

# 1. Command & Control

## 1.1. Advantages

- Makes sure that all HQs are used to conduct troops instead of letting them be used as auxiliary units performing anti-aircraft or bridging tasks.
- Helps during the Movement Phase by limiting the number of choices at each step. This is especially for new players or those wanting to keep better control of OCS games.
- Reduces the complexity of dealing simultaneously with extenders moves, HQs, units, supply ranges, ZOCs, etc. for a large number of units.
- Provides OCS with more realism with respect to HQs and the need for them.

**Note:** *What is an Army? This a group of attached HQs. This attachment may be fixed or may change during the game.*

For the following rules, the Soviets use different terms from the others:

- Army instead of Corps (the HQs),
- Front instead of Army (HQ groups).

## 1.2. Versions

- 1.6: Little typos.
- 1.5: *New* – Details about *Panzergruppen*, Rumanian, Hungarian, and Italian armies. *New* – Army's and Front's limits
- 1.4: Adaptation to the final release of *OCS The Third Winter*.
- 1.3: Rewording of zone of operation effects and Soviet tanks coordination limits. FAQ section.

- 1.22 : *New* – Minimum units for Soviet armies.  
*New* – *Baltic Gap* command limits.

## 1.3. Procedure

Besides their normal function, the HQs are now in charge of commanding the units during both movement and combat phases, and the number of units an HQ may command is limited. This limit varies from game to game. The limited units are:

- Divisions (multi-units formations or single units),
- Soviet Rifles brigades (they replace Rifles division)
- Independent Soviet armoured brigades and regiments.
- Soviet Tank, Mech., Cavalry corps,
- Soviet cavalry units.

The other units are not limited.

During the movement phases, the current player follows this sequence of steps:

1. Armies objectives (Optional)
2. Armies movement
  1. HQ movements
  2. Non-commanded unit movement
  3. Repeat for all HQ of the current army
3. Repeat for all Armies
4. Forgotten non-commanded units

## ARMY'S OBJECTIVES (OPTIONAL)

During this step, the player determines the army's objectives for the turn, in his head, orally or by writing them down. It is now the time to think about the current situation, to look for the critical aspects, to weigh the strengths and weaknesses, and to prioritize them.

In a multi-player game, one player may be in charge of giving orders to other army commanders.

## ARMY MOVEMENT

One Army is selected and only:

- the HQs currently attached to that Army,
- and some non-commanded units from the Army's operation zone,

will be played before the next army's movement.

1. During this step, the player determines the current HQ's objectives for the turn, in his head, orally or by writing them down, i.e.: this HQ will attack there, this one will deploy on this flank, this one covers the bridge...
2. Then, every HQs and his commanded units from that specific army can be moved one by one (see below, *HQ movement*).
3. After each HQ Movement, ONE non-commanded unit may be moved (see below, *Non-commanded unit movement*) provided it is:
  - authorized to be commanded by specific game rules (*see below*),
  - inside the current Army's operation zone or behind, but not in another Army's operation zone.

**Note:** *This limitation forces the players to respect the battle order's hierarchy and cohesion to avoid bad surprises.*

## HQ MOVEMENT

An HQ from the current army is selected, its mode is determined and SP can be spent for fuelling.

The HQ counter may move either before OR after the units it commands, not both.

The commanded units are then selected and moved, individually or by stack, as per movement rules.

To be selected by the current HQ, a unit must be:

- in throw range from this HQ at the very moment it is selected,
- authorized to be commanded by specific game rules (*see below*).

From turn to turn, and even from phase to phase, the units commanded by an HQ may vary; the important thing is the maximum number of units an HQ may command at one moment.

All the units commanded by an HQ must be played before another HQ can be selected.

*It is strongly recommended to pivot the counters to indicate the already played units and HQs for the current turn or phase.*

An HQ spending 1 SP for fuelling independent units may only fuel:

- the current independent commanded **units**,
- all the friendly **HQs**, from the **same Army**, that would be played later in the phase.

Units moving **by rail**, units moving in **strategic mode**, **transport points**, **planes**, and **naval** units are not limited by these Army and HQ steps and may be played **anytime** during the phase.

**Note:** *limiting the fuelling of commanded units prevents the appearance of big groups of independent units, i.e. Soviet armoured brigades, that may be cheaper and more powerful than the Tanks corps coming in 1942.*

**Note:** *the attachment of units to HQs does not need to be continuously maintained during the game; the point is to make sure that units do not fight alone, in the void, without command.*

## NON-COMMANDED UNIT MOVEMENT

A *non-commanded unit* is a single combat unit or a multi-unit formation that is NOT commanded by an HQ, either because it lies outside the HQ's throwing range, or because the HQ command capacity has been exceeded.

Only ONE non-commanded unit can be moved after each HQ movement.

If such a unit begins its move without direct supply from a supply source, it receives an OOS marker. (*This is not a new supply phase; only the non-commanded unit may become OOS at that point*). During the rest of the phase, the OOS unit will suffer the same limitations as normal OOS units, i.e. no ZOC, reduced attack value, until the following supply phase when the supply status may change.

A breakdown besides a mother division can be part of the same non-commanded units as the division and played together.

## FORGOTTEN NON-COMMANDED UNITS



If they are some units that have not been commanded at the end of the Army's Movement, they can now all be moved as non-commanded units but with a **halved movement capacity**.

## EXAMPLE: AXIS HQ MOVE

May 10<sup>th</sup> 1940, the XVI. Armeekorps (*motorisiert*) (HQ 16) is now selected:

1. It spends 1 SP on the fuel.
2. It changes for move mode.
3. It selects the 20. Infanterie-Division (*motorisiert*) and the 3. Panzer-Division, as a motorized HQ.
4. It fuels the IX. and XI. Armeekorps (HQ 9 and 11), which will be played later in the phase.
5. It moves the selected units.

6. It then moves. It may have chosen to move BEFORE selecting and moving units for the phase.

Once the two divisions (20. ID and 3. PzD) and the HQ (XVI. AK) have been moved, the movement step for this HQ is done and the player may choose another HQ from the current 6. Armee or move ONE non-commanded unit.

When all the HQs from the 6. Armee are played it may select another Army.

### 1.4. Supply phase

The same logic applies, limiting the number of units an HQ may freely supply. Supplemental units still can be supplied expending 1T for each 2 RE. The selected units for the supply may be different from the selected units for the movement.

**Reminder:** units may directly draw supply from supply sources, such as detrainable hexes, and therefore do not count against the HQ's limits.

### 1.6. Unit limits

**Maximum and minimum :** When a single number is given, it indicates the maximum number of units of that type a HQ may command at any time. “∞” means “no limit”.

When two numbers are given as an interval, i.e. 2-8, they indicate the minimum and maximum number of units of that type a HQ may command at any time.

**Note:** the player will try to fulfill these supply limitations when moving the units. Paying the extra units simulates the jamming of the supply network for a number of units exceeding its capacity. A solution will be found but at an extra cost.

### 1.5. Combat phase

The same logic applies, limiting the number of units an HQ may supply with ammo.

The selected units for the combat may be different from the selected units for the movement or the supply.

**Note:** Except when a very big number of units is attacking, this limitation is almost never reached. I never saw an attack of more than 8 Soviet Rifle Divisions by the very same Army HQ! But limiting the number of Soviet Tank brigades attacking from the same Army HQ to three is done on purpose by these rules.

An HQ attached to an army cannot throw ammo to units from another army.

## THE BLITZKRIEG LEGEND

1940 German HQ	Panzer Div	Infanterie Div (mot)	Infanterie Div
Armeekorps			3
Armeekorps (motorisiert)	2	1	
	1	2	
Armee, Panzergruppe, Heeresgruppe	3		

1940 Netherland	Inf Div
Legercorps	2

1940 Belgium	Inf Div	Cav Div
<b>Corps</b>	3	
<b>Cavalry corps</b>	2	1
<b>K Group</b>	2	1

1940 British	Inf Div
<b>Corps</b>	3
<b>BEF</b>	3

1940 French	Div Cuirassée	Div Légère Motorisée	Div Légère de Cavalerie	Div d'Inf, de Forteresse, Marocaine
<b>Corps d'armée, Corps d'armée colonial</b>				3*
<b>Corps de cavalerie</b>		2		
<b>Group. Cuirassé</b>	2			1
<b>Armée, Réserve GQG, Groupe d'armées</b>	2			

\* Only 1 Division d'Inf. Motorisée

## DEUTSCH AFRIKA KORPS II

North Africa Italians	Inf Div
<b>Corps</b>	3

North Africa Commonwealth	Inf Div	Tk Div
<b>Corps</b>	2	1

## CASE BLUE / GBII / BARBAROSSA DERAILED

Soviets 1941-43	Tank/Mech Corps	Cavalry Corps	Rifle Div/Bde, Militia Div	Tank Bde	Art. Grp	Cavalry unit*
<b>Army Shock Army Guard Army</b>	1	1	2 – 8	3	1 - ∞	1 - ∞
<b>Tank Army</b>	1 – 2	1	2	1	∞	∞
<b>Tank Army (08/42+)</b>	1 – 2	1	1	1	∞	∞
<b>Popov Operational Group</b>	4		4	4		

\* Cavalry unit may be Regiment, Brigade, or Division

1941-43 Axis HQ	Panzer Div	Infanterie Div (mot)	Infanterie, Kavalerie, Sicherheit, Luftwaffe Div
German Armeekorps	0 (1)*		3 (4)*
Rumanian Corps	3**		
Hungarian Corps	2***		
Italian Corps		3****	
Panzerkorps, Armeekorps (motorisiert)	2*****	1*****	1*****
Armee, Panzergruppe, Panzerarmee, Heeresgruppe	3		

\* 4 from January 1942

\*\* Rumanian divisions only

\*\*\* Hungarian divisions only

\*\*\*\* Italian divisions only

\*\*\*\*\* A fourth division can be of any type.

## BALTIC GAP

1944 Axis HQ	Panzer Div	Panzer Grenadier Div	Infanterie Div
Panzerkorps	2		1
Armeekorps	1		4

Soviet 44	Tank Corps	Mech Corps	Rifle Div	Tank Bde	Arty Div	Arty Unit*	Cavalry unit**
Army, Shock Army, Guard Army	1		9	1	1	1 - ∞	1 - ∞
Tank Army	2			1		∞	∞

\* Arty Unit may be Group or Division.

Both limitations apply to Arty Divisions : no more than one and the minimum may be an Arty Group or Division.

\*\* Cavalry unit may be Regiment, Brigade, or Division

## HUNGARIAN RHAPSODY

1944-45 Axis HQ	Panzer Div, Panzer Div (Ung)	Panzer Grenadier Div	Infanterie Div, Kavallerie Div	Infanterie Div (Ung), Kavallerie Div (Ung)
Armeekorps	1	4		
Panzerkorps	6			
Armeekorps (Ung)	1 (Ung)			3*

\* One division may be German.

Rumanian 44-45	Inf Div, Cav Div
<b>Corps</b>	4

Soviet 44-45	Tank/Mech Corps	Cavalry Corps	Rifle Div	Tank Bde	Arty Div	Arty Unit*	Cavalry unit**
<b>Army Guard Army</b>	1		10	1	1	1 - ∞	1 - ∞
<b>Tank Army</b>	3	1	1	1	1	∞	∞
<b>Cavalry-Mech Group</b>	1	2		1	1	∞	∞

\* Arty Unit may be Group or Division.

Both limitations apply to Arty Divisions : no more than one and the minimum may be an Arty Group or Division.

\*\* Cavalry unit may be Regiment, Brigade, or Division

## ALL (OPTIONAL)

Breakdown units may only be selected by HQs authorized to select a related multi-step unit.



## 2. Front HQs (Barbarossa derailed, GB II, Case Blue)

These rules are based on OCS TTW (3.3 Front HQs) with the following exceptions:

- Fronts qualities:
  - No Flak bonus (C),
  - No support radius before November, 42 (D),
  - No Front may voluntary contains less than 3 Armies. It may accidentally happen if they are destroyed but an Army of a Front with 3 or fewer Armies cannot be voluntarily detached from it.
- Offensive Posture:
  - No more than half (rounded down) of the existing Fronts may be in *Offensive* posture at the same time.
  - This limitation is removed in case of Massive Assault (*OCS CB 3.1*).
- Regrouping Posture:
  - No AR bonus in defence.
  - No AR malus in attack.
  - No free combat supply.
  - No free defensive barrage.
  - Combat and Exploitation phases artillery barrages authorized.
  - Reaction phase artillery barrages authorized.
  - Planes in the front's operation zone may only execute *Interception*, *Interdiction*, *Facilities barrage*, *Transport* and *Base Transfert* missions.



## 3. Army & Army Groups HQs (Barbarossa derailed, GB II, Case Blue)

Rules from OCS TTW:

- 2.3b Army HQs
- 2.3c Army Group HQs

with the following exception:

- No free placement of supply at reinforcement phase.





## 4. Army's limits

Like the corps with units, the armies are limited by the number and type of corps they may command.

### CASE BLUE / GBII / BARBAROSSA DERAILED

1941-43 Axis	Armeekorps	Armeekorps (mot.) Panzerkorps
<b>Armee</b>	3 – 6	*
<b>Panzerarmee Panzergruppe</b>	0 – 3	1 – 3
<b>Rumanian Army Hungarian Army ** ARMIR ***</b>	1 – 4 ****	

\* From 01/1942 : 1 AK (mot) or 1 PK may replace 1 AK.

From 11/1942 : 2 AK (mot) or 1 PK may replace 2 AK.

\*\* From 05/26/1942

\*\*\* From 08/01/1942

\*\*\*\* Only corps of the same nationality. One of them may be German (AK or PzK)

1941-43 Soviet	Army *
<b>Front</b>	3 – 6

\* Army, Shock Army, Guard Army, Tank Army, Guard Tank Army, Popov

#### 4.1. Army's order of battle at start

##### CASE BLUE 7.2

Date	HG	Army	Corps	Counter
Start	Süd Von Runstedt	<b>6.</b> von Reichnau	XVII	17
			LV	55
		<b>17.</b> von Stülpnagel	IV	4
			XI	11
			XXXXIV	44
			LII	52
		<b>1. Pz</b> Von Kleist	III (m)	3 Pz
			XIV (m)	14 Pz
			CSIR (It)	35(Fast)
		<b>Armata a 3-a</b>	Vânători de Munte	Mtn
		<b>11.</b> Strecker	XXX	30
			XXXXIX Geb	49 Mtn
			LIV	54
42-05-26		2. (Ungarn)		
42-07-08	A Süd → B			
42-07-12		4. Pz		
42-07-26		Armata a 4-a		
42-08-01		ARMIR		

## 5. Army's & Front's operation zones

### 5.1. Concepts

The armies are created to command and control units in some parts of the theatre of war. They are consolidating the command of units and are not supposed to be overlapped.

The enemy loves to attack between two armies (i.e., German at Sedan in May, 40, between the French 9<sup>ème</sup> and 2<sup>ème</sup> armées)

### 5.2. Definition

Soviet Fronts and German/Allies Armies have an operation zone, defined as :

- The enemy front line before them,
- **5-hex** straight boundaries on each flank for German armies (**8 hex** for Soviet Fronts),
- Rear limit, closing the zone behind, parallel to the enemy front line.



Von Kluge's 4. Armee's zone of operation, November 15th, 1941.

German *Panzergruppen* are armies with the following exceptions:

- They must be subordinated to a German *Armee*. The subordination is defined at the *Reinforcement phase*. Only one *Panzergruppen* can be subordinated to a German *Armee*.
- They use the very same zone of operation as the parent's army (their units do not suffer from disorganization when moving inside and move at normal speed).

Armies (and Soviet Fronts) have no operation zone if they are at more than **5 hex** (**8** for the Soviet) from enemy units in trace supply. In this case, nothing below applies to them.

### 5.3. Creation and modification

- The zone is defined at the player turn's reinforcement phase, by placing boundary counters on each flank, from the enemy front line.
- The zone stays in place until the player turn's next reinforcement phase, but the boundary counters may go forward or backward to follow the enemy front.



The 2nd Hungarian army is subordinated to the German 17. Armee.

#### 5.4. Movement & Combat phases

HQ commanding a Combat unit beginning its move in the operation zone of the HQ's Army:

- **no change.**

HQ commanding a Combat unit beginning its move in the operation zone of another Army:

- **half move.**

HQ commanding a Combat unit moving into the operation zone of another Army:

- if moving or retreating into or through friendly Combat units, **disorganizes** the entire stack it enters (exactly as if retreating in an enemy ZOC, but without step losses). Its MA is then halved. If the Combat units already exceeded the new MA, it stops.
- The HQs are exempt from that disorganization.

Combat supply for units inside another friendly Army's operation zone is **doubled**.

## 6. Coordination limits

### 6.1. Soviet tanks coordination

- **Russian Tank Corps,**
- **Mech Corps,**
- **Cav Corps,**
- **and independent Tank brigades and regiments**

can **never combine** with other combat units when they execute an Overrun or a Combat. They must attack **alone**. However, they can defend normally with other combat units if they are stacked with them.

*Exceptions:*

**From 1 Nov 42 to 29 April 43:** If commanded by a Tank Army HQ,

- **one independent** Bn, Rgt or Bde of any kind can combine with
- **one Tank/Mech Corps.**

Limited to only **one** Tank/Mech Corps by Tank Army.

**From 1 May 43 to 29 Aug 43,** same exception, but limited to **two** Tank/Mech Corps by Tank Army.

### 6.2. Independent units.

Only **one non-divisional unit** can participate in an attack or an overrun.

For this rules the Soviet infantry brigades are not considered as non-divisional units (they replace divisions).

## 7. FAQ

The FAQ is online now:

<http://afteraction.report/spip.php?article617>