

## OCS Mode Summary

Mode	ZOC	Move Effects	Combat Effects	Rail, Air, & Shipping Movement	Amphibious Landing	Engineering	Notes
Combat	Yes	Full	Full	No	Yes	Yes	Rail Repair units in Combat Mode can use rail movement. Repl and Transport units are never in Combat Mode
Move	No	Full	Full	Yes	Yes	No	Repl and Transport units only have a Move Mode side
Reserve	No	x $\frac{1}{2}$ : Move x $\frac{1}{2}$ : React* x1: Exploit* *after release	Defend only x $\frac{1}{2}$	No	No	No	No switch to Reserve mode in EZOC. Combat result removes marker. Cannot stack w Hedgehog at end of Move Phase No Transport units in Reserve except organic.
Strat	No	2x Move Mode	Defend only. Combat strength and AR of 0	No	No	No	No switch to Strat mode in EZOC. Cannot enter EZOC. Must use trace supply only. No Transport units in Strat.
Exploitation	Only if in Combat orientation	x $\frac{1}{2}$	Full	No	No	No	Gained by Combat result
Disorganized	No	x $\frac{1}{2}$	x $\frac{1}{2}$ -1 to AR	No	No	Only if in Combat orientation	<b>Gained by:</b> Combat result, retreat of 2+ hexes, or retreat into EZOC. Cannot Overrun or earn Exploit marker. Transport units are never DG.

## OCS Air Mission Summary

Mission	Phase	Flak?	After Mission
Interception	Enemy Movement or Barrage	No	<b>Lose:</b> become inactive <b>Win:</b> stay active
Fighter Sweep	Any Friendly Movement	No	Return inactive to any Base in range
Barrage	Any Friendly Barrage	Yes	Return inactive to any Base in range
Hip Shoot	Any Friendly Movement	Yes	Return inactive to any Base in range
Train-busting	Any Friendly Barrage	Yes	Return inactive to any Base in range
Air Transport	Any Friendly Movement*	Only if in Patrol Zone	Return inactive to any Base in range*
Air Drop	Any Friendly Movement	Only if in Patrol Zone	Return inactive to any Base in range
Base Transfer	Any Friendly Movement x2 Range	Only if in Patrol Zone	<b>F:</b> w/i range stays active <b>Others:</b> inactive

\*x2 range: inactive at destination base

\*x1 range: inactive at any base in range

\*x $\frac{1}{2}$ range: may double load

## HQ & Engineer Summary

Task	HQ*	Engineer*	Other Units
Bridging	Yes	Yes	Yes for Bridge Units
Detrainable Creation	Yes	No	No
Hedgehog Construction	Yes w/i 2 hexes 2 SP per level per turn	Yes w/i 2 hexes 2 SP per level per turn	1+ RE in Combat Mode 2 SP per level per turn**
Hedgehog Reduction	Yes w/i 2 hexes 1 level per turn	Yes w/i 2 hexes 1 level per turn	1+ RE in Combat Mode 1 level per turn
Air Base Construction & Repair Port	Yes w/i 2 hexes 1 SP per level per turn***	Yes w/i 2 hexes 1 SP per level per turn***	No
Air Base Reduction & Damage Port	Yes w/i 2 hexes 1 level per turn	Yes w/i 2 hexes 1 level per turn	1+ RE in Combat Mode 1 level per turn
Rebuild Units	Yes w/i 2 hexes	No	No
Rail Conversion	No	No	Yes for Rail Repair Units

Except for Rebuild, all tasks are done in the Movement Phase only and only one task can be done per phase.

Except for Rail Conversion, the units cannot move.

\*If in Combat Mode or DG Mode and Combat-oriented

\*\*Optional: No greater than Level 1 can be built

\*\*\*Optional: Port Repair is cost of capacity if under 1 capacity