

1. Command & Control limits

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 extensions 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 change during the game.*

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

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

1.2. 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 not),
- Soviet infantry brigades,
- Independent Soviet armored brigades and regiments.

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

ARMIES OBJECTIVES (OPTIONAL)

During this step, the player determines the armies 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 weakness and to prioritize them.

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

ARMY MOVEMENT

One army is selected and only:

- the HQs currently attached to that army,
- and some non-commanded units,

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 units 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 boundary or behind, but not in another army's boundary.

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 fueling.

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 fueling independent units may only fuel:

- the current independent commanded units,
- 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 fueling of commanded units prevents the appearance of big groups of independent units, i.e. Soviet armored 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-units 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 units can be moved after each HQ movements.

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.

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 an **halved movement capacity**.

EXAMPLE: AXIS HQ MOVE



May 10th 1940, the XVI. Armeekorps (motorisiert) (HQ 16) is now selected:

1. It spends 1 SP for the fuel.
2. It changes for move mode.
3. It selects the 20. Infanterie-Division (motorisiert), the 3. Panzer-Division, the 5., and 61. I.D., no more than 4 divisions. As a motorized HQ, motorized divisions can be selected too.
4. It fuels the I. and IV. Armeekorps (HQ 1 and 4), that 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 four divisions and the HQs 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 some non-commanded units.

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

1.3. 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.

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 with an extra cost.

1.4. 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.

1.5. Unit limits

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 Belgium	ID	CD
Corps	3	
Cavalry corps	2	1
K Group	2	1

1940 Netherland	ID
Legercorps	2

1940 British	ID
Corps	3
BEF	3

1940 French	DCr	DLM	DLC	DI DIF DIM
Corps d'armée, Corps d'armée colonial				3*
Corps de cavalerie		2		
Group. Cuirassé	2			1
Armée, Réserve GQG, Groupe d'armées	2			

* Only 1 DIM

CASE BLUE / GBII / BARBAROSSA DERAILED

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

Soviets 1941-43	Tank/Mech. Corps	Cavalry Corps	Rifle Div/Bde Militia Div	Tank Bde
Army Shock Army Guard Army	1	1	8	3
Tank Army	2	1	2	1
Tank Army (08/42+)	3	1	1	1

HUNGARIAN RHAPSODY

Soviet 44-45	Tank Corps	Mech Corps	Cavalry Corps	Rifle Div	Tank Bde	Arty Div
Army Guard Army	1			10	1	1
Tank Army	3		1	1	1	1
Cavalry-Mech Group	1		2		1	1

Rumanian 44-45	Inf Div Cav Div
Corps	4

1944-45 Axis HQ	Panzer Div Panzer Div (Ung)	Panzer Grenadier Divi	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.*

ALL (OPTIONAL)

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

2. Soviet Fronts

Rules from OCS TTW 8.10
(10 September 2019):

- 3.3 Front HQs

with the following exceptions:

- Fronts qualities:
 - No support radius before November, 42 (3.3.b D).
 - A Front without an unbroken rail line of converted rails back to a Soviet supply source must evade (3.3.b G).
 - No more the half (rounded down) of the existing Fronts may be *Offensive* posture at the same time.
 - This limitation is removed in case of Massive Assault (*OCS CB 3.1*).
 - 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.
- *Pause* posture is called *Defense* posture:
 - No minimum distance between Fronts when moving (3.3d B).
 - No AR bonus in defense.
 - No AR malus in attack.
 - Maximum of 2 SP of Combat supply in attack by Front and by turn.
 - No free combat supply.
 - Combat phase artillery barrage authorized.
 - Reaction phase artillery barrage authorized.



- Planes in the front's operation zone may only execute *Interception, Transport* and *Base Transfert* missions.

3. Army and Army Groups HQs

Rules from OCS TTW 8.10
(10 September 2019):

- 2.3b Army HQs
- 2.3c Army Group HQs



with the following exception:

- No free placement of supply at reinforcement phase.

4. Army's and Front's operation zones

4.1. Concepts

- The armies are created to command and control units in some parts of the theater 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 9e and 2e armées)

4.2. Definition

- Soviet Fronts and German/Allies Armies have an operation zone, defined as :
 - The enemy front line before them,
 - 6-hex straight boundaries on each flank for German armies (10 hex for Soviet Fronts),

- Rear limit, closing the zone behind, parallel to the enemy front line.
- Armies (and Soviet Fronts) have no operation zone if they are at more than 6 hex (10 for Soviet) from enemy units in trace supply and nothing below applies to them.



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

4.3. 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.
- Stays in place until the next player turn's reinforcement phase.

4.4. Movement & Combat phases

- Units in an operation zone:
 - Commanded by an HQ of this army: no change.

- Other army's *combat* units: **half move** if the move starts from this operation zone.
- *Combat unit* moving or retreating into or through friendly units disorganizes the entire stack it enters (exactly as if retreating in an enemy ZOC, no losses).
- Combat supply for units inside another friendly Army's operation zone is **doubled**.

5. Coordination limits

5.1. Soviet tanks coordination

From currently discussed rules:

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.

From 1 Oct 41 to 29 Oct 42: The Tank/Mech Corps can not cooperate in attack with units from other Corps or any Independent units.

From 1 Nov 42 to 29 April 43: If in Command Radius from a Tank Army HQ, 1x independent Bn, Rgt or Bde of any kind can combine with 1x Tank or Mech Corps when they execute an Overrun or a Combat. It's possible for only 1x Tank/Mech Corps by Tank Army.

From 1 June 42 to 29 Aug 43: If in Command Radius from a Tank Army HQ, 1x independent Bn, Rgt or Bde of any kind can combine with 1x Tank or Mech Corps when they execute an Overrun or a Combat. It's possible for 2x Tank/Mech Corps by Tank Army.

5.2. 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.