

OCS 101
OCS Definitions
by Chip Saltsman

OCS is now on version 4.3 of its Rules set. The first published OCS game was the original Guderian's Blitzkrieg in 1992. The rules have become very refined with precisely worded definitions, and in most cases key points are only stated once. As a newbie I found the implications were subtle and what was obvious to experienced players was not to me. The system isn't complicated, but it is complex!

It pays to return to the rules and review four sections. These are the fundamental definitions behind all the other rules:

- **Sequence of Play** (OCS Rule 2.0) – You must follow this in exact order, and its flow has some nuances. For example the Supply Phase comes after movement—you can suddenly find that you've advanced beyond Trace Supply range. Air/Naval and Artillery both make “Barrage” attacks, but do so in different Segments.
- **Definitions** (OCS Rule 3.0), see the next three pages for illustrated definitions.
- **General Concepts** (OCS Rule 4.0)
- **Modes** (OCS Rule 5.0).



A “**Multi-Unit Formation**” (3.1c) is a group of ground units with a higher designation, in this case the 18th Panzer Division. Colored stripes mark these formations in newer games.

“**Multi-step Combat Units**”, usually infantry divisions, have a Regimental Equivalent (RE) number printed in a colored circle (3.2d). Step losses reduce the size of these units (9.11d).



Any unit that is neither part of a Multi-Unit Formation nor a Multi-step Combat unit is “**Independent**” (3.2f). This is important mostly for Fuel Supply (12.5e)

Units with a yellow dot behind their Action Rating cannot be rebuilt (13.5c)



These are all **Ground Units**

These are all **Combat Units**



Truck MPs (black)

Foot MPs (white)

Attack-Capable Units



Track MPs (red)

Combat Mode (ZOC)

Move Mode (no ZOC)

These are **Non-Combat Units**



Port

Ports and some Hedgehogs have no counter and are printed on the map in OCS, but they ARE units.

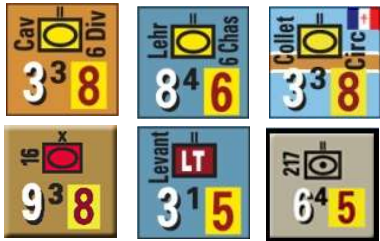
Yes, that 0-Strength unit (in this case, a Move Mode Armored Car unit from DAK2) IS Attack Capable. Zero-Strength Units are addressed in OCS 9.14a.

Units with parenthesized combat value are not Attack-Capable. They can only defend (3.2b). Artillery Units are normally a (1) (13.4b). HQ units normally are a (5) when oriented to Combat Mode and (1) when oriented to Move Mode (13.1c).

A Unit's Ground Combat Class is **NOT** the same as its MA.

Mobility Type (OCS 3.1a) is denoted by MA color and affects movement.

"Track MAs" are in red



"Truck MAs" are in black



"Leg MAs" are in white



Each Mobility Type has a different line on the TEC, with different movement costs per hex.

Combat Category (OCS 3.2a) is denoted by color of the Unit Symbol background and affects combat.

"Armor" units have yellow behind unit symbol



"Mech" units have red



"Other-type" units have neither red nor yellow



Different Combat Categories (sometimes called "Class") have different Combat Strength multipliers, and may be affected by AT Effects.

These units have **Heavy AT Effects**



Hedgehogs



Yellow Combat Category Units



Red Combat Category units with a Tank symbol



Anti-Tank Symbol



Anti-Aircraft symbol

These units have **Light AT Effects**



Red Combat Category units without Tank symbol



AT Effects are covered in more detail in OCS 9.4e. They only apply in situations where the terrain multiplier for Armor/Mech is x2.

Aircraft types are defined in 14.1



Ships and Naval Power are defined in 18.0, but only appear in a few games.

