

## OPERATIONAL COMBAT SERIES

# Colossus Reborn (1.09)

©2021. Multi-Man Publishing, Inc. All Rights Reserved.

**Game Design:** John Kisner

**Series Design:** Dean N. Essig

**Research Help:** John Bowen & Roland LeBlanc

**Playtesting:** John P. Bowen, Roland LeBlanc, Dave Mignerey & Rod Miller

**Graphics:** Dean N. Essig

**Vassal Support:** Jeff Coyle

## Introduction

COLOSSUS REBORN is a revision of the Operational Combat Series game CASE BLUE. The scale was changed to 10 miles per hex to create a smaller, faster game covering this mammoth campaign.

The two-map game being tested will cover the Russo-German War from July 1942 to April 1943. Our initial focus will be on the Soviet counterstroke that was launched in November. The full game will then be tested, covering the entire period.

## 1.0 General Rules

### 1.1 Weather

Weather effects in this game will be presented as skipped turns which must be simulcast. There are normally five turns in a month, but weather rolls may shorten a month.

- Turns II and IV are never simulcast.
- Turns I, III, and V have a range (using an 11-66 roll, with the red die being “tens” and the white die being “ones”) on the Weather Table for the chance of a turn being simulcast.

*Example: Turn IV in November is simulcast on a roll of 11-24. On a roll of 25-66 the turn is played normally.*

**1.3c Simulcast Turns.** On these turns players must conduct a Simulcast Turn (OCS 2.4). In addition:

- The only ground movement allowed is by rail or sea transport.
- No combat or barrage is allowed.

- Check for trace supply normally, but do not make attrition checks during Simulcast.
- Port repair is not allowed.

*Design Note: Activity is being shown as greatly curtailed during the mud and deep freeze periods of the year, but the “simulcast” method allows us to do this in a way that doesn’t involve extra terrain effects, etc.*

## 1.2 Terrain Notes

**1.2a Railroads.** The normal East Front rules regarding conversion of railroad gauge will not be used. Note that “dot locations” are detrainable.

Red lines are railroads. The solid ones are single-track and the dashed lines are low-capacity. The low-capacity lines are inferior to actual RRs in two ways:

- Rail Movement (OCS 13.3e) using acosts x2 the usual Rail Cap.
- An Admin HQ using a low-capacity line for trace is penalized (see Supply Table).

**1.2b Road March.** Leg MA units pay 1/2 movement point per railroad hex if they do not enter or exit an enemy ZOC in the current phase.

*Design Note: This is the “fast mode” for Leg units in this game.*

**1.2c Alpine Terrain.** High mountains have a white pattern on the dark brown.

**1.2d Turkey.** Hexes in Turkey (near the southwest edge of Map G) cannot be entered by either side.

**1.2e Safe Edges.** Hexes in the 62.xx row can never be attacked or barraged by Axis units. Hexes in the 01.xx row can never be attacked or barraged by Soviet units.

### 1.3 Construction Limits

Neither side can build hedgehogs and air bases are not used in this game.

All other engineering functions (OCS 13.8) are handled normally.

***Play Note:** Keep in mind that HQs and Pontoon units can now move while still being “Engineer-Capable” for bridging.*

### 1.4 Headquarters

Two levels of HQs are shown. What we call “Admin HQs” are Axis Armies and Soviet Fronts; “Combat HQs” are Axis Corps and Soviet Armies. **Note that “Admin HQs” do not supply combat units with trace, fuel, or arty supply; the “Combat HQs” have that job!**



**Trace Supply** will normally flow from Admin HQ to Combat HQ, and from there to combat units. In order to be in supply...

- Admin HQs must direct-draw from a supply source.
- Combat HQs must be within the Throw Range of their Admin HQ. Note color-coding has been used to show related HQs.
- Regular combat units must either direct-draw their own supply or be within Throw Range of a Combat HQ.
- Only check attrition for units that were **also** out of supply during the previous Supply Phase.

**Direct Draw** is greatly curtailed. The unit or HQ must now be **adjacent** to a supply source, port, or detrainable hex. (Not the usual “5 MPs”.)

**Supply Throw** is like traditional OCS, but note that both Admin and Combat HQs use **Leg MA** for this.

**1.4a Displacement.** Admin HQs are treated as non-combat units that do not participate in combat. If an enemy unit moves/advances into its hex, immediately displace the HQ to a hex where

it can connect to a supply source. An HQ also has the option to voluntarily displace in lieu of its regular movement (useful in cases where the HQ has been more-or-less surrounded). After either kind of displacement...

- Flip any air units based at the HQ to their Flown side.
- Eliminate 1/2 of all Arty Ammo and Fuel tokens (see 1.5) stored at the HQ, rounding fractions up.

Note that a Combat HQ is handled in combat as in regular OCS with one exception: their defense-only combat value is printed on the counter, between the Throw Range and MA. As such, Combat HQs never displace.

### 1.5 Arty Ammo & Fuel Supply

SPs are not used in this game. Replacing them are two types of supply tokens, Arty Ammo and Fuel. Variable amounts of each will arrive every Reinforcement Phase via the Supply Table. They are usually stored at the various Admin HQs (not Combat HQs) until used.



Stockpiles of Arty Ammo and Fuel are different from usual OCS supply dumps in two significant ways:

- Arriving Tokens can be placed in any detrainable hex.
- Tokens in a hex with an Admin HQ tag along with the HQ as it moves and retreats. **This is the only way to move a Token after placement.**
- Supply dumps are destroyed when an enemy unit enters their hex (no capture is possible). Note Admin HQs are displaced by enemy units (1.4a) and only half of the Tokens are destroyed in this case.

**Arty Ammo** is used to make Barrage attacks. There are none of the usual artillery counters in play; the ammo itself is used to reflect concentrating guns at the various HQs.

During any segment that allows artillery fire, a unit can spot for a barrage attack against an adjacent hex if it can either...

- Receive Arty Ammo using Direct-Draw from an adjacent hex, or
- Receive Arty Ammo via Throw from a Combat HQ that is itself within Throw Range of its Admin HQ.

The strength of a barrage is determined by the number of tokens spent. This token value equates to the best column that could be used at that supply cost (for instance, a 3T air unit uses the 17-24 column).

There are two more changes from usual OCS artillery usage:

- Unspotted barrages are not allowed.
- Barrages against enemy air bases are not allowed.

*Example: SW Front HQ has 8T of Arty Ammo. The 49th Gd RD can be used for a 3T barrage (reducing the size of this dump to 5T), because it is within Throw Range of the 5th Tank Army HQ (which in turn currently has a Throw connection from SW Front HQ). The resultant barrage, made against an enemy hex within Throw Range, begins on the ‘17-24’ column — the best column costing 3T — before applying shifts.*

**Design Note:** The representation of artillery as a form of abstract supply was done to eliminate quite a few counters from the map. Each turn’s allocation of these valuable tokens to the various Admin HQs is a shorthand for the otherwise time-consuming redeployment of assets around the map.

**Fuel** is needed for a unit with Truck or Track MA to use its fueled orientation.

- Fuel is **not** needed to move a unit in Combat Mode.

When a unit begins to move it can be flipped to its fueled orientation if it can either...

- Receive required Fuel using Direct-Draw from an adjacent hex, or
- Receive required Fuel via Throw from a Combat HQ that is itself within Throw Range of its Admin HQ.

The cost of fueling is 1T per step. A unit remains fueled until the start of the next friendly Movement Phase, at which point they change to Combat Mode unless the fuel cost is paid again. Note this is an important timing change from the usual clean-up of Fuel markers.

*Example: 5th Tank Army has 8T of Fuel. The player decides to fuel a 2-step tank corps and reduces the size of this dump to 6T. The change in mode lasts until the player's next Movement Phase (when units can again be fueled or they can flip back to Combat Mode).*

**Design Note:** There is no longer a "fuel efficiency" advantage derived by fueling a unit during Reaction.

## 1.6 Mode Revisions

**1.6a Move Mode** is not used and what we continue to call Combat Mode is an amalgam of the two. The flip side of each combat unit is now used in the following ways:

- A. Leg MA units use the flip side to show a defensive orientation. As shown on the counter, these units are not Attack-Capable and have an MA of zero. This orientation also gives the unit a higher AR (always +1 over Combat Mode).



- B. Truck and Track MA units use the flip side to show they are in fueled orientation. The only visual cue of this mode is the higher MA it bestows. Furthermore, the AR of a non-German combat unit is lower when in this mode (-1 compared to Combat Mode) and an HQ has a lower Throw Range.



Voluntary changes in orientation can be made only when a unit begins to move. Also, a change is required when a unit in defensive orientation retreats.

Note that Reserves can change orientation when released. This has some interesting wrinkles — for example, in the Exploitation Phase a rifle brigade could switch to/from defensive orientation or a tank corps could be fueled.

- Units in Exploitation Mode do not have the same opportunity to change their orientation.

**1.6b Reserve Mode** is unchanged, but some markers are now linked to specific Admin HQs with their use restricted to units in Throw Range of a Combat HQ of that particular formation. Use of some Axis markers will be further restricted per 2.3b.

**1.6c Strat Mode** is not used at all.

## 1.7 Combat Revisions

The general mechanics of barrage and combat resolution are unchanged. As noted previously, there is no longer the need to pay for combat supply, but we are introducing new requirements for all attacks and overruns:

- Attacks must be accompanied by a barrage of at least 2T. (During the Exploitation Phase this could be either air or arty; otherwise it would have to be an arty barrage.)
- Overruns must be accompanied by a hip shoot (see 1.8).

## 1.8 Air Changes

Airpower is greatly simplified at this scale, with air units depicted as "flying artillery" with barrage values expressed as token-sized amounts. The token value equates to the best column that could be used at that supply cost (for instance, a 3T air unit uses the 17-24 column). Each air unit can fly one mission and then is flipped to its Flown side.

Admin HQs (only these!) function as abstract air bases. A maximum of five air units can be based at each of these HQs, and the tag along whenever the HQ moves (or displaces) to a different hex.

During any segment allowing an air mission, a combat unit can spot for an air barrage against an adjacent hex if it is either...

- Adjacent to the Admin HQ where the mission plane is based, or
- Within Throw Range of a Combat HQ that is within Throw Range of its Admin HQ (where the mission plane is based).

Air units have an Active and Flown side. Refit is automatic at the beginning of the player turn, with no supply cost, but the Admin HQ must currently be in trace supply.

Only these air missions are allowed: Barrage, Hipshoot, and Facility Table. A few changes are common to all of them:

- No flak rolls are made.
- There is no air combat.
- Only one air unit per mission.

**Barrage** attacks use the regular Barrage Table. Use the *best* column for the T-size of the mission, but apply a 1L shift if there are Active enemy air units within range of the mission hex.

**Hip Shoot** attacks can only be done (per the above) if the air unit has a value in the upper-left portion of the counter. This will either be a lower token-size value (which allows for an actual barrage) or a "†" symbol (which allows an overrun to be performed but does not involve an actual barrage).

**Design Note:** In part, the function of planes during an overrun is to recon the enemy position. Think of the "†" air units as performing that role.

**Facility** attacks are done on the Barrage vs Facility Table. Use the *best* column for the T-size of the mission, but apply a 1L shift if there are Active enemy air units within range of the mission hex.

- Barrages against enemy air bases are **not allowed** in this game.
- Trainbusting has increased effect: make a number of 1T attempts on the Barrage vs Facility Table equal to the T-size of the mission (so a 2T air unit would get to roll twice, etc.).

If there is more than one “success” result, the additional Trainbusting markers can be placed within two hexes of the mission hex.

## 1.9 The Armies

Axis forces are divided into two main groups, the German units (Wehrmacht, Luftwaffe, and SS) and the Axis Allied units — the Italians (including their Blackshirts), Romanians, Hungarians, and assorted other minor allies. To a lesser extent, the Soviets are also divided into two groups, the regular Red Army and the Guards (including the NKVD).

Generally players can use their units in any way desired, but both sides have a few Cooperation issues (2.3 and 3.3).

**1.9a Rebuilds.** OCS option 21.7 **must** be used.

**1.9b Regimental Equivalents.** In this game, the current step value of a unit is its RE value for things like stacking, barrage density, and transport costs. This gives both rifle divisions and tank regiments a 1 RE value, while a full-strength tank corps has a 4 RE value.

**1.9c Stacking.** The stacking limit in this game is 5 RE (not the usual ten).

**1.9d KGs and BGs.** Large units (such as panzer divisions) are divided into a pair of units referred to as something like “16 KG” with a “x1” or “x2” to indicate whether one or both is present. Each counter is 1 RE.

**1.9e Combat Options.** The normal choice to take combat options as either a retreat or loss is not always freely made:

- All Soviet units **must** take options as losses.
- Axis Allied units **must** take options as retreats.
- German units (including Luftwaffe, SS, and Wehrmacht) have freedom of choice.

## 2.0 Axis Special Rules

### 2.1 Supply and Reinforcements

**2.1a Supply Sources.** Axis sources are railroads that can trace an unblocked path off the west edge of the map. Also, ports with a capacity of at least 1 are supply sources.

**2.1b Reinforcements.** Each turn roll twice on the Repl Table (once for Red Army units and once for Guards) and twice on the Supply Table (once for Arty and once for Fuel). Also check for scheduled reinforcements.

New combat units (and units returning from Breakout) have two options:

- They can be placed within two hexes of the listed HQ, but not adjacent to an enemy unit. The units arrive in DG Mode if the HQ **cannot** Direct Draw from a detrainable RR hex or a mapped supply source.
- They can be placed at the nearest map-edge supply source. (This likely gives the player some options since several hexes will be “nearest”.)

Arty and Fuel token arrivals are placed with Admin HQs as desired, with one important restriction: after placement, each Admin HQ must have at least 1 Arty and 1 Fuel.

### 2.2 Shipping

**2.2a Available Rail Cap** is determined by the roll of 1d6 every turn. Sea Cap is always 1 RE.

**2.2b Kerch Ferry. To be determined.**

### 2.3 Cooperation

**2.3a Admin HQs.** Admin HQs can throw and distribute supply to...

- Every Combat HQ of their color-coded army (e.g., the 1st Pz Army).
- One additional Combat HQ of any army (either the same or a different nationality).

**2.3b Combat HQs.** German Combat HQs can throw supply to any Axis unit. Combat HQs of other nations (Italy,

Romania, and Hungary) can only throw supply to units of that nationality.

### 2.3 Air Lift

**To be determined.**

## 3.0 Soviet Special Rules

### 3.1 Supply and Reinforcements

**3.1a Supply Sources.** Soviet sources are railroads that can trace an unblocked path leading off the east edge of the map. Also, ports with a capacity of at least 1 are supply sources.

**3.1b Reinforcements.** Each turn roll twice on the Repl Table (once for the German units and once for Axis Allied) and twice on the Supply Table (once for Arty and once for Fuel). Also check for scheduled reinforcements.

Arty and Fuel token arrivals are placed with Admin HQs as desired, with one important restriction: after placement, each Admin HQ must have at least 1 Arty and 1 Fuel.

New combat unit arrivals, rebuilds, and Breakout returns have two options:

- They can be placed within two hexes of the listed HQ, but not adjacent to an enemy unit. The units arrive in DG Mode if the HQ **cannot** Direct Draw from a detrainable RR hex or a mapped supply source.
- They can be placed at the nearest map-edge supply source. (This likely gives the player some options since several hexes will be “nearest”.)

### 3.2 Shipping

**3.2a Available Rail Cap** is determined by the roll of 2d6 every turn. Sea Cap is always 2 RE.

**2.2b Kerch Ferry. To be determined.**

### 3.3 Cooperation

**3.3a Admin HQs.** Admin HQs can only throw and distribute supply to a

Combat HQ of the same army. See 1.5 for further details.

**3.3b Combat HQs.** Soviet Combat HQs can throw supply to any unit.

## 4.0 Variants

### 4.0a

### Shipping Table

<i>Type</i>	<i>Soviets</i>	<i>Axis</i>
Rail	2d6	1d6
Sea	2	1



## Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Low Hills	Close	1	2	1	[x2]	x1	x 1
Hills or Woods	Close	2	3	1	x 1	x 1	x1
Rough	Close	3	5	2	[x1/2]	[x1/2]	x 1
Mountain	V. Close	P	P	All	x1/3*	[x1/2]*	x 1*
Alpine	V. Close	P	P	All	x1/3*	[x1/2]*	x 1*
Sand	Open	3	5	2	x1/2	x1/2	x 1
Salt Marsh	Close	P	P	2	x1/2*	[1/2]*	x 1
Dot Locale	Open	ot	ot	ot	x 1	x 1	x 1
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	V. Close	ot	ot	ot	x1/2	[x1/2]	x 1
Major City	Extr. Close	ot	ot	ot	x1/3	[1/2]	x 1
Swamp	V. Close	P	P	3	x1/2*	x1/2*	x 1
Minor River	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
Major River	ot	P	P	All	[x1/4]*	[1/3]	x1/2
Volga River	ot	P	P	P	P	P	P
Sea/Blocked	ot	P	P	P	P	P	P
Railroad or Track	ot	1	1	1 †	ot	ot	ot

[x#] — Attack x#; Defend at x 1.

P — Movement Prohibited.

\* — Via Road/RR if movement is “P”.

ot — Dependent on other terrain in hex.

† see 1.2b

## Soviet Repl Table

(two dice)

Roll	Repls
2 - 4	None
5 - 6	Pax
7 - 12	Choice of Pax or Eq

Roll once for Red Army and once for Guard repls each turn.

Repls cannot be saved for later.

Guard Repls can rebuild Red Army units, but not vice-versa.

## Soviet Supply Table

Turn	MapM	MapS	MapG
7/41+	2d+5	1d+4	—
7/42+	1d+5	2d+5	1d+2

-1 per Admin HQ on map not connected via solid RR line.

+1 per 2 “star cities” held and in trace supply.

Simulcast turn: 1/2 the amount of Arty and Fuel (round up).

Roll d6 for Arty; d3 for Fuel!

## Weather Table

Month	I	III	V
Jan	11-56	11-52	11-36
Feb	11-34	11-23	11-15
March	11-13	11-41	11-53
April	11-55	11-51	11-31
May-Sept	—	—	—
Oct	—	11-23	11-43
Nov	11-41	11-35	11-23
Dec	11-36	11-44	11-36

Range given is the chance that the particular turn must be simulcast. Note the II and IV turns are never simulcast.

## Common Rebuild Table

Units That Cost 1 Eq:

all “Armor” (Yellow-symbol)

all “Mech” (Red-symbol)

all AT and Flak

Units That Cost 1 Pax (per step):

all other combat units (HQ, inf, etc.).

## Axis Repl Table

(two dice)

Roll	Repls
2 - 6	None
7 - 8	Pax
9 - 12	Choice of Pax or Eq

Roll once for German and once for Satellite repls each turn.

Repls cannot be saved for later.

German Repls can rebuild Satellite units, but not vice-versa.

## Axis Supply Table

Type	MapM	MapS	MapG
7/41+	2d+6	1d+2	—
7/42+	1d+5	2d+3	1d+2

-1 per Admin HQ on map not connected via solid RR line.

+1 per 2 “star cities” held and in trace supply.

Simulcast turn: 1/3 the amount of Arty and Fuel (round nearest).

Roll d6 for Arty; d3 for Fuel!