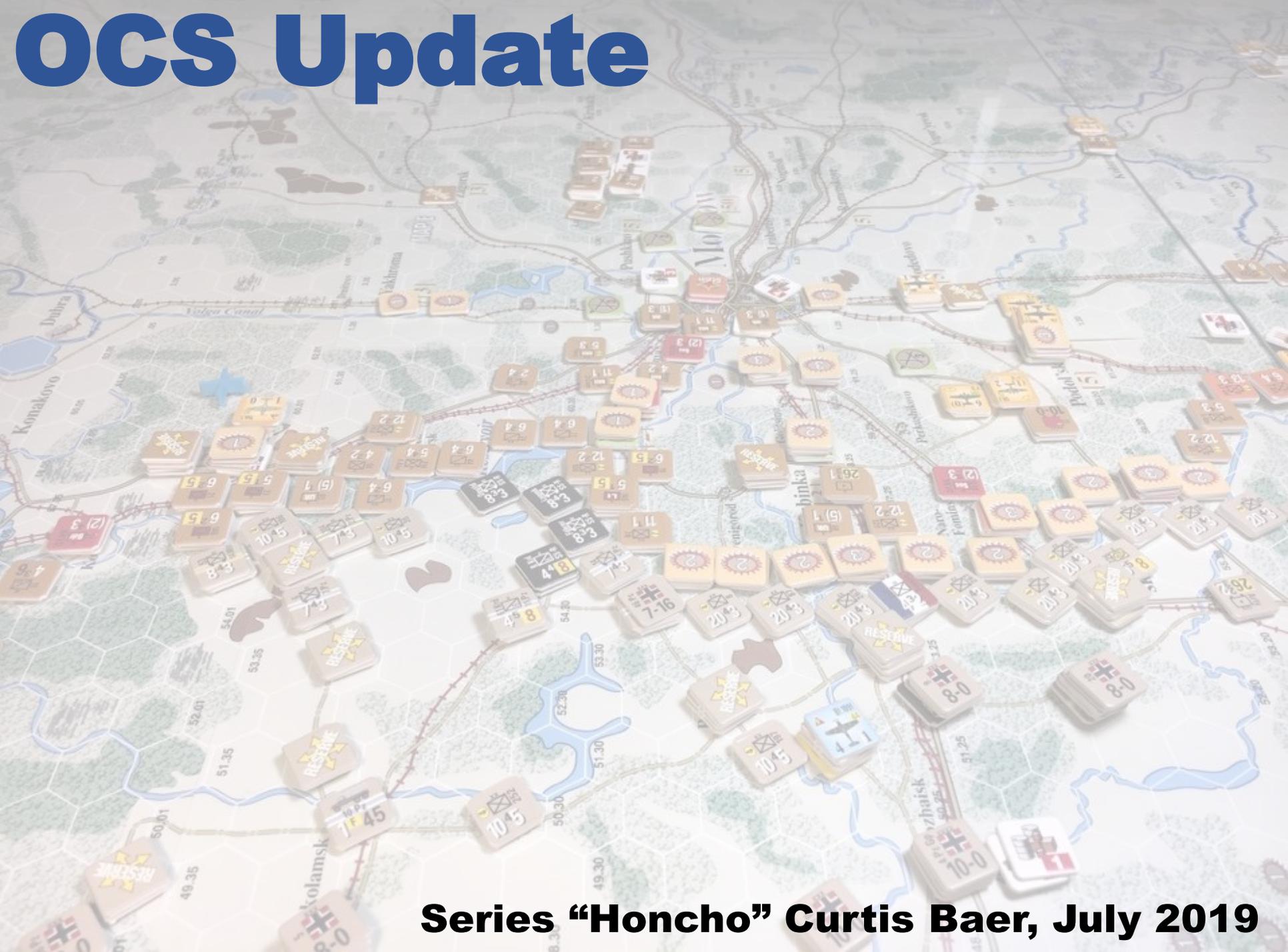


OCS Update



Series "Honcho" Curtis Baer, July 2019

OCS Roles

Curtis Baer – Series “Honcho” (and literally a Rules Lawyer). Curtis coordinates designers, assigns developers, and is the series interface with publisher MMP.

Chip Saltsman – Series Rules Guy, OCS Depot Guy, OCS 101 Guy. Chip focuses on answering rules questions, tracking/posting errata, managing www.ocsdepot.com and creating learning tools for players.

John Kisner – Series Honcho emeritus

Jeff Coyle – Jeff creates and updates the OCS Vassal Modules, a huge effort.

Herman Wu – Once a Vassal Module is created, Herman enters all the scenarios, another big task.

Hans Kishel – Hans is the map guru, and how now completed virtually all of Europe at OCS scale.

Dean Essig – Series Elder Wizard

The Kitchen Cabinet – There is a big set of people we reach out to for playtesting help, proofreading, suggestions and ensuring that OCS has an ever-growing set of games.



Games in Development

Hungarian Rhapsody – Designer: Stéphane Acquaviva. Developer: Curtis Baer. Submitted to MMP, preorder should be coming soon. Covers the period October 1944-February 1945, including the Soviet invasion of Hungary, Battle of Debrecen, Siege of Budapest and Konrad offensives.



Games in Development

The Third Winter – Designer: Tony Birkett. Developer: Chip Saltsman. Final stages of playtesting at Tempe, will submit to MMP later this year. This game focuses on Army Group South from the “Race to the Dnepr” in late September 1944 to the Soviet arrival at the Carpathians in April 1944. Some 80% of the mobile formations available to each army fought in this campaign.



Games in Design

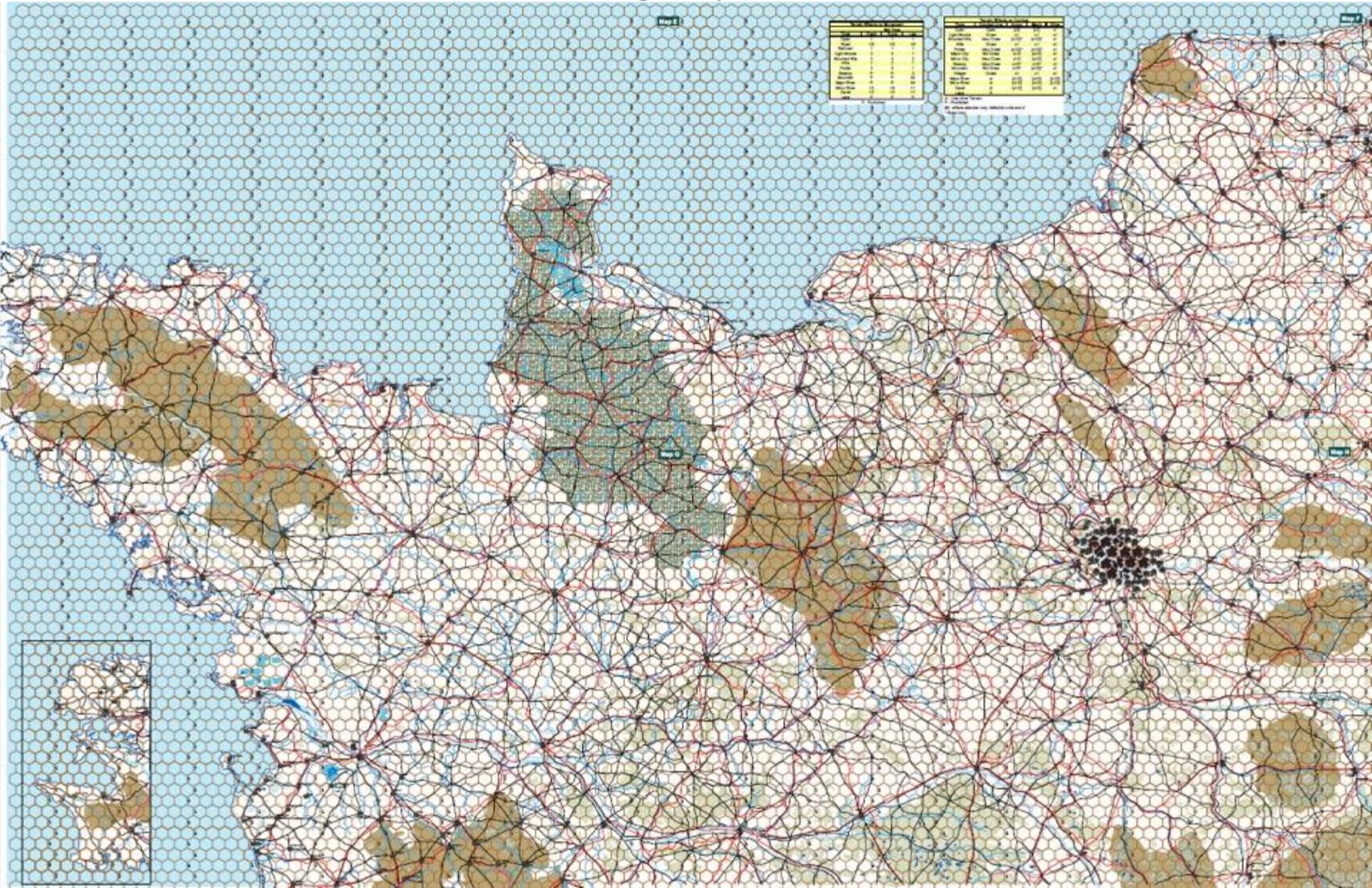
The Design process can proceed slowly, but these are furthest along:

- Cross-Channel Attack (Normandy)
- Bagration
- Italy
- The Forgotten Battles
- The Hero City
- Crimea
- Ostfront linked-game package
- Changsha



Cross-Channel Attack

Designer: Roland LeBlanc – the Second Front invasion of occupied Europe in 1944, whose maps will link to Roland's earlier design Beyond the Rhine.



Cross-Channel Attack

The map is still in draft form. The primary scenario is intended to cover the Normandy landings with a very straightforward and simple landing sequence. Players can also “sandbox” other invasion areas if desired.



Bagration

Designer: Kurt Gilles – the Soviet destruction of Army Group Center in the summer of 1944. The offensive will need to move very fast to achieve victory.



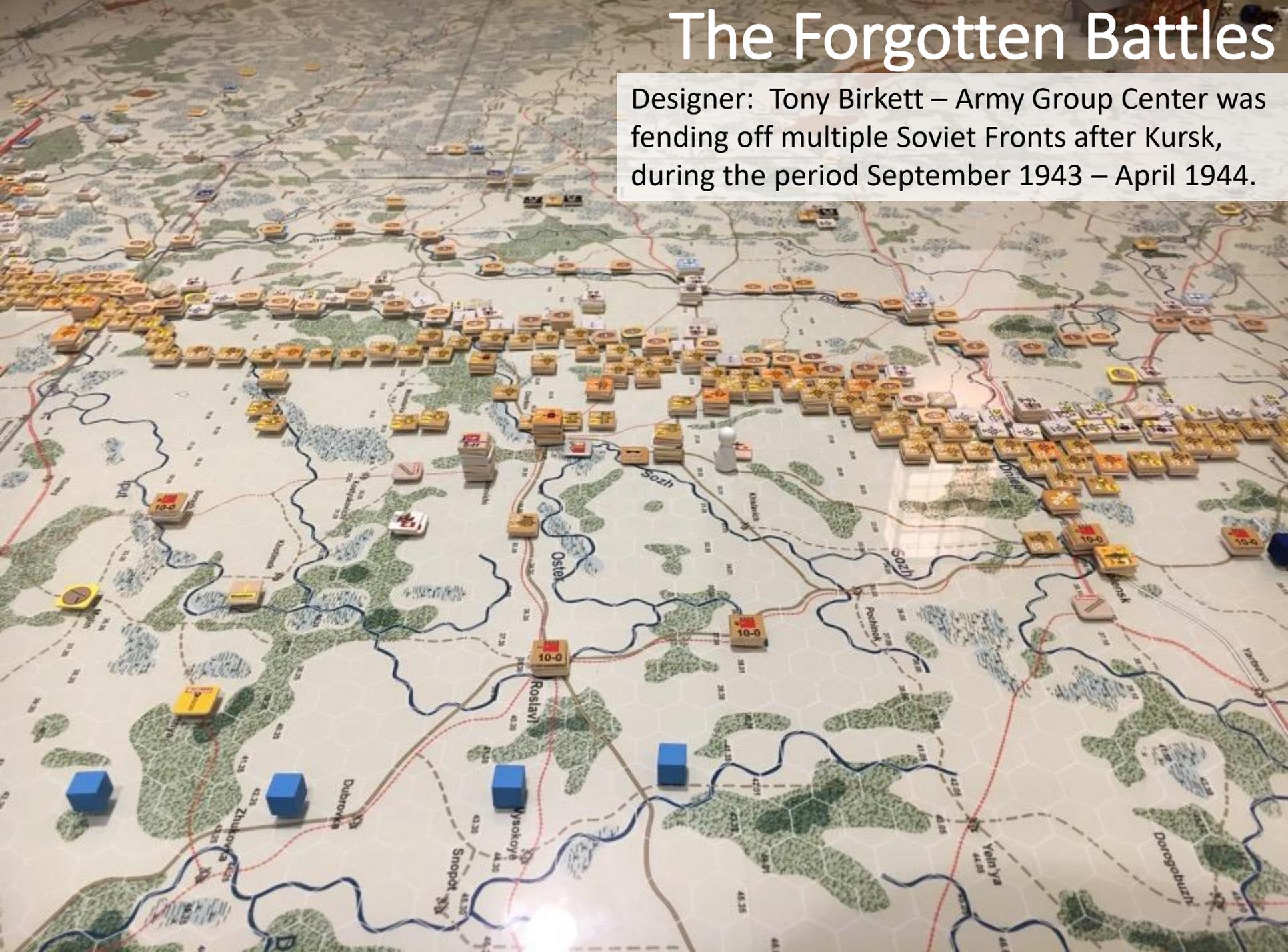
Italy



Designer: Tony Zbaraschuk – the full Italian Campaign.

The Forgotten Battles

Designer: Tony Birkett – Army Group Center was fending off multiple Soviet Fronts after Kursk, during the period September 1943 – April 1944.



Crimea



Two separate games are in design, and our thought is to publish both in a one-map package. Guy Wilde is working on the German conquest of the Crimea in 1942 and Tony Birkett is designing a module for the Soviet reconquest in 1944.

Ostfront



Sept 1943-April 1944

Combines four games in design:
The Hero City (AGN/Leningrad)
The Forgotten Battles (AGC)
The Third Winter (AGS)
The Last Bastion (Crimea)

240 hexes top to bottom

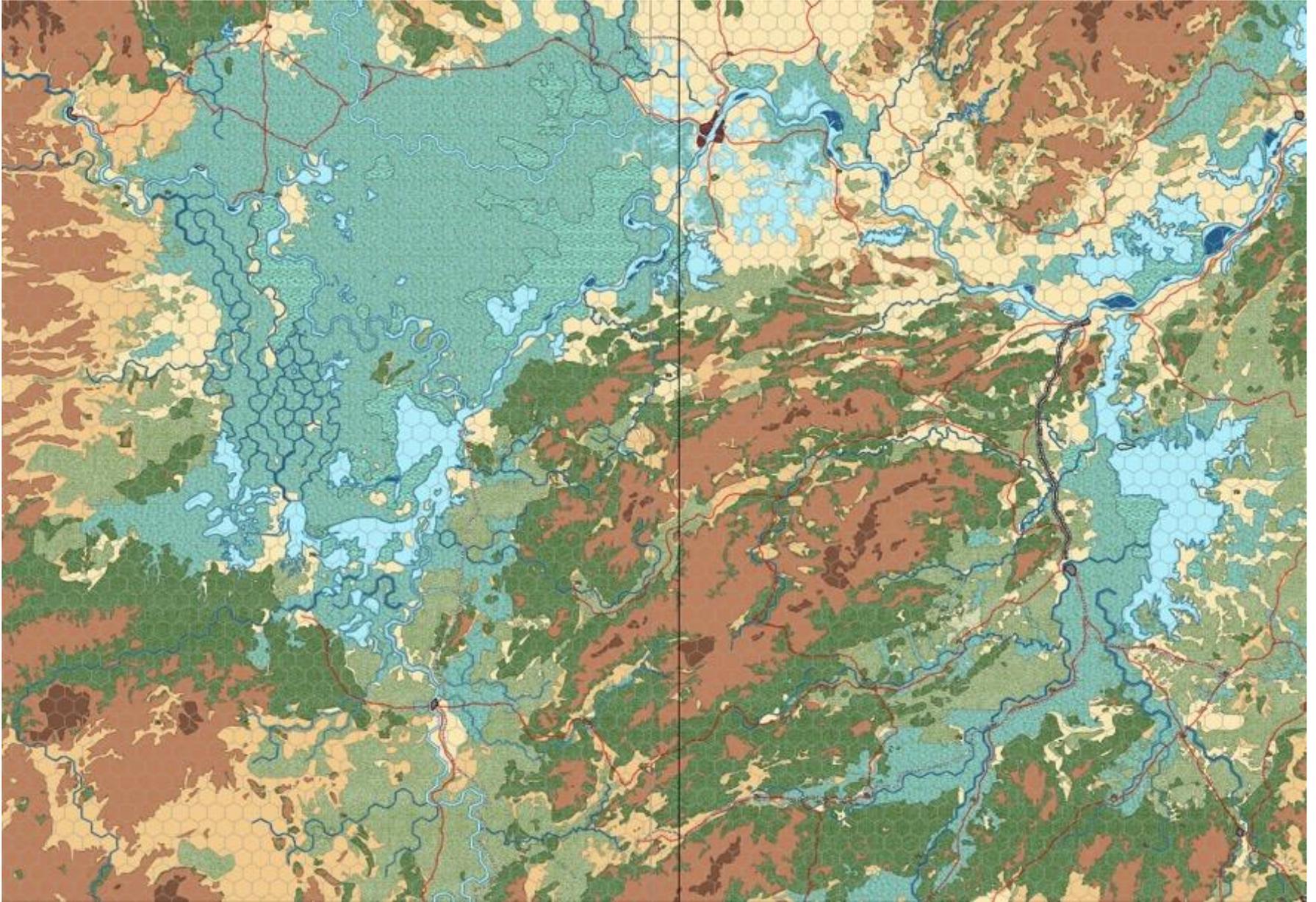
125 hexes side to side

“One buttload” of counters!

The photo is from the June 2019 playtest at Consimworld in Tempe, the first time the entire map set and complete forces were trialed.

Changsha

Designer: Forest Webb – Several large battles took place in this region between the Japanese and Chinese forces in 1939, 1941 and 1944.



Other Games in early Design

Malaya – Tony Zbaraschuk – the Japanese conquest of Malaysia in 1941-1942.

Germany 1945 – Roland LeBlanc – the final Soviet offensive to capture Berlin.

Greece 1940-1941 – Curtis Baer – the Italian invasion of Greece, and subsequent German intervention.

Sea Lion – Marcus Watney – one-map hypothetical German invasion of England in the fall of 1940.

Czechoslovakia 1938 – David Barsness – a hypothetical war between Germany and Czechoslovakia in 1938.

Kursk – Stéphane Acquaviva – the German Summer 1943 offensive did not need to happen at Kursk . . .

Narvik – Chip Saltsman – Conquer Norway on even LESS supply than usual



How a Rule becomes a Rule

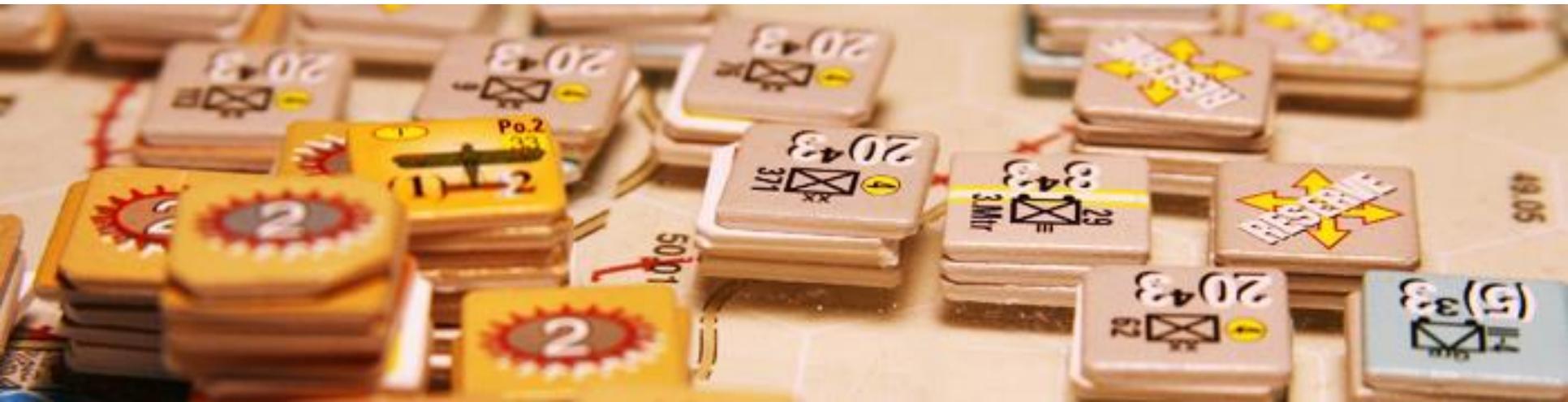
Changes to the rule set are deliberated and tested before adoption. Errata moves much faster.

Idea emerges from lots of commentary and discussion

Written up as a House Rule

Becomes an Optional Rule

Incorporated into OCS Rule Set



Rules Updates

Artillery – Periodically, there is a “we should change the way artillery is handled” discussion. Some of the ideas under consideration, none of which will move forward without testing:

The Small Approach: A combination of Artillery Factors (HR-7), Barrage Losses (HR-8) and not being allowed to spot for Barrages might be a sufficient adjustment.

The Big Approach: We are considering some more radical artillery changes, such as integrating them into HQs as support.

Headquarters – The designs for both Hungarian Rhapsody and Third Winter have Soviet Front HQ's/Air Armies which function as supply pipelines and unit rebuilding. We are looking at ways Army/Front level Headquarters units can streamline the process of moving SP's, marshaling Repl units, etc.

Fog of War – Players often have more information than they should about enemy forces, even with the current Fog of War rules. Is there some mechanism to enhance the fog of war effect?

Fueling – Some version of the Minimal Fueling House Rule (HR-10) deserves adoption.

There may be some other adjustment and fine-tuning changes. Eventually we will get to a v5.0 of the rules, but that is some time in the future.



Games we would like to see:

One Map Games – Sicily II, Smolensk, Reluctant Enemies are very popular titles and the OCS “gateway drug”. We need more. Sealion and Crimea fit this size.

Interested in Game Design & Development? Budding OCS designers essentially need to produce a playtest map, order of battle and game-specific rules/trial scenarios within a stated period of time so we can start the development process.



OCS Contacts & Resources



- Honchos: Curtis Baer (baerstine@gmail.com), Chip Saltsman (csaltsman0914@gmail.com)
- OCS Depot (www.ocsdepot.com)
- Social Media (Consimworld page and OCS Facebook Group)

