

OCS House Rules (5 March 2010)

2.3 Initiative Rolls

The player who went first the previous turn wins tied rolls.

Dean's Grade: A

4.9 Fog of War (Refined)

Change this to allow peeking under markers, etc. only when an Attack-Capable unit is adjacent to the enemy stack. In addition, top Active air unit must be a fighter (if any).

Dean's Grade: D

4.9 Fog of War (Decreased)

For ease of play, aircraft at a base are spread out to one side with Active planes faced forward and Inactive planes faced rearward.

Dean's Grade: A

9.4e Anti-Tank (AT) Effects

Give infantry divisions "light" AT Effects starting in 1944.

Dean's Grade: C

9.11d Effects of Step Loss

4-Step divisions that are down to their last step are x1/4 on attack and x1/2 on defense.

Dean's Grade: D

9.14e Hedgehog Reduction

Reduce a captured hog by one level.

Dean's Grade: B

10.0 Barrage Losses

Randomize which step is lost by rolling a die. (This can get awkward if more than six steps are in the hex, but you can figure it out.)

Dean's Grade: B

12.5e HQ Fuel Markers

A fueled HQ loses its marker if it moves to a different hex.

or

In each phase a fueled HQ can only provide fuel to a number of units equal to its current Throw Range.

Dean's Grade: B or D

12.8e Breakout Mod

On the first turn a unit finds itself in a situation allowing Breakout, the restrictions in "a" and "b" are waved and the success chance is boosted to 4-6. Furthermore, wagons and trucks are now allowed to Breakout on the first turn (roll for each point separately) they are out of trace.

Dean's Grade: A (may very well be made standard)

13.5 Replacements Changes

There are five inter-related changes:

1. Repls must be spent on the turn they are generated (use'em or lose'em).
2. Steps now cost either 1x Eq or 1x Pax. Anything with any Eq in the printed replacement cost is now 1x Eq; otherwise the new cost is 1x Pax.
3. Dead Pile rebuilds can appear at any HQ in trace supply. On-map rebuilds can still occur within two hexes of any HQ in trace supply (assume newly-arrived Pax or Eq is with the HQ).
4. Divisions of the highest AR in a given army can only be rebuilt from Dead Pile. For Germans, this typically means AR5 divisions have to be in Dead Pile to be rebuilt, but reduced AR4 and lower divisions can have steps added while on-map.

Dean's Grade: A (may very well be made standard)

13.7 Formation Markers (Refined)

Formation markers must always be in the hex with at least one Attack-Capable unit of the formation. If the units in the formation are in Reserve Mode, the marker can be placed in the off-map (hidden) stack. When adjacent to an enemy Attack-Capable unit, the full stack being represented must be placed on-map.

Dean's Grade: C

13.8c Detrainable Hexes

An HQ can entrain itself (even though switching to Move Mode when moving by rail).

Dean's Grade: This is really just a clarification of what should be a standard part of the rules.

13.10 Tiger Tanks (New)

A Tiger battalion becomes DG at the end of any movement segment in during which it spent more than 1/2 its current movement allowance.

In combat or overrun, if the defender's terrain choice is Clear...

- a) a defending Tiger makes all attacking armor and mech x1.
- b) an attacking Tiger makes all armor and mech in its hex x2 (regardless of defending AT).

Dean's Grade: D

19.0d Port Repair.

Cost is changed to that of the current port capacity or 1 SP, whichever is the lesser amount. So if the current (damaged) capacity is 2T, it costs 2T to repair a level.

Dean's Grade: C

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Case Blue & GBII

Soviet Replacements

On turns when one or more Pax are received on the Repl Table, the first one must be used to rebuild a full-strength division from the Dead Pile of AR 2 or less. (Pick randomly from the pool of destroyed divisions.) The cost for the full division is just 1 Pax. Only one such discount per turn is allowed.

Dean's Grade: B

Weather (Ground Conditions)

Ground conditions can only improve by one level per turn (so Deep Mud can never jump directly to Dry).

Dean's Grade: C

Weather (Flight Conditions)

Allow no hip shoots during Limited Flight turns.

Dean's Grade: A

Hube's Pocket

Railroad Changes

There should be a single-track RR running north from Beridchev through Zhitomir and off the north map edge following the course of the road.

There should be a single-track RR running southeast from Zhitomir through Andrushev to Popelyna following the course of the road.

The RR running NE from Shepetovka becomes a Soviet trace supply source starting 15 February.

Dean's Grade: Damned if I know. (:->)

Terrain Effects Changes

During Light Thaw and Thaw turns the Truck cost of Open hexes is increased to 2 MP.

Dean's Grade: C

Notes from John Kisner:

These "House Rules" were submitted from a variety of OCS players. I've selected for this list only the ones that I'd consider playing with — there were some others that I thought were just a little too fiddly. And because playability is so important in the time-consuming games of the series, I've also made a few modifications to the submissions (for instance, I changed a die roll every time a Tiger moved to just a straight DG result if it moves too far).

You can think of these as points of departure for your own house rules, but one of my goals in compiling this list is to "standardize" house rules (at least to a certain extent).