

Operational Combat Series (OCS) from The Gamers

OPTIONAL RULES

special thanks to Perry Andrus for supplying this information.

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Combat Density & Coordination Modifications

a) Small Unit Screening defenses:

Should the defender have only one step, is not DG or Strat Move, and the owning player rolls one die getting a result of the unit's Action Rating or less, execute the following:

Convert one L1 result into one o1. (DL2o1 becomes DL1o2, etc.)

Note: The small unit screen defense rule cannot be applied to a unit in a hedgehog hex. Multi-Step Units: Multi-step units (such as infantry divisions) cannot take advantage of this rule when they have only one step remaining--even though they only have one step.

b) Complex Attack Coordination and Flexibility Issues...

If a hex is attacked from any two non-adjacent hexsides OR three or more hexsides, all Exploit results from the combat are negated and no Exploit awards are made.

Revised Barrage Table Density Mods

REs in Hex (don't round)	Shifts
1 or less	left 1
Greater than 1, up to 3	none
Greater than 3, up to 4	right 1
Greater than 4, up to 5	right 2
Greater than 5, up to 6	right 3
Greater than 6	right 4

Hedgehogs

a) Hogs negate the armor effects as if they add a nominal anti-tank unit to the stack (as per OCS Opt 1a.).

...but at a price:

b) Each level of Hedgehog built costs 2 SPs, not 1 SP

c) If any defender option results must be taken, half (rounded up) of all option combat results must be taken as step losses, remaining Option results are normal. If the attacker takes his option, ignore all defender options as you would normally--if the defender decides to apply his options anyway, he must take these losses.

d) Only Artillery-type units can be in Reserve in a hedgehog hex. Other unit types cannot be inside such a hex and be in Reserve at the same time.

Artillery Barrage Supply

Determine the initial (before shifts) table Column to be used in the barrage (by totaling the firing barrage points available). Pay according to that table column. Payment is made based on the column used before any shifts are made. All supply needed to fire a consolidated barrage must come from either the same Corps HQ or same direct draw point (if no HQ is used). Note that now that aircraft must make separate barrages, there is no reason to worry about air points mixed with artillery points--aircraft barrages are free (except for refit, below). Mark the Charts and Tables with the following:

Barrage Table:

1 or Less, 2, 3-4, 5-7, 8-11: 1T
12-16: 2T
17-24: 3T
25-40: 4T
41-68: 6T
69-116: 8T
117+: 12T

GS & Barrage vs Facility Table:

1-4, 5-10: 1T
11-20: 2T
21-40: 4T
41-80: 6T
81+: 8T

GS & Barrage vs. Dump/Truck Table:

1, 2-4, 5-8: 1T
9-12: 2T
13-24: 3T
25-48: 4T
49-62: 6T
63+: 8T

Notes:

- a) DG Units fire 1/2 their fire strength and yes, they might end up on a lower, cheaper, table than usual because of it. In effect, the unit spent a lot more time than usual not firing.
- b) No unit can "split" its fires or fire less than the full strength it has available. A unit either fires or it doesn't.
- c) Do not double the cost of Rocket Artillery as was done before...it is already taken care of by the new rates.

Air Unit Refit

Dispense with the current die roll system of refit. Pay to refit air units (per the schedule below), each air base can refit up to 2x its level in air units (6 at a level 3) per turn. An air unit is an air unit for this purpose--no distinction is made between Full Strength or Reduced air units for refit purposes.

Pay 1T per two air units (any type) via either a corps throw or direct draw.

If two air units for a token is unavailable (or the final total at an air base is odd), then use the following (in each case 1T must be available to expend should the roll go the "wrong" way...no rolling to see if you can get it for free when no token is available.

*For one air unit, expend 1T on a roll of 1-3, refit is free on 4-6

Backfit to Games before DAK (this rule is standard for DAK and beyond): Use this rule directly, no additional SPs or transportation becomes available.

Air Base Supply: Because of this rule, ignore 15.0f regarding the supply of air bases. If the tokens are there to pay for refits, then the base is supplied, otherwise, it is not. For purpose

of 14.5 (air units exempt from Return requirements), the air base is supplied (allowing active air units to remain active) if a token (or more) is available which would allow refit.

Arrival of Reinforcing Air Units

New air units show up at any air base (as they always have), but they do so Inactive, not active.

Coordination of Air and Artillery Barrages

Artillery and air are not allowed to Barrage together in one attack. They can hit the same target in succession (different phases), but they cannot add their points together to make a single larger barrage attack.

Spotters and Artillery Barrages

In addition to the Modifier #4 (no spotter shift) to the Barrage Table and add the following:

- a) If there is one or more friendly units adjacent to the target but all of these units are in Reserve Mode, shift 2 columns left.
- b) If there is one or more friendly units adjacent to the target but all of these units are DG, shift 1 column left.
- c) If there is one or more friendly units adjacent to the target but none of these units are Attack-Capable, shift 1 column left.

Note that in all cases, trucks and wagons do not qualify as units and can never count as the spotter for a barrage.

Series Errata

Make special note of 9 below.

OCS Series (ver 2.0i) (10 April 97)

1. RR Repair units can use rail movement through hexes repaired/converted in that phase, but such units cannot then be used to repair/convert rail hexes beyond that section of track. Such movement and repair constitutes leapfrogging.
2. An airbase can be repaired (to eliminate damage) one level at a time until the base is back to the highest actually built level it ever held (it cannot be improved beyond that limit in this way) by any 1 RE unit with the expenditure of 2T. There is no die roll for this method of repair--regardless of terrain. The repairing unit need not be engineer or attack capable--but it must be classed as a unit according to 3.1.
3. DG units cannot do recons.
4. If a breakdown regiment is stacked with a division capable of absorbing breakdowns (but not this one, due to action ratings, etc.), then the breakdown does not add to the combat strength of the hex. The breakdown becomes a 1-step, zero strength, zero action rating unit while it remains in the hex.
5. In situations where units must "eat off the map" (i.e. they cannot trace) pay 1T per 2 REs or fraction thereof. This is a change to 11.6d. 11.6d is dropped entirely and replaced with "Pay 1T per 2 REs (or fraction thereof)." In effect, the player is now paying as if 4 REs equaled a division under the old rule (eliminating the anomaly when multiple non-divisionals are present). It is also simpler to deal with. Change references to 11.6d and its effects in 11.6f and 11.6h.

6. HQs cannot use their draw and throw abilities while in Strategic Move or Reserve Mode.
7. When optional rule #4 Destroying Hedgehogs is used, no more than one level can be destroyed in a hex per turn, even if more than one "unit" is available (two if an engineer capable unit is in the hex).
8. Future reinforcements, and breakdown regiments which have not yet entered play in the normal manner cannot be "rebuilt" using Pax and Eq Repls before they do so.
9. The following require an attack capable unit to perform (and--just so it is clear--units in Strategic Move Mode are not attack capable, regardless of the counter's strength): capture of an enemy Dump, Truck, Wagon, or airfield OR entry into an enemy controlled Hedgehog, Port, Village, Minor or Major City hex. "Control" is defined here as belonging to the last player to pass a friendly attack capable unit through the hex--apply common sense to those areas obviously behind friendly lines and so on.
10. "Breakdown" Regiments are infantry regiments marked with either "Brkdn" or no unit identification at all.