

OCS 101

Vitebsk Introductory Scenario

by Chip Saltsman



The newest OCS game, **Smolensk: Barbarossa Derailed**, contains a helpful Introductory Scenario about the capture of Vitebsk. The challenge is to capture or surround two City hexes during the course of one Axis Player Turn. The Soviet forces have no ability to react, making this an excellent solitaire exercise and learning opportunity. The ruleset in use is the OCS version 4.3 rules.

The scenario takes place on the 8 Jul 1941 turn. Operation Barbarossa began less than three weeks ago, and German forces have advanced 400 miles. Hoth's 3rd Panzer Group and Guderian's 2nd Panzer Group have already completed the encirclement of Soviet forces at Bialystok and Minsk. Most of Army Group Center's infantry is reducing that pocket and rounding up hundreds of thousands of prisoners. Smolensk is next in the Wehrmacht's sights, but first they must capture several strategic positions on the way: Mogilev with its bridges over the Dnepr, Orsha on the Minsk-Smolensk highway, and Vitebsk to secure the northern flank. The only forces that have reached this area are the mobile formations, unsuited to city fighting.

Figure 1 shows the scenario setup. Axis forces are just arriving in the battle area and have seized a bridgehead over the Dvina at hex 11.31. The Soviets have prepared defensive fortifications (Hedgehogs) in all hexes in/adjacent to Vitebsk. The Scenario general information specifies that the Axis player has one complete Player Turn and that the Weather conditions are "Normal Flight". Special rules are that the Axis organic trucks all setup "Full", a good thing since that adds four additional SP to the 5 SP sitting in Lepel (hex 5.27). There is also a challenge: try to use as few SP as possible. There is 9 SP total, and it will take 4 just to fuel the mobile formations!

So, commander, how do we even begin? The OCS system is particularly appealing (and frustrating) because of its use of Supply Points to constrain player's operations. There is always more that you WANT to do than you have resources to accomplish. This means a "let's just wade in and see what happens" approach will lead to trouble. OCS rewards focused effort, careful planning and using your forces to the fullest.

Back in my Army days, I was taught a very helpful mnemonic for analyzing a military situation: METT-T (Mission, Enemy, Terrain, Troops Available, and Time). These are five factors useful for players learning the OCS, so they can concentrate their efforts. Let's consider each one.

Mission: We can win a minor victory by putting a solid wall of units around Vitebsk. But let's go for a major victory: capturing both hexes of Vitebsk, 19.27 and 19.28. That's our goal: occupy two City hexes. Casualties don't matter in this scenario—we can be as hard on our forces as we like and not consider the long-term impact of losing units.



Figure 1 - Scenario Setup

OCS 101 - Vitebsk Introductory Scenario (Cont.)



Figure 2 - Soviet Forces

Enemy: The Soviet forces have some major disadvantages in this scenario (see **Figure 2**):

- There is no Red Air Force.
- The Soviet side does not have any Reserve Markers. These two bullets mean they cannot take any action at all during the Reaction Phase. It also means that any Soviet units not directly in the path of the German attack are irrelevant.
- Their Attack-Capable Combat unit (OCS 4.4) AR values average 1, compared with 4.5 for the Germans.
- The German player need not fear the Soviet Player Turn—he can position forces in a way that might be “poor” long-term play.

They have some factors that will make the German challenge difficult:

- All the units around Vitebsk are in Hedgehogs which provide combat shifts (OCS 16.0d) and Heavy AT effects (OCS 9.4e).
- There are two Armored divisions on the approaches to Vitebsk that have 20 Combat Strength.
- The Germans have the burden of attack.
- The terrain presents problems for the Axis, particularly the Major River.
- The two Tank Divisions have two steps each, as does the northern hex of Vitebsk (albeit with a 0-AR unit). The southern hex of Vitebsk contains three steps. Multiple steps are much more difficult to clear from a hex than just one.

Note: OCS uses Fog of War (OCS 4.9), which means your opponent is only allowed to see your top Combat Mode Attack Capable Unit (to know if there is a ZOC, otherwise the top Combat Unit), the top Active Air unit, and any Hedgehog. Everything else—additional units, step losses, Supply Points, internal stock status, it's all hidden. You could have a Panzer division hiding beneath an innocent-looking battalion, or a pair of Infantry Divisions in Strat Mode. Sneakiness is encouraged. Players often place HQ's on top,



Figure 3 - Vitebsk Difficult Terrain

so they can see their supply net, but this is not required. For this example of play, we are showing the Soviet dispositions.

Terrain:

- Vitebsk itself is difficult terrain (see **Figure 3**). The southern hex is Minor City (Very Close terrain) that halves attacking Armor or Mech units. The northern city hex is Major City (Extremely Close terrain) where Armor is 1/3 strength and may need to be attacked across a Major River.
- Fortunately for the German player, the Soviets do not occupy the two Swamp hexes 17.25 and 17.27, which allows mobile units into the Clear terrain south of Vitebsk.
- The Soviets do occupy the Swamp hex in 12.31, a hex which would be difficult to overrun (Swamp is Prohibited to Track and Truck Movement Type units, but only costs 3 for Leg. The only unit which is close enough to Overrun is the Pioneer unit which starts in 11.31).
- The 12th Panzer and 20th Panzer Divisions need to travel 8 MPs just to reach Vitebsk.
- The Dvina is a Major River, impassible to Track and Truck and requiring “All” for Leg. The only bridges are at 11.31 and Vitebsk. The river forces the Germans to approach Vitebsk from one of two directions: either clear hex 12.31 and proceed down the track to Vitebsk from the north or come along the Road/Track south of the river.
- But look carefully at the Major River Terrain line (**Figure 4**).

Terrain Effects Chart							
Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Woods	Close	2	3	1	x 1	x 1	x 1
Forest	Close	3	4	2	x 1/2	x 1	x 1
Swamp	Very Close	P	P	3	x 1/2*	x 1/2*	x 1*
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	Very Close	ot	ot	ot	x 1/2	[x 1/2]	x 1
Major City	Extr Close	ot	ot	ot	x 1/3	[x 1/2]	x 1
Secondary Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x 1/2]	[x 1/2]	[x 1/2]
Major River	ot	P	P	All	[x 1/4]*	[x 1/3]*	[x 1/2]*
Lake/Blocked	ot	P	P	P	[x 1/4]*	[x 1/4]*	[x 1/4]*

[x#] — Attack times the multiple in brackets; Defend at x 1. P — Movement Prohibited.
 * — Attack needs a road if movement is “P” (OCS 9.1f). ot — Dependent on other terrain in hex.

Figure 4 - Terrain Effects Chart

OCS 101 - Vitebsk Introductory Scenario (Cont.)

“Other” Combat Types can attack across it, designated with [1/2]*. The “*” means Attacker needs a road if movement is “P”. This means the northern hex of Vitebsk can be attacked from 18.27 with Infantry with Leg MA or from 19.27 even if on their Move Mode side because of the bridge. Hmmm, I wonder if we can take advantage of this . . .

- In battles, there are plans that won't work and plans that might work. I think the north approach likely to be too difficult. The Soviet 186th Rifle Division in 12.31 would need to be DG'd by Air Barrage and successfully overrun by the Pioneer Battalion, which is possible but difficult. If it didn't work, the Soviet unit would need to be attacked by the 20th Panzer Division's infantry formations in the Combat Phase—necessitating that the advance on Vitebsk would come in Exploit. Finally, the throw range of the German 39th Pz Corps HQ can only supply units as far as 16.29, unless it relocates. Why fight our way through a swamp if we don't have to?
- Let's focus our efforts on the southern route.

Your opponent's opportunity to release units in Reserve, which can Move (1/2 MA) and Overrun. Air units, Ships, and Released Artillery can then Barrage. Note there is NOT a Combat Segment in Reaction.

Troops Available:

- The German forces are first rate—these are high-quality Wehrmacht formations with the most extreme AR differential they will ever see (Figure 5).
- There are four aircraft available with 12-Barrage Strength, and three additional aircraft. These can hopefully DG several hexes for zero supply cost.
- Infantry will be key to taking the City hexes. There are four motorized infantry units that can reach the battle area in Combat Mode, two from the 20th Mtr and two from the 7th Panzer.
- There are nine 5 AR units, at least one of which should be involved in every Combat.
- 7th Panzer is close enough to be able to overrun units on the approaches to Vitebsk using its armor in Combat Mode. 20th Mtr is close enough to attack a

Outline Sequence of Play (2.2)

I. Pre-Turn Phase

1. Weather Determination Segment
2. First Player Determination Segment

II. First Player, Player Turn

- A. Aircraft Refit Phase
- B. Reinforcement Phase
- C. Movement Phase

- Breakout Segment
- Mode & Movement Segment
- Barrage Segment (air & ship only)

D. Supply Phase

E. Reaction Phase

- Movement Segment
- Barrage Segment

F. Combat Phase

- Barrage Segment (artillery only)
- Combat Segment

G. Exploitation Phase

- Movement Segment
- Barrage Segment
- Combat Segment

H. Clean Up Phase

- Repeat the steps of the first player with the roles reversed.

IV. Turn End Phase

Each friendly unit may move, making any voluntary Mode changes as it starts its move (OCS 5.0 covers Modes). Move in whatever order you wish. Conduct Hip Shoots and Overruns.

Conduct Air Barrages (and ships if you have them).

Replenish internals of any Low or Exhausted units. Check all units to make sure they are in Trace Supply. Any units that cannot Make their Trace either Eat off the Map or are marked Out of Supply and checked for Attrition.

The Combat Phase has a Barrage Segment (Artillery only), followed by actual Combat. Some units may earn Exploit results.

For units in Reserve or Exploit Modes, they may now Move (Reserve at 100% MA, Exploit at 50%). The player can conduct Hip Shoots and Overruns during this Segment.

Barrage Segment for Artillery units that have been released from Reserve (note that they can also have moved in the Movement Segment).

Combat Segment for units that were in Reserve or Exploit.

Remove Fuel markers and DG makers

Figure 6 - Sequence of Play

City hex in Combat Orientation in the Combat or Exploit Phases.

- There are also five Reserve markers, which are “future activity options” for the Germans. We can use these to position the 12th and 20th Panzer for Exploit Movement and Combat.
- The 39th Panzer Corps HQ can Throw from its present position as far as Vitebsk (along the southern route), so it can stay where it is.
- A subtle tactic is to run up the odds or AR differential on a defender, hoping for an Exploit result. This can allow additional

forces to operate in the Exploit Movement and Combat segments. Perhaps we can try that here.

Time:

OCS represents both time and the way one side manages to get more done than the other through the two mechanisms of the Sequence of Play and the Initiative process (see Figure 6). Since we just have one Player Turn, we can't illustrate Initiative in this play example (but it is a very important concept).

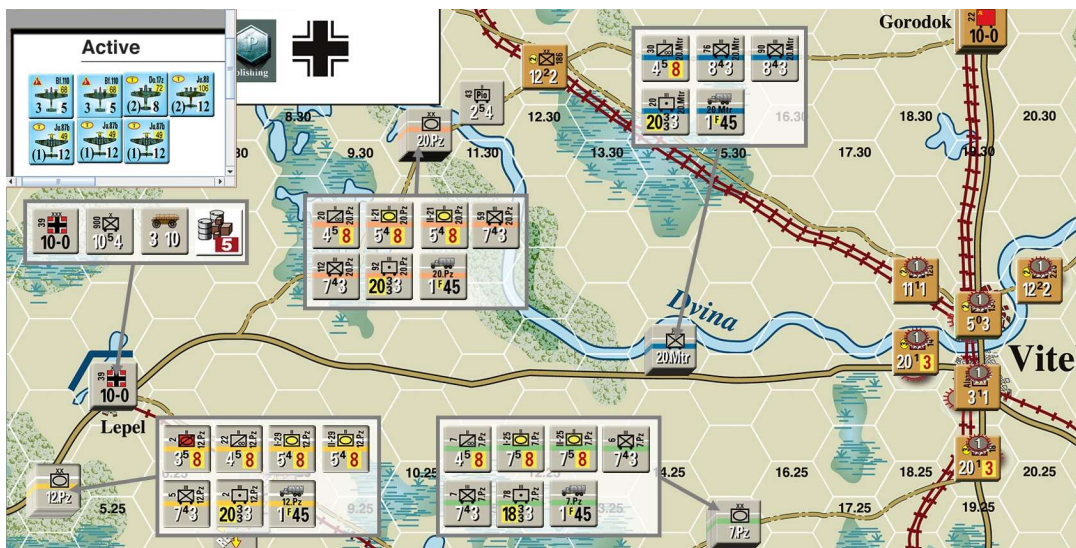


Figure 5 - German Forces

OCS 101 - Vitebsk Introductory Scenario (Cont.)



Figure 7 - The Plan

- The Sequence of Play allows us to layer a series of attacks and operations that build upon one another. An important part of learning OCS is understanding how to use this to best advantage.
- Each Phase, and each Segment within a Phase, must be followed in strict order.
- Note how many opportunities you have to smite enemy units, either a single position or multiple hexes:
 - Hip Shoot (multiple times)
 - Overrun (multiple times)
 - Air/Ship Barrage
 - Artillery Barrage
 - Combat
 - Exploit Hip Shoot (multiple times)
 - Exploit Overrun (multiple times)
 - Exploit Air/Ship/Artillery Barrage
 - Exploit Combat

So, what's the plan? (see Figure 7)

1. Hex #1 needs to be occupied by a unit so that supply can be traced through it. The Artillery unit from 7th Panzer will be ideal, as it will be able to Barrage any hex that still needs a DG results after the Luftwaffe has done its Air Barrages.
2. Hex #2 is the launching point for Overrun attacks against Hex #3. First, we occupy it with a spotter unit for Hip Shoots against Hexes #3 and #4, then we use it as the hex where 7th Panzer attacks Hex #3.
3. Once Hex #3 is cleared, we can use units in it as Spotters for Barrages against Hex #5 and we can now move the 20th Mtr Infantry in to attack Vitebsk directly (or try an overrun with 12th Panzer or 20th Panzer, saving 20th Mtr Infantry to attack across the River).
4. We put the remaining units of 12th Panzer, 20th Panzer and the 900th Infantry Brigade into Reserve, ready for what happens with our initial attacks. We don't have to do this until we have made those initial Overrun attacks, so let's see where we are by that point.

Alternate paths:

- The Axis player can DG the Soviet 186th Rifle Division in hex 12.31, and then overrun it with the 43rd Pioneer Battalion. Do this first, and if it can clear the hex, that opens a path through the swamp terrain down to Vitebsk from the north.
- In the full game, the Axis player has several Construction Markers that can be used to bridge rivers—but a unit must start the turn in the hex. The 20th Mtr is ideally placed to take advantage of this, with a Pontoon from hex 14.27/15.28.

Finally! Let's move some units!

Not so fast. We need to follow the Sequence of Play scrupulously. The Scenario rules specify "one player turn" as the start and end points.

Aircraft Refit Phase.

All our aircraft are Active, so there is nothing to do here (OCS 15.1 covers Refit and the cost is 1T per Air Base regardless of level). Note that this Phase occurs before the Reinforcement Phase, so the SP you need to Refit need to be in place before your turn begins.

Reinforcement Phase.

- The Game-Specific rules for each OCS game specify things like supply sources, Reinforcement entry hexes, Order of Arrival, etc. The OoA does not list any reinforcements for the 8 Jul 1941 turn, but does note that the Axis has no Rail Cap (Rail lines in this portion of the map have not yet been converted in any case). Smolensk 3.1 specifies that any map-edge hex west of 10.xx where any type of road or railroad enters the map are Axis supply sources (for our purposes, that means hex 1.26). Supply from the Supply Table roll can appear at any map-edge supply source (again, hex 1.26) and notes that later in the Smolensk game it can appear in City hexes which have a converted rail line back to a friendly map edge supply source.

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- I don't bother to roll on the Repl Table (I have no units in the dead pile in this scenario). I can also roll on the Special Repl per Smolensk 1.6c, table but don't (I will presume that Guderian gets the result). I do make a roll on the Supply Table. I roll a 7 (2 dice) which gives me 7 SP, but I must follow the "Guderian & Hoth" restrictions of Smolensk 3.4b which means I only get 3 of the SP. I put a 3 SP marker on hex 1.26.

Movement Phase – Breakout Segment:

- I have no units that are Out of Trace, so none are eligible for Breakout (OCS 12.8e).
- We will cover how to actually do Trace Supply in the Supply Phase.



Figure 8 - Movement Phase

Movement Phase – Mode Determination & Movement Segment (see Figure 8)

- The 78/7 Pz Arty Regt remains on its Combat Mode side and moves along the Trail to 18.25, expending 3 MP. Its white Movement Allowance (MA) means that it uses Leg Movement and does not have to pay for Fuel.
- The 20/20 Mtr Arty Regt also remains on its Combat Mode side and moves along the Road to 17.27, then moves into the Clear Terrain in 18.26.

Some notes about these two moves:

- The 20/20 Mtr Arty Regt moved directly from 17.27 (a Swamp Hex) to 18.26 (Clear Terrain) without using a Road. One of the often-missed OCS rules is OCS 6.1d, which states that a unit can move from hex A to hex B only if it can **also** move from hex B to hex A. This unit has a Leg MA, so it can also move from 18.26 to 17.27 for 3 MP. A unit with Track or Truck MA cannot do this, so it could not make the same move into 18.26. Leg movers, especially Cavalry, are excellent at infiltration for this reason.
- This "can move from hex A to hex B only if it can also move from hex B to hex A" also applies to Overruns, which cannot make use of roads, per OCS 8.1c. This means my planned Overrun of the Soviet 14th Tank Division in 18.27 by the 7th Panzer Division cannot come from hex 17.27 but must instead go via hex 18.26.
- All the Soviet units pictured are Attack Capable units (defined in OCS 4.4) in Combat Mode, which mean they exert a Zone of Control (ZOC, per OCS 4.5) into surrounding hexes. OCS 4.5a has a long list of activities that cannot

take place in an enemy unit's ZOC. Some of these have the notation "<Negation>", which means that the ZOC is negated **for that particular action** if the hex is occupied by a friendly combat unit and that unit will not spend MP later in the current phase (OCS 4.5b).

- So what? First on the list of "can't take place in an enemy ZOC" is Truck Movement. Any unit using Truck MA must stop upon entering an enemy ZOC. Leg and Track aren't affected, which is how the 20/20 Mtr Arty Regt could move from 17.27 to 18.26. But the Truck MA units in 7th Panzer Division would need to leave one of their number behind in 18.25 enroute to their Overrun and I don't want to do that. Dropping off a unit in each hex to move through enemy ZOC's is called "Laying a Carpet" and illustrated on page 12 of the OCS Rulebook version 4.3.

These Artillery units have several reasons for moving to these two hexes:

- They are able to conduct Barrages if needed, in case the Hip Shoots don't DG our target hexes. Both of them have a 3-hex range, so can reach the hexes we plan to attack.
- They negate the enemy ZOC for Supply Lines, enabling me to get SP to units next to Vitebsk.
- They Lay a Carpet for the 7th Panzer Division Overrun (strictly speaking, a Truck MA unit isn't required to halt in an enemy ZOC if it immediately conducts an Overrun, per OCS 4.5a, but I also want a unit in the hex because of the Supply Line ZOC negation once the Overrunning units move through).
- We also need a spotter for planned Hip Shoots, but . . .

Some OCS gamers feel strongly that using Artillery as "spotters" for Air Barrages is an ahistorical abuse of that unit type. Or a "gamey" use of a rules loophole. Whether or not you agree, using your artillery like this is a good way to have it eliminated by enemy action. For the moment, we are using the v4.3 rules as they exist, and this is a permissible tactic. I plan to move in another unit to act as spotter anyway.

Fueling (see Figure 9). The 7th Panzer Division fuels. Combat units using Tracked MP or Truck MP cannot expend any MP unless fuel costs are paid (OCS 12.5a). The trigger for requiring fuel is the expenditure of MP. We will use the Formation Method (OCS 12.5c (A)), which costs 1 SP. We draw the SP from the Organic Truck in the same hex, flipping it to its "Empty" side.



Figure 9 - Fueling

OCS 101 - Vitebsk Introductory Scenario (Cont.)

Supply Direct Draw is covered in 12.3a and allows a unit to “pull” SP from any Dump within 5 Truck MP plus 1 hex, counted from the unit back to the dump. The 7th Panzer Division marker flips to its fueled side to denote its status (OCS 13.7). Players are free to use the marker to represent a stack of units held off to the side if they wish. All units of the 7th Panzer Division are now able to expend Track or Truck MP’s until the next Friendly Clean Up Phase, at the end of this Player Turn.

Next, the 7th Krd Bn orients to its Combat Mode side and moves along the Trail to 18.25, then north a hex to 18.26. This unit does not require the 78/7 Pz Arty Regt to “lay a carpet” for it because it uses Track MP, not Truck MP. It stops its movement in 18.26. I would very much like this unit to be part of an Overrun but will use it as a spotter instead.

At last we can perform some combat activity! Now that we have a spotter unit in 18.26, let’s do some Hip Shoots.

Hip Shoots (OCS 14.7d):

- Hip Shoots are a special instance of a normal Air Barrage but are conducted at any point in a Movement Segment (Movement, Exploitation or Reaction Phases, weather permitting).
- Each game-specific rule book lists the nationality/units permitted to conduct Hip Shoots, generally an indication of an advanced air-ground coordination capability. In Smolensk, all Luftwaffe aircraft can conduct Hip Shoots (Smolensk 3.2a).
- They require a correct spotter (a friendly combat unit adjacent to the target hex, per OCS 10.0b).
- They are made by a single aircraft, but any hex can be the target of multiple Hip Shoots in a Segment.
- A Hip Shoot most often targets enemy units, but any target is allowed (Units, Ships, Ports, or Air Bases).
- Strategic Bombers cannot Hip Shoot (OCS 14.1e).
- Hip Shoots benefit from the Short-Range Barrage Modifier (OCS 14.7c), a 1-right shift if the range is 10 hexes or less, something many OCS players just call “proximity.”

Follow the Air Mission Sequence (OCS 14.2f) (Figure 10):

- The German player declares he is conducting a Hip Shoot Barrage.
- He moves a Ju.87b 47 hexes from the German Off-Map Airfield to 18.27, the Mission hex.
- There are no Active Russian Aircraft in 18.27 so no Air Combat.



Figure 10 - Hipshoot #1

D. An Air Barrage mission is subject to Flak (OCS 14.4a), so it can also be Intercepted (OCS 14.5) were it in a Patrol Zone (PZ, up to 10 hexes from an Active Russian Fighter, OCS 14.4c). There is no PZ over this hex, so there is no Interception. Had there been a PZ, the Germans would likely have conducted Fighter Sweeps (OCS 14.6) beforehand to render any Russian Fighters Inactive.

E. The Russian player rolls for Flak (OCS 14.4) after consulting the modifiers on page 1 of the Charts & Tables. There are no modifiers, and he rolls an “8” on 2 dice, which is “no effect”. The adjusted roll needs to be an “11” to cause a step loss to the attacking aircraft.

F. The Air Barrage is now resolved (page 2 of the Charts & Tables). The Ju.87b has a Barrage Strength of 12, so the Barrage starts on the 12-16 column. There is a Left 1 shift for the Hedgehog in the hex, but no other shifts (the Russian unit is in Open Terrain with no density shifts). The German player rolls a “5” with 2 dice on the 8-11 column, for no effect.

G. The Ju.87b returns to any base within range, in this case the German Off-Map Airfield, and becomes Inactive.

Once you get the hang of the Air Mission Sequence, you can move through it fairly quickly.

We need to try again. Why? A DG is the ideal way to “soften up” a defending hex prior to attack. The defender’s Combat Strength and Movement Allowance are halved, and AR reduced by one. It also loses its ZOC. DG’s are also an excellent way to break up an anticipated attack or disable enemy reserves.



Figure 11 - Hipshoot #2

Second try against 18.27 (Figure 11). We follow the same process with another Ju.87b. The Flak roll is a “5” for “no effect”. The Barrage has the same modifiers, a 1-left shift for the Hedgehog. This time the Barrage roll on the 8-11 column is an “11” for a “1/2” result. This result is a “DG” plus a step loss on a roll of 4-6 on a third die (which step to lose is the owning player’s choice, per 9.11c). The Axis player rolls a “3” so the Soviet player escapes the step loss. (Most players roll three dice at a time, with an odd-colored die as the “kicker” for results requiring one.) The Stuka returns to the Off Map box.

OCS 101 - Vitebsk Introductory Scenario (Cont.)

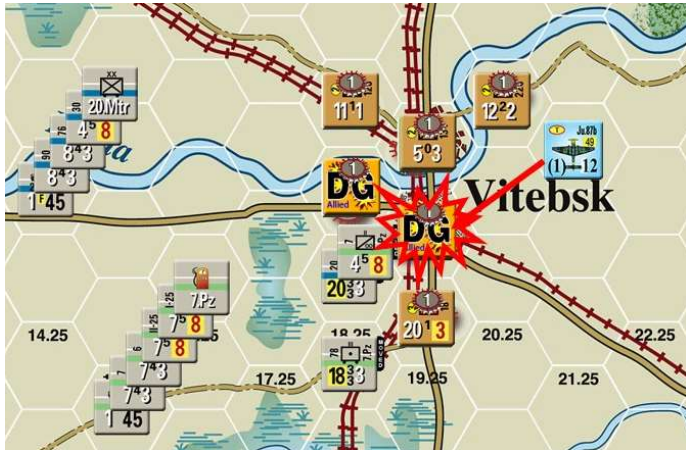



Figure 12 - Hipshoot #3

Hip Shoot against 19.27 (Figure 12). Again we follow the Air Mission Sequence to Barrage 19.27 with our third and last Ju.87b. The Flak roll is a “6” for “no effect”. This time there are two 1-left modifiers: one for the Hedgehog and the second for the terrain being “Very Close”, which moves us from the 12-16 Column to the 5-7 Column. The Barrage roll an “8” for a “DG” result. The Stuka returns to the Off Map box.

We are now set to Overrun hex 18.27. Let's take a look at how Overruns work.

Overruns (OCS 8.0)

- An Overrun is conducted from an adjacent hex and is an attempt to enter the enemy hex. The attacker must eject the defender to succeed and enter the hex.
 - Only Invasion-Capable units that started the Phase stacked together can overrun. Move to the hex from which they will conduct the Overrun and then pay 3 MP for the Overrun attack. They must have 3 MP remaining, and the hex cannot cost more than 3 MP to enter via Movement.
 - Overrunning units cannot use Roads or Bridges to reduce terrain costs.
 - If Movement Points remain, units can Overrun multiple hexes or the same hex multiple times.
 - Overrunning units ignore Exploit results.
 - Should Overrunning units take any options as a retreat, they must conclude their movement for the Phase. They can continue movement if they do not retreat.
 - Use the same process as for regular combat but note the different threshold for Surprise.
- 

Overrun against 18.27 (Figure 13)

- **Fueling.** The 7th Panzer Division is already fueled.
- **Movement.** The two Infantry Regt's from 7th Panzer Div flip to orient on their Move Mode side (which is Truck MA instead of the Leg MA on their Combat Mode side). The two Track MA units stay oriented to

their Combat Mode side. They must select which side to be oriented to prior to beginning their movement (OCS 5.4). Units of different modes or multiple kinds of MA can move together as a stack, but their movement costs must be met (OCS 6.1e). In this case, the MP cost for each hex is the same for Track and Truck. The stack can drop off units as it goes, but any units which do so cannot move further (OCS 6.1f).

- (The Organic Truck does not accompany the stack since it cannot participate in the Overrun, as per OCS 8.1 only Attack-Capable units can overrun.)
- Each hex costs 1 MP enroute to 18.26, and then each unit pays 3 MP for the Overrun, so they are “in with 7”. As previously noted, the Truck MA units can continue moving out of the enemy ZOC in hex 18.25 because it has been negated by the 78 Arty Regt.
- **Combat.** Like the Air Mission Sequence, we will follow the Combat Sequence (OCS 9.2) in detail. Again, this quickly becomes second nature even though seeing it all typed out looks intimidating!
- Overruns are a particularly favorable tactic should your units have a better AR than the defender. With a +2 differential, they will obtain Attacker Surprise 58% of the time (and suffer Defender Surprise only 8% of the time). Even Infantry units can Overrun, as long as they pay the 3 MP.
- The Vitebsk scenario we are playing may leave you with the impression that Smolensk is a walkover for the German player. Not at all. Soviet advantages include lots of units, difficult terrain, an off-board ability to rapidly shift reserves and the German logistical constraints. Plentiful supply allows for plentiful artillery barrages. You can't operate the Soviet army like the nimble Wehrmacht. A strategy of slowing and channeling the German advance, then seizing opportunities to swarm forces for counterattacks against thinly-held sectors will give your opponent fits.



Figure 13 - Overrun Against 18.27

OCS 101 - Vitebsk Introductory Scenario (Cont.)

Overrun against 18.27 – Combat Sequence (OCS 9.2)

- 1. Select hexes.** The Attacker (Axis) announces that he is conducting an Overrun against 18.27 from 18.26.
- 2. Pay for supply.** The Soviet 14th Tank Division has two steps, so it pays 2T to provide defensive supply (per OCS 12.4, the cost for the defender is always 2T, unless the defending units have 1 RE or less, in which case the cost is 1T). The Soviet unit can Direct Draw from the Dump in 19.28 since it is adjacent – yes, even across a Major River. It is also 1 Truck MP through 19.27 to 19.28, either way works. The cost for the attacking units is 1T per step, or 4T (1 SP). This 4T is part of the 3 SP received in the Reinforcement Phase and placed in 1.26. The German 39th Corps HQ can Direct Draw from 1.26 (count 2.5 Truck MP's from the HQ unit along the road to 1.26 per OCS 12.3a) and then Throws the 4T to the units involved in the combat (OCS 12.3b covers Throwing via HQ). The Throw from the 39th Corps HQ is done in Truck MP, since the Throw Range on the HQ unit is in Truck MP (there are a few HQ's in other OCS games which have Leg MA Throw Range). It is 6 Truck MP's from the HQ along the Road to 17.27, adjacent to the attacking units. The Soviet Tank Division no longer projects a ZOC into 17.27 because it is in DG Mode. And, yes, the "adjacent is close enough" (OCS 12.3c) provision means that the attacking units can retrieve supply thrown to a Swamp hex they can't enter. Alternatively, the HQ can throw to 18.26 via 13.17 and 17.25, which is 10 Truck MP.
- 3. Action Ratings.** Each player must select an AR (OCS 9.6). The attacker goes first, selecting the I-25 Panzer Bn as its lead unit with its 5 AR. The Soviet only has one unit, which as a 1 AR, reduced to 0 by DG Mode (OCS 9.6a).
- 4. Terrain and Combat Odds.**
 - Terrain:** OCS has the defender select terrain that will modify each attacking stack (OCS 9.4b) and the terrain that will both modify the defending stack and be the terrain category line on the Combat Results Table (OCS 9.4c). In this case, there is no option except Open Terrain. The "defender selects terrain" aspect of combat can be a little confusing at first, but most of the time it's obvious.
 - Combat Odds:** It's important to distinguish between a unit's Mobility Type (Track/Truck/Leg, denoted by the color of the units MA per OCS 3.1a and affects movement) and their Combat Category (Armor/Mech/Other, denoted by the color of the Unit Symbol background per OCS 3.2a and affects combat).
 - Soviet (see Figure 14):** The defender is a 20 Combat Strength Armor unit in Open Terrain (x1 per TEC) which has lost one of its three steps (defense strength is still 20 per OCS 9.11d) and is also in DG mode (1/2 Combat Strength per OCS 5.10b). So, $20 \times 1/2 = 10$.

• **Axis:** The attacker has four units, two of whom are Armor and two Other. The terrain is Open (2x to attacking Armor and Mech, x1 to Other). The defending unit is in a Hedgehog (provides "Heavy" Anti-tank effects, per OCS 16.0e and described in 9.4e) which reduces the multiple for both Armor and Mech to 1.5. The defending unit also has "Heavy" Anti-tank effects since it is a Red-coded unit with an Armor symbol, but this isn't additive to the Hedgehog effect. So, the two 7-strength Armor units are $x1.5$ to 10.5 each, plus the "Other" units at $x1$ generate a final combat strength of 29 ($10.5 + 10.5 + 4 + 4$).



Figure 14 - Force Comparison

• **Combat Odds:** 29 to 10 is 2.9 to 1. Using the Rounding Rule (OCS 4.2), this rounds to 3:1, so the combat starts on the 3:1 column of the Open Terrain line (OCS 9.7a).

5. Determine DRM. The DRM is the Attacker AR (5) minus the Defender AR (0) (OCS 9.6). The final DRM is 5, and yes, it is possible to have a negative number. (A lot of players add in the -1 for Hedgehogs here instead of both Steps 6 and 7 as it affects both Surprise and Combat rolls. If you do that, don't forget to adjust the Combat roll further for Level 2 or higher Hogs!)

6. Determine Surprise. We roll two dice to determine Surprise, and a third for any column adjustments (OCS 9.8). The two dice are an "8" and the third die is a "1". The threshold for achieving Surprise is on page 2 of the Charts and Tables—for an Overrun an adjusted roll of 6 or less yields Defender Surprise and an adjusted roll of 9 or more yields Attacker Surprise.

Combat Table (9.9) roll two dice																			
Dice Roll Modifiers: Add the Action Rating of selected attacking unit. Subtract the Action Rating of selected defending unit and the Hedgehog Level (if any is in the hex).																			
Extra Close	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1	16:1	17:1	18:1
Very Close	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1	16:1	17:1
Close	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1	16:1
Open	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
1 or less	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
3	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
4	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
5	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
6	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
7	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
8	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
9	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
10	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
11	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
12	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
13	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
14	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2
15 or more	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL2

Figure 15 - Overrun CRT

OCS 101 - Vitebsk Introductory Scenario (Cont.)

Our roll of 8 plus the DRM of 5 is 13, minus one for the Hedgehog (which provides a -1 to the DRM regardless of Hedgehog level per OCS 16.0d) is a 12, more than enough for Attacker Surprise. Achieving surprise shifts the Combat Table from the initial odds by a number of columns equal to the third die roll in favor of whichever side achieved it (right for the Attacker and left for the Defender). We will resolve the combat on the 4:1 column.

7. Resolve Combat (see Figure 15). Make a Combat roll with two dice. Add the DRM to the roll and subtract the Hedgehog level (OCS 9.9). Our roll is a “6” plus the DRM of 5 and minus the Hedgehog level of 1 equals 10. The combat result is Ao1e4/DL1o2.

8. Execute Combat Results. There is a lot in that combat result!

- **Ao1e4** – The attacker always goes first in executing his combat results (OCS 9.10b). There are no “hard number” “L” losses. The “e” for Exploit is a great result, putting units of that AR or higher in Exploit Mode, but it is ignored in Overruns (OCS 8.1e).

- **Attacker Options** – The “o1” option result is a choice, sometimes a difficult one. Options can be satisfied with a loss, the first loss being from its Lead unit that provided its Action Rating for the combat (OCS 9.11c). Taking the option as a loss by eliminating the I-25 Panzer Bn forces the Soviet player to take his own options and allows an Overrunning stack to continue movement. Taking the option as a retreat backs up the Overrunning units and the defenders can ignore their options. The Germans can either lose a valuable unit, force the Soviets out of the hex, and keep going, OR save the unit, back up a hex out of the tactical situation and halt. Retreating is a problem, because of the ZOC projected by the Soviet 18th Tank Division into 18.25. Retreating into an enemy ZOC instantly triggers a DG result in that hex, including for the units that are already there and cannot be negated (OCS 9.12e). The German player decides to forge ahead, kills the I-25 Panzer Bn (ouch!) and looks to see what the Soviet player will do.

- **Defender Losses** – An “L” result is a required step loss of that number and happens first (OCS 9.11b). The Soviet unit loses a step from his lead (and only) unit and the player flips the loss marker to its 2 side.

- **Defender Options** – Since the Germans took their options as a loss, the Soviets must fulfill the “o2” result (OCS 9.10c and note that a defender can take his options even if the attacker did not, should he really want to retreat). The 14th Tank Division has one step remaining, so it either is destroyed or retreats two hexes (OCS 9.10a). But it is trapped. It can’t retreat across the Major River, since that is prohibited terrain for Track units (OCS 9.12). It can’t retreat into 18.25 since that hex is occupied by enemy units. And if it retreats into 17.27 or 19.27, both in the ZOC of the German units in 18.25, it will lose a step (OCS 9.12e). The Soviet player eliminates the unit.

9. Advance after Combat. The surviving three German units advance into 18.27, which is required after a successful Overrun (9.12g (D)). They have expended 7 MP to this point. The Hedgehog remains in place—Combat and Barrage results do not affect them (OCS 16.0h). However, many OCS games have specific rules regarding Hedgehogs, particularly “map-printed” ones such as these.

Smolensk 1.3a states that they are permanent and cannot be reduced. Hedgehogs normally benefit whichever sides occupies them.



Figure 16 - Movement After Overrun

- **Continued Movement (Figure 16)** – The German player must finish the move of this stack before any other units can move. The armor unit has 1 MP remaining and the two Motorized Infantry units have 9. What if they attempt an Overrun against 19.27? That would be a 2:1 attack on the Very Close Terrain line—a chancy proposition even with a +3 DRM. There isn’t that much downside in this scenario should the attack fail, but I don’t like long-shot attacks if I don’t have to make them (burning out your mobile formations in OCS is an ever-present temptation). Instead, let’s position ourselves for subsequent action. The II-25 Panzer Bn remains in 18.27 because the Truck MA units can’t depart unless a unit halts in this hex due to the ZOC from the Soviet 126th Infantry Division in 18.28, and because the German player wants a spotter and ZOC on hex 19.28. The two Motorized Inf units move to 18.26. This concludes the stack’s movement.

- **A note on Surprise** – The idea of a Surprise that can shift up to 6 combat columns is mind-bending to some players. This, combined with the Fog of War rules (OCS 4.9), make it difficult to count factors or depend on a combat result. That’s just like real life—sometimes the “sure thing” fails or the “forlorn hope” succeeds.

Let’s pause here for a moment to check on our plan. We are adjacent to the two Vitebsk hexes, one has been DG’ed (an important attack preparation), and we have supply able to reach the combat area. Four air units remain active. We still have three mobile formations available to us.

- For attacking city hexes we need infantry. For attacking across Major River hexsides we need Leg MP units, i.e. motorized infantry in Combat Mode orientation. Between 7th Panzer and 20th Mtr we have 24 Combat Strength.

OCS 101 - Vitebsk Introductory Scenario (Cont.)

- We could continue to send in Overrun attacks, which could succeed (one way to assess a potential attack in OCS is to assume every die roll is a “7” and see how that plays out). That might weaken or take a hex prior to the Combat Phase.
- We could mount a big Combat Phase assault against the 19.27, hopefully overwhelm it, and then go after 19.28 in the Exploit Phase with either units that get Exploit mode (we hope) or released Reserve units.
- We could mount two smaller Combat Phase attacks against both Vitebsk Hexes, then use the released Reserves to mop up anything left. This would likely have higher casualties than the big-attack approach.
- I think I will try the big attack. (There’s a lot of ways to come at this, and it’s interesting to experience the styles different players bring to OCS.)

But what about 19.28? (Figure 17)

There is still the not-yet DG’ed stack in 19.28. This is a major city hex with a Hedgehog, which will be three left shifts on the Barrage Table. That will be very challenging for a Hip Shoot since it is limited to one plane. We will prepare several options to DG this hex:

- We will conduct an Air Barrage with all our remaining aircraft to get the best column during the Barrage Segment (Air & Naval). If that doesn’t work . . .
- We position several artillery units within range, so we can Barrage the hex if needed. Our two artillery units within range (from the 7th Panzer and 20th Mtr) have a combined 38 Barrage strength. Barrages cost supply, but this one might be necessary. Failing that . . .
- We create Reserve stacks able to Overrun, Barrage and Attack in our Exploitation Phase.
- It is a good OCS practice to assume something won’t go as intended and therefore to create options!



Figure 17 - What About 19.28?



Figure 18 - 20 Mtr Movement

Set up for “Big Attack”

- **Moving 20th Mtr (Figure 18)** – The 20th Mtr moves along the road from 14.25 to 18.27, expending 2 MP’s for each of the Mobility types. Moving the 30th Krd Bn requires fuel, and this time we use the Single Unit Method (OCS 12.5c (C)). Only one unit from the formation requires fuel to move, so this will be less expensive than fueling the Division. The 39th Corps HQ Draws from the Dump in 1.26, leaving 7T remaining, and Throws it to the 20th Mtr starting hex. The Organic Truck does not require fuel (an Organic Truck is a special form of Transport Point, which never need it, per OCS 13.2b).

Creating Reserves (Figure 19)

- **12th Panzer Division** – The units of this division orient to their Move Mode side and enter Reserve Mode.
- **Modes** – The “Move Mode side” and “Reserve Mode” bit makes it sound like they are in both modes at once. A unit affected by mode can be in only one mode at any given time (OCS 5.2). If they don’t have a marker designating another mode, then they are in Move Mode or Combat Mode, depending on what side they are oriented to. Acquiring a marker, either voluntarily (Reserve or Strat Mode) or involuntarily (DG or Exploitation Mode) places them in that mode, but they are said to be oriented to their Move/Combat Mode side.
- **Fueling** – The 12th Panzer Division hasn’t yet expended MP’s, so they don’t require fueling. They can be fueled should the player wish to move it in the Exploitation Phase. Because fuel markers come off in a player’s Clean Up Phase, one OCS tactic is to fuel and move units during the Reaction Phase of their opponent’s turn (they can move 50% of their MA). But they then stay fueled into the player’s next turn (until their next Clean Up Phase) so can move their full MA without requiring additional fuel.

OCS 101 - Vitebsk Introductory Scenario (Cont.)

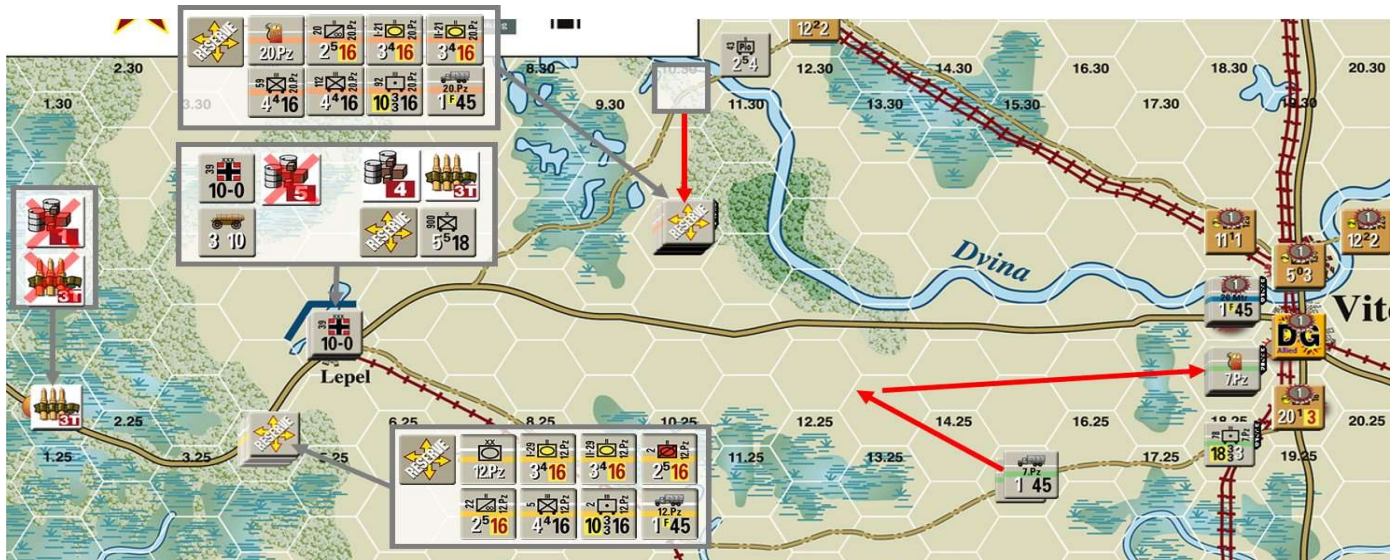


Figure 19 - Creating Reserves

- **Organic Trucks** – Transport Points are always in Move Mode, and cannot enter Reserve Mode, which means they can only move during the players' Movement Phase. However, Organic Trucks are an exception, and can enter Reserve Mode (OCS 13.2d). This allows them to go with their parent formation and provide flexibility, such as supplying them during encirclement operations.
- **Reserve Tactics** – Some Reserves are intended to maximize movement and minimize fueling as described above. Some are intended for Exploitation Phase use like the 12th Panzer Division here. And some are "reserve Reserves", ready to react to opponent activity. All three are effective OCS play.
- **900th Infantry Bde** – This unit orients to its Move Mode side and enters Reserve Mode. Hiding Reserves beneath other units is a time-honored OCS tactic.
- **20th Panzer Division** – The division fuels, the 1 SP Thrown to it by the 39th Corps HQ (which draws from the Dump in 1.26, leaving 3T remaining). Units in Reserve Mode can move one quarter of their MA (OCS 5.7), so the division moves to 10.28. This move is 3 MP for the Track Mobility units (1 for the Trail in 10.29 and 2 for the Light Woods in 10.28) but it is 4 MP for the Truck Mobility units (1 for the Trail in 10.29 and 3 for the Light Woods). The Track units could move an extra hex, creating Reserve stacks in two separate hexes, but then the entire division would not be able to Overrun in the Exploit Phase, since Overrun requires units to begin the move stacked together.
- **7th Panzer Organic Truck** – This unit moves to the Dump in 1.26 (9.5 Truck MP via 11.27), picks up the last remaining 3T (10% of the Transport Points MP's per OCS 13.2f is 4.5 MP rounded up to 5), moves to 5.27 (2.5 MP), picks up 1T from the Dump in that hex (5 MP, and now flips to its "full" side), then moves to 18.26 (7.5 MP via hex 18.27). It ends its movement there, having expended 29.5 MP's.

- **43rd Pioneer Bn** – This unit cannot enter Reserve Mode, because it is starting in the enemy ZOC from the Soviet 186th Rifle Division (OCS 5.7c).

Barrage Segment (Air & Ship only)

Air Barrage against 19.28

- The Mode Determination & Movement Segment is now finished. Prior to our opponent's reaction we can conduct Barrages, but only with Air Units & Ships. We have four air units remaining active, and no Ships.
- Air missions in the Barrage Segment are conducted in the same way as Hip Shoots, except that they are not limited to single air units. As many as four can conduct a mission (OCS 14.2f), and that is what we will bring (see Figure 20). Two Bf.110's, a Ju.88 and a Do.17z fly to 19.28 and Barrage the hex. Per the Terrain Effects Chart the Major City is "Extremely Close", which is a 2-column shift to the left, plus an additional 1-column shift to the left for the Hedgehog.



Figure 20 - Air Barrage Against 19.28

OCS 101 - Vitebsk Introductory Scenario (Cont.)

There are 2 RE in the hex, so no Density shift. The Flak roll is modified by +1 for having three or more air units and another +1 for the Level 1 Airbase in the hex. The roll is a "10", modified up to a 12 for a hit. We roll another die and check the Mission Loss Table (OCS 14.4f, and the table is on the first page of the Charts & Tables). This roll is a "5" for a "W" result on the '4 aircraft' line. This means that the weakest unit in the mission loses a step. The two Bf.110's are weakest, and we flip one to its reduced side. We total up the four Barrage Strengths to get 28. The Barrage roll is a "9" on the 8-11 column (shifted from the 25-40 column), which is a DG result.

This scenario has no Red Air Force. One of the very interesting sub-games in OCS is an air war between rival forces. This can include a variety of missions such as:

- Fighter Sweeps to render opposing aircraft inactive, and possibly eliminate a step.
- Air Barrage of their airfields to reduce them and destroy the aircraft on the ground.
- Trainbusting missions to interdict enemy movement.
- Air Transport of supply (or units) onto the map.
- Establishing Patrol Zones and intercepting enemy missions.

Supply Phase (OCS 2.3) (Figure 21)

- **Recovery** – No German units are marked “Low” or “Exhausted”. If there were, they must replenish their Internal Stocks first (OCS 12.10e).
- **Trace Supply** – All German units must check to see if they can “Make their Trace” (OCS 12.6). The only Axis supply source is hex 1.26 (marked with a K). The easiest way to do this is to verify that the 39th Corps HQ is in Trace (it can Draw from 1.26, 2.5 Truck MP’s away) and then be sure that it can Throw to each of the other units as marked on the diagram. If we were playing the full game, the German player would likely have moved the HQ to 11.27, from where it could Draw the maximum 5 Truck MP’s plus a hex (OCS 12.3a & c), and then Throw as far forward as possible.

- Had we any units that could not “Make their Trace”, their next option would be to “Eat off the Map” (OCS12.6c). This refers to consuming on-map SP to avoid placing the units Out of Supply. One “T” of Supply can feed 2 RE of units, which can burn a lot of supply fast. Sometimes it is necessary for cut-off units or an advanced spearhead, but as a general rule you want to avoid it. “Out of Supply” effects are drastic (OCS 12.8d): no ZOC, halved on attack/defense if they can somehow get Combat Supply and no attack/quartered on defense if they can’t. Plus, they roll on the Attrition Table (OCS 12.8b) each Supply Phase. Placing the enemy OOS is an efficient way to eliminate them.

Reaction Phase (OCS 7.0)

The non-phasing player can move ships, aircraft and released Reserves (OCS 2.3), but the Soviets have none of these things. He can destroy supply dumps but does not wish to (he has been using up the Dump in 19.28, assuming it is likely to be captured). There is no activity.

Combat Phase

Barrage Segment (artillery only)

Had any of the Hip Shoots failed to DG'ed their targets, this would be the point to Barrage with Artillery units. The German player decides to use the 78 Arty Rgt/7th Pz Div to Barrage the Soviet 18th Tank Division in 19.26. The process is straightforward: pay the supply cost, calculate the shifts and roll on the Barrage table. Only artillery can fire in this segment, and only one Barrage is allowed against a given hex (OCS 10.0e). The artillery unit is 1 hex away from the target, well within its range of 3, and it has a Barrage Strength of 18. The German player looks on the Barrage Table under the 17-24 column and notes the SP cost of 3T. This is paid by the 39th Corps HQ, which Draws from the Dump in 5.27 (4 SP remain) and Throws it to the artillery unit. The target hex is in Open Terrain, there is no density shift, and there is a 1-Left shift for the Hedgehog, moving the Barrage to the 12-16 line. The roll is a "5" for "no effect."

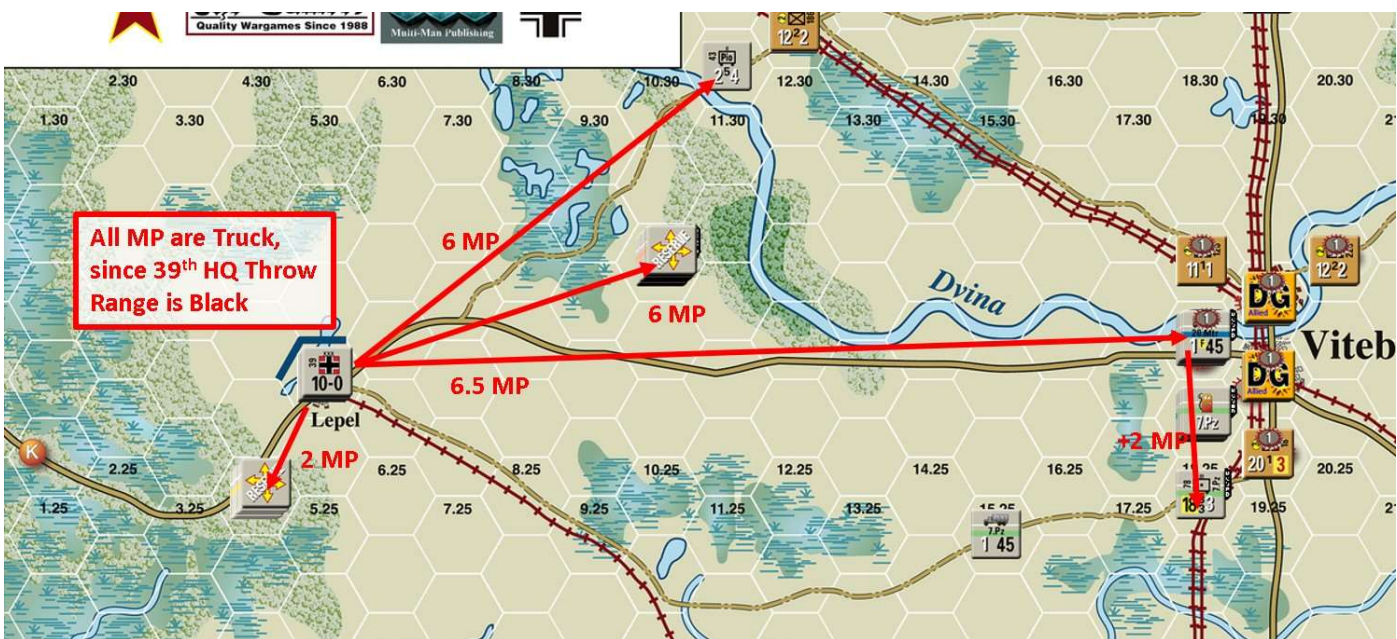


Figure 21 - Supply Phase

OCS 101 - Vitebsk Introductory Scenario (Cont.)



Figure 22 - Attack on 19.27

Combat Segment (OCS 9.0) (Figure 22) –

There is only one attack, the one against 19.27.

1. **Select Hexes** – Units in 18.26 and 18.27 will attack 19.27.
2. **Pay for Supply** – There are five attacking units, requiring 5T of Supply. The 39th Corps HQ again Draws from the Dump in 5.27 (2 SP and 3T remain) and Throws it to the attacking units. The three steps of defending units require 2T, which they Direct Draw from the Dump in 19.28 (no SP remains).
3. **Action Ratings** – The Axis lead unit is the 30th Krd Bn with its AR of 5 and the Soviet lead unit is the Alarm Militia Brigade with its AR of 1, reduced to 0 by the DG.
4. **Terrain and Combat Odds** – The Soviet Player selects the Minor City terrain to modify both the attacker and defender. All the attacking and defending units are “Other” so the terrain modification is “x1”. The attackers have 28 Combat Strength and the defenders have 8, halved by the DG to 4. The combat odds are 7:1, so this combat will start on the 6:1 column of the Very Close terrain line.
5. **Determine DRM** – The Axis 5 minus the Soviet 0 is a +5.
6. **Determine Surprise** – The Surprise roll is an “8” plus the DRM and minus one for the Hedgehog yields 12, which is above the Attacker Surprise threshold of 10 for Regular Attacks. The shift roll is “2” so we move up two columns to the 12:1 column on the Very Close terrain line.
7. **Resolve Combat** – The combat roll is an “11”, plus the DRM and minus the Hedgehog level (1) for a 15. The result is Ae2/DL2o3DG.
8. **Execute Combat Results** –
 - **Attacker** - The attacking forces have no losses or options, and they have earned Exploitation Mode (for any units of AR2 or better, per OCS 5.2b), and get an Exploit-2 marker. The other units in the attacker's hexes that did not participate in the combat do not earn Exploit.
 - **Defender** – The defender loses two steps immediately. The first must come from the lead unit, destroying the Alarm Militia unit. The second loss adds a 1-Step loss marker to the Soviet 162nd Rifle Division.

The defenders suffer a DG, but are already DG'ed, so there is no additional effect (OCS 5.10a). The defender must now take three options, which it does as a three-hex retreat to 22.25. A three-hex retreat must end up three hexes from the combat hex (OCS 9.12). There is a DG triggered by entering the second hex of a retreat (OCS 9.12a), but again this causes no additional effect.

9. Advance after Combat – The German player moves all five attacking units into 19.27.

Exploitation Phase (OCS 11.0) – Movement Segment (Figure 23)

The Axis player now realizes he has created a problem for himself. He needs to capture 19.28, but he cannot use Overrun attacks since the Major River hexside terrain is “P” for Track/Truck Mobile units and “All” for Leg Mobile units (OCS 8.1b). The bridge between 19.27 and 19.28 can

be used for a regular attack, and “Other” units have a Terrain modification of $[1/2]^*$, which means that they are halved attacking across, and they require a road if Track/Truck Mobile (OCS 9.1f). Yes, that means the units can conduct a Regular Attack across the bridge, but not an Overrun.

It might have been better to use the two Leg Mobile units to try and capture 19.28, because there are plenty of reserves available which could continue to attack 19.27. As things stand now, the German player will need to maximize his one remaining opportunity to capture the city.

To maximize his “one remaining chance” the German player decides to bring up every infantry unit available. Armor will not be particularly useful, as it will be halved attacking across the river or more likely quartered attacking into the Major City terrain, depending on the Soviet player's terrain choices (per Smolensk Terrain Chart).



Figure 23 - Exploitation Movement

OCS 101 - Vitebsk Introductory Scenario (Cont.)

- **20th Mtr Div** – The 76 Mtr Regt/20 Mtr and 90 Mtr Regt/20 Mtr move to 18.27. Exploit Mode units may move half their movement, but their combat and barrage ratings are normal (OCS 5.9). The other three units in 19.27 stay put.
- **20th Panzer Div** – The 59 Mtr Regt/20 Pz and 112 Mtr Regt/20 Pz are already fueled. They both are released from Reserve Mode and are now in Move Mode (OCS 5.7b). They both move to 19.27.
- **12th Panzer Div** – The 5th Mtr Regt/12 Pz is released from Reserve Mode, fuels using the Single Unit method (1T that it can Direct Draw from the Dump in 5.27, leaving 2 SP and 2T) and moves to 19.27.
- **900th Inf Bde** – This unit also is released from Reserve Mode, fuels using the Single Unit method (1T that it can Direct Draw from the Dump in 5.27, leaving 2 SP and 1T) and moves to 19.27.

Exploitation Phase – Barrage Segment

There are no aircraft left to fly. The German player could have released the Artillery Regiments of either/both the 12th Pz Div and the 20th Pz Div, move them into range and Barraged 19.28, but that would be a 20 point Barrage, shifted 3-Left (2 for the Extremely Close Terrain and one for the Hedgehog) to the 5-7 Column. Since the unit is already DG, it would take an 11 or 12 to get a 50% chance of generating a step loss. Pretty unlikely. (In most cases, OCS players use Barrage to generate DG's. A step loss is a bonus result.)

Exploitation Phase – Combat Segment (Figure 24)

Time for the big all-or-nothing assault to take Vitebsk!

1. **Select Hexes** – Units in 18.27 and 19.27 will attack 19.28.
2. **Pay for Supply** – There are 9 attacking units, requiring 9T of Supply. The 39th Corps HQ Draws 7T from the Dump in 5.27 (2T remaining) and Throws it to the attacking units. They still require 2T more, which the two 7 Pz Div units can Draw from their Organic Truck in 18.26 (the Organic Truck flips to its non-full side and places 2T beneath it to indicate how many it is now carrying). SP's can be Direct Drawn right off a loaded Transport Point (OCS 13.2f).

The defending unit requires 2T, which they Direct Draw from the Dump in 19.32 (1.5 SP remains).

- 3. Action Ratings** – The Axis lead unit (again) is the 30th Krd Bn with its AR of 5 and the Soviet lead unit is the 134 Rifle Division with its AR of 0, reduced to -1 by the DG.
- 4. Terrain and Combat Odds** – The Soviet Player selects the Major River terrain to modify each attacking stack and the Major City terrain (Extremely Close) to modify the defender. All the attacking and defending units are “Other” so the terrain modification is “x1/2” (the Truck Mobile units are able to use the bridge). The attackers have 45 Combat Strength halved to 22.5 and the defenders have 5, halved by the DG to 2.5. The combat odds are 9:1, so this combat will start on the 8:1 column of the Extremely Close terrain line.
- 5. Determine DRM** – The Axis 5 minus the Soviet -1 is a +6.
- 6. Determine Surprise** – The Surprise roll is a “9” plus the DRM and minus one for the Hedgehog yields 14, which is above the Attacker Surprise threshold of 10 for Regular Attacks. The shift roll is “2” so we move up two columns to the 16:1 column on the Very Close terrain line.
- 7. Resolve Combat** – The Combat roll is a “4”, plus the DRM and minus the Hedgehog level (1) for a “9”. The result is Ao1/DL1o1.
- 8. Execute Combat Results** –
 - **Attacker** – The attacking forces have an option but they must take the hex. They eliminate the lead unit (30th Krd Bn).
 - **Defender** – The defender loses one step from the L1. Then they must fulfill an option and do so by retreating one hex to 19.29.
- 9. Advance after Combat** – The German player moves the 76 and 90 Mtr Inf Rgt/20 Mtr into 19.28.

Clean Up Phase

The German player removes all Exploit markers, DG markers on Axis units (there were none), and flips multi-unit formation markers to their unfueled side.

Game result: Major Victory for the German Player. This is anything but a “school solution” – there are many different ways to play this scenario, and it is a good one for practicing sequenced attack operations. I did a few moves to illustrate various OCS rules/activities, so don't assume this is an example of ideal OCS play.

In a longer game of Smolensk, the German player would likely have tried to surround or destroy the 18th Tank Division in 19.26 and advanced units down the road through hex 22.25 and beyond during the first turn, as well as moved the 39th Corps HQ to 11.27, so that it could throw as far as possible during Game Turn 2 and still Draw from the supply source at 1.26.

I encourage you to set it up and try different plans.
Good luck!



Figure 24 - Attack on 19.28