move the panzer battalion about will require more fuel expenses.

11.6 Trace Supply

Definition: A "Detrainable Hex on a Rail-line" or "Detrainable Hex" is any railroad hex containing a village, minor city, major city or friendly HQ in Combat Mode. Furthermore, this statement also applies to a hex containing an extender that connects (possibly through more extenders) to such a detrainable hex or directly to a supply source.

11.6a Most on-map supply is only for ammo and fuel purposes, whereas subsistence "Supply Phase supply" is a trace operation with the HQ tracing to the unit, and that HQ tracing to a detrainable hex. Once to the detrainable hex, the contiguous trace **must** lead to a supply source (the rail line cannot be traced to other SPs on map).

11.6b Units can accomplish this trace **without** an HQ. In that case, count from the unit the standard 5 Truck MP draw range (+1 hex, as per 11.3b) to a detrainable hex and there back to a supply source.

11.6c A "Supply Source" is any map edge railroad hex that allows reinforcement entry, plus any others specifically mentioned as Supply Sources.

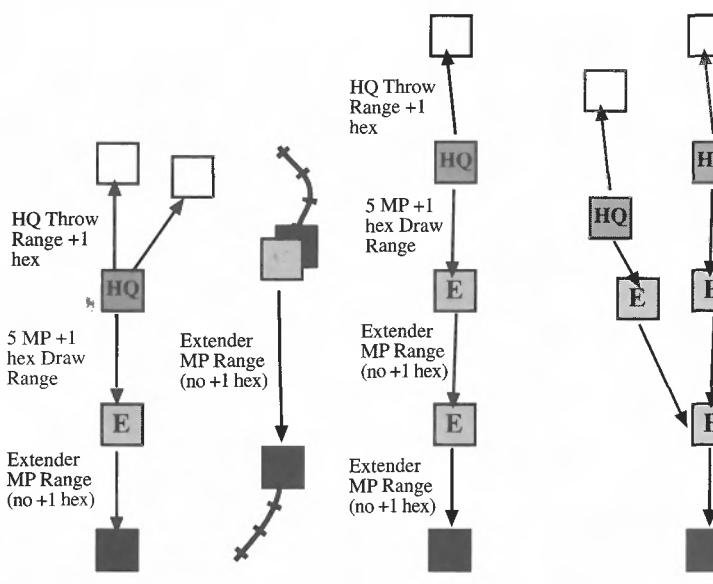
11.6d Units that cannot 'make their trace' can expend on-map supply at the rate of **2T per division** (plus 2T if any non-divisionals are drawing as well) to avoid becoming Out of Supply and rolling for Attrition. Note that non-divisionals are only counted **if there are some**—two divisions with no non-divisionals would cost 4T; the same two divisions with an HQ, four AG units, and 23 artillery regiments would cost 6T. Regardless of the number of non-divisionals being paid for, their cost is still only 2T.

11.6e The player **can** choose to "starve" troops.

11.6f If he chooses to "let them starve", or can't pay the 2T costs above, mark the offending units Out of Supply and roll for attrition, (see 11.8). Players can intentionally use on-map supply for their units **instead** of tracing if they so desire. (I'm not sure why anybody would want to, but...)

11.6g Trace ranges are limited to the same distances as on-map supply draw (which must make it to a detrainable hex). This can be either through an HQ **OR** direct from the unit. From that point trace along contiguous usable rail hexes (possibly in combination with extenders) (ignore interdiction, 14.15a & 14.15b) any distance to a supply source. Also, HQs or units can draw directly from a supply source. Any number of units that can make the trace through an HQ can be supplied in this manner.

11.6h Multi-unit divisions can only trace "for free" if all parts can trace through the exact same path. If not, one part can trace for free and for each part beyond the first pay 2T. Ignore Organic Trucks belonging to a division for this rule. Example: A Panzer Division which must trace supply through four different HQs, would end up costing 6T.



Where the question mark is, the range must somehow be calculated out from the HQ (as all HQ ranges must be) AND back from the extender (as all extender ranges must be). This cannot be done at the same time!

Example: The Various Uses of Extenders

Arrows show direction of MP counts. All MP counts can be less than that shown; the amount shown is the maximum.

An Extender An HQ Units

11.6i Units that can draw directly (5 Truck MPs +1 hex, as per 11.3c) from a detrainable hex, supply source, or connected extender that can trace successfully are in supply. If this method is used for multi-unit divisions, remember that **all** parts of the division must draw from the same source to avoid 11.6h.



11.7 Extenders

11.7a Trucks and Wagons have a 5-point unit that has regular points on one side and an “extender” on the other. These counters, when on their extender side, can **only** be used to help bridge gaps for trace purposes.

5 points of truck or wagons **must** be used for each extender (less than 5 points **cannot** make some sort of “partial extender”). Truck or wagon points making up an extender cannot be used for any other purpose while doing so.

11.7b Extenders can only be used to **A)** bridge the gap between an HQ/unit and a Rail-line, **B)** between two unconnected Rail-lines **OR C)** between an HQ/unit (or rail-line) and a supply source. Extenders **can** link to each other to form chains.



Wagons can bridge 10 MPs, trucks 20 MPs. **Wagon extenders use LEG MPs; Truck extenders use TRUCK MPs.** Count the extension from the extender’s hex back to the hex to which it connects. Rail-line connection points must be detrainable hexes.

11.7c To flip from extender to regular or vice versa, it costs a truck or wagon 1/2 of its MA. Extenders cannot move at all (unless they flip back into regular truck-wagon points). Truck or Wagon Points which are loaded with some SPs cannot be converted into extenders until they are unloaded.

11.7d Extenders must count their MPs **into** the hex, **not** adjacent as in the usual case (11.3b).

11.7e Extenders can never move real SPs—they must be converted back into regular wagon/truck points to do so. Likewise, extenders **cannot** be used to increase draw ranges to reach to real SPs. Their only purpose is to **connect** the various trace lines involved in trace supply.

11.7f Extenders jumped by enemy units must (after taking losses on the Dump, Truck, and Wagon Capture Table) displace and flip back into regular truck or wagon points when doing so. No extender **ever**

ends a displacement as an extender, even if no points are lost. If a point (or more) is lost, the extender cannot again become an extender—as it will no longer have the needed 5 points—until more truck or wagon points are brought into it.

11.7g Truck extenders require truck points; wagon extenders require wagon points.

Play Note: Garrison your extenders, or else...



11.8 Attrition and Out of Supply

11.8a Roll for Out of Supply units on the Attrition Table immediately after being found “Out of Supply” in the Supply Phase. Make this roll **again** each turn the unit is still Out of Supply. Truck, Wagon and Air units are exempt from this roll. Roll on the Attrition Table once for each stack found to be Out of Supply. Roll two dice in the column containing the best Action Rating in the stack. Use the best raw Action Rating; **do not** adjust for DG. Read to the right from the dice roll’s row. The table result is



Example: Maximum Stretch of HQs

This example shows a number of features about the use of HQs for supply purposes.

The HQ at A can act as its own ‘detrainable’ hex for trace purposes and has enough range to throw to the hex adjacent to the infantry division (via route 1). While there isn’t enough throw MPs to get into the same hex as the division, but as in all cases with HQs and unit supply ranges adjacent is good enough.

The HQ at B can also supply the division. It can count back to hex A (via route 3) and use that HQ as a ‘detrainable’ hex for trace purposes. It has enough throw MPs to get adjacent to the division. For combat supply purposes, HQ B can draw on the SPs at C via route 4. Again, while it can only make it adjacent to the SPs (max draw range is 5 MPs), it need only do that to use the SPs.

the number of steps the stack must lose—owning player’s choice of which units to lose them.

11.8b Out of Supply Effects. Out of Supply units attack and defend at $x1/2$ (if combat supply can be found; they can’t attack and they defend at $x1/4$ if not). They move normally provided fuel costs can be paid if required.

11.9 Specialty Supply Levels

11.9a Trucks and Wagons. These (to include Organic Trucks) do not expend supply in any way. Organic trucks never cause rule 11.6h to come into effect. EXCEPTION: If appropriate, game specific rules might add fuel costs for trucks.

11.9b HQs. HQs trace supply like any other non-divisional unit.

11.9c Air Units. Air units do not require supply themselves. They are supplied if the air base they refitted at can trace supply.



11.10 Internal Stocks

11.10a These can **only** be used for combat supply. Internal Stocks **cannot** be used to make Barrage Attacks, for Supply Phase supply trace purposes, or for fuel. They can be used whether the unit

can or cannot draw combat supply, for attacks or defense. The first time a unit draws combat supply from internal stocks, mark it with a “Low” marker. The next time they do so, mark them “Exhausted” which means their internal stocks are empty. There is no special modifier applied to the combat strength of a unit using internal stocks instead of on-map supply. Without internals or on-map supply, units are considered to have no combat supply (they can’t attack and they defend at $x1/2$). Exhausted units that can draw regular combat supply fight normally. Players can choose to use internal stocks, regular draw, or a mix of them (see 11.10e). In each hex, Reduce the internal stocks of each unit separately which must rely on internal stocks for combat purposes. No unit can draw on the internal stocks of another.

11.10b Recovery. During the Supply Phase, marked units MUST recover— $2T$ per level recovered per RE (paid for from the on-map SPs) **before** determining supply status. (A Battalion would cost $1T$ per level to recover, etc.) If the on-map supply is available, it must be expended to replenish used internal stocks. Any SPs that the unit can draw on (via HQs or direct) are subject to this requirement. In cases where internals must be replenished and the same SPs must be used for basic supply (for units that can’t trace), the internals must be replenished **before** the SPs can be used for basic supply.

11.10c Out of Supply has no effect on internal stocks or vice versa.

11.10d Marking. Place internal stock markers under the owning unit. *Optional:* Jot down on paper any units that have used their internal supply.

11.10e Internals can be mixed with on map supply. EXCEPTION: A single counter, even if containing multiple steps—such as a division, can use either internal stocks or on-map supply—such a unit cannot mix the two for itself.

Example: Mixing Internals with On-Map Supply. 2 REs (two separate units) attempt to defend. The player has 1T of on-map supply available. He makes one RE use internals (reducing the defensive size to 1 RE) and then uses the on-map 1T to pay for the other.

11.11 Dumps

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

11.11a Blowing Dumps. A player can blow any of his dumps during his Movement, Reaction, or Exploitation Phase. A player can blow a dump more than once, but can make only one attempt per phase. The player can select a portion of the SPs in a hex to blow, if he does not

wish to destroy it all. The table result 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. No unit need be in the hex to attempt to blow a dump.

11.11b Capturing Dumps. During a player's Movement, Combat, Reaction, or Exploitation Phases, the chance to capture SPs from the enemy can present itself. Whenever your unit enters an enemy hex, roll on the appropriate column of the Dump, Truck, and Wagon Capture Table.

If enemy 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 provide supply distribution and engineer support. HQs are 1 RE in size.

12.1a HQs and Modes. HQs have the same modes as other units. Note that the difference between Combat and Move Modes is the supply throw range and the ability to move (Combat Mode HQs cannot move). Other than the difference between Combat and Move Modes, mode has no effect on the throw or draw ranges of HQs. HQs never enter DG Mode.

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 mechanics and bakers instead of supplies.

12.1b Supply Function of HQs. HQs issue supply points to units within their throw Range (printed on the counter in truck movement points). When using HQs to throw or draw SPs, make all MP measurements **from** the HQ's location. The HQ must be at or within 5 truck MPs of SPs (or a trace source) to draw on them. Note that the Combat Mode and Move Mode sides have different supply throw ranges. Being Out of Supply has no effect on the throw range available to an HQ. The use of an HQ's ranges does not require fuel

expenditure. HQs can also make a railroad hex entrain/detrain capable (see 12.3c).

12.1c HQs and Combat. A player can attack HQs like any other unit. HQs have a Combat Mode defensive strength of 5, and Move Mode defensive strength of 1. Add this strength to the other units in the hex for defense. No more than one HQ can be added to the defense of a stack, regardless of the number of HQs in the hex (three Combat Mode HQs in a hex have a defense of 5, not 15). The remaining HQs in the hex are subject to any adverse combat results affecting their hex. HQs cannot 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.

12.1d Higher HQs. A game can 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 player's overland transport capacity. 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 size and movement allowance.

12.2a Supply Effects on Trucks. Unless specified differently in the game specific rules, trucks are never affected by supply concerns and never expend fuel. They are never Out of Supply.

12.2b Truck Transport Capacity. Trucks transport up to their size in SPs. Trucks can freely divide and combine using the sizes available. Splitting or combining does not cost MPs, can only be done in the friendly Movement Phase, and requires that all involved units to be in one hex. Wagons and trucks can never combine into a single counter. Wagons can never split up into trucks (!) or vice-versa.

12.2c Restrictions on Trucks. Trucks have no mode, thus can never take advantage of Strategic Move Mode or Reserve Mode. Trucks can move only in the owning player's Movement Phase, never in the Reaction and Exploitation Phases. Trucks can be transported by ship or train and can do so **loaded**.

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 Captured trucks can be moved by their new owner using their full MA in the phase of capture if that phase happens to be the new owner's Movement Phase. Captured trucks can never move in Reaction or Exploitation Phases.

12.2g Organic Trucks.

A) To show the organic transport capability of some units (such as Panzer Divisions), one or more small truck units are sometimes given directly to each appropriate unit. These truck points have the following restrictions: they can **never** unload their contents on the map (if loaded, they remain so until the supplies are used), and **only** units of their own organization can **ever** use the supplies they carry. These can be consolidated from one division to another, see 12.9. No division can acquire more than its full amount of organic trucks.

B) Organic trucks only come in one (1) truck point sizes.

C) Organic trucks (unlike regular trucks) **can** be put into reserve mode and take advantage of that rule. Also, organic trucks **can** retreat with the units in their stack as a result of combat (thereby possibly avoiding some captures).

D) Like every other truck, Organic trucks **do not** need fuel supply expended for them to move (unless called for by the game rules...).

E) Reinforcing Organic Trucks always enter play fully loaded with supplies.

F) Regular trucks can replace organic trucks that are out of play (by capture, etc.). The organic trucks of any of a side's nationalities can be replaced by that side's generic regular trucks. Organic trucks can never change into regular trucks. When captured, organic trucks become regular trucks for the enemy player.

G) Organic trucks can be consolidated into another division which has (or had) its own organic trucks (which has lost one or more of its organic trucks). If the organic trucks belong to a division which has been destroyed, any SPs loaded on them cannot be used at all until a part of their division is rebuilt or the trucks are consolidated into another division.

H) If a hex containing both regular trucks and organic trucks must check on the Dump, Truck, and Wagon Capture Table, the owning player decides which trucks are captured and which are displaced.

I) Organic trucks never cause rule 11.6h to come into effect.

12.3 Rail Transport

Each player has a rail capacity that represents the total number of SPs he can transport in a given turn. Units have their RE size converted into SPs equivalents to use rail transport by using the Transportation Equivalents in rule 13.0.

12.3a Each rail capacity point can transport an SP or unit SP equivalent any distance along an intact railroad (within the bounds of the player's railhead markers). The player can use his available capacity along any part of his rail network. The railroad movement cannot include any hexes containing, or adjacent to, enemy Attack-Capable units. Friendly units do not negate this restriction. Ignore terrain when moving by rail.

There are three railroad classes: Multi-Track, Single-Track, and Low-Capacity. If a "load" moves for its entire rail movement along multi-track rail hexes, that load costs half its normal rail capacity cost. If a load moves for any of its rail movement along low-capacity rail hexes, the load costs double its normal rail capacity cost. Most rail-lines are single-track—if the rail movement is along any combination of single-track and multi-track lines (to include exclusively single-track lines) the rail capacity expended equals the load in SPs.

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 marshaling 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 can 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 can never be left "entrained" for further movement in another Movement Phase. Units and SPs can entrain or detrain in any village or city (major or minor) railroad hex OR any railroad hex containing a friendly combat mode HQ. Such a hex **cannot** be adjacent to an enemy Attack-Capable unit (friendly units *do not* negate this restriction). To entrain, a unit can have expended no more than half its movement allowance in the current Movement Phase. When detrained, units cannot move further in the given phase EXCEPT: RR units **CAN** use rail movement AND do repairs in the same

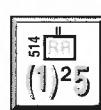
movement phase. RR units can move their full movement after using Rail Movement. SPs cannot entrain if they have been moved, nor can they move after detraining. Entrain and detraining have no MP costs of their own. Units **MUST** be in Move Mode to use rail movement. EXCEPTION: Supplies and units arriving in a map edge railroad hex as reinforcements can be considered entrained (even if not in a village or city hex) and RR units (only) can entrain and detrain in any railroad hex.



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



12.3e Damaging Railroads. A unit (in Move or Combat Mode) can damage railroad hexes by expending 1/2 of its MA. Mark damaged hexes by placing Rail Damaged Markers in them. Players can damage their own railroads.



12.3f Railroad Repair. A Railroad Repair (RR) unit can repair three damaged rail hexes each Movement Phase. They can only repair in the friendly Movement Phase. RR units must be in supply and in Combat Mode to repair railroads. EXCEPTION: RR units **CAN** use rail movement AND do repairs in the same movement phase. RR units can move their full movement after using Rail Movement as well as perform Rail Movement in Combat Mode. Furthermore, RR units (only) can entrain and detrain in any railroad hex.

- Railroads cannot be repaired in hexes adjacent to enemy Attack-Capable units. Friendly units do not negate this rule.

- Each railroad hex repaired costs 2T.
- To repair a railroad hex, the RR unit must move out of it using its movement points.

12.3g Rail Conversion. Some games (usually Eastern Front ones) contain different gauge rail lines. Where this is the case, the following applies. Both players use their Rail Repair units to regauge rail lines to the gauge appropriate to their side. A player can only use his rail capacity or supply line trace along rail lines of his own gauge. Players must keep track of the current extent of 'friendly' rail gauging and the initial extent of a player's rail lines is given in each scenario.

A) Conversion, unlike rail repair, *does not* cost SPs. A maximum of five hexes per Movement Phase can be converted per rail repair unit, unlike regular rail repair, which proceeds at a three hex rate. (UNLESS the RR unit's Movement Allowance is less than 5, in which case it can convert the number of hexes equal to its Movement Allowance.) Converting a hex *does not* cost the repair unit additional MPs, it simply moves through the hex paying the normal MP cost for movement along a railroad.

B) Conversion can only occur in hexes in which repair would also be allowed.

C) When rail hexes need to be repaired and regauged at the same time, follow the regular procedure for *repair*, including the supply token cost, and as hexes are finished they are converted as well as repaired. This would be at the three hex per turn rate. In other words, it does *not* take longer to do both jobs at once.



12.3h Rail Interdiction by Barrage Attacks. Barrage attacks cause rail hexes to be "interdicted" rather than damaged (only ground units can damage rail hexes). A successful barrage attack on a rail hex results in an "Interdiction" marker being applied to the hex. Rail movement **can** be done through interdicted hexes, but the rail cost of the move is x2. There is no additional effect for more than one interdiction marker being moved through. There can never be more than one interdiction marker in a single hex. Interdiction Markers do not affect trace supply. Remove all interdiction markers during the next Air Unit Return Phase (of the player who generated the Interdiction markers). Interdiction markers are only placed by the GS & Barrage vs. Facility Table and cannot be affected by any unit—ground or air.



12.4 Artillery Units

Artillery units can participate in barrage attacks against units adjacent to them OR further (out to their printed range, inclusive). Artillery barrage values are shown in a yellow box to help identify them. Artillery units have their range in hexes printed on their counter. Artillery units can move and fire in the same turn.

12.4a Artillery units cannot 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 Mode strength of one, regardless of the printed barrage

strength. Move Mode artillery units have a defense strength of 1/2. Regardless of the number of artillery units in a hex, count only one when determining combat strength, the rest contribute nothing—just like HQs. The remaining (non-contributing) artillery units are subject to any adverse combat results.

Example: Artillery Defense in Ground Attack.

An enemy stack attacks an artillery unit stacked with three other units. A Combat Mode 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 Combat Mode artillery units, the defense strength of the hex would still only be one (barring other circumstances). In a situation where five Move Mode artillery units must defend themselves in a hex, the total defensive value of the hex is only 1/2.

12.4c Barrage Attacks. A barrage is the only way artillery units can attack. Resolve barrage attacks on the Barrage Table. The appropriate players and units can conduct barrage attacks in the Reaction, Combat, and Exploitation Phases. Any number of artillery and aircraft can participate in a single barrage attack. No more than one barrage attack per hex per phase is allowed (exception: see 14.12c). A given unit can only make one barrage attack in a phase. 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.

12.4d Artillery can make barrage attacks against facility-type targets (airbases, railroads, ports) within range. Resolve such attacks on the GS & Barrage vs. Facility Table using the artillery barrage strength as the GS strength. The player can combine such attacks with friendly air units.

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. Rocket Artillery (Werfers, Katyushas, etc.) expend twice the supply cost of a unit of their size. Each artillery

unit that will fire must trace to and expend the required supply before firing. If full appropriate combat supply is unavailable, the unit cannot participate. Being Out of Supply has no effect on barrage strengths if combat supply is available. **Barrage attacks can never be made using Internal Stocks.**

12.4g There is no provision for proportional payment of SPs for Barrage attacks (i.e. pay half to get half the Barrage Strength). Use a house rule if you want, but do so at your own risk. (It is not recommended.)

Example: Artillery Barrage Attack.

Three artillery battalions, 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 and a level 1 hedgehog, 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 left (one right for the REs, one left for the hedgehog, and one left for the terrain). This gives a final table column of 17-24. The player rolls two dice and obtains a 8. The result is [1/2]. In this case, as neither of the conditions of a bracketed result apply (there is a unit adjacent and the target is not in a level three (or more) Hedgehog), the result is treated as a regular 1/2. The firing player rolls one die and gets a 3. The target hex does not lose any steps, but is Disorganized.



12.5 Replacement Units

Roll on your Variable Reinforcement Table in each of your Reinforcement Phases.

Bring any Replacement units (Repls) acquired from the roll on to the game map immediately. Repls come in two types: Equipment (Eq) and Personnel (Pax). Use Repls to rebuild damaged or destroyed units.

Repls can only be in Move Mode or Strategic Move Mode. They are 1/4 RE for stacking. Repls have **one step**. Eq Repls cannot be transported by aircraft. Repls are non-divisional units and must be supplied like any other.

12.5a Combining Repls to replace Step losses. Repl units exist to rebuild units that have lost one or more steps. Differing unit types and sizes have differing needs for

rebuilding; these requirements appear on the Rebuild Chart.

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 Attack-Capable unit; friendly units do not negate this condition. During the Reinforcement Phase, the player removes repls from play and the rebuilding unit regains its lost step(s), or dead units reappear on the map (into the hex in which the exchange was made). A unit can rebuild any number of steps in a turn, provided the required repls are available and all other conditions are met. Supply status and mode have no effect on this reorganization. The reorganization does not cost MPs and the reorganized unit can enter any voluntary mode.

Only units in the Dead Pile and those damaged ones on the map can be rebuilt in this way. Units that have not yet arrived as reinforcements cannot be rebuilt.

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 entry hex in the Reinforcement Phase. A player can either bring on reinforcements on the turn called for or ignore them. Ignored reinforcements never enter play.

Place reinforcements in their entry hex (or appropriate map edge hex), and movement begins from that point—not from off-map. They can overstack on placement—but must follow the stacking rules by the end of their first Movement Phase. Reinforcements arrive in any voluntary mode. If enemy units block a reinforcement's entry hex, the reinforcements enter at the nearest available map-edge hex. Reinforcements can enter hexes adjacent to the enemy. Reinforcements can move fully in the phases following their entry. Place reinforcing air units (which are active) at any supplied friendly air base. Only the number of REs allowed by port capacity can enter as reinforcements at that port.



12.7 Divisional Markers (*Optional*)

The game provides each multi-unit division with a Divisional Marker. To reduce counter density and relieve map congestion, use these markers to mark the location of one or more of the division's units. Remove the actual units from the map and keep them in any convenient location. A divisional marker can only represent units of its own division. The marker moves and fights as if it were the units it represents. All units represented by the divisional marker must be in the marker's hex. Units can 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. There is no requirement to enter the divisional marker should a unit from the division stack with its divisional marker.

12.8 Engineer Functions

Each game lists those units with "engineer capabilities." Such units can apply any part of this rule. HQs always have engineer capabilities. Each listed unit can be used for assorted engineer functions (except only Rail Repair units can do rail repair). These functions are:

12.8a Bridging. When adjacent to a Major River, engineers change Major River hexsides into Minor River hexsides for units that cross them from (or into) the engineer's hex. Likewise, Minor Rivers hexsides are downgraded to no effect in the same way. An engineer can use this effect for its own movement. Bridging disappears instantly when the engineer moves out of the hex it began in the current phase. The effect reappears instantly when the engineer starts the **current phase** adjacent to another river hexside.

Important: To use this effect, the engineer must be adjacent to the river at the current phase's beginning and be in Combat Mode. It cannot, say, move up to the river and then use its bridging capacity. A unit can change to Move Mode while acting as a bridge and use its own bridge capability to enter the first hex it moves into.

An attacking unit or stack can never use the engineer bridging function to cross a hexside into an **overrun** target hex, but can use it to make a regular attack across a hexside it could not normally move across.

12.8b Construction. Engineers must be present in a hex to build or improve airfields or repair ports. Their presence makes hedgehog building proceed at twice the normal pace. The engineer must be in

the hex 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. Unit counters are not presented here to prevent such misuse.

12.9 Unit Consolidation

In the Reinforcement Phase, the player can combine his crippled units together to form more compact packages. To do so, the combining units must be in the same hex, and of identical type and values. Remove all but one of the combining units and change the step losses on the remaining unit to reflect the total of the steps added to it from the others. No unit can be rebuilt beyond full strength in this manner—excess steps are lost. This **can** be done adjacent to enemy units.

Furthermore, in his Reinforcement Phase, the player can exchange units in multi-unit divisions (any unit with a Divisional Marker) so as to consolidate losses in these units. The units being exchanged must be **identical** in all values—front and back. Replace the on-map unit being exchanged with the identical unit from the dead pile. Place the exchanged unit into the same hex (which **can** be adjacent to the enemy and/or Out of Supply) as the on-map unit being removed. Place the one from the map into the dead pile.

13.0 Transportation Equivalents

Units can be transported by train, ship and air. Mech, Armor, Semi- and Fully-motorized units, Trucks, Wagons, and anything requiring Eq Repls to rebuild **cannot** be transported by air—but can by ship or train. To convert units into SP equivalents for transportation purposes, use the following:

13.0a 1 RE of units counts as 1 SP (regardless of type).

13.0b 1 SP capacity of trucks or wagons (loaded or not) counts as 1 SP.

13.0c Trucks and wagons can be transported **while** loaded. Count only the size of the trucks. For instance, a player wishing to rail transport three wagon points loaded with 3 SPs would cost the same as 3 SPs.

13.0d (Optional) Players wanting more unit distinction can count *non-mech*, *non-armor*, *non-motorized* units as 2T per RE instead of 1SP per RE.

14.0 Air Power

The air system generally works as follows: Inactive air units are activated by refitting in the owning player's Air Unit Refit Phase. Activated air units ("Active" air units) can move in the owning player's Movement, Exploitation and Reaction Phases from base to base, base to station, or vice versa. While moving, active enemy air units can intercept your air units. In the Movement and Exploitation Phases, phasing air units can move to target hexes to conduct ground support attacks. In the Reaction Phase, non-phasing air units can move to target hexes to conduct ground support attacks. After participating in any ground attack, or after receiving an abort/step loss result, air units must immediately trace a flight line back to any friendly air base (no interception is possible) and become inactive. At the beginning of the owning player's next 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.

14.1 General Air Rules

14.1a Regardless of terrain, air units expend 1 MP per hex. Each air unit has a range—the maximum number of hexes the air unit can move one way in a single phase. Range is used as the distance an air unit can fly "out" from its base—the return trip can be back to any air base within that same range.

14.1b Active air units can 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 the barrage is resolved. Units **cannot** move from station to station except for units that intercept and successfully "win" the hex in air-air fighting. Phasing air units can move from a base to a hex containing stationed enemy air units. If such units engage and win, they can continue to move with whatever MPs they 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. **No more than 2 air units can ever move as a stack.**

Count both reduced and full strength air units as one for this purpose. This restriction does not apply to interception and returns. Air units beginning movement from different hexes can 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 or stacks enter the same hex. Those units cannot “wait” for others to show up. (Exceptions: 14.6, 14.8, and 14.21.)

14.1d Straight-Line Air Movement. All air unit movement in the game must conform to the following:

A) The moving player must announce that he is moving air units and the starting hex. He must choose the ending hex, but need not announce it (unless players cannot be trusted...)

B) The mission must move in a direct line path (or best approximate) between the starting hex and the ending hex. (No deviation around fighter zones is allowed.) Where two hexes are equally under the direct line path, the moving player selects which one he wants to use and can do so freely—even if it means he manages to miss an interception zone. It is the moving player’s responsibility to ensure that his flight path be as direct as possible between the starting and ending hexes.

14.1e Air units become inactive whenever they **enter** a supplied friendly air base hex. Exception: See 14.20e. This rule does not apply to the placement of air reinforcements onto their initial base.

14.1f Weather can inhibit all or some air operations. All air units not on a supplied friendly air base must immediately execute a “return to base, become inactive” if the weather changes to a type that prohibits flight. Active air units which are on a supplied friendly air base remain active. When weather prohibits flight, air units **can** refit to become active, but no flight operations are allowed.

14.1g Two reduced air units of the same aircraft type, activity level, and values can combine to make one full strength air unit anytime the two are in the same hex.

14.1h Place reinforcing air units on any supplied friendly air base. The new air unit is active.

14.2 Air Unit Modes: Active, Inactive

Air units are capable of only two modes—active and inactive. An air unit’s mode is shown by its being above or below its air base marker. Place active air units

Summaries of Air Unit Movements and Functions

Unit	Move up to max range to attack targets or enter station ¹	Return in Return Phase?	Execute Barrage Attack? ²
Active at a supplied friendly base	Yes	No	Yes
Active (elsewhere)	No	Yes	Yes
Inactive	No	No	No
<i>Notes:</i>			
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 can deploy and wait for the friendly Combat Phase to barrage along with artillery. In doing so, they run the risk of being aborted by enemy aircraft during the Reaction Phase and not being able to participate. Alternatively, air units can execute their barrage at the very end of the Movement Phase, avoiding the enemy Reaction Phase, but giving up coordination with artillery.

above their base marker or on station on the game map. Inactive air units must remain under a base marker or in an Air Base Card’s Inactive Box.

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

14.2b Inactive Air Units. These units **cannot** function or move.

14.3 Air Unit Step Losses

Air units are two step units and have full and reduced strength sides on their counters. Show air unit losses by flipping full strength air units to their reduced sides. Remove from play reduced strength air units which take a loss.

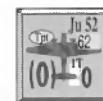
14.4 Air Unit Types: F, T, S, and Tpt

The game uses four broad categories of air units—Fighter, Tactical Bomber, Strategic Bomber, and Transport.

14.4a F Type Air Units (Fighters). F type units are the only air units capable of interception and offensive air-air combat. They can also conduct interdiction and ground support. For easy identification, F type air units have their type highlighted in a red triangle.

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

14.4c S Type Air Units (Strategic Bombers). S type units can only conduct ground support, never interdiction or (gasp) interception. They are subject to the restrictions of 14.14.



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 transportation. They have a transportation capacity printed on their counter.



14.4e Combo Types. Some air units are listed with two types, for instance “S, Tpt.” This means the given unit can 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, interception (and they “lose”), or return in the Air Unit Return Phase. On station, F and T type air units interdict enemy movement 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 Phase (provided that air base is **supplied**).

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, no interception is possible.

14.6a Phasing active air units **not** in a friendly **supplied** air base hex at the Air Unit Return Phase's beginning must return to a friendly air base **and** become inactive. Air units that happen to be on an *unsupplied* air base can "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 must return to a base within their range or be eliminated. Inactive air units ignore the Air Unit Return Phase.

14.6b Air units used for any type of ground support attack or barrage attack automatically return to a 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 can become inactive upon the implementation of rule 14.9e.

14.6e Returns are not restricted by the limitation on air unit stack movement.

14.7 Inactivation

Any time an air unit enters a supplied friendly air base hex **with the intention of ending its movement** in that 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 in a friendly airbase hex will remain active indefinitely.

14.8 Interception

Any active F type air unit can intercept any enemy air unit that moves into a hex **at or within 5 hexes** of its hex. Interception can take place in any phase when enemy air units move using regular movement. Each hex entered triggers interception by any F type units at or within 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. Interceptions are not restricted by the limitation on air unit stack movement. Interception is optional to the non-moving player and he can decline to intercept until later or use as many or as few interceptors as he has available. Exception: See Put up or Shut Up, rule 14.21.

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 can continue to move. If the non-moving player wins, he can remain on station in the hex or choose to abort and return to base. It

is possible that successful interceptors can drift about the map winning engagement after engagement.

14.8b Air units moving to intercept, those returning in an Air Return Phase, after a GS attack, or after an abort, **cannot** be intercepted as they do so.

14.8c The non-moving player must exercise the option to intercept, if he so chooses, *before* the moving player's air units enter his air unit's hex. 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. 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*.

14.8d If moving air units enter a hex containing enemy air units (which could not intercept by themselves), **but** that hex is in the interception range of other enemy air units (who do intercept), apply the following. Resolve the air to air combat (with the moving units as the attackers) against the air units in the hex the moving units enter. When that combat is finished, the potential, non-moving interceptors can attack the moving air units in the hex. In this last set of combats, the interceptors are the attackers.

14.9 Air-to-Air Combat

Any time one side's active air units enter a hex containing those of the other (exception, see 14.9b, 14.9e), air to air combat ensues. Air-Air Combat always occurs on an individual unit vs. individual unit level (see also "Advantaged combats", 14.10). Each player selects the air unit of his choice to use in each round. These individual 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 usually considered the "attacker." The other player is the "defender." See also the special case of 14.21.

14.9a Air units have either parenthesized or non-parenthesized air to air ratings. **Only** those with non-parenthesized ratings can **attack** in air to air combat (non-parenthesized air units are hereafter called "offensive air units"). Air units with parenthesized values can enter an air combat hex with the attacking side provided at least one offensive air unit is

with them, but *cannot* attack the defending air units using air to air combat. Such "tag along" air units are subject to 14.11 if the offensive air units with them abort.

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

14.9c Neither player can voluntarily end air to air combat once initiated. Either player can voluntarily abort **after** finishing an air-air combat.

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 advantage. Following the attacker's selection, the defender picks his air unit and announces any use of advantage.

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.

14.9e Active air units that occupy a friendly air base hex can, *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 to decline with **must** become inactive *at that base*. The player can choose all or some of his air units with which to do this. Active air units not chosen will remain active. Any active air units remaining in the hex **must** accept the air to air combat. Those that become inactive are subject to any air base attack.

Note: Air units that receive an Abort or Reduction result through Air to Air Combat in the hex containing a friendly air base **can** fly to some **other** base to become inactive.

Design Note: The above rule (14.9e) can 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), the rule allows the player to protect those units by refusing to take to the air. He then is left with some inactive air units that are useless until refit, and the potential losses from a 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.

14.9f No Result. One position on the Air to Air Combat Table has No Result as its result. If this result occurs, any advantage used in the preceding round of combat is lost and the air units involved in that round are still available. The engagement moves on to the next round, and the same or different air units can be selected for that round.

Example: Regular Air to Air Combat. One LaGG-3 (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 Soviets are the air to air attackers. There is no Advantage Combats available to either side.

Each player selects the air unit of his choice for the first round of air to air combat. The Soviet player selects the 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 no result. Both players choose the same air units to go at it again. This time the Soviet player rolls a 10, which is modified to an 8 causing the Bf 109 to abort. Even though the combat occurred over his own base, the German player can abort to any of his air bases he chooses. Wisely, he aborts to a safe base instead of the one he was stacked with.

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 the 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.

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 Advantage Combat

While air-air combat takes place on a unit by unit basis, the use of advantage allows numbers to affect combats. Advantage Combats are available when one side or the other out numbers the other in fighter units available. Advantage is completely at the player's (the one who has the capability) option—he can select to use it or not, and when.

14.10a To determine the availability of advantage combats, total the number of F type air units on each side. (Reduced units count as 1/2, full-strength units count as 1.) Round each side according to the Standard Rounding Rule (1 1/2 counts as 2). Compare the total of each side. The number of advantage combats allowed the player is equal to the difference. Determine advantage only at the air to air combat's beginning—changes in force structure during the combat do not cause any re-evaluation.

14.10b Use of Advantage. A player with a number of advantage combats uses them as follows. When the player selects his air unit for a round of combat, he must declare if he wishes to use one of his advantage combats. Each advantage combat can only be used once in a given air to air combat. Advantage only affects the round and air unit it is declared for and a player can never use more advantage combats than he has available. In each advantage combat, the player adds one to the air to air

rating of his air unit—in a round where an advantage is used, a 3 rated air unit would be temporarily be rated as a 4. Only F-type air units can use advantage.

14.10c No more than one advantage can be used in a single round of combat and there can never be a case where both sides have advantage combats to use in a single air to air confrontation.

Example: Air to Air Combat with Advantage. Two MiG-3s (air to air rated 2) attack two He-111h's (air to air rated (2)). The attacker has more F-type air units than does the defender, so he has Advantage and can make up to two Advantage attacks. In the first round of combat, the attacker announces the use of one of his Advantage attacks and chooses one MiG. The defender picks one of the Heinkels. Effectively, the MiG is rated 3, instead of 2 because of the advantage use. This gives a +1 dice roll modifier to the Air to Air Combat Table. The Soviet player rolls an 7 which is modified to an 8 giving a defender abort. The He-111h retires to become inactive at a German air base.

In the second combat, the attacker uses his second (and last) advantage attack with one of his MiGs. The defender puts up his other He-111h. This attack is resolved exactly as was the earlier one, except that the Soviet player manages to roll a 2, which is modified to a 3 given him a step loss and abort to his MiG.

In the final round, all advantage combats have been used. The remaining MiG attacks the remaining He-111h with no air to air differential at all. This time the attacker rolls a 11 and the He-111h loses a step, and must abort. That ends this air to air combat.

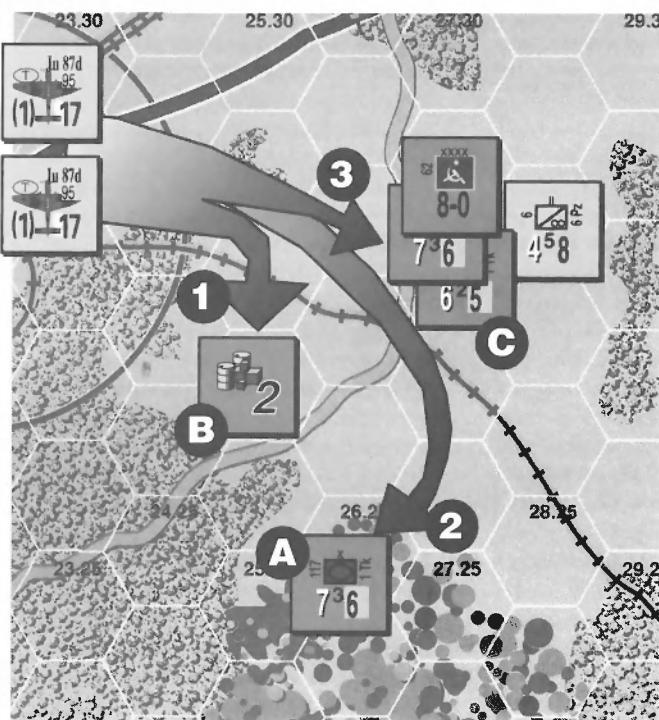
14.11 Required Abort

If after any air-air round, the attacker has no offensive air units remaining in the hex (but the defender does have some), all attacking parenthesized air units must abort, return to base, and become inactive. Interception cannot occur during this abort.

14.12 Ground Support (GS)

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

14.12a 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



Example: A Set of Barrage Air Missions

In this example, the two Stukas on the far left have three target hexes to choose from A, B or C. In real play, these air units together could attack only one of these targets, unless the player split them up. For purposes of the example, we will work through all three.

Example 1: Dump Strike. In this case, the two Stukas hit the dump at B. As no friendly units (i.e. German ones) are adjacent to the dump, this cannot be a hip shoot. First, the dump attempts to defend itself using its one flak point. Two rolls are made on the 2 or less Flak Table column and a miss occurs both times. Both Stukas press home the attack. The attack is resolved on the GS & Barrage vs Dump/Truck Table. The total barrage strength is 34, so the 25-48 column is used. None of the table's shifts apply, so one die is rolled on that column. The roll is a 4 with a result of 15%. 15% of 2 SPs (worked out using 8T) is 1.2T which rounds to 1T. The dump losses 1T and has only 7T or 1 SP + 3T left in it. The Stukas return to base and become inactive.

Example 2: Unspotted Unit in Terrain. Now, the two Stukas hit the lone tank brigade in the forest hex (very close terrain) which has no German units adjacent to it. Once again the two flak shots available fail and the Stukas drone on to their target. Starting on the 25-40 column of the Barrage Table. In this case, several of the column shift modifiers below the table apply. They are: left 1 for very close terrain, left 2 for no unit adjacent, and left 1 for less than 2 REs in the hex. That is a total shift of 4 left such that the 5-7 column is used. The German player rolls a 10 and DGs the target. The Stukas return to base and become inactive.

Example 3: Spotted Units in the Open with an HQ involved. The last example is that against the Soviet units in Hex C. These are two tank brigades and an Army HQ. The German motorcycle battalion is adjacent to the target. The two Stukas hit this hex and the three flak points in it (one for each unit, including the HQ) do not deter them. Again they have a combined barrage strength of 34 and begin on the 25-40 column of the Barrage Table. This time none of the shifts apply. The HQ adds to the RE size of the hex, so the hex has 3 REs in it and does not apply either of the stacking modifiers. The German player rolls a 9 on the 25-40 column and gets a 1/2 result. He then rolls one die and gets a 4 which means the 1/2 turns into a step loss result. The Soviet must kill off one of the tank brigades (he can't choose the HQ) and DGs the remaining tank brigade (the HQ is immune from the attack and the DG). The Stukas return to base and become inactive.

phase (Regular, Exploitation or Reaction). Resolve the attack in either the following Barrage Segment OR at the end of a player's Regular Movement Phase. 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 GS attacking air units are the **only** ones subject to flak and that you must resolve flak before conducting the barrage attack.

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

14.12c Hip Shoots. This rule is an exception to the normal requirement to await the Movement Phase's end or until the next Barrage Segment to conduct a ground support barrage. A player can conduct "Hip Shoot" GS attacks in any phase that allows a player's air units to move. They behave like overruns—especially in that a given target hex can be attacked multiple times in a single phase.

Important: Only hexes with a friendly ground unit adjacent to them (one that either began that phase there OR that has already finished its movement for the phase) can have Hip Shoot attacks made against them. If no such unit is adjacent, then the hex cannot be attacked using Hip Shoots, and the GS Attack must await the Movement Phase's end or the next Barrage Segment.

The player moves the air units he desires to the target hex and announces the Hip Shoot and resolves it like any other barrage attack. The participating air units **must** come from the same base and move **together** as a stack to the target. A player can **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 any other remaining movement. When coordinated with overrun attacks, the Hip Shoot can be a very powerful weapon. The game rules states which side or sides is capable of Hip Shoots.

14.13 Air Alone Attacks

Air-alone attacks can occur in any Barrage Combat Segment or at the Movement Phase's end (or during movement, if a Hip Shoot). 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.

14.13b Vs. Supply Dumps and Trucks.

After the defender resolves available flak, apply the remaining GS strengths using the GS & Barrage vs. Dump/Truck Table.

14.13c Vs. Railroads, Air Bases, and Inactive Air Units. After the defender resolves available flak, apply the remaining GS strengths using the GS & Barrage vs.

Facility Table to determine any damage. If an air base is 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:** Attacking the air base to get an AB or better so as to roll for the inactive air units is the only way air units can destroy inactive air units—a player cannot attack the air units separately. A player must attack the air base and air units together.

14.13d Vs. Ports. GS strengths can 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 with 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 can 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 that represents a refusal of the air command to expend heavy bombers against targets of tactical (read: insignificant) importance.

14.15 Interdiction

14.15a Ground Movement Interdiction.

Active F or T type air units interdict enemy movement in their hex. (See 6.4) An enemy unit must expend one additional MP to enter an interdicted hex. Properly employed, interdiction can raise certain hex's MP cost enough to preclude overrun attacks (an interdicted hex with an MP cost of 3, for instance) or put extenders out of their trace ranges. There is no other effect. Interdicting air units are not subject to flak. Multiple interdicting air units in a single hex do not give any additional effects. Interdiction applies to draw and throw ranges as well as unit movement. It does not affect supply trace where MPs are not being counted.

14.15b Rail Interdiction.

When GS strikes against railroad hexes are made using the GS & Barrage vs. Facility Table, success places a Rail Interdiction Marker. After placing the marker, the air units generating it return to a base and become inactive. These markers are automatically removed in the owning player's Air Unit Return Phase and cannot be affected by the enemy player. If rail movement must pass through a Rail Interdiction marker, the move's rail capacity cost is doubled. There is no additional effect for going through more than one such hex, or for more than one Rail Interdiction Marker in a single hex. Interdiction Markers have no effect on Supply Tracing. See also 12.3h.

14.16 Air Unit Supply

Air units are supplied when they refit at their 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 and the base's capacity allows.

14.17 Refitting

14.17a Refitting is the process needed to keep air units in action. Only supplied friendly bases can refit and each base can only refit once in each friendly Air Unit Refit Phase.

14.17b Roll a number of dice equal to the base's level. Divide the total by 2 and round normally. The result is the maximum number of inactive air units at that base that can refit and become active. The owning

player chooses which 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 can refit air units subject to the following. Only F type air units can 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 "occupying" air unit 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 Air Base Levels.

For a level three base, the player rolls three dice. The total of the roll is 13 which is divided by 2 giving 6.5, which rounds to 7. A total of seven inactive air units at the base can become active. The player repeats this process for each of his supplied air bases separately.

14.18 Flak

Most units have some limited flak ability. This ability is, however, quite weak and ineffective. The game assumes the distribution of heavy flak assets to all important targets. **Each step** has a flak rating of one (1). A four RE unit (four steps) would equal 4 flak points. Any hex containing trucks, wagons, AND/OR 1 or more SPs (in any combination) has one added to its flak rating (a hex with trucks, wagons, and 10 SPs would have a Flak rating of 1). Air bases add a flak rating equal to their level. Also, any friendly port, and/or city (Major or Minor City) hex always has one (1) added to its flak rating.

14.18a Air Units subject to Flak. In all but one case, air units ignore flak. The only case where air units are subject to attack by flak is when they 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. 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.

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 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 109fs (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 109fs simultaneously.

In two rounds of air to air combat, both Bf 109fs manage to abort. 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 were no effect.

The Soviet player then totals the GS strength of the remaining air units. For our purposes, each IL-2 is worth 9 GS points, so he has a total of 18 points. The initial Barrage Table column is 17-24. No Soviet unit is adjacent to the target (two columns left), less than two REs are in the hex (one shift 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 11 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 dropped, SPs and units must begin the phase in the same air base hex as the transport units. Air dropping can occur in any phase that allows friendly air units to move.

14.19a Air Drop Procedure. For each air unit load of supplies or unit attempting to air drop into a hex roll one die: 1-4, all land safely; 5-6, supply or unit is destroyed. Apply the modifier listed with the Air Drop Table if appropriate. Air dropped supplies can be used the same phase they drop.

14.19b Unit Air Drop Procedure. Roll separately according to the above for each air dropping unit. Units are always marked with a DG after an air-drop (with their combat mode side up) and destroy them if they land on an enemy unit.

14.19c Unit Eligibility. Only those units with the airborne, commando, or glider symbol can 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 can occur in any phase that allows friendly air units to move.

14.20a Tpt units can transport only those SPs and units that begin that phase stacked with them at an air base. These can be transported up to the Tpt unit's range to another air base. The transported items cannot be moved further in the same phase. Loading and unloading supplies or units does not cost movement points.

14.20b Only Move Mode non-motorized units can be transported by air. Armor, mech, semi- and fully-motorized units, trucks, HQs, Eq Repls, anything requiring Eq Repls to rebuild, and wagons can 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 can 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 can ignore inactivation when applying this rule. A Tpt unit can make a trip into an air base anywhere in range (the "turn-around base"), drop off its cargo, and return to another base before becoming inactive. Furthermore, if the turn-around base is at or within half the Tpt unit's range, two full trips can be made. No air unit can make more than two such trips, regardless of the range. A given air base can only unload 2T times its raw air base level per phase using this rule. Any number of SPs can be delivered IF the transports end their movement at the base and become inactive.

14.20f Some air units have a transport capacity of "1/2T". These units must use rule 14.20d and fly together to move 1T amounts. Alternatively, if the air unit can make two trips using 14.20e, the air unit can move 1T amounts by itself. In no case is the 1/2T amount to be saved for later or (worse) rounded up to 1T.

14.21 Put Up or Shut Up

14.21a At the end of any phase allowing F-type air unit to take up station, the moving player can declare "Put up or shut up". When the moving player makes this declaration, ALL (not limited by 14.1c) enemy air units at or within 10 hexes of the declaring hex must either:

1) Abort and head for a friendly airbase & become inactive, OR

2) Enter the station hex to receive air-to-air combat as the defender. If the non-moving air units win (those pulled into the enemy's station hex), they can re-deploy freely afterward to any hex at or within 10 hexes of the combat hex.

Make the above decision on an air unit by air unit basis. If 5 air units are in the zone, for example, the owning player can

decide to have three run for home and two go in for combat (or any other combination) as he thinks is best for him.

14.21b Friendly air units which are not in the declaring hex cannot join in the combat—only the non-moving player's air units are drawn in from the area covered by the 10 hex radius.

14.21c The moving player can announce Put Up or Shut Up for any hex of his choosing (which contains friendly active F-type air units) at the end of any phase in which he can move. When the moving player has announced all of these he desires, the non-moving player can announce any Put Up or Shut Ups he wants following the same rules.

14.21d Put Up or Shut Up is always the last action taken in its phases—after any GS missions, all air (and other) movement, etc.



15.0 Air Bases

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

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

15.0b Any number of air units can use a single base, regardless of level. See also the special restriction listed in 14.20e.

15.0c The base's level has the following effects:

1. Air base level affects refit as the number of dice in the base's refit roll.
2. Air bases have a flak rating equal to their level.
3. The base's level determines the amount of SPs that can be unloaded in a single phase according to 14.20e.

15.0d Airbases have no defense ability or strength of their own. The enemy can capture and use friendly airbases by entering their hexes.

15.0e When attacked by the GS & Barrage vs. Facility Table, air bases can 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. Air bases which can trace supply in the friendly Supply Phase (using the same system as that used for units) are

supplied and can operate at their full level. Those which cannot trace can expend 2T of on-map supply per level to be supplied. If they cannot do either, or the player chooses to not expend the supply, then they are unsupplied. The player can choose to expend 2T per level to supply the air base to any level of its actual level or less—if a level 3 base is paid for to be a level 2, it handles all functions until the next Supply Phase as if it were a level 2, instead.

Only supplied bases can refit air units. There is no other effect for an air base being supplied or unsupplied. Mark unsupplied air bases with Out of Supply Markers. Air bases are *never* subject to 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 can supply it in your next Supply Phase, 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 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 Movement Phase, given the following, a player can build/improve Air bases up to one level each. A base cannot be improved above level 3, and no air base can shift more than one level in a given phase (therefore, all new bases must first be level 1).

To build or improve an air base, a Combat Mode Engineer capable unit must occupy the hex and the owning player must expend 2T. He then rolls one die. In an Open Terrain hex, a roll of 2-6 is successful. In Close Terrain, a 3-6 is required, in Very Close a 5-6 is successful, Extremely Close requires a 6. If the roll is successful, the base is built or improved. If not, the 2T is lost and no building or improving occurs. The 2T must be paid to make the attempt. Regardless of the attempt’s success, the engineer-capable unit making it cannot move in that phase.

15.2 Reducing Air Bases

The owning player can reduce any of his air bases by one level in the Movement Phase. He can reduce as many bases as he desires. No base can be reduced more than one level in a single phase. At least 1 RE must occupy an air base’s hex to reduce it and the unit doing so cannot move in the same phase as the base is reduced. Level one air bases **can** 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. Only air units can ever be off-map on an Air Base Card.



16.0

Hedgehogs

All units on defense are assumed to occupy hasty positions. Hedgehogs represent higher levels of fieldworks, mines, and other obstacles. During the Movement Phase a unit can build a hedgehog in its hex with the expenditure of 1 SP. Only units in Combat Mode that haven’t moved in the current phase can build hedgehogs. A unit which builds a hedgehog cannot move later in the same phase. Any number of hexes can have hedgehogs built on them in a single phase. No hex can ever have more than one hedgehog on it. The owning player can destroy hedgehogs *any time* he moves a unit from the hex (except when making a retreat, in which case leave the hedgehog on the hex to be captured). **Hedgehogs have no facing and can be used by the enemy.**

16.0a Hedgehogs come in four levels. When first built, all hedgehogs are level one (exception, see 16.0c). A player can improve hedgehogs at the rate of one level per Movement Phase if the same conditions for initial construction are met (unit in combat mode that hasn’t moved in the current phase, and 1 SP). No hedgehog can ever exceed level 4.

16.0b 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.

Furthermore, hedgehogs affect Surprise with a DRM of -1 (regardless of the hedgehog’s level).

16.0c An engineer capable unit in a hex with a Combat Mode unit can build two hedgehog levels per phase. Nothing to Level 2, Level 1 to Level 3, etc. Each *level* of construction still costs 1 SP.

16.0d Barrage attacks never affect hedgehogs.

17.0 Weather

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

17.0a Weather affects play according to the effects (if any) listed with the Weather Table.

17.0b Weather generally affects each player equally, although in special circumstances it can affect one side or the other differently.

18.0 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 with a heavy naval component. These rules, however, do not intend to handle ship vs. ship combat or other naval actions.

18.1 Ship Movement

Ships move during the friendly Movement, Exploitation, and Reaction Phases, and expend 1 MP per hex. Ships can never enter hexes containing enemy ground units. Ships can only move in full or partial sea hexes. River movement is not allowed unless specifically stated in the game rules. Each ship can carry up to 20 SPs. Ships expend 1 SP of fuel supply each phase in which they move. Ships that cannot pay for their own fuel cannot move—ships can transfer SPs between each other if they occupy the same hex.

18.2 Ships vs. Land Targets

Ships can engage land targets within their range during any phase in which the ship’s owning player can make barrage attacks. Barrages by ships expend supply as if they were a regular artillery Brigade (1 SP per shot).

18.3 Amphibious Assaults

Units carried by landing craft units can “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 or into the coast hex if no units are present. Units conducting such attacks are **halved** in strength in addition to any other required modifications. A player can 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 can also land units in hexes that do not contain enemy units—these units cannot attack or move on the turn of landing.

18.4 Shipping

Players can 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 can cover any distance between ports. For this purpose there are no actual ship counters—move the transported items (SPs, units) from port to port as you would when using rail movement.

19.0 Ports

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

19.0a Port Capacity. Port capacities are given in SPs. The number given is the maximum allowed to unload in a single phase. There is no limit on the amount that can **load** in a phase, and loading has no effect on unloading. Convert REs into SPs (see 13.0) to determine the effect of unloading units on a port’s capacity. Regardless of a port’s capacity, a single unit of any size can unload in any given Movement Phase (in this case, none of the port’s capacity can be used for any other purpose in the given phase).

19.0b Port Damage. Ports can 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 can repair hits at the rate of one hit per Movement Phase per port at a cost of 1 SP. Additional engineer units do not increase the rate of repair.

Friendly units in Combat Mode can 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 Movement Phase the owning player wishes to damage it. Additional units do not generate more than one hit per Movement Phase.

Whether by the GS & Barrage vs. Facility Table or by units above, a port can never accumulate more than 4 hits and each hit affects the port’s capacity according to the chart with the GS & Barrage vs. Facility Table.

Ground units which repair or damage ports cannot move in the same phase as they do so.

19.0c Over The Beach Unloading.

When landing craft units are available, SPs and units can unload directly onto beach hexes which allow amphibious assaults. The amount that can unload is only limited by the number and movement ability of the landing craft units available. Loading or unloading landing craft costs the landing craft 2 MPs.



20.0 Break-Down Regiments

Break-Down Regiments are generic, single step units detached from multi-step infantry divisions to allow these divisions, which cannot otherwise split up, the ability to cover more terrain.

20.0a Infantry Divisions with more than one step which have not moved in the current phase can generate Break-Down Regiments. To do so, expend one or more steps by placing the appropriate Step Loss Marker under the division in the *Movement Phase*. Each step used in this way generates one Break-Down Regiment in the division’s hex. The last available step of a division can **never** become a Break-Down Regiment.

20.0b Recover Break-Down Regiments in the same manner as they are created. The recovering unit need not be the unit that released the regiment, but must be at least one RE under full strength.

Important: Break-Down regiments ending any phase stacked with a unit that could have generated them **must** be automatically reabsorbed into that unit. If one of them is DG and the other isn’t, the combination unit ends up DG.

20.0c Break-Down Regiment creation and recovery occurs in the division’s hex and costs no MPs. Created Break-Down Regiments can move in that Movement Phase.

20.0d 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.

20.0e Only divisions with Action Ratings equal to or greater than that of the Break-Down Regiment itself can create them. All of a nationality’s Break-Down Regiments have a generic Action Rating.

20.0f(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 that the Break-Down Regiment was removed from.

1st ed. Designer's Notes

The OCS system has been 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). (With further development after Guderian’s Blitzkrieg’s release in 92 through the version 2.0 release in 1994, see the 2.0 Designer’s Notes below.) 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 can 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 special 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 of 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 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 into 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.

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 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 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 the absence thereof. 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 the 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.

There are a number of features in this system which can 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 can 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 using that information.

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.

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) with 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 can be given credit as designer, but in a way that detracts from the immense efforts put into this system by others. I can take full credit for one thing and one thing alone in this game system—the errors. They are all mine.

2nd ed. Designer's Notes

Let me see, what needs to be said... The version 2.0 OCS rules are the compilation of the lessons learned from all the players who took their time to send in their comments, suggestions, and criticisms of the original OCS system. A driving force behind adjustment was the observation of what I would call 'abuse' in the play of **Guderian's Blitzkrieg** and **Enemy at the Gates**—abuse which showed repeatedly where the original system was either rewarding the wrong techniques or not penalizing some 'gimmicks' appropriately. Once again, gamers stormed forward to show me what they found they could 'get away with' using (abusing) the system to its fullest. That is OK and proves that given 3,000 playtesters (of an assortment of skills and motivations), they will find something to take advantage of.

I will try to hit upon the major changes here (in no particular order). Numerous minor tweaks in the rules are not mentioned. Players with a passing amount of knowledge of the old system will note these changes as they read the rules, those who don't have a working knowledge of the rules will be learning them fresh anyway. And, again, I reiterate my promise that the door to system change in the OCS is now closed. Other than errata postings, these rules are set in stone.

The Sequence of Play

Obviously, the confusing two turn plus overphase system was dropped. This was done for a number of reasons, chief among them was the number of players confused by the awkward 'player turn' terminology used before. A number of players called in frustration because they couldn't get the machine to work right as they had no idea a turn consisted of fully two complete turns. Getting rid of that structure also eliminated a number of gamey happenings—rushing forward right before the overphase to entrench; blowing all your reserves when moving second because you knew your turn was next; refitting air bases after getting a full read on what the weather was going to be like, etc.

Naturally, cutting the two 'player turns' to one regular turn necessitated a change to a half-week game scale. Effectively the amount of activity is the same in two half-week turns as in the old full-week one (except for certain building activities where other compensations were made). The scale change is pretty much just cosmetic.

Counter Mix Limits & Limited Intell

One of the most annoying things the original system brought out was the inability of players to share their #\$@& Reserve markers. Geez, I expect this sort of thing out of my 5-year-old... At any rate, some players made a point of using up all the reserve markers so that the enemy didn't get any. Kindergarten issues aside, the countermix limits across the board were removed.

That decision led to another problem. Given unlimited reserve (or any other) markers, players started using them as a limited intelligence mechanism. Eventually, players began to have huge quivering masses of concealed reserve stacks. Some players insisted on hiding all their stacks with supply tokens. I even heard of those who placed their air unit cap under ground units to hide them! The limited intell

portion of the game is supposed to be a subordinate element on the level of chrome—players were obsessing so much with a sort of bogus 'shell game' that it (and not operational considerations) began driving their actions. The stacking order mechanics deal with toning down this 'game within a game' stuff to more reasonable levels.

ZOCs

In addition to the old (and rather loosely used) definition of a 'unit', the new system uses the more restrictive and rigidly used term 'Attack-Capable unit' to define those units actually capable of certain effects. Not only was I able to clean up the uses of the terminology (precise terms used precisely, as I was told in IOBC), but it allowed the elimination of some bizarre techniques—like the use of artillery units as ZOC based retreat blockers, etc.

Supply

As time went on the gamey practice of tag teaming HQs so as to pick and choose who was at full supply and who was at low became more than a mere annoyance. The original system's concept was to turn large blocks of forces on and off as needed (i.e. planning). Players rapidly found that it didn't take a rocket scientist to figure out exactly which formations needed to be in full supply and which could get away with low. This led to perpetually tag-teamed HQs and elaborate sets of intermixed supply states. To delete that expenditure of effort and time in doing something a player was a fool not to, led to the ditching of the old full and low supply states.

Repeated playing then showed that paying for supply for everyone on the map every turn was a mechanical monkey drill and a waste of play time for those who didn't screw it up (in other words, those players who could figure out how to add and move supply around). This led to the trace-like supply system for basic subsistence and a redoubled importance of combat supply and the addition of fuel. The movement of what little SPs the player has available and the use of his critically short assets is the planning he must do. He cannot cover all the bases and must make some pretty tough decisions. Among the toughest decisions the player must make is to decline to do something because the supply, while a little is available, must be conserved for the future. Try moving all your mech units around every turn (like players do in other games 'just because they can') and you'll rapidly see what I mean.

Combat supply became more expensive because it was too easy to pile on the odds to achieve exploit results and players insisted on attacking their way to glory. The new Attrition Table rewards deep operations much more than before and players should look toward other more efficient ways to kill off their opponents than 'attacking them to death' as before.

Internal Stocks: This rule became necessary as players found it was just too easy to cut off the flow of combat supply to a unit and that fact was a great drain on deep operations.

Organic Trucks: These were needed to give the mobile divisions a form of transportation

to carry about their own stocks of supplies—especially fuel. Again, they allow a bit more freedom from the tether of having to check supply each turn—by bringing their own with them. Letting them be in Reserve Mode allows them to keep up with their divisions in exploitation and reaction movements.

Extenders: These were added to give the non-rail component to the trace supply system.

Air Rules

The changes to the air rules are there to encourage small CAP forces and keep numbers from dominating the game (hence the change from Doubling Up to Advantage Combats). Before, players rapidly found that no CAP was better than a little CAP—as a small CAP stack encouraged a massive fighter hit and a bunch of dead air units. Air to air combat dropped off dramatically as both sides tried to develop an inescapable edge in numbers with which to tear the belly out of their opponents at their air bases. The new rules keep this under control.

Direct Line Movement: The bob-n-weave between CAP stacks is no more, period.

Two-plane Air Movement: This keeps the fighter sweeps under control and gives the system a more naturalistic feel.

Refit Dice Divided by 2: This helps spread the air units out to more air bases and eliminates the excessive swings in effectiveness the old die x level stuff gave.

Put Up or Shut Up: This rule allows the player something to do against a bunch of interdiction air units or against a CAP which refuses to budge. It also allows the player a way to build up forces (constrained by the 2-plane rule) to take down a big CAP.

A Few Mode Changes

Reserves and Reaction: As the most frequently abused mode, reserve mode was first on the chopping block for change. The original rules allowed reserves to be popped too easily and the first set of fixes left them too safe. The final version gives about the right feel. Additionally, the annoying use of reserve markers as "come kick me" signs led to ever more shell game BS. Taking away the ability of anyone to do unspotted hip shots kept reserve hunting under control. Having reserves defend at x1/2 gives players something to think about before putting the mass of their army into reserve.

The old 'half-move in movement' rule was ditched as players were using reserve too much to get 'bonus' movement out of their units. The 1/4 move allows reserves to follow the course of the battle (the original rule's intention) but doesn't make the bonus big enough to be worth using one of a player's precious reserve markers just for the extra movement alone. Plus, it adds the nice effect that when a force bugs out a great distance, it strips itself of reserves (unless the player was slick enough to preposition some) and leaves him temporarily more vulnerable.

Making Reserves move only 1/2 in the Reaction Phase keeps the defensive use of reserves a more correctly localized feature. Instead of, as Rod Miller put it, 'reserves coming from every-\$%#@-where', only local forces will affect the moving player's operations—leading to more emphasis on deep penetration operations. Eliminating the Combat Segment from the Reaction Phase eliminates a bit of a time-space problem—it is impossible for the reacting force to sense the movements of the enemy and to

conduct a coordinated, set-piece, regular attack against them before they could make their attacks—attacks the enemy was planning presumably before the reacting forces had even heard anything was going on. Furthermore, the old structure encouraged the use of the Reaction Phase as the best place to launch offensive operations—a fact well beyond its design intent. These rules attempt to fix these problems. If you disagree, feel free to use the options.

The game was too reactive (rewarding the player who sat and waited to see what happens more than the guy who decides to take a chance and make things happen)—not so anymore.

Strategic Move Mode: If reserves were the most used and abused mode, Strat Move must count as the most under-utilized mode. Few units, if ever, use it—the only group likely to ever use it were reinforcements moving to the front. Allowing them to move off-roads makes Strat Move a better proposition. Making their defense strength x1/4 when attacked and a barrage column shift keeps them from getting into too much trouble while doing so. A nice balance of capabilities and vulnerabilities.

Odds & Ends

Consolidation: Some players requested the ability to pull together parts of mangled multi-unit divisions so as to clean things up. This mechanic allows that.

Breakdown Regiments: Players were using these as a matter of course to ‘improve’ their parent divisions. The new rules keep them from doing so except in the case where they help the parent attack more strongly and that can be envisioned as giving the defender more things to think about and deal with—strengthening the attack.

Optional Rules: A number of old optional rules were made standard—among them were surprise and hip shots. Chalk that one up to a lack of moral courage before.

At All Costs Attacks and Anti-Overrun Barrages: These were dropped as they were little used and Anti-Overrun Barrages due to their space-time problems and deadening of offensive potential, etc. Neither were found to be worth their weight in rules.

Surprise: The more we played, the more we liked the variability this rule generated and the nice effects it brought with it. The opinion of those playing the game was more was better as it made for more interesting and unpredictable events.

An extensive amount of testing and ‘cranial sweat’ was poured into these new rules by myself and a great team of concerned players. It is now a cleaner game than it was and an even better simulator of operational combat. I would like to single out Rod ‘Ice Man’ Miller for special thanks for the countless hours he poured into this project when I’m sure he had other things to do. Thank you, Rod.

Player’s Notes

Warning: this game system takes time to play. Game turns 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. Suffice it to say, this is not a game system for weak minds.

I hope to give you a few pointers here to stave off catastrophe long enough for most players to get used 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. Beware of allowing enemy columns to rove freely in your rear—even if they cannot get into the defended cities, they can cause major damage to your rail-net which, in turn, will ruin your day. Better to keep the enemy from getting back there at all than to build up massive ‘forts’ along your rail-net nodes.

2. 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 using overruns (or by filing in to make defensive hexes stronger), and provide barrages. Beware of the localized nature of reserve use in the Reaction Phase and the rewards the system gives for being the active player (the one who generates situations) instead of the reactive player (the one who waits for things to happen).

3. 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 counterattack 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 weak links in the enemy attack.

4. 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 types 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.

5. 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 troops in an overrun have the best chance of achieving 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.

6. 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 they draw from only one source. Remember: You will never have all the SPs you think you need, use what you get wisely.

Terms and

Rating shows how good a unit is at fighting.

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

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

Air Alone Attack Any attack made by aircraft as a Barrage or GS style attack.

Air Base Level The size of an air base’s facilities.

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.

Attack-Capable Unit Any ground unit with a combat strength of one or more. See 4.8.

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 what 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.

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.

Consolidation The realignment of units from multi-unit divisions together so that a single stronger unit is generated from two or more crippled ones.

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.

Detraining Hex A railroad hex containing either a village, minor city, major city, or Combat Mode HQ.

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

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

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.

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

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

Exhausted Internal Stocks Internal stocks which have had both of their two allotments used.

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

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

Extender A 5-point wagon or truck unit dedicated to the connections for trace supply purposes.

Extremely Close Terrain Heavily built-up urban areas which are easily defended by few units.

F Type Air Unit A fighter type aircraft.

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.

Fuel Supply which is used to move tracked or truck units about.

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

Game Turn A half-week of real time consisting of two Player Turns.

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.

Hip Shoot An air barrage that behaves much like an overrun. Named for the technique of stopping a mortar unit while on the road to deploy and shoot with no warning.

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 after they are "used."

Internal Stocks The amount of combat supply available to a unit in the stores it carries about by itself.

Interception The "jumping" of a moving air unit by enemy active fighter 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. Also, Rail Interdiction which replaces the ability of air units to damage railroads.

In Supply A unit which has either successfully traced or had on-map supply expended for it.

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 with a White MA.

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

Low Internal Stocks Internal stocks which have had one of their two allotments used.

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.

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.

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 player turn it isn't.

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

Open Terrain Terrain essentially free of obstruction.

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

Organic Truck A truck point actually assigned to a specific division. These units represent the internal transportation capabilities of some units.

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

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 player turn it is.

Player Turn One half of a half-week Game Turn, in which one player goes through the sequence of play from Air Unit Return through Clean Up.

Put Up or Shut Up A mechanism allowing the resolution of contested air space.

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 railroad hexes or extending the position of usable railheads. 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.

Retrofitting 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.

Replenishment The refilling of used internal stocks.

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.

Reserve Suppression (Recon by Force) The act of checking the contents of an enemy stack and removing any reserves from it along the way.

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.

Single-Track Railroads The standard railroad feature in the game.

Special Modifiers The effect of terrain on different unit types.

Station Hex The hex of an active air unit. This hex can 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.

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 board game 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 do strategic bombers.

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

Tpt Type Air Unit A transport aircraft.

Trace Supply The basic handling of subsistence supply.

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 shown on the counter as red.

Truck MPs Movement points generated by less maneuverable vehicles (usually trucks) which are shown on the counter as black.

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 Movement 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.

Opt.0 OCS Optional Rules

These rules are provided for players to further flavor the OCS system to meet personal tastes—use all, some, or none of them as you like. Each adds some facet to the system which may, or may not, in any one player's mind be worth the extra complication the rule entails. That matter is for you to decide—we play with most of them, others might not want to do so. Enjoy!

Opt.1 Combined Arms

This rule adds a number of further considerations to the Combined Arms model in the OCS.

Opt.1a Negated x2 in the Open. Armor and Mech units are usually x2 in Open Terrain according to Special Modifiers; in the following cases, they are x1 instead:

- For these rules, "Armor" is defined as Yellow-coded units or Red-coded units with a Tank Symbol (such as a Soviet Tank Brigade). "Mech" is defined as those Red-coded units which do not have a Tank Symbol (such as Panzergrenadiers). "Other" type units are those which are neither Red- nor Yellow-coded. "Antitank" units are only those with the Antitank symbol on their counter.

- 1) Attacking Armor is x2 only if the target hex does not contain any Armor or Antitank units.

- 2) Attacking Mech is x2 only if the target hex does not contain any Armor, Mech, or Antitank units.

Design Note: Each of these two rules shows the reduction in the offensive power of mechanized units when confronted by defenses prepared for their threat. As a side benefit, the definitions and units involved in each brings out the "hard-yet-soft" character of most Red-Mech units.

Opt.1b For those who like Math.... The above rules negate a unit which used to be x2 all the way back to x1. If Opt.1b is used, units negated as per Opt.1a would be x1.5 instead.

Design Note: Several playtesters of these optional rules felt that the complete negation shown in Opt.1a is too strong and would prefer a x1.5 effect instead. Their reasons hinged on the concentrated offensive power of armor which could pick a point to overwhelm the defender due to the great mobility and firepower of armor. I concur fully as this was the basis of the original rules anyway (the strength of a tank is on the attack, period, and that is how armor is best used), but feel the calculation of a 1.5 multiplier to be a drain on playability for what amounts to a minor effect. It is presented here for those who want it.

Opt.1c Antitank Unit Effects.

1) In addition to Opt.1a, when an AT unit (singly or as part of any stack, each AT unit in the stack is affected in the same way) is attacked exclusively by Yellow-coded units, it has its defense strength doubled in addition to any other applicable modifications.

The operative word here is “attacked”, merely having an attacking Yellow-coded unit stacked with non-attacking, non-Yellow-coded units does not negate this doubling.

2) If, however, the AT unit’s hex is attacked exclusively by “Other” units, then the AT unit’s defense strength is $x1/2$ in addition to any other applicable modifiers. Note that having units in the AT unit’s hex which are other than its own type (or having more than one AT unit in the hex) does not affect the halving of the AT unit’s strength.

Design Note: These two rules show the limitations of AT units which are very specialized in their functions—number 1 when the force confronting them is unsupported armor, and number 2 when they find that they brought an AT Gun to an infantry fight.

Opt.2 Hard Targets, Exposed Targets, and Barrage Attacks

When a stack must take losses due to the Barrage Table (from artillery or air attacks), use the following rules:

Opt.2a Losses from the Barrage Table must come from *Other* type targets first, then *Mech* and lastly *Armor* (with each term as defined in Opt.1a). No unit in a later category can take a loss until there are no steps remaining in any earlier category.

Opt.2b Should there be no units in the hex except *Armor*, apply the Barrage Table’s Bracket results. In other words, automatically convert “[1/2]” to a simple DG result.

Opt.2c Tank Busters. Some aircraft are dedicated Tank Busters, while others are better equipped than most for the job (but weren’t specifically built for the task). These aircraft are divided into “Heavy” and “Light” Tank Busters for purposes of this rule. Heavy Tank Busters include the IL-2, HS-129, Ju-87g and Typhoon. Light Tank Busters include the P-39 (when flown by Russians), Hurricane II, P-47d, and all other models of Ju-87. This list does not limit the aircraft which might be assigned these qualities in future titles.

When these aircraft (either type) make a barrage attack against a hex containing *Armor* units, ignore Opt.2a & Opt.2b, and reverse the order of loss (*Armor*, then *Mech*, lastly *Other*). In the case of exclusively Heavy Tank Busters, the firing player can demand that all losses come from *Armor* units before any are taken from *Mech*. When the attack contains a mix of Light and Heavy Tank Busters (or exclusively Light Tank Busters), then only the very first loss need come from the *Armor* units in the target stack.

Apply Opt.2c only if all the attacking air units qualify as Tank Busters (either version)—if the attack is a mix of Tank Busters and non-Tank Busters, use Opt.2a and Opt.2b instead.

Opt.2d Move Mode Shift. If a hex contains any units in Move Mode (do not count units in Reserve Mode even if in Move Mode under the marker), shift Barrage attack made against them right one additional column if that Barrage attack is conducted exclusively by Air Units.

Design Note: The first two rules here make the hard targets the last on the list to take Barrage Table losses, and further reduces the losses real armor units must take from artillery. The third one gives specialized Tank Busters their due. The last one leaves those who are exposed (i.e. in Move Mode) to the full wrath of Barrage Table air attacks.

Opt.3 Recon Screens

If a hex contains exclusively Recon units (that is, Recon, Armored Recon, Cavalry, or Motorcycle units), the owning player can apply the following should he desire:

Opt.3a Screening Overruns. When a hex (as defined above) has an overrun declared against it, the defending player can declare that he is screening. He can do this even if the Recon hex is DG. Displace the Recon unit one hex opposite the direction of the announced overrun. The overrunning player need not expend the SPs for his attack (he must expend the MP cost) and the movement of his units can continue normally. This rule cannot be applied if the hex the Recon unit must withdraw into contains enemy units or prohibitive terrain. This screen withdrawal never generates a “retreat inflicted DG”, can occur any number of times in a single phase, and does not affect the future movement of the Recon unit.

Opt.3b Withdrawal Before Combat. When a regular attack is announced against a Recon hex, the withdrawal as in Opt.3a can also take place—but ONLY if the attack is launched from only one hex, if units in multiple hexes attack, no withdrawal is permitted. Again, the attacking player need not pay the SPs for his attack, but he is allowed to occupy the Recon unit’s former hex with any of the announced attacking units. No unit is Exploit Marked as a result.

Opt.3c Recon Requires Skill. Subtract one from the Recon success die roll when exclusively Recon units conduct a Recon attempt.

Design Note: These rules allow Recon-type units to do their specific jobs. Feel free to embellish these effects with die rolls against the Action Ratings of the units involved—I think that might be going too far, but if you disagree...

Opt.4 Destroying Hedgehogs

To destroy a Hedgehog, a unit must begin the Movement Phase in the Hedgehog’s hex and the unit can only destroy one level per

turn (engineer-capable units can destroy two levels per turn).

Design Note: There are those who feel Hedgehogs are too easy to eliminate. This rule is for them.

Opt.5 “But, I was going to attack that hex...”

The Barraging Player can downgrade his Barrage result as he desires so to leave one step (which would then be DG) in the target hex. The targeted player chooses the step which remains in the hex (applying Opt.2 of course).

Design Note: This is one I won’t use myself, but there are some players who want something like this. Frequently I hear from players who find they can’t make a desired attack because they creamed the defenders with a barrage. This one’s for them.

Opt.6 The Optional Air Rules

This is the most elaborate section of the Optional Rules package. It changes the air system quite a bit to suit players who are looking for a more explicit (and not implicit) air model. I think these rules are for the good and use them myself. Give them a try. They are, however, an integrated package—you should take all of them, or none of them. I will not try to imagine the bizarre results you might get by picking or choosing among them.

When counting air units for these rules, count all air units (full strength or reduced) as one.

Opt.6a Put Up or Shut Up. Do not use the Put Up or Shut Up rule when applying this package.

Opt.6b Air Unit Stacking. Only four Active air units can be stacked in a single hex at the end of any phase. Ignore Inactive air units for stacking purposes—any number of them can be in a hex in addition to the maximum allowed number of Active air units. Exception: Excess stacking of one Active air unit per level is allowed at friendly air bases (therefore a Level 3 air base would have a maximum allowed stacking of seven Active air units). Should a hex found to be overstacked beyond the allowance given here, make the excess air units Inactive (owning player’s choice of air units).

Opt.6c Air Unit Movement. Instead of 2 air units, 3 air units can move together. Also, if a stack of air units contains any F-type air units, it must have an F-type air unit on top.

Opt.6d Air to Air Combat Table. Use the Optional Ai to Air Combat Table on page 1 of the Charts & Tables Booklet.

Opt.6e “DG” Air Units. Air units can become DG. Air units become DG when either of the following occurs:

A) The air unit flies half or more of its range from the base at which it last refitted, OR

B) The air unit executes a GS attack, enters Station, or becomes Active (i.e. Refits) within the interception zone of enemy air units. Mark DG air units with the same DG markers as used on Ground units.

1) Effects of DG on Air Units. A DG air unit has its A) air to air rating modified by -1 (a zero would become -1), and B) GS rating is $x1/2$. There is no

additional effect of multiple DG results on air units.

2) Removal of DG. Remove DG from air units the instant they become Inactive.

Opt.6f Interception Limitations. Only one air unit can intercept a moving enemy air stack at any one time. Furthermore, once the single interception attack is made the moving air stack, that stack **cannot** be intercepted again by any other potential interceptors which are at or within 10 hexes of the hex the from which first interception was launched.

Opt.6g Air Base Attacks. Unlike regular hexes containing Active air units, if enemy air units enter a hex containing a friendly air base, **before** air to air combat ensues, apply the following: All but a maximum of **three** Active air units at the base must become inactive at **that base**. If any of these air units abort during air to air combat, then they must become inactive **at that base**. The moving player is the attacker if he has F type air units, the non-moving player is the attacker if he does not.

Also, in changes from the usual rules, enemy air units which do not have an F-type traveling with them are able to enter an enemy air base hex containing active enemy air units and air units are **prohibited** from entering station on an enemy air base hex—they can do so only to participate in a later Barrage Segment, but any still atop an enemy air base at the end of the Exploitation Phase must return to base and become inactive.

Opt.6h Protected Air Units. Up to one **Inactive** air unit *per air base level* can be considered “Protected” at each friendly air base. Protected air units are treated like any other **Inactive** air unit except that they can ignore any potential of loss from an air or artillery attack against their hex (handle ground attacks normally). Identify the Protected air units at each base on the Air Base Card. Air units can become Protected at the instant they become **Inactive** at the base (they can displace previously Protected air units, if the base’s Protected air unit limit has been filled, by simply replacing themselves with whatever air unit which will no longer be Protected). Protected status is lost the instant the air unit becomes Active and no Active air unit can ever be Protected.

Opt.6i Air Unit Replacements. When the player rolls for Variable Reinforcements, he can choose to use any number of the Eq Reps he garners as Air Unit Replacements. If he chooses to do so, do not bring the Eq Rep in question into play, but instead either flip one reduced air unit (any type) to its full strength side, OR bring one air unit back from the Dead Pile as a reduced strength reinforcement. This can be done regardless of actual flight conditions. The decision to use Eq Reps as Air Unit Replacements **must** be done at the **instant** of the roll and the choice cannot be changed later.

Opt.6j Serious Interdiction (SI). In addition to the current interdiction rule (14.15), add the following: For both 14.15 and the following, the additional MP costs for movement have no effect on the MP costs associated with supply draw, throw, and tracing.

SI occurs whenever there is Air Units with a *modified* (don’t forget the effects of Opt.6e) total GS rating of **3 or more** in a hex. The terrain cost of such a hex has an additional +3 MP cost for units entering the hex that do not belong to the same side as the Air Units. There is no effect on hexes **adjacent** to either regular interdiction or SI hexes.

Units that **retreat** into such an SI stack are automatically DG at that moment in addition to all other effects.

SI and regular interdiction **cannot** be used to make hexes immune to Overrun attacks, only terrain can impose the restriction of 7.1a.

Serious Interdiction has no additional effect on Rail interdiction (which remains as explained in 14.15b).

Design Note: These elaborate air optional rules provide for a few features of air warfare the regular system glosses over for the sake of simplicity. Many of the above rules change the previously solid nature of CAP positions into something more permeable—bringing out the fishnet-like character of protective air cover, which allows attack into covered zones albeit at a loss of performance. Protected air units encourages dispersal and represents the difficulty enemy air units have in hunting down and killing enemy aircraft which refuse to come out to fight. Air Replacements mitigates against some of the “slippery slope” effect and allows players to (slowly) rebuild a credible air force after taking losses. The new Air to Air Table allows quality-challenged, but numerically superior, air units the ability to wear down enemy CAP by taking advantage of the “Both Abort” result. Also, the raw expected losses to air units from the table has been lessened to encourage more air to air combat by making the risks not as great. Put Up or Shut Up is not used as the stacking rule here eliminates its purpose (the ability to build big take-down stacks) and because the rule had an unrealistic side effect of generating massive, apocalyptic, air battles.

Opt.7 Internal Stocks Replenishment

Change the Internal Stocks replenishment costs from “2T per RE” to “2T per unit or RE whichever is more.”

Design Note: This little rule keeps battalions from expending internal stocks for the same cost (when replenished) in attacks as when they pay normally. I can take or leave this one. It is here because it drives Rod Miller nuts to see the battalions “get off easy...”

Opt.8 Anti-Ship Barrage

Use the regular Barrage Table on ships with either air, artillery, or other ship attacks. Each ship will have a set of Hit Boxes to check off, each hit from the Barrage Table marks off one such box (ignore DG results applied to ships). Apply the damage effects as they occur from the listing with the Hit Boxes. When a ship runs out of boxes, it sinks.

Design Note: This one adds an item left out of the original rules. Thanks to Dave Denko for bringing it up.

Opt.9 Initiative Modifiers

Before play begins give each player a number of Initiative Points equal to the number of turns in the scenario being played divided by 2 (round normally). Just prior to each initiative dice roll, each player can commit to using any number of his available Initiative Points to affect his dice roll by marking the number secretly on scratch paper. After the rolls are made, each player announces the number of points used and adds them to the roll he made. Determine the winner as before. Initiative Points can only be used once and the amount given before play begins is the player’s entire available supply of them.

Design Note: This rule allows players to influence the Initiative Dice roll at the beginning of the turn in order to vary the chance of getting initiative when it is really important.

OCS Rules Index

Action Ratings 3.1d

- Attrition 11.8, 11.8a
- Break-Down rghts. 20.0e
- Combat DRM 9.8
- Modification 5.10b, 9.8, 11.8, 11.8a
- Recon by Force 6.5d, 6.5f
- Surprise 4.9, 9.16, 16.0b
- Air Bases 15.0
- Barrage attacks against 12.4d, 14.13c, 15.0e
- Capacity 15.0b
- Capturing 9.15f, 15.0d, 15.0f
- Cards (optional) 15.3
- Construction 15.1
- Bases per hex 15.0a
- Levels 3.7c, 14.17b, 14.18, 14.20e, 15.0c
- No ZOC-like effects 15.0g
- Reducing (see also Air Bases, Barrage attacks against) 15.2
- Supply 11.0, 11.9c, 14.6a, 15.0f

Air Drops 14.19

- Supply 14.19a
- Units 14.19b, 14.19c

Air Interdiction

- Movement 6.4, 14.5, 14.15a
- Rail Transportation 12.3h, 14.15b
- Supply draw and throw 6.4, 14.15a

Air to Air Combat

- Advantage 14.9d, 14.9f, 14.10, 14.10a, 14.10b, 14.10c
- Air unit types 14.4a, 14.4b, 14.4c, 14.4d, 14.4e, 14.9a, 14.9b, 14.11
- Attacker/defender 14.8c, 14.8d, 14.9, 14.9a
- Declining combat 14.9e
- Interception 14.1b, 14.4a, 14.6, 14.8, 14.8a, 14.8b, 14.8c, 14.9, 14.11
- Put up or shut up 14.21, 14.21a, 14.21b, 14.21c, 14.21d
- Required abort 14.11
- Resolution 14.9c, 14.9d, 14.9f

Air to Ground Combat (see GS Attacks)

Air Transportation

- Air drops 14.19
- Inactivation and 14.20e
- Proportional losses 14.20c
- Supply 13.0b, 14.20a
- Units 13.0b, 13.0d, 14.20b

Air Unit Movement 6.2d, 8.1a

- Range 3.5, 14.1a, 279, 14.6a
- Return to base 14.1a, 14.1c, 14.1f, 14.6, 14.6a, 14.6b, 14.6c, 14.6e, 14.7, 14.8b
- Stacking limit 14.1c, 14.6e, 14.8, 14.12c, 14.20d
- Stationing 14.1b, 14.2, 14.2a, 14.5, 14.8a, 15.2
- Straight-line 14.1d
- Transports 14.4d, 14.20, 14.20a, 14.20d, 14.20e

Air Unit Refit Phase 2.2, 2.3

Air Unit Return Phase 2.2, 2.3

Air Units

- Air to air rating 3.5, 14.9a
- Destruction on the ground 9.15f, 14.13c, 15.2
- Function summary 14.1h et seq.
- GS strength 3.5, 14.4e, 14.12a
- Inactivation 14.1e, 14.1f, 14.2b, 14.6, 14.6a, 14.6b, 14.6d, 14.7, 14.9e, 14.11, 14.12a, 14.12c, 14.15b, 14.20e, 14.21a

Modes 14.2, 14.2a, 14.2b	Column shifts 9.1f, 9.7b (<i>see also</i> Combat, Surprise)	Hedgehogs 16.0b	Interception
Offensive air units 14.4a, 14.9a, 14.11	Die roll modifiers 9.0, 9.8, 16.0b	Surprise 9.0, 9.16, 16.0b	Air unit types 14.4a, 14.8
Parenthesized air to air rating 14.9a, 14.9b, 14.11	Exploitation marking 5.9a, 5.9c, 5.10c, 7.1c, 9.10c, 9.13, 9.13b, 9.13c	Disorganized Mode 5.10	Radius 14.8
Range 3.5, 14.1a, 14.20e	Exploitation phase 10.0, 10.0b	Divisional Markers 3.3, 12.7	Resolution 14.1b, 14.8a, 14.8c,
Reduced unit consolidation 14.1g	Hedgehogs 16.0b	Component units 4.9, 6.5b, 12.7	14.8d (<i>see also</i> Air to Air Combat, Resolution)
Refitting 14.1f, 14.6a, 14.16, 14.17, 14.17a, 14.17b, 14.17c, 15.0c, 15.0f	Odds calculation 4.3, 4.4, 9.1f, 9.3, 9.7, 9.7a, 9.7b, 9.16	Movement 12.7	Leg
Step losses 14.3, 14.6, 14.18b	Option results 9.10, 9.10a, 9.10b, 9.10c, 9.10d, 9.12, 9.14a, 18.3	Dumps (<i>see</i> Supply dumps)	Leg-type MPs 6.2, 11.5a, 11.7b
Types 14.4, 14.4a, 14.4b, 14.4c, 14.4d, 14.4e	Out-of-supply effects 9.1g, 9.5, 11.0, 11.8b, 11.10, 11.10c	Engineer Functions	Limited Intelligence 4.9
Armor-type Units (<i>see</i> Unit Types)	Phasing 9.1a	Bridging 12.8a	Revealing units 4.9, 9.2, 9.8 (<i>see also</i> 4.2b)
Artillery 12.4	Resolution 7.0, 9.0, 9.2, 9.9, 9.15, 9.15a	Construction 12.8b, 15.1, 16.0c, 19.0b	Stacking 4.2b, 4.9 (<i>see also</i> Recon by Force)
Attacking dumps and trucks (<i>see</i> Barrage, Against trucks and dumps)	Results 5.7c, 5.7d, 5.8d, 5.9, 5.9a, 5.10, 5.10a, 6.3b, 7.1c, 7.1f, 9.0, 9.9, 9.10, 9.10a, 9.10b, 9.10c, 9.10d, 9.11, 9.11a, 9.11b, 9.11c, 9.12, 9.12c, 9.14, 9.14a, 18.3	Exploit mode units 5.9b, 9.13a, 10.0a	Low-capacity Railroads 12.3a
Attacking facilities (<i>see</i> Barrage, Against facilities) 12.3h, 12.4d	Retreat 4.6, 5.10a, 5.10b, 6.3b, 7.1e, 9.10, 9.10b, 9.10c, 9.10d, 9.12a, 9.12b, 9.14c, 9.15c, 11.5b, 12.2g, 16.0	Movement allowances 5.9d, 10.0a	Map Scale 1.0
Barrage attacks 6.5d, 9.6, 12.4c, 12.4d, 12.4f	Special modifiers 9.4, 9.4a, 9.4b, 9.4c (<i>see also</i> Combat, Terrain effects)	Overrun 10.0b	Mech-type Units (<i>see</i> Unit Types)
Barrage supply 9.0, 9.5a, 11.4	Stacking effects 4.9, 9.1c, 9.1d	Reserve mode units 5.7b, 5.9d, 10.0, 10.0a	Mode
Defense 4.8, 12.4b	Step losses 3.7f, 5.10b, 7.1e, 9.8, 9.10, 9.10c, 9.11, 9.11a, 9.11b, 9.11c, 9.11d, 9.15, 9.15a, 18.3	First Player Determination Segment 2.2, 2.3	Air units 14.2
Modes 5.8b, 5.10b, 12.4a, 12.4b	Strength modifiers 4.5, 5.7a, 9.0, 9.3b, 9.4, 9.5, 18.3 (<i>see also</i> Combat, Special Modifiers)	Flak	As combat result 5.7c, 5.8d, 5.9, 5.10, 5.10a, 5.10c, 5.10d, 9.10c, 9.12a, 9.13, 9.14, 9.14a, 9.14c, 9.15e
Range 3.1, 12.4d, 12.4e	Supply costs 9.0, 9.1g, 9.2, 9.5, 9.5a, 9.5b, 9.5c, 9.5d, 11.0, 11.4, 11.8b, 11.10, 11.10a, 18.3	Resolution 14.12a, 14.18b	Changing 4.1, 5.3, 5.7b, 5.7c, 5.7d, 5.8d, 5.9a, 5.10a, 5.10d, 5.10e, 5.10f, 6.5d, 9.12a, 9.13, 9.13b, 9.13c, 9.14, 9.15e, 12.1c
Rocket Artillery 12.4f	Surprise and 6.5e, 9.0, 9.2, 9.16, 16.0b	Strengths 14.18, 15.0c	Combat effects 5.5, 5.5a, 5.6a, 5.7a, 5.8b, 5.10b, 7.1a, 8.1, 8.1a, 8.1b, 9.1e, 9.13a, 9.15e, 10.0, 12.1c, 12.4a, 12.4b
Attack-capable Units 4.1, 4.8	Terrain effects 9.0, 9.3, 9.3a, 9.3b, 9.4, 9.4b, 9.4c (<i>see also</i> Combat, Special Modifiers)	Supply 14.18c	HQ units 5.1, 5.10a, 9.12a, 9.13, 9.15e, 11.6, 12.1a, 12.1b, 12.1c, 12.3c, 12.8a
ZOC-like effects 4.1, 4.8	Unit type 3.1a	Targets 14.12a, 14.15a, 14.18a	Marking 3.7b, 4.1, 5.7, 5.7c, 5.7d, 5.8, 5.8d, 5.9a, 5.9d, 5.10a, 5.10f, 6.5d, 7.1c, 9.13, 9.13c, 9.14, 10.0a, 14.19b
Attrition (<i>see</i> Out of Supply Effects)	Voluntary attack 9.0, 9.1b	Fuel	Movement effects 5.3, 5.5, 5.5a, 5.6, 5.6a, 5.7a, 5.7b, 5.8a, 5.8c, 5.9b, 5.10b, 6.1b, 6.1c, 8.1a, 9.13a, 10.0, 10.0a, 12.1a
Barrage	When allowed 6.5d, 8.0b, 8.1c, 9.0, 9.1, 9.1a, 9.1g, 9.3a, 9.5a, 9.13a, 10.0, 10.0b	GS Attacks 12.12, 12.13, 12.14 (<i>see also</i> Barrage)	Rail movement 5.5b, 5.6b, 5.7e, 5.8c, 12.3c
Against facilities 12.3h, 12.4d, 14.13c, 14.13d, 14.13e, 14.13f	Combat Mode 5.5	Against dumps/trucks 9.15g, 14.13b	Replacements 12.5
Air units 9.6, 10.0	Combat Phase 2.2, 2.3	Against facilities 9.6, 9.15g	Restrictions 4.1, 5.2, 5.3, 5.5b, 5.7a, 5.7e, 5.8b, 5.8c, 5.9c, 5.10c, 9.13b
Artillery 5.8b, 5.10b, 9.6, 12.4c	Combat Segment 2.2, 2.3	Against ports 14.13d, 19.0b	Strengths 14.18, 15.0c
Column shifts 12.4c	Combat Strength 3.1	Against railroads 12.3h	Non-divisional units 11.5e
DG result 5.10a, 9.14	Artillery units 12.4b	Against units 9.6, 14.12, 14.12c, 14.13a	GS Attacks 12.12, 12.13, 12.14 (<i>see also</i> Barrage)
Hip Shoots 14.12c, 14.13	HQs 12.1c	Hip Shoots 14.12c, 14.13	Against units 9.6, 14.12, 14.12c, 14.13a
Mode restrictions 5.7a, 5.8b, 8.1a, 12.4a	Mode effects 5.5, 5.6, 5.8b, 5.8d, 5.10b, 12.1c	S-Type air unit restriction 14.14	Hedgehogs 16.0
Resolution 9.11c, 9.12c, 12.4c, 12.4d, 14.12a, 14.12c, 14.13b, 14.13c, 14.13d	Modifiers 9.3b, 9.4, 9.4a, 9.4b, 9.5, 9.11d	Barrage effect 12.4c (<i>see also</i> Barrage Table)	Barrage effect 12.4c (<i>see also</i> Barrage Table)
Spottedting (<i>see</i> Barrage Table)	Parenthesized 3.1c, 4.1, 9.1e	Capturing 16.0	Barrage strength 5.10b
Step losses 9.11c	Combat Supply (<i>see</i> Combat, Supply costs; Supply Expenditure, Combat)	Combat effect 16.0b	Combat dice roll 9.0, 9.8, 9.9, 16.0b
Supply costs 9.0, 9.2, 11.0, 11.4, 11.10a, 12.4f, 12.4g, 18.2	Combat Value (<i>see</i> Combat Strength) 3.1	Construction 12.8b, 16.0, 16.0a, 16.0c	Combat strength 5.8b, 5.8d, 5.10b, 9.3b, 9.4, 9.4a, 9.4b, 9.5, 9.11d
When allowed 5.7a, 5.7b, 6.5d, 8.0, 8.1a, 9.6, 9.15g, 10.0, 11.10a, 12.4c, 14.12a, 14.12b, 14.12c, 14.13	Construction	Destroying 16.0, 16.0d	Movement allowance 5.8a, 5.9b, 5.10b, 8.1a, 10.0a
Barrage Segment 2.2, 2.3	Air bases 12.8b, 15.1	Levels 3.7e, 16.0a	Motorized Units 3.1b (<i>see also</i> Truck-type MPs)
Barrage Strength	Engineers and 12.8b, 15.1, 16.0c, 19.0b	Surprise effect 16.0b	Move Mode 5.6
Air units 3.5 (<i>see also</i> Air Units, GS strength)	Hedgehogs 12.8b, 16.0, 16.0a, 16.0c	Hip Shoots 12.14c	Movement
Artillery 3.1, 12.4	Supply costs 11.0, 15.1, 16.0, 19.0b	Spottedting 14.12c	Enemy-occupied hexes 6.3a
Break-Down Regiments 3.1f, 20.0	Terrain effects 15.1	HQ Units	Fuel costs 5.7a, 6.1c, 11.0, 11.5a, 11.5c, 11.5e, 11.5f, 11.8b, 11.9a, 12.2a, 12.2g, 18.1
Absorbing 20.0b	Detrainable Hexes 11.6, 12.3c	Supply functions 12.1b (<i>see also</i> Supply Draw and Throw, HQs)	Hexside effects 6.1a, 6.2, 6.2a, 6.2b, 6.2c, 12.8a
Action ratings 20.0e	Die Roll Modifiers	Combat 4.8, 7.1e, 9.10d, 9.15e, 12.1c	
Last step and 20.0a, 20.0f	Air combat 14.9d, 14.10b	Echelons 3.4, 12.1d	
Generating 20.0a	Attrition 11.8a	Engineer capabilities 12.1, 12.8, 12.8a, 12.8b	
Moving 20.0c	Combat 9.0, 9.8, 9.9, 16.0b	Modes 5.1, 5.10a, 9.12a, 9.13, 9.15e, 11.6, 12.1a, 12.1b, 12.1c, 12.8a	
Supply 20.0d		Rebuilding units 12.5a (<i>see also</i> Replacements)	
Building		Size 12.1	
Facilities (<i>see</i> Construction)		Supply functions 3.4, 11.0, 11.3, 11.3a, 11.3b, 11.5c, 11.5e, 11.6, 11.6a, 11.6d, 11.6g, 11.6h, 11.9b, 12.1b	
Units (<i>see</i> Replacements)			
Clean-up Phase 2.2, 2.3			
Combat			
Action rating effects 9.2, 9.8, 9.11a, 9.13, 9.16			
Against trucks and dumps 11.11b (<i>see also</i> Barrage, Against trucks and dumps)			
Air-to-air (<i>see</i> Air Combat and Interception)			
Attacker eligibility 4.8, 9.0, 9.1, 9.1e, 9.5a, 9.13a, 10.0			

Interdiction 6.4, 14.5, 14.15a	Capacity 19.0a, 19.0b	Air units 4.2	11.10b
Minimum movement ability	Damaging 12.4d, 14.13d, 19.0b	Interception 14.1c, 14.8	Subsistence (from dump) 11.0,
5.7a, 6.1c, 6.2, 11.5a	Repairing 12.8b, 19.0b	Limit 4.2	11.6d, 11.6f, 11.6h, 11.10b,
Mobility types 3.1b, 4.1, 6.2,	Put Up or Shut Up 14.21a through	Movement and 4.2a, 6.0, 6.1e	15.0f
11.5a, 11.5c	14.21d	Order 4.2b	Trucks and wagons 11.9a, 12.2a
Mode effects 5.3, 5.5a, 5.6a,	Rail Transportation	Overrun and 4.2a, 7.1a, 7.1e,	Supply Phase 2.2, 2.3
5.7a, 5.7b, 5.8a, 5.8b, 5.8e,	Detrainable hexes 11.0, 11.6,	7.1f	Supply Points
5.9b, 5.10b, 6.1b, 8.0a, 8.1a,	11.6a, 11.6b, 11.6g, 11.6i, 11.7b,	Overstacking 4.2a, 9.12, 12.6	as Reinforcements 11.0, 11.1c
10.0, 10.0a, 12.1a	12.1b, 12.3c	Retreat and 7.1e, 9.10d, 9.12,	Making Change 11.1b
Movement allowance 3.6, 5.5,	Interdiction 12.3h, 14.15b	9.12b, 9.14, 9.14b, 9.14c, 12.2g	SPs 11.0, 11.1a, 11.1c, 11.3d
5.6, 5.7a, 5.7b, 5.10b, 6.0, 6.1b,	Optional SP equivalents 13.0d	When enforced 4.2a, 7.1f, 9.12,	Tokens 11.1b
6.1c, 6.1d, 8.0a, 8.1a	SP equivalents 12.3, 12.3a, 13.0,	12.6	Supply Transport
Overrun and 6.1c, 7.0, 7.1	13.0a, 13.0b	Which unit types count 4.2	Air 11.0, 11.2, 14.4d, 14.19,
Phasing 6.3b	Supply 4.1, 11.0, 11.2, 12.3,	Step Loss	14.19a through 14.20f
Rail 12.3 (<i>see Rail</i>)	12.3a, 12.3c, 12.3h, 14.15b	Air units 14.3, 14.6, 14.18b	Leapfrogging 11.2a, 11.2b
Transportation)	Units 4.1, 5.5b, 5.6b, 5.7e, 5.8c,	Break-down regiments. 20.0a,	Rail 4.1, 11.0, 11.2, 12.2c, 12.3,
Road-like features 6.2a, 6.2b	12.3a, 12.3c	20.0f	12.3a, 12.3b, 12.3c, 13.0c
Stacking and 4.1, 4.2a, 6.0, 6.1e	When allowed 12.3b	Combat 7.1e, 9.8, 9.10, 9.10c,	Ship 11.2, 12.2c, 13.0, 18.1,
Terrain effects 6.1a, 6.2, 6.2c,	ZOC-like effects 4.1, 12.3c,	9.11, 9.11a, 9.11b, 9.11c, 9.11d,	18.3, 18.4, 19.0a, 19.0c
6.2d	12.3f	9.11e, 9.15a, 12.5a, 18.3	Trucks/wagons 3.6, 11.0, 11.1,
ZOC-like effects 4.1, 5.7a, 5.8b	Railroad	Combat strength 9.11d	11.1a, 11.2, 11.9a, 12.2, 12.2b,
Movement Allowance 6.0	Classes (multi-track, single-	Markers 3.7f, 9.11, 20.0a	12.2c, 12.2d, 12.2e, 12.2g,
Mobility type 6.2, 11.5a, 11.5c,	track, and low-capacity) 12.3a	Options 9.10, 9.10c, 18.3	13.0c
11.7b	Damage and repair 12.3e, 12.3f,	Retreat 4.1, 5.10b	Surprise
Mode and 5.5, 5.6, 5.7a, 5.7b,	12.3h	Strategic Move Mode 5.8	Action ratings 4.9, 9.0, 9.2, 9.16,
5.8a, 5.9b, 5.9d, 5.10b, 6.1b,	Rail conversion 12.3g	Subsistence Supply	16.0b
8.0a, 8.1a, 10.0a, 12.1a, 12.2c	Regular movement 6.2a, 6.2b,	Air bases 11.0, 11.9c, 15.0f	Column shifts 9.16
Modifications 5.7a, 5.8a, 5.10b,	7.1a	Attrition 11.6f, 11.8a	in Overruns 7.0, 9.16, 16.0b
8.1a	Railheads 12.3d	Detrainable hexes 11.6, 12.3c	in Regular combat 6.5e, 9.0, 9.2,
Movement Segment 2.2, 2.3	Reaction Phase 2.2, 2.3	(<i>see also</i> Subsistence Supply,	9.16, 16.0b
Multi-track Railroads 12.3a	Air unit movement 8.1a, 14.1b,	Railroads)	Time Scale 1.0
Naval Power 18.0	14.12a	Extenders 11.0, 11.6, 11.6g,	Trace Supply 11.6 (<i>see also</i>
Amphibious operations 18.3	Barrage 5.7b, 8.0, 8.1a, 12.4c,	11.6i, 11.7a, 11.7b, 11.7d,	Subsistence Supply)
Barrage 18.2	14.12a	11.7e, 14.15a	Track-type MPs 6.2, 11.5a, 11.5c
Ship movement 18.1	Movement allowances 5.7b,	Interdiction 11.6g, 12.3h	Transportation Equivalents
Ship supply requirements 18.1,	8.0a, 8.1a	Railroads 11.0, 11.6, 11.6a,	Supply Points 13.0
18.2	No combat segment 8.0b, 8.1c	11.6c, 11.6g, 11.7b, 12.3g,	Trucks and wagons 13.0c
Transportation by sea 18.4	Overrun 5.7b, 8.0, 8.1b	12.3h, 14.15b	Units 12.3, 13.0a, 13.0d
Other-type Units (<i>see Unit Types</i>)	Rebuilding Units (<i>see Replacements</i>)	Supply source 11.6b, 11.6c,	Truck-type MPs 3.4, 4.1, 6.2, 6.5c,
Out of Supply Effects	18	11.6g, 11.6i, 11.7b, 12.1b	11.3, 11.3a, 11.3b, 11.5a, 11.5c,
Air Bases 11.0, 15.0f	Recon by Force	Supply trace 11.0, 11.6, 11.6a	11.6b, 11.7b, 12.1b
Attrition 11.0, 11.6d, 11.6f,	Action Rating 6.5d, 6.5f	Trace range 4.1, 11.6b, 11.6g,	Trucks and Wagons
11.8a, 15.0f	MP costs 6.5a	11.6i, 11.7, 11.7a, 11.7b, 11.7d,	Capturing 9.15c, 9.15d, 11.7f,
Barrage 11.0, 12.4f	Reserves 6.5a, 6.5d	12.1b	11.11b, 12.2f, 12.2g
Combat 9.1g, 9.5, 11.8b, 11.10c	Regimental Equivalents 3.1e, 4.7	Supply Draw and Throw	Extenders 11.0, 11.7a, 11.7b,
Movement 11.8b	Transportation equivalents 13.0a	Direct draw 11.0, 11.3, 11.3a,	11.7c, 11.7e, 11.7f, 11.7g
Trucks and wagons 12.2a	Reinforcement Phase 2.2	11.3c	Loading and unloading 11.1a,
Voluntary attrition 11.6e	Reinforcements	Dumps 11.0, 11.3, 11.3a, 11.3c,	11.2a, 11.7c, 12.2d, 12.2e, 12.2g
Overrun 7.0	Placement 12.3c, 12.6, 14.1e,	11.10b	Mode 12.2c, 12.2g
Attacker eligibility 5.5a, 5.6a,	14.1h	HQs 3.4, 11.0, 11.3, 11.3a,	Movement 9.15c
5.7a, 5.7b, 5.10b, 6.1c, 6.5c, 7.0,	Rail transportation 12.3c	11.3b, 11.3c, 11.5c, 11.9b, 12.0,	Organic trucks 3.6, 11.6h,
7.1d, 7.1e, 8.1a, 8.1b, 10.0,	Stacking 4.2a, 12.6	12.1, 12.1b	11.9a, 12.2g
12.8a	Replacements	Interdiction 6.4, 11.6g, 12.3h,	Rail and sea transport 12.2c,
Attacker retreat 7.1d	Modes 12.5	14.15, 14.15a, 14.15b	Supply transport 3.6, 11.0, 11.1,
MP costs 6.1c, 7.0, 7.1, 7.1a,	Rebuilding units 3.2, 12.5a	Range 11.0, 11.3, 11.3a, 11.3b,	11.1a, 11.2, 11.7e, 12.2, 12.2b,
12.8a, 14.15a	Steps and size 12.5	11.3c, 11.6b, 11.6i	12.2e, 12.2g, 13.0c
No exploitation marking 5.9a,	Types 12.5	Terrain 11.3, 11.3a, 11.3b	Turn and Phase Markers 3.7d
7.1c, 9.13c	Reserve Mode 5.7	ZOC-like effects 4.1	Turn End Phase 2.2, 2.3
Resolution 7.0, 7.1b, 7.1d, 9.9,	Suppression or "Popping" 5.7f,	Supply Dumps 11.11	Unit Consolidation 12.9 (<i>see also</i>
9.12c, 10.0b (<i>see also</i> 9.9)	(<i>see also</i> Recon by Force)	Barraging 9.6, 9.15g, 14.13b	Replacements)
Combat Resolution)	Retreat (<i>see also</i> Combat, Retreat)	Blowing 11.11, 11.11a	Strength points 12.9
Road-like features 7.1a, 12.8a	DG and 5.10a, 5.10b, 9.12a	Capturing 9.15b, 9.15c, 11.11b	Whole units 12.9
Stacking effects 4.2a, 7.0, 7.1a,	Option results and 9.10, 9.10b	Displacing 4.1, 6.2e, 9.12d,	Unit Scale
7.1e, 7.1f	through 9.10d, 9.12	9.15c	Air units 3.5
Supply costs (<i>see Supply</i>	Hedgehogs 16.0	Supply Expenditure	Ground units 1.0, 3.1, 3.1e
Expenditure, Combat) 7.0	Trucks 9.15c, 12.2g	Air base 11.0, 15.0f	Unit Types 3.1a, 9.3b, 9.4 (<i>see also</i>
Surprise and 6.5e, 7.0, 9.0, 9.16,	Overrun and 7.1d, 7.1e	Barrage 11.0, 11.4, 11.10a,	Combat, Special modifiers)
16.0b	Retreat Rule 4.6	12.4f, 12.4g	Weather
Terrain effects (<i>see also</i>	Rounding Rule 4.3, 9.0, 9.7, 14.10a	Combat 7.0, 9.0, 9.1e, 9.1g, 9.2,	Air effects 14.1f
Combat, Terrain effects) 6.1c,	Sea Transport	9.5, 9.5a, 9.5b, 9.5c, 9.5d, 11.0,	Determination 17.0
7.0, 7.1a	Over the beach unloading 19.0c	11.4, 11.8b, 11.10a, 18.3	Game-specific effects 17.0a,
When allowed 6.1, 6.1c, 8.1b,	Ports 19.0a	Construction 11.0, 15.1, 16.0,	17.0b
9.0, 10.0, 10.0b	Shipping allowance 18.4	16.0a, 16.0c	Ground effects 17.0a, 17.0b
Overstacking	Sequence of Play 2.0	Fuel 5.7a, 6.1c, 9.1e, 11.0,	Weather Determination Segment 2.2,
Eliminating overstacked units	Outline 2.2	11.5a, 11.5c, 11.5e, 11.5f, 11.5g,	2.3
4.2a, 9.12	Narrative 2.3	11.8b, 18.1	Weather Markers 3.7g
When enforced 4.2a, 7.1f, 9.12,	Single-track Railroads 12.3a	Internal stocks 9.1g, 9.5a, 9.5b,	
12.6	Stacking	9.5c, 9.5d, 11.5g, 11.10a,	
Phasing Player 2.1	Air movement and 14.1c, 14.6e,	11.10e, 12.4f	
Ports 19.0 (<i>see also</i> Sea Transport,	14.8, 14.12c, 14.20d	Replenishing internal stocks	
Shipping allowance)	Air unit return 14.6e		

Welcome to The Gamers and our definition of Total Game Support !!! We're Here to Help!

1. Rules Help.

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

If we aren't there, leave word on the answering machine and We'll get back to you as soon as we can. That's a promise.

Don't hesitate! A personal explanation can do wonders. Besides, if you run into something that you and your opponent cannot agree on, we can play an impartial judge on a specific event. (These last are usually the most fun, too.)

2. On-Line Help.

We are on GENie. If you are, you can find us in Category 4, topic 43, page 805. We'll check in most days and will be able to answer your questions. There you will also be able to get the latest news and comments regarding our other series and games that may be of great interest to you as you unlock what must be the best kept secret in wargaming.

E-mail is welcome and can reach us at the address of THE-GAMERS.

3. Letters and Fax

We will be happy to answer your letter and Fax questions, too. We turn them around as soon as possible (same or next day at most). We'll Fax a response directly to the number you give. Mailed questions are answered in as much depth as we can think of (phone questions are easier to handle in that regard, as we get to go back and forth with you) and we do not require things like SASEs or Yes/No format.

Fax: (217) 896-2880

Write: The Gamers, Inc.
500 W. 4th Street
Homer, IL 61849

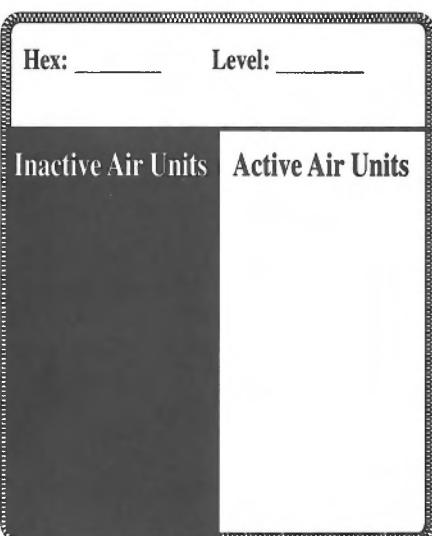
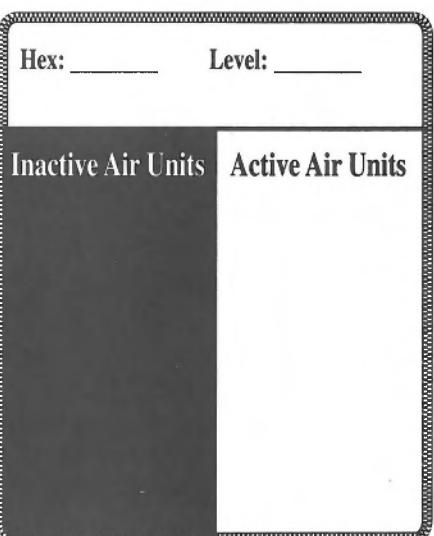
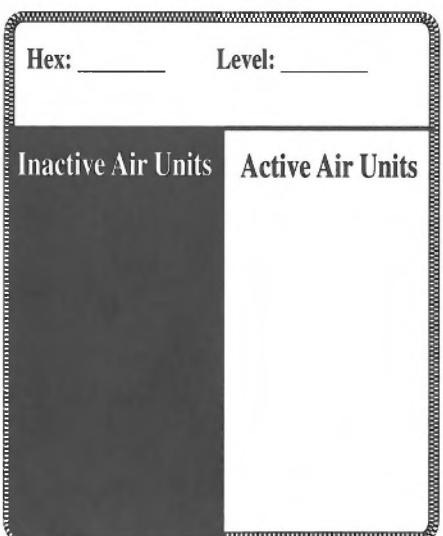
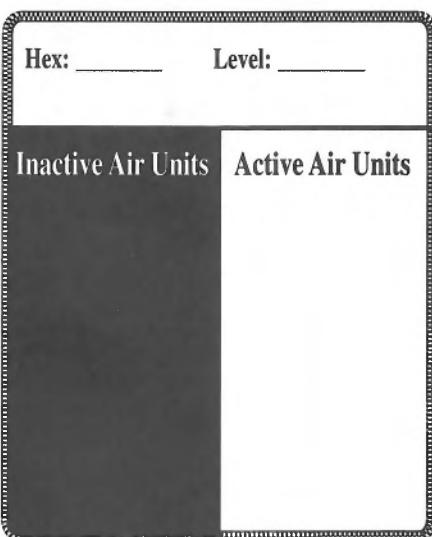
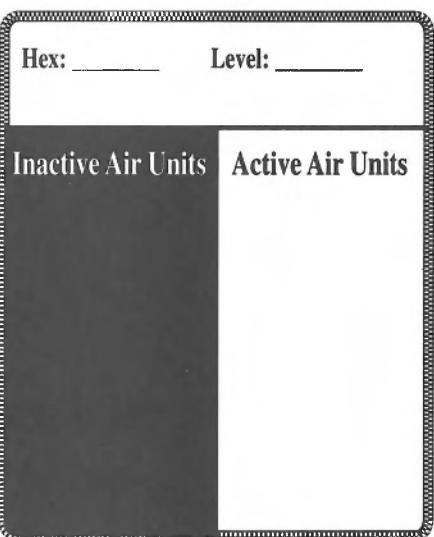
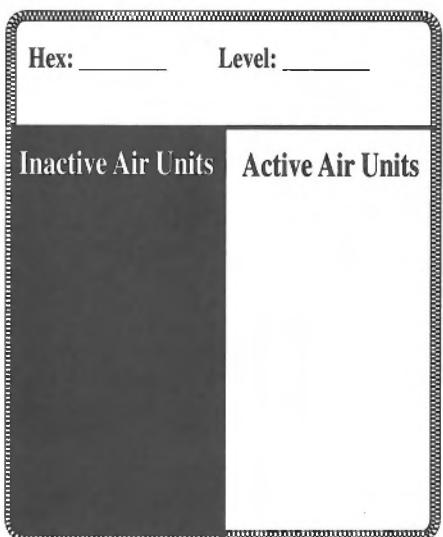
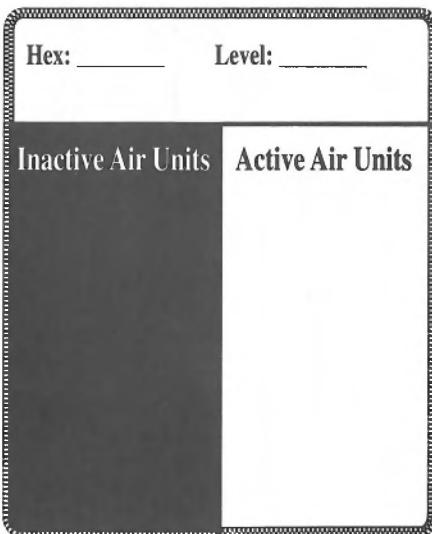
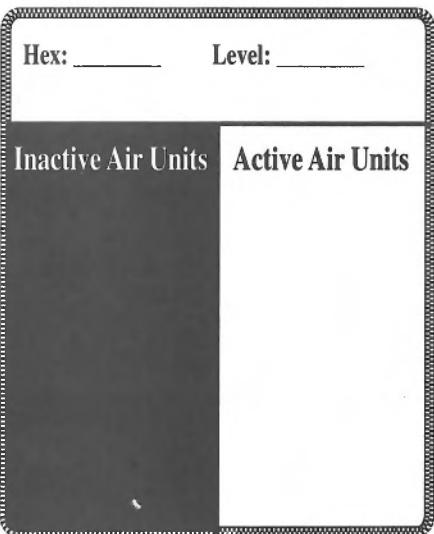
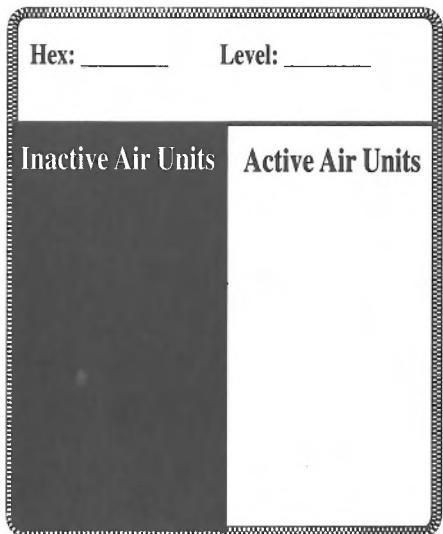
4. Your Input is Important!

While we attempt to maintain the continuity of our series rules—to eliminate repetitive rules learning—we do allow them to develop further after publication. The rules remain stable, not static. Chances are the rules will be updated at least once. Moreover, **Operations** (our magazine) does offer options, additional rules, and clarifications as time goes on which will help refine the series. We do not publish games and then forget them! All of this refinement activity depends heavily on the active participation of the players of our games and feedback is desired. What is more important, feedback has an effect on what we do and how we do it.

5. We Don't Make Empty Promises, Either!

If you are new to The Gamers, but not new to wargaming, you are probably saying to yourself "Yeah, right. I've been lied to by the best!" We can't change things others have done. We can, however, live up to our own standards and promises. Ask anyone who has dealt with us directly before, or try us on any of the above. We'll be happy to surprise you!

**Welcome to the Best Kept *SECRET* in
Wargaming!!!**



The Gamers