

# OCS TURN SUMMARY

Photocopy this page to help you keep track of where you are in your game. The form is designed for those new to OCS and those with aging memories.

| PHASE                             | Game:         |            | Game Turn:               | (day)  | (month) | 19 |
|-----------------------------------|---------------|------------|--------------------------|--|---------|----|
| <b>Weather Determination</b>      |               |            |                          | Roll for weather. The weather affects the entire Game Turn. If the game has Random Events, roll and apply as required.   |         |    |
| <b>First Player Determination</b> | <b>Allies</b> |            | <b>Axis</b>              | (2.3) Each player rolls two dice. The player with the higher roll elects to be first or second in the turn. Reroll ties. Note which player will be 1st and which 2nd. Exception: Simulcast Turns (2.4)   |         |    |
|                                   | <b>1st</b>    | <b>2nd</b> |                          | Fill boxes as the phasing player completes the following phases and segments.  |         |    |
| <b>Aircraft Refit</b>             |               |            |                          | (15.1) Pay 1T per base. Refit up to two air units per airbase level (1 for airstrip). An air unit cannot refit in un-negated enemy ZOC. Weather never prohibits refit.   |         |    |
| <b>Reinforcement</b>              |               |            |                          | (13.6) Place any new units in their entry points according to arrival schedules. Place newly arrived air units on any friendly air base (they arrive active).  |         |    |
|                                   |               |            |                          | Roll on the supply table and place new supply on the map.  |         |    |
|                                   |               |            |                          | (13.5) Roll on the reinforcement table and place any that result on the map.   |         |    |
|                                   |               |            |                          | Conduct any unit rebuild (13.5a), and/or unit consolidation (13.9) desired.  |         |    |
| <b>Movement</b>                   |               |            | <b>Breakout</b>          | (12.8e) "Breakout" any combat units not in trace supply. This must happen before any other movement.   |         |    |
|                                   |               |            | <b>Movement</b>          | (6.) Move one unit or stack at a time, selecting the mode for the turn prior to movement for each unit/stack. Overruns (8.) occur during movement of a unit/stack. No Exploitation can be earned (8.1d). Air units can conduct missions including (if allowed) hipshoots (14.7d). Expend fuel (12.5); build airbases (15.3), railroads (13.3), and hedgehogs (16.); repair ports (19.0d); send out Breakdown regiments (20.); blow dumps (12.11a). SPs only move once per phase (12.2). Order of actions is up to player, but each unit/stack must finish before another starts. |         |    |
|                                   |               |            | <b>Air/Naval Barrage</b> | Barrage with air (14.7) and naval units (18.3) within range. No artillery barrage. Ship-to-shore barrage is only once per turn.  |         |    |
| <b>Supply</b>                     |               |            |                          | Replenish supply for any units with low/exhausted markers (12.10e).  |         |    |
|                                   |               |            |                          | Determine which units cannot be supplied by trace supply (12.6). They may either eat off the map (12.6e) or are marked Out of Supply. Then, check for attrition of all stacks with Out-of-Supply units (12.8).   |         |    |
| <b>Reaction</b>                   |               |            | <b>Movement</b>          | Release reserves which can then move (1/2 their MA) and can overrun (5.7). Expend fuel as needed. Blow dumps. Air units can perform missions incl. (if allowed) hipshoots. Exploitation cannot be earned during overruns.  |         |    |
|                                   |               |            | <b>Barrage</b>           | Conduct barrages with air units, naval units (only once per turn), or released ground units.   |         |    |
| <b>Combat</b>                     |               |            | <b>Arty. Barrage</b>     | Barrage with artillery only (10.1).  |         |    |
|                                   |               |            | <b>Combat</b>            | Conduct combat according to mode (5.), supply (12.), and combat (9.) rules. Mark units earning exploitation (9.13).  |         |    |
| <b>Exploitation</b>               |               |            | <b>Movement</b>          | (11.) Move Exploitation-marked units (1/2 MA) or if released from reserve (full MA). Move one unit/stack completely before another. Overruns are allowed. Air units can conduct missions incl. (if allowed) hipshoots. Blow dumps.   |         |    |
|                                   |               |            | <b>Barrage</b>           | Barrage with air and naval units within range, and with artillery units released from reserve.   |         |    |
|                                   |               |            | <b>Combat</b>            | Conduct combat with released reserves and Exploitation-marked units. Further exploitation cannot be earned.  |         |    |
| <b>Clean-up</b>                   |               |            |                          | (2.3) Remove all DG and Exploitation markers. Flip all fueled markers to the unfueled side. Remove all of your opponent's Trainbusting markers.  |         |    |
| <b>2nd Player</b>                 |               |            |                          | Repeat the above for other player starting with the Aircraft Refit phase.  |         |    |
| <b>Turn End</b>                   |               |            |                          | Once both players have finished, move the Turn Record Marker one space forward. Repeat above starting at Weather Phase for the next turn.  |         |    |