

Operational Combat Series: Consolidated Errata and Clarifications

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Notes:

1. Two of the games have more than a single page of errata: **Case Blue** and **Baltic Gap**. Second edition rulebooks that incorporate latest errata and clarifications are available on Gamers Archive.
2. Gamers Archive: <http://www.gamersarchive.net>
3. Items in **blue** indicate changes made in 2018.
4. Errata often mentions upgrading a game to v3 or v4; ***unless otherwise specified, same errata will apply to current rules (currently v4.2).***
5. House Rule Options should be thought of as more ***options*** available to players who want to tweak the game rules.
6. All OCS games (excepting the orphaned **Guderian's Blitzkrieg** from 1992) can and should be played with the latest version of the series rules. The v2 and v3 rulebooks that shipped with games like **Enemy at the Gates** and **Sicily** are now just quaint relics... use the newest rules!

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4-02 Enemy at the Gates (6 Jan 04)

1. In scenario 4, the set up for D34.20 should read "16-1-1 Rum Arty Rgt (1 Hvy)".
2. The 3rd Motorized Division's Motorcycle Bn is the 53rd, not the 58th as listed on the counter.
3. The 3rd Cd Pontoon Group arrives on Turn 6 (with its HQ).
4. The Germans setting up in scenario 9 (page 30) in hex C53.03 (the northern pocket hex) should be in hex C53.02.
5. None of the operations requiring Victory Point costs (Alert Bn rolls, variants, etc.) can be used in the small scenarios which do not have victory conditions using Victory Points. Unless allowed by special scenario rules.
6. The 12-3-3 Rumanian Inf Divs in the set ups should be 12-3-2 Rumanian Inf Divs.
7. In scenario 6, the 11 Pz Div dead units are 1-15 & 2-15 Pz Bns.
8. The Panzer Regiment number for the 22nd Panzer Division was transposed — it should be "204 Pz Rgt" not "240 Pz Rgt."
9. In every scenario where the Stalingrad area is in play, the large Axis dumps near Stalingrad can set up in any hex at or within two of the hex listed. (This keeps Russian Arc Light strikes on the dumps under control...)
10. **Enemy at the Gates** used a different reduction scheme to show strengths on the back of air units than is correct for later series rules editions. For this game, use the front side only, and use strengths of (-1) Air to Air rating and x1/2 Barrage strength. The back of the air unit counters now serves no function. These air units in will be replaced by those in the 2000 Repls and Variants countersheet.
11. OCS v3/v4 series rule 13.8 over-rides the rule in **Enemy at the Gates** which grants engineer capability to assault engineers. They no longer have this ability.
12. Elista can be used as a supply source for the Axis if the Axis controls D17.01 (existing rule...but add:) "... and D17.01 can trace to another Axis Supply source via the rail line there."
13. The first player in each scenario is as follows: Scenarios 1 and 2 follow rule 1.4, Scenarios 3, 5, 6, 7, 8, 9 all have the Russians with the initiative on the first turn, roll normally thereafter. Scenario 4 has the Germans with the initiative on the first turn and rolls thereafter.

4-02 Enemy at the Gates Repl Maps (26 July 01)

A map set was issued to bring **EatG** up to the standards of **GBII**. This errata applies to these maps.

1. Gumrak (Map C, near Stalingrad) is misspelled on the map as "gunrak".
2. The road leading NW out of Pavlovsk (upper left of Map C) lost its highlight color (it's just a plain black line). It is a road like the others (and like its extension onto Map A).
3. Nizhne-Chriskaia (D37.29) should be Nizhne-Chirskaia.
4. While using these maps with **EatG** (i.e. before Case Blue is released), allow a w/i 1 hex set up freedom for all HQs in all set ups to account for any differences in road vs track MP costs if the HQ is found to be out of trace supply in its current location. If the HQ is in trace, the freedom does not exist.

House Rule Options

1. When using v3/v4 series rules, multiply all SP (both setup and arrival) by x3/4 (round normally). So for example 5 SP in a given location would be changed to 3 3/4 SP. Even after this reduction, there will still be more SP available that would be "normal" in OCS, but this produces a better game for experienced players.
2. Also multiply Reserve Markers by x3/4. This produces a better game for experienced players.

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4-03 Tunisia (28 April 06)

1. When using v2 OCS rules, the Charcoal trucks pay 2 MPs to load and unload (just like wagons).
2. Any large stacks created by reinforcement arrival during Mud turns are off limits to Barrage attack until the player has an opportunity to break up such artificial stacks in his first player turn after the Mud effects end.
3. (clarification) Rule 3.5a is correct; the 8th Army arrives with 6 SPs (plus those on organic trucks) on its turn of entry. The 3 SPs listed in the Order of Arrival are in addition to the 3 SPs the 8th Army gets every turn according to 3.5b.
4. In scenario 6, page 15, there should only be 2x B-25 available, not 3x. There are three B-25's in the game and the third one is in the Desert Air Force.
5. The Kasserine Pass campaign scenario starts with the Allies moving first, while the small Kasserine Pass scenario has the Axis moving first. Both are correct (but might cause confusion).
6. When using Tunisia and the v3/v4 OCS rules, give 2 intrinsic Axis Flak Points to both Tunis and Bizerte, and 2 intrinsic Allied Flak Points to Bone.
7. When using Tunisia and the v3/v4 OCS rules, literal transport along a Low Capacity RR costs double rail cap.
8. KG Witzig is a 1/2 RE Battalion-sized unit.

Clarifications

1. Supply Sources. Keep in mind that only the listed ports — Tunis and Bizerte for the Axis, and Bone for the Allies — are possible supply sources. The others, even when their capacity is 1 SP or more, cannot be used for trace supply.
2. Reminder: OCS 17.0d means that Mud no longer affects refit or forces air units to go inactive.
3. Blocked hexsides. Full sea or lake hexsides are Prohibited. They are treated as “Lake Hexsides” (a partial lake or sea hexside has no effect). A few more of these “Lake Hexsides” are either unclear or should be added. Note the one crossed by a road allows attack at x1/4.
Map A: 17.25/17.26, 43.31/44.30, 44.30/44.31*, 48.29/48.30, 48.29/49.30. 49.24/49.25, 57.09/57.10.

House Rule Options

1. OCS v4.1 option 21.11 is recommended. Makes the small, vital Allied ports cheaper to repair and makes it harder for the Axis to build extensive fortifications around the two big ports.

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4-04 Hube's Pocket (30 March 14)

1. Delete the reference to rule 3.11 in scenario 5. There is no such rule (it was eliminated in development).
2. In Scenario 1, add the following to the other two hexes listed for the 40th and 27th Armies (1st Column, toward the top of page 7): w/i 3 B17.28. This covers the troops at Kanev.
3. The 60th Army HQ should arrive on turn 15 (as listed on the Order of Arrival), it should not set up in any scenario before that turn.
4. In scenario 3, the setup for Group Steddmann is incorrect. The listed set up is w/i 3 B15.20 should be w/i 3 B15.21. Also, the pre-game weather in this scenario is intentionally different from the historical listing. The pre-game weather listed is correct.
Items 5-8 are designed for balancing issues. Using all of them at once will slant the game toward the Germans, use them sparingly (as options) to get the balance effect you want.
5. The VPs for Reinforcing the flank do not apply to Sudden Death Victory, only to the end of the game victory determination.
6. All Organic Trucks are considered loaded at the start of all scenarios (this is in addition to the SPs already in the set up).
7. Alert Battalions: (Add) In lieu of a roll and VP expense, the German player can automatically (and for free) get one additional Alert Battalion on any turn in which there are four or fewer in play.
8. Rail Destruction: (Add) Before starting any scenario, each side can destroy any desired rail hexes on or behind their front. No units (or whatever) need to be there to do this, simply select and mark the hexes. [This option won't work in v4, which did away with damaging rail lines.]
9. The Russian air units available is missing from scenario 3. Use the list from scenario 2.
10. Soviet air is missing from Scenario 3 setup. It is the same as in Scenario 2 (and note more planes arrive GT#9).

House Rule Options

1. Railroad Changes. Make the following changes for a more accurate rail net (not official errata, but recommended for purists):
 - A) 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.
 - B) There should be a single-track RR running southeast from Zhitomir through Andrushev to Popelyna following the course of the road.
 - C) The RR running NE from Shepetovka becomes a Soviet trace supply source starting 15 February.
2. Terrain Effects Changes. During Light Thaw and Thaw turns the Truck cost of Open hexes is increased to 2 MP.

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4-05 DAKII (13 Jan 11)

- In Scenario 7.4, 4-2-6 It Arm Bn (5 Med) and 3-4-3 It MG Bn (S.Maria) set up in the Old Box (not yet shipped over to Tripoli).
- In rule 3.6d, air units arrive active as per the series rules, 3.6d is incorrect.
- The CMA and CMI Italian Commando units arrive as reinforcements in August 1942. The CMI unit is incorrectly listed as coming in March and the CMA isn't listed. Both are optional units.
- The DAKII Axis Shipping Table was "over aggressively revised to compensate for the change to v3/v4 OCS (in other words, I applied an optional rule that should not have been involved). The following table corrects without the optionals in effect and makes a couple of modest adjustments to coastal shipping.

Axis Logistical Charts and Values (revised)												
Cross Med Shipping (before Losses) & Coastal Shipping Capacity:												
1940	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
	-	-	-	-	-	-	-	-	2-3c	1-1c	2-2c	2 ² /2c
1941	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
	1-1c	2 ² /1c	4-1c	4-1c	3-3c	6 ² /2c	3-1c	4 ² /2c	4-1c	4-1c	4 ² /1c	2 ² /1c
1942	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
	3-1c	3-1c	3 ² /1c	6-2c	4 ² /3c	2-2c	4-3c	3 ² /3c	4-2c	4 ² /2c	4 ² /2c	-

Bold number indicates cross-Med shipping allowance per turn. Normal type number followed by a "c" is the Coastal Shipping allowance for the turn.

DAKII Adjustment below: The Axis player must deduct the listed amount from the month in any desired way provided the total deducted is correct.

(1) = Delete 2T (2) = Delete 1 SP (3) = Delete 2 SP (4) = Delete 4 SP

Axis Rail Cap:
 Benghazi Area: 3T
 Matruh Line (only if Axis Rail Stock shipped to Africa Random Event occurs): 2T

- The British 22 Gds Bde is marked only "22" on the counter, it can be differentiated from the regular 22 Bde as the 22 Gds has the 14 MA on the Move Mode side.
- In the Brevity Campaign Scenario, 7.07, delete the 155 Inf Rgt (Afrika) from the Old Shipping Box. It does not arrive until September, 1941.
- Italian Motorcycle companies and GAF companies can be rebuilt for 50% of a Pax each.
- Clarification: Coastal Shipping cannot be used to ship from ports in Sicily or Crete.
- When using the v4.0 rules with DAK, friendly units do not negate EZOCs to allow port operations. Being adjacent to an enemy port with a unit with a ZOC shuts down the port (even if enemy units occupy the hex) as they always have.
- A few other units suffer from "machine induced abbreviation" such as the 22 Gds in #4 above. These are: the 3rd Coldstream Bn (marked with just "3"), and the 107 RHA is just "107". Likewise the two RHA AT battalions in the Compass scenario are short the RHA indicator.

Clarifications (both versions)

- Minefields. These extra movement costs are treated like "terrain" that **does** affect supply draw and throw.
- OCS 17.0d changes DAK in that bad weather no longer affects refit or forces air units to go inactive. As such, change effect of Sandstorms and Rainstorms to "no missions (or PZs) can be flown to or from affected maps."

4-05 DAK (1st Edition) (24 May 00)

- Not errata but... a) The two entries for C38.20 in several scenarios are **supposed** to set up in the same hex and b) The two identical lines on the Axis Variable Reinforcement Table are **supposed** to be that way.
- The rule regarding the road west from Sidi Barrani was updated with last minute information while the map entry was not—it becomes primary on 1 Dec 40 and is a road (not track) until then. The Map entry is incorrect, the rule is right.
- While the map differentiates cities into Minor and Major for historical purposes, they have the same terrain effects (both listed under the category of "City").
- The end of the sentence of the last paragraph of 3.11a should read "...and the turn's result is no effect." (For some reason the last phrase disappeared...)
- The Tripoli to Map Track rule (3.1f para h) says one exits Box 5 to get on the map, it should read Box 1.
- Historically, the Tobruk Command HQ was disbanded after Tobruk was relieved in Crusader. As an historical option, the player should remove this HQ two turns after the fortress is relieved (has road trace available) if a siege occurs. There is no requirement to do this.
- On the Map E Abstract, the distance from Cairo to D38.01 is 8 MPs (it is not listed).
- The Greek Campaign die roll description in 3.11b incorrectly states that the marker advances when the die roll is "greater than or equal to" the number in the Allied Order of Arrival. This should be "Less than or Equal to" and is correctly stated in the little description of the die roll on the Allied OOA (Vol II, page 35).
- On 1 May 41, the 2 RHA Arty Bn (Red) should convert into 2 RHA Arty Bn (Yellow).
- The 5 Ind Div Organic Truck should also be withdrawn on 1 Nov 41 with the two listed infantry brigades.

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11. Revise 3.1g (the Tobruk AT Ditch). The ditch does not exist at the start of the campaign. It comes into existence 1 Apr 41 (when the hedgehogs get their full value). While the Italians had dug the ditch before the campaign began, they allowed it to fill mostly with sand. It wasn't until the CW occupation that the ditch was cleaned out and fully functional.

12. To upgrade DAK to OCS v3/v4 standards, give a nominal Flak Unit (strength 3) to the port hexes of Tobruk and all Delta Ports if occupied by a Commonwealth unit. Benghazi and Tobruk have a nominal Flak Unit (strength 1) when occupied by an Italian unit and a nominal Flak Unit (strength 2) when occupied by a German unit.

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4-06 Burma II (5 Oct 17)

Note that Living Rules for Burma II are posted on The Gamers Archive site.

1. The last sentence under Railroads specifies that Railroads cannot be destroyed or interdicted. The former is impossible under v4.0 and the latter should be changed to "Train Busting".
2. Substantial revision of 1.7: "Missions resolved on the regular Barrage Table must always have a correct spotter. Facility Table Barrages are handled normally, with one exception: Train Busting has no effect on RR Cap." Ignore what is in rulebook!
3. The US 823 Engineer is treated as a Chindit (3.6) with one exception: it does not benefit from the special Forage Rule. This special unit can Cooperate (3.7a) with all Allied units.
4. Short Scenario 2's first listing for Japanese Historical Setup (a 4-4-8, the 7 Cav Tk Bn) is actually a British unit. There is no unit in B2.34.
5. Rule 3.5a says to "use table below" to check for losses. The Air Transport Success Table is now part of the v4 charts booklet.
6. Campaign Scenario 2's free deployment of units with 18 Div HQ should be "... east of A40.xx ..." (not A50.xx).

Clarifications (both versions)

1. Note the "mountain roads" effect also applies to barrage. (Rule 1.4d.)
2. Japanese units can forage even when tokens are available for "eating off the map." (Rule 1.6.)
3. The v4 rules make standard the special "turn-around" rule, so ignore this reference. Note that the Air Transport Success Table in the series charts should be used (and there isn't a special one for Burma II). (Rule 3.5a.)
4. Addition. A glider + transport combination **cannot** perform a base transfer mission to an on-map base. (Rule 3.5b.)
5. A Chindit Clearing is not a "friendly hex" for Air Transport Success Table rolls until the start of a phase following its occupation by Allied units. (Rule 3.6d.)
6. The US 823 Engineer is now treated as a Chindit and operates under the limits/provisions of 3.6. There is one exception: It does *not* benefit from the Forage Rule. This special unit can now Cooperate (3.7a) with all Allied troops. (Rule 3.7a.)
7. There are some differences between road-building and airbase construction to bear in mind. A) It costs 2T (not 1 SP) to improve a road hex. B) Road construction requires

an engineer with "road" on the counter, and both it and any supporting engineers must be stationary and in the actual hex. (Rule 3.9.)

8. Engineers working on a road hex must be stationary and in Combat Mode. Note that it is possible to build more than one Ledo hex in a Movement Phase, as long as each is connected to an existing All-Weather Road (maybe extended earlier in the phase) when the construction attempt is made.
9. Sudden Death Victory. It's impossible to fulfill the Mandalay condition without optional truck units (4.5). It's virtually impossible to complete the Ledo Road in the game's time frame.
10. To clarify the campaign victory conditions, the Ledo Road's goal is to connect with the all-weather road near Bhamo; building the road so it exits east somewhere like A62.18 or A62.22 does *not* result in Allied victory.
11. Replacement Chart. Allied HQ units cannot be rebuilt.
12. Terrain Effects Chart. Note the new Burma II chart, posted on the Archive. On this chart, there is a difference between all-weather and fair-weather roads.
13. In Short Scenario 1 + 3, the Japanese Supply Source is B33.26, not B32.26.
14. The Chindit operational restriction (3.6b) gets fuzzy in the Ledo Road area. Consider all hexes on and east of a line drawn from Singkaling Hkamti (A33.26) thru Lahe (A30.30) and on to the north map edge to be east of the Chindwin River, thus allowing Chindits to fully protect the Ledo Road.
15. In Short Scenario 1 the Japanese that setup in A49.17 + A 51.16 must move into the play area on Turn 1.
16. In Short Scenario 2 the listed hex number is wrong for Shuganu (a VP location).
17. In the Learning Scenario, all Allied reinforcements appear at B3.35 with the indicated MPs already spent.
18. In some games the Japanese earn VP for units "in supply" near various locations. Treat any unit not marked Out of Supply as "in supply" for this.
19. Ledo Cap is separate from (and in addition to) normal Allied RR Cap.
- 20 Note INA units do not have "Japanese" special traits unless the rule specifically includes them.

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Yunnan Module (download on Gamers Archive)

1. In 03.05 it should be 3-113-56.
2. In 19.18 it should be 8-0-2 (28) (not 39th Div).
3. Correction to 3.3: YEF is automatically in supply EAST of the Salween River (not west).

4-06 Burma (14 June 2014)

1. In Short Scenario 5 (Imphal): The two Japanese artillery battalions in A21.03 should be set up in A12.03. The 33 Eng-31 called for in the Japanese set up should be 33 Eng-33.
2. For 1.11, B39.01 is also a Japanese RR supply source.
3. For 3.5c, the definition of an "enemy" hex is actually found *below* the chart at the bottom of the page.
4. Short Scenario 2, Free Set Up: add at B2.34 the 4-4-8 Tank Bn (7 Cav).
5. Short Scenario 4, ignore the level 2 airbase at A41.35 as it is out of play.
6. In Campaign Scenario 1, add to the Japanese Free Set Up: Mandalay: 2x 1-1-2 Garrison, 8 SPs. In the Allied Free Set Up, change the 40 SPs with any Allied unit to 34 (so it matches the historical set up). Allied 3 VP per hex award, should read "along the Bhamo-Myitkyina fair weather road."
7. The two listings for the Chinese Artillery Bn (Chi) have the wrong values, the unit is the 3-1-2-1 as on the counter.
8. Campaign Scenario 2: Add to Japanese Free Set Up: Mandalay: 2x 1-1-2 Garrison, 8 SPs. Delete these from the "On any friendly RR or City hex" list.
9. Campaign Scenario 3, bottom of left column, page 30 add "Both Set Ups" below the asterisks. Move the 33 Corps HQ (Allied Free Set Up) from the "On any road hex..." group to the "On any friendly rail/city hex" group. Top right column of page 31, delete the "A" on the right side of the first list of units (A-77-3 is accounted for in the 4-5-3 Columns in the next list). Add to the Allied VPs on page 32, 3 VPs per hex of Ledo Road extends along Myitkyina-Bhamo Fair Weather Road east of the Irrawaddy River (matching Campaign Scenarios 1 and 2).
10. Both the Chindits and Galahad use TRUCK MPs for direct draw, only the Japanese can use LEG MPs for this.
11. The US 823 Engineer is treated as a Chindit (3.6) with one exception: it does not benefit from the special Forage Rule. This special unit can Cooperate (3.7a) with all Allied units.
12. Japanese Garrison units cannot build free hedgehogs according to the Stubborn Defense rule.
13. When using the OCS v3/v4 transport equivalent's rule (4.10a), all units use the 1 RE equals 1 SP version, no units can apply 1 RE equals 2T.
14. The Ledo Road Building Table uses one die, not two, as stated on the table.
15. The ability of the Chindits to be diverted to the area west of the Chindwin (3.6b) is too easy on them. Allow no such diversion until the 8 April game turn. Furthermore, only the first two diversions cost 3 VPs each, additional ones cost 6 VPs each.
16. In Short Scenario 3, the Japanese Supply Source is B33.26 not B32.26.

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4-07 Sicily (2 Aug 13)

1. Off Map Holding Boxes are unlimited ports as well. This is an inference from 1.5a, but I wanted to make it absolutely clear. Also, the reference to 3.4 in 1.5a is bogus...it should point to a shipping rule which was moved into the series rules anyway, so disregard it.
2. Axis shipping can be used from these boxes to the available Sicilian ports (the restriction in 2.5a only affects the destination port, not the port of embarkation).
3. The Artillery Regiment of Napoli (1st Artillery Rgt) has "54" as its unit ID on the Move Mode side...this should be a "1" as well.
4. Note that the roll for Italian Coastal Artillery (2.6b) applies to both literal "fires" they do and "in the background" fires they do (such as the ALT).
5. The Alp G It Mountain Division costs the Axis player 2 VPs, just like the 29th PG early entry option.
6. The set up for scenario 5.4 calls for one more air base than was provided (oops), use any convenient marker or an air base from any other game in its place.
7. In scenario 5.5, the number of DUKWs should be 8, not 12 (reduce the DUKWs in B49.12 and B47.31 to 2 each instead of 4) and the level 1 airbase in B47.04 should be in B47.03. The Coastal artillery battalion in A25.02 should be in A25.03 (dry land is something they need).
8. In scenario 5.7, the 16 Inf Rgt (1 Inf Div) should not be listed as dead. II-HG Pz Bn should be listed as dead.
9. In scenario 5.8, the Italian Bedgni AG Bn should not be listed as dead. (It sets up in B26.09.)
10. The Rebuild Chart listing for "MG Co" (1/2x Pax) should be for "MC Co". "Glider Engineer Bn" should be "Para Engineer Bn". Add Coastal Bn to the 1x Pax list.
11. The counter manifest entry "95 Cav Bn (CCNN)" should be "95 Inf Rgt (CCNN)."
12. When playing Sicily using OCS v4.0, where aircraft start out on the map in interdiction replace them with Trainbusting Markers and the aircraft become Inactive.

Clarifications

1. Supply Sources. Keep in mind that ports don't function as supply sources when reduced to a cap less than 1 SP.
2. ALT Results. Units surviving a "Failure" result disembark. (It's like the "Mixed" result, just with more losses.)
3. Reinforcement Schedule. Yes, the 1 FJ HQ only arrives if playing with the variant in 4.3.
4. Engineer-Capable. All HQs and all units with the engineer symbol (including the 2nd US Armored Div's armored-engineer) are engineer-capable.

House Rule Options

1. Set-Up Change. Trainbusting markers that replace the "interdiction" locations (see errata) can be placed within 2 of the listed hex.
2. Off-Map Air Reduction (change). Roll a die for which off-map base must take an air loss: 1= Sardinia, 2= Rome(2), 3= Rome(3), 4= Naples, 5= Paglia, 6= Allied choice. If chosen base is empty, make it Allied choice. The air unit at the base taking the loss is randomly chosen.
3. Naval Release Points (addition). Use this rule and/or the OCS House Rule 14.4 to help the Allied navy survive using v4 rules. Air missions flown against ships in these hexes sometimes "get lost" and there is no combat (or flak) at all. Roll 1d6: the mission cannot find its naval targets (and must return to base inactive) on a roll of 1-3.

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4-08 Guderian's Blitzkrieg II - 2011 (24 Sept 16)

Note that Living Rules for GBII (combined with Case Blue) are posted on The Gamers Archive site.

1. On Sheet 2, the 6-3-2 Security Division (203) has a Sausage on its front side. Players will need to make their own replacement. Also note that directly beneath this counter there should be a Sausage both front and back (there is no 203 Sec Bde, so ignore that counter).

2. Missing units, 1942. Mike Willner alerted us to quite a few counters from Case Blue that are needed to play the revised **GBII**.

3. Missing units, 1941. Joey Sabin has alerted us to several counters from Case Blue that are needed to play the 7.1 campaign in **GBII**.

Fixes for both of the above are posted here:

<http://www.gamersarchive.net/ocs/GBII%20Fixes.pdf>

4. Rule 1.1f is an artifact that no longer applies. The newer TEC, introduced in Case Blue, does allow attacks across Prohibited hexsides.

5. In Scenario 6.8, special rules 2.3a, etc. have been applied (not 2.9a, etc.). B43.01 is an Axis supply source.

6. In Scenario 6.8, add these units to setup at B43.01:

53 Corps HQ, 2-4-8 PJ Bn (543), 25 Mtr Div (25 Arty Rgt, full Organic Truck), 16-2-3 Werfer Bn (6+8), 1 SP.

7. In Scenario 7.1, add 12-2-2 Inf Div (73) in B20.23.

8. In Scenario 7.8, the 14-4-3 Gd Inf Div (1 Gd) in C62.18 is actually a 13-3-3.

9. On 8 Oct 41, the turn's entry implies there is a 2nd truck for the 9 Pz — there is just one of them, so delete the new arrival.

10. Massive Assault (3.1) additions:

- The "Weather" portion of the rule should only apply if a scenario BEGINS with a massive assault. It doesn't allow the Soviet player to "control the weather" when a massive assault is declared at any other time.
- Cannot be declared on the first turn of a scenario unless the Soviets are the First Player.

11. Between 22 Feb and 29 March the Axis receives lots of Pax and Eq. Treat them like extra repls (not exclusive to **GBII**), rolling to see which map set each is sent to.

12. Ju-52 counts. If you are a stickler for consistency, the **GBII** campaigns that begin in 11/41, 12/41, 1/42, and 11/42 should all have just 2x Ju-52, with none in Emergency Pool. Replace the Arrival Schedule's transfer of 1x Ju-52 from **GBII** to **EatG** on 26 Nov 1942 with a transfer of 2x Ju-52 from **CB** to **EatG**.

13. Rule 4.2a (part of Moscow: The Big Plum) is no longer in sync with the charts and tables. Ignore 4.2a, and just go with the DRMs on the charts!

Map

1. The RR between Moscow hexes 1.27 and 1.28 should be double-tracked.

GBII House Rule Options (both versions)

1. Emergency Reinforcements. If the pool is empty of other units, the players receive breakdowns (Soviet 3-2-2's and German 4-4-3's) as emergency reinforcements.

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

4-08 Guderian's Blitzkrieg II (10 Nov 15)

1. The Russian 37 Mech Bde (1 M Corps) has its AR reduced to 2 on its Move Mode side. It should retain its 3, like the other Mech Bdes and not be reduced the way the Tank Bdes are.

2. In scenario 7.1, the German 8th Infantry Division sets up in both B19.28 and B18.26. It should set up in B18.26 and the 87th Infantry Division sets up alone in B19.28.

3. The NKVD Border Regiment rule (3.8) refers to an effect in 3.4. This is an obsolete rule reference and there is nothing in 3.4 that affects 3.8 in the final version.

4. On the Russian order of arrival for 12 Oct 41, delete the reference to a 25th Tank Bde. The 25th Tank Bde is a 7-3-6 (not the 6-2-5 listed) and it arrives on 15 Oct 41 instead. Furthermore, delete the reference to a 6-2-5 Tank Bde (25) in the dead unit lists in scenarios 7.2, 7.3 and 7.4.

5. In several of the scenarios the historical value of the German South option was not applied to the VP total needed to win. The best way to resolve this is delete the 20 VPs from the South in 1942 option (1.10a part B). The scenario VP totals work correctly without the extra 20 VPs as that would apply to any of the scenarios where the south option occurs, and something like it would have to be applied to the ones that don't.

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6. On 22 Nov 42, the German OOA calls for the removal of 20-4-3 Inf Div (8). This should be 15-5-3 Jg Div (8) instead.
7. Ignore Frozen Small Lakes (1.1c) for Movement purposes. Use their terrain effects on combat as listed on the Terrain Effects Chart.
8. To clarify, rail artillery can move along rail lines like RR repair units (they do not need detrainable hexes).
9. MMD units can be converted into Guards air units like any other Russian air unit using the normal process.
10. Ignore the 203 Sec Bde (German) counter. The unit served in AGC west of the map and never arrives in play anyway.
11. In scenario 11 (6.8), you will need little maps D & E as well as the main maps A and B listed.
12. In the two Mars scenarios (6.8 and 7.8), there should be a wagon extender in B8.34 (with the LW HQ) and this extender draws off B3.28. The German units between A11.22 and A12.27 have just been compromised by the Russians just south of them and need to eat on map SPs, Tree Bark or withdraw to get back into trace. Lastly, remove from the Soviet dead unit list 12-2-2 Inf Div (32, 93) and 11-1-1 Inf Div (133) as they have been rebuilt already.
13. In scenario 7.8 (Mars Campaign Start), the Russian 12-2-2 Inf Div (280) is listed in both C52.25 and C62.26. C52.25 is correct. Also, 12-2-2 Inf Div (32) is both Dead and in B19.34, it should be in B19.34.
14. In scenario 7.6 (Operation Kremlin), the Russian 12-2-2 Inf Div (280) (apparently the "lost division") is listed in both C52.24 and C55.23. C52.24 is correct.
15. Eliminate the current Breakout Movement rule and use the OCS v4.0 version.
16. The Infantry Brigades in the 8th and 10th Tank Corps should read 3-3-16 like the other Mtrd Inf Bdes.
17. The 62nd and 87th Tank Bdes (7 Tank Corps) should read 3-2-14 like others of the same type.
18. Replace the Workers Alert units in **GBII** with the versions in **CB**. They should be 2-0-4 on their backs instead of 1-0-4.
19. All 3-2-2 Soviet Inf Rgts should have a Move Mode strength of 2, not 1.
20. The Führer PG Rgt (SS-R) should be part of the SS-DR version of the division.
21. In scenario 5.1, the Axis RR cap is 3 and Soviet's is 5.

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4-09 Korea II - 2014 (20 Nov 17)

1. The UN counters continue to be cursed; four of the backs are mixed up. Phil should 2-3-12, Thai 1-2-4, Turk 4-3-12, and Eth 1-2-4.
2. On the Terrain Effects on Combat Chart, Impassible and Frozen Lake Hexsides should read [1/3]* for armor. (Brackets are still missing!)
3. 4.7a says to rotate the nuke counters during the old Air Return Phase. Change this to the Reinforcement Phase.
4. In Scenario 5.3, the General Information contains an error: do **not** roll for Comm Supply—their supply rate is fixed at 4 SP per turn. (Both sides do roll for Variable Repls.)
5. The Campaign Arrival Schedules are also used in 5.2 and 5.3 (the header fails to list these two).
6. The last sentence of 1.10's Play Note is wrong. There is no effect of reinforcements after 8 Sept 50, but Comm supply levels **are** affected until the end of the month.

Clarifications (both versions)

1. Note the 5.13 scenario has some incorrect listings for Chinese arty. The counters are correct — they should all be AR1. The scenario should end on 29 May.
2. In scenario 5.11, the UN units in C35.02 should be in B35.02.
3. In scenario 5.3, neither side begins units in the “dead pile” even though technically the units listed in 5.4 should be there. This is a scenario thing (intentional).
4. For ALT purposes, “marines” are all units of the 1st Marine Division, plus the ROK marine regiment.
5. The supply restrictions in 2.9 are to *Chinese* divisions. North Korean units can receive supply per 2.3b.
6. In 5.5, 5.7, 5.12, and 5.13 extra SP (beyond the listed reinforcements) cannot be shipped in from Japan.

4-09 Korea (6 Jul 13)

1. All the white UN units have truck MAs on combat and move sides. Two of these (Turks and Filipinos) should be Truck on their Move Mode sides. The other Move Mode values and all the Combat Mode numbers should be Leg MAs.
2. On the Terrain Effects on Combat Chart, Impassible and Frozen Lake Hexsides should read [1/3]* for armor.
3. In scenario 5.4, only ROK II Corps HQ and 1 SP are at C54.22 (there is no artillery there).
4. In scenario 5.6, the airbase at C59.23 should be listed under Communist Set Ups.
5. In scenario 5.9, the Comm supply source listed at A21.28 should actually be in A31.28.
6. In scenario 5.10, the Dutch and 9 Rgt should be in C44.30.
7. In scenario 5.11, the Phillipines unit should be in B30.06.
8. The Amphibious Landing Table modifier for landing in 1951 should be “-2” (The map version is correct, the separate table is not).
9. The US 937 artillery unit should be a “Bn” on the counter, not a “Grp”.
10. The Greek, Belgian and French UN units should each be “Bn” not “Rgt” on their counters.
11. The holding boxes for the CVGs on the map show them as level 3 Airbases. They are not airbases of any level, but rather follow their own basing/refit rules as per Korea rule 3.10.
12. The reference in 1.10 to series rule 4.10a should refer to 4.10.
13. For purposes of 1.11b, NKPA multi-step divisions count even if they are not full strength.
14. The railroads on Map B leading from 32.10 to 33.09 are only connected if the path 32.10 to 32.09 to 31.09 to 32.09 to 33.09 is all usable for rail movement.
15. When playing using OCS v4.0, UN Trainbusting is is not subject to flak (no roll) if there isn't at least a +1 flak mod. Also, a UN air unit now gets to make two rolls for Trainbusting success, and if a double-success results the second marker can be placed anywhere within two hexes of the mission hex).
16. CCF HQs that arrive on 15 Nov are both 5-0 (not 6-0).

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4-10 Case Blue (4 September 2015)

Note advertising errata, the advertising says 3640 counters, the correct number is 3500.

Consolidation with GBII & Set Up

1. On the little map layout diagram in the rules, maps J and H are switched.
2. Ignore the entry regarding the Hungarian Security Division (#4) in the Counter Consolidation list. The **GBII** unit and the **CB** unit match and both are correct. 3. Use the **CB** version of Workers Alert units, not those in **GBII**. The Russian player is limited to the 6 in the **CB** counter mix.
3. When combining **CB**'s counters with **GBII**, do not use any unit that does not set up in the **CB** version of the scenario or doesn't enter via the **CB** version of the Order of Arrival.
4. Remove the Russian **GBII** unit 13-3-3 Mtn Inf Div (194) and replace all mentions of it (**GBII** only) with the 12-2-2 Inf Div (194) provided in **CB**.
5. There are two versions of the 1st Gd Inf Div: a 13-3-3 and a 14-4-3. Change all setups, etc. to the 13-3-3 version (treat the 14-4-3 as an optional variant).

Rules (Unless in blue, these are part of Living Rules v2.04, found at The Gamers Archive download site)

1. For Russian Truck rebuilds (off their Variable Reinforcement Table), they can rebuild Truck Points that are either destroyed or captured. Place a Russian Truck Point into the Russian Dead Pile for each one the Axis captures to keep track of what is available.
2. Add to 1.7: The Kerch Strait (marked with the striped pattern on the map) is considered part of the Black Sea; just north of this is where the Sea of Azov begins. When the Kerch Strait is frozen, ports in the Sea of Azov are never functional. Remember this when playing scenarios using just the **EatG** maps (Kerch is not on that map set).
3. The entry requirements of reinforcements (1.8, especially the little paragraph at the bottom of page 4, middle column, regarding Case Blue alone), deals with the requirements of actual "reinforcements" (newly entering units). Note that "transfers" are not controlled by 1.8, but instead apply note #6 from each OOA. For this rule, transfers are not considered to be reinforcements.
4. Assemble all the reinforcements due to arrive each turn on the map sets in play, and then place them at any allowed arrival hexes. You do not need to worry about what map set is designated for any given unit.

5. An "edge" for reinforcements includes the part of a map that juts out—for instance, the "East edge" of **EatG**'s Map C includes some hexes along its north side.

6. In rule 1.8, the hex given for Elista should be H16.19.

7. Soviet Limited Placement (1.8c). Frovlovo, Sal'sk, Elista, and Sevastopol' are limited to no more than 6 RE of reinforcements (combined units and SP) arriving per turn at each location. **Exception:** The limit is reduced to 3 RE if there is no RR connection to the location from the map edge. (Note this always applies to Elista, and often applies to Sevastopol'.)

8. Add to the Fortress rule (2.4): When a Fortress is declared, the German player can "issue" one of the units below to any German HQ which is out of trace supply, no more than one per HQ, in the HQ's hex. Furthermore, for every unit issued to an out of trace HQ, one of these units can be issued to an HQ which is still in trace. The units are: (3)-3-3 Kor Bn (531, 550, 580, 585, and 593). Add all of these units to the set up (with some German HQ) in all scenarios after 19 Nov 42. All will be on the **EatG** maps, three of them inside the Stalingrad pocket, two outside it.

3. German Alert Units (2.6e) changes:

- The Alert Battalion limit is 7 if **only** the **GBII** or **CB** map-set is in play. Otherwise it is 20.
- Entry locations are now Axis airbases, German HQs, and German-occupied city/village. (No RRs.)
- Only 1 Alert can be generated per location (e.g., two could be placed at an HQ + village hex), and "fanning out" path cannot be through enemy-occupied hexes.

9. Massive Assaults (3.1) additions:

- The "Weather" portion of the rule should only apply if a scenario BEGINS with a massive assault. It doesn't allow the Soviet player to "control the weather" when a massive assault is declared at any other time.
- Cannot be declared on the first turn of a scenario unless the Soviets are the First Player.
- Not allowed before 1 Dec 41.

10. Landings (3.2) are made during the Soviet Movement Phase, with no advanced planning needed. The landing hex (or hexes) can be of any terrain. There is no ALT roll; success is automatic. Combat units are landed in Combat or Move Mode; SP are just placed in the hex even if there is no port. There is no movement after landing. The 50-hex radius is changed to:

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- In Black Sea must be south of Fxx.17.
- In Azov Sea must be within ten hexes of an unfrozen Kerch Strait hex occupied by a Soviet combat unit. Frozen strait hexes are off-limits!

11. The South Box (3.3) has a 3 SP Port on both the Black Sea and Caspian Sea. It also has nominal dumps for air refit (only).

12. Clarification: 3.4e means that when a Gds aircraft gets killed, you don't have to rebuild it using your Air Repls off the Variable Reinforcement Table, you just select some other Air Unit to trade in their old aircraft for the newer Gds one. Do this like any other Gds Aircraft Exchange in the turn after the Gds aircraft is destroyed.

13. Clarification: For the NKVD rule (3.5i), **all** options must be taken as step losses, including any that might be normally negated because the attacker retreats, etc. There is no case where this rule is applied yet a Russian option is not taken as a loss.

14. The Russians are restricted to Level 1 or 2 Hedgehogs in the **EatG** or **CB** Map Areas unless the Germans set foot in the restricted area north of the Don. If they do, all bets are off. Exception: Map F (with Sevastopol) is exempt from this rule and can have any level of Hedgehog. (3.5k)

15. In the Historical listing of Strategic Victory Points (5.0), the campaign count is wrong in 1942. At the end of 1942, the Russians should have 4 SVPs and the Germans 3 SVPs. This carries over to the end of the campaign, so the last score should be a 6 SVP to 6 SVP tie, rather than the 5 SVP to 6 SVP tie listed.

Errata for CB Rules from GBII (2011 printing)

The revised edition of **GBII** contained changes to **Case Blue**. They have been added to this errata sheet for **CB** players who do not own the new version of that game.

1. The Axis **cannot** make use of unconverted Russian Railways south of Rostov (do not apply **CB** 1.12c). The Axis can, however, use Secondary Roads (but never Tracks) for Trace purposes south of Rostov. The Russians, meanwhile, can use all Secondary Roads and Tracks for Trace Supply purposes south of Rostov.

Exception: In scenarios that begin after the end of July 1942, use **CB** 1.12c as written and ignore the above.

2. Reword the first sentence of 1.6a, replacing "rail entry hex" with "rail, road, or track entry hex." These include all the "Star" hexes on the south map edge as well.

3. Russian aircraft are restricted in that they can only do Fighter Sweep, Barrage, and Trainbusting missions at or within 20 hexes of their base.

For each player's Variable Reinforcements, rather than use the modifier for not having all maps in play, roll one

die independently for each repl awarded. 1-2 it goes to **GBII**, 3-4 to **EatG**, 5 to **CB** and 6 to the Main Effort map set. If it goes to a map set which is not in play, ignore it. If it falls on the map sets in play, the player gets it and can use it as desired.

Clarifications

1. Soviets can always use the ports they control, even after the Germans have fulfilled their condition for use of a certain area's ports. (Rule 1.7.)

2. The Dark Blue lines on the map are either Sea Lines or Lake hexsides (depending on if they are on a sea coast or as part of a lake). They are impassible unless crossed by a road or frozen. Sea Lines do not freeze, Lake hexsides do.

3. Where a RR connection is needed, the ability to use rail cap must exist (with respect to enemy ZOC). Note a slight exception regarding Stalingrad: the RR connection only needs to reach Sloboda. (Rule 1.8a.)

4. 19 Nov 1942 Campaigns. The Soviets have 2 massive assaults available, but the one used on the first turn *does* count against this total.

5. New Order of Arrival Notes:

- Withdrawn air units should be full-strength (if possible). Players should not intentionally create breakdown rgts before a division is withdrawn — be honorable! The only time a Dead Pile unit can be used is when it is the exact unit called for.
- For classes of units you are treating as "generic" (not worrying about designations) to speed setup, withdrawals should all be full-strength (if possible).
- Note that the overlap of **EatG/GBII** sometimes causes scenario setups to conflict with Arrival Schedule. For instance, in 7.9 there are Romanians listed as reinforcements that are already in play. Be careful, and apologies in advance for any confusion!

Map & Counters

1. Extend the RR into Sevastopol's port hex (F17.04).

2. Treat these hexsides as Prohibited (sea line): F25.23/26.23, F26.23/27.24, F33.18/34.17, F8.16/8.17.

3. The Russian 5th Cav Corps does not have its Formation Marker. If you have **GBII**, you can use the marker from that game, otherwise it won't hurt to just ignore it.

4. The German 13 Corps HQ is a **GBII** unit that was not reproduced in **CB**.

5. Throw the German (1)-2-5 RR Bn (514) in the trash. It is not used and did not come East until 1945.

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6. The Führer PG Rgt (SS-R) in the **GBII** repeats should be part of the SS-DR version of the division.
7. You do not need the Russian 226 Tank Bde, it is not used in the game (never sets up, does not arrive... and should not do so). Let it collect dust in the counter tray.

Scenarios

1. In **any** scenario featuring the German LAH Pz Bde, add the LAH Wpn Bn to any of the brigade's set-up hexes.
2. In the Edge of the World Scenario (6.1), ignore the Russian reinforcement for 26 Sept 42 "68 Gd Arty Rgt". The 4-2-2 Inf Bde (49) in the same bunch is a **GBII** unit that was not reproduced in the **GBII** Repeats, use any 4-2-2 Inf Bde in its place.
3. The Rum Breakdown Regiments in scenario 6.2 should be 3-2-2. This affects hexes A26.07, A28.03, A29.04, and A30.03.
4. In scenario 6.1, ignore the 5 Oct 42 reinforcement 7-3-6 Tank Bde (52), it is already in play. Furthermore, the 5 Tank Bde (12 Oct 42), 43 Inf Bde (19 Sept 42), and 131 Inf Bde (22 Sept 42) are **GBII** units that were not reproduced in **CB**. Use any unit of the same value for this scenario. The listing for the 101 Jg Div on 12 Aug 42 should be the 111 Inf Div.
5. In scenario 6.2, the 2nd Rum Inf Div setting up in A30.07 should set up in A30.01. Add 14 Pz Div (I/36 and II/36 Pz Bn) to A36.02.
6. In scenario 7.1, set up 12-2-2 Inf Div (73) in B20.23. Add II/33 of 9th Pz Div to Dead Pile.
7. In scenario 7.2, ignore the 1-2-2 Latvian Pol Bn (22) in A12.02. Also, the 9 Aufk Bn (9 Pz Div) setting up in A9.32 is an unrepeated **GBII** unit that leaves the map before it can move—ignore it if you don't have **GBII**. Finally, add the Russian 12-2-2 Inf Div (73) to set up hex B20.23.
8. In scenario 7.2, delete the 14-4-3 Gd Inf Div (1 Gd) in A12.24. (The unit is deployed on the **GBII** maps.)
9. (Clarification) In scenario 7.2, the organic trucks for 9 Pz and 16 Mot setup unloaded but when transferred to **GBII** arrive loaded. This is intentionally showing 2 SP from **EatG** helping the drive on Moscow (but we don't force this when playing just **EatG** or the combined game).
10. In scenario 7.4, the (5)-1-1 UR Bde (91) listed to set up in J43.35 is an unrepeated **GBII** unit. Use any Ur Bde in its place.
11. In scenario 7.4 and 7.6 (Axis info only), ignore the +1/4 **GBII** portion of Incoming SPs. Incoming SPs are "normal". The +1/4 **GBII** amount added to Railcap is, however, correct.
12. In scenario 7.8, ignore the 4th Pz Div (I/35 Pz Bn) unit in the dead pile, it was removed from play in June 42 and is a **GBII** unit anyway. Also, ignore the 14th Pz Div (4 PJ Bn), it comes on as a reinforcement in a few turns. Ignore the two Brandenburger Co (9/800zvb, 10/800zvb), they are unrepeated **GBII** units. Also, the Soviet set up for C2.31 on Page 74 is listed twice, you only need to set them up once.
13. In scenario 7.9, the turn length is 26, not 21. Also, the Germans win if they hold all three victory locations, the Russians also win if they hold all three of them. Any other combination is a draw.
14. On page 70 of Scenario book 1 (lower left hand corner), the units supposedly setting up "Near Voronezh" should set up at or within 3 hexes of Voronezh.
15. Note OOA entry # 5 regarding the 63 PG vs 63 Inf Rgt of the 17 Pz Div. Also, in scenarios 7.3, 7.5, and 7.7 the regiment is further miss-identified as part of the 18th Pz Div.
16. In scenario 7.11, add one I.16 and one SB.2 to the Russian air units at start. Also, ignore the relief portions of the Victory Conditions. The Russians win if they meet their conditions; the Germans win if they meet theirs. If both do, it is a tie. A relief merely helps the Germans meet their conditions, but has no "automatic draw" effect.
17. In any scenario not using **GBII** maps, ignore any dead Russian 12-0-4 Inf Div (101) (Red Symbol). That is a **GBII** unit (only) and should not be listed further south.
18. In scenario 7.14, the 7 Pz Div (6 PG Rgt) setting up in B45.35 is a **GBII** unit that missed getting repeated. It has the same values as other regular Panzer Division PG Rgts.
19. In Scenarios 7.10, 7.11 and 7.12, the German Reinforcements affected by the Massive Assault and the scenario special rules are handled as follows: The Bf.109f transfer has already happened (and the aircraft has already been destroyed). The 337 Inf Div has transferred to **GBII** and sets up in any detrainable RR hex containing Axis units that can trace a RR path to the **EatG** maps.
20. In scenarios 7.11 and 7.13, add the following the the Russian Dead Pile: 22 Tank Corps (133, 173, 176, 182 Tank Bde, 22 Mtrd Inf Bde).
21. In scenario 7.12, ignore the 11 Gd and 12 Gd Divisions setting up in H48.11. They have been removed.

German OOA

1. The entry on 26 May 42 for the 6 Hun Inf Div lists the unit as a 7-3-2. The counter is correct, it is a 7-3-3.
2. The PG exchange for the 11 Pz Div on 1 Jun 42 should be on the **GBII** maps instead of the **EatG** maps.

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3. The 102 Hun Sec Div transfer on 8 Jun 42 s/b from **GBII**, not **EatG**.
4. On 1 Oct 42, the transfer of the 1 Hun Pz Div (and the Bf110) should be from **GBII** to **EatG**, not **CB** to **EatG**.
5. On 8 Oct 41, the turn's entry implies there is a 2nd truck for the 9 Pz — there is just one of them, so delete the new arrival.
6. The 26 Nov 42 German reinforcement 1-5-2 Fkl Pz Co (Abndrth) should enter **EatG**, not **CB**.
7. On 5 Dec 42 the 7 and 8 LW Div arrive in **EatG**. If they are in the **GBII** Emergency Reinforcements, release them and transfer them to **EatG**. Otherwise, they are just normal reinforcements.
8. In the 12 Dec 42 Transfer from **GBII** to **EatG**, the 63 PG Rgt in the 17 Pz Div should be the 63 Mtrd Inf Rgt version instead (the division does not upgrade to halftracks during the period of the game). Note that this also impacts several scenarios, 7.3, 7.5, 7.7, 7.10, and 7.14. In all cases, the 63 PG Rgt should be the 63 Inf Rgt. See also Scenario entry #10.
9. Between 22 Feb and 29 March the Axis receives lots of Pax and Eq. Treat them like extra repls (not exclusive to **GBII**), rolling to see which map set each is sent to.
10. On the revised OOA charts, the CB mapset indication was dropped from listings on 8 Aug 42 and 15 Aug 42).

Russian OOA

1. The 12-2-2 Inf Div (203) schedule to transfer from **CB** to **EatG** on 19 Aug 42 should do that transfer on 1 July 42.
2. The 12-2-2 Inf Div (73) listed in the 1 Jun 42 reinforcements s/b a transfer from **GBII** to **EatG**.
3. The transfer of the 4-2-4 Tank Bn (212) from **GBII** to **EatG** on 29 Dec 42 should be just a **EatG** reinforcement.
4. On 5 June 42 the entry for 14 Tank Corps should be to **EatG**, not **CB**, likewise when it gets removed on 29 Aug it should be removed from **EatG** not **CB**.
5. The "remove all" for the 22 Tank Corps on 5 Aug 42 applies to the units already in play, not the ones showing up that turn.
6. The 3rd Tank Army HQ transferred from **GBII** to **EatG** on 5 Jan 43 is a **GBII** unit that was not reproduced in **CB**. It has the same values as the other Tank Army HQs.
7. The 2-4-4 Cav Rgt (1 Sep) should transfer from **GBII** to **EatG** on 12 May 42 and then transfer from **EatG** to **CB** on 1 Oct 42.
8. The transfer on 26 June 42 for the 5 Gd Tank Bde and 2 Gd Inf Div is in error. Delete it. They transfer in July and the entries there for them are correct.
9. 15 Nov 42 add "**CB**-Remove: 4 Gd Cav Corps (11 Gd, 12 Gd Cav iv)" likewise, when this corps gets transferred to **EatG** on 15 Jan 43, there should be no reference to the 11 Gd or 12 Gd Cav Divs.
10. Change arrival of 5th Mech Corps to 1 Dec (from 12 Dec).

House Rule Options

1. Weather (Ground Conditions). Ground conditions can only improve by one level per turn (so Deep Mud can never jump directly to Dry).
2. Drive for Oil revised victory conditions. Objectives are large ports, oil hexes, and cities in the South Weather Zone of Maps G, H, J and K — basically everything south of Astrakan (inclusive) and east of Novorossiysk (inclusive). There are five large ports: Novorossiysk, Tuapse, Sochi, Astrakan, and Makhachkala. There are six oil hexes: three near Grozny and three near Maikop. There are 15 city hexes: Novorossiysk, Krasnodar (3), Maikop, Kislovodsk, Pyatigorsk, Armavir, Stavropol', Ordzhonikidze, Grozny (2), Makhachkala and Astrakan (2). If an objective is currently held and in trace supply, each city hex is worth 1/2 VP, and each port or oil hex is worth 1 VP. So there are 18 1/2 possible points. At the end of the scenario, each side adds its VPs to see who wins. A Draw if each has the same number; otherwise a Win for whoever is ahead. This gives the Germans some more flexibility in strategy, bases victory a bit closer to the historical outcome (the Soviets won with 11 1/2 VP), and spreads out the objective hexes.

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4-11 Baltic Gap (20 June 17)

Components

1. There were some printing errors related to the “RE indicators” to the left of the symbol boxes on the Combat Mode side. Affected are the three multi-step SS units (missing the entire “RE indicator”) and Sheet 3’s Soviet rifle divisions (missing just the yellow color). Move Mode sides are correct.
2. There is no significance in the two different shades of yellow appearing on the armor-class units (it’s just a cosmetic mistake).
3. The map’s Turn Record Track should refer to scenarios 5.2 and 5.3 (not 6.2 and 6.3).
4. Change the 115 Rifle Div to 4-3-5 in Move Mode.
5. There are some potentially confusing hexsides where rivers run into lakes: E48.13/E48.14, E51.18/E52.18, and E56.20/E56.21 are meant to be all-lake.

Rules

1. The playtest credits should include Christophe Foley and Dominique Chupin.
2. It was left out of 1.1b that when control of Riga is split, the player controlling two hexes gets all 4 POP.
3. To clarify 1.3a and 1.3b, Königsberg and Entry G are the same location for rebuilds and cargo (both SeaCap and Air Transport from Luftflotte I). The same is true of Leningrad, Soviet Air Boxes, and their linked Entry Hexes.
4. To clarify 1.5a, Soviet flotillas are treated as LC for movement purposes, which means they can enter coastal hexes and move along estuaries (including the connection between Lake Peipus and Lake Pskov).
5. The last two paragraphs of 1.5b should read:
“After the event, German ships and shipping cannot move further east than Mazirbe (W45.24). Soviet ships and shipping can now reach Mazirbe, but can never operate west of that port.
“During any friendly Movement Segment, a German ship can spent its entire MA to move between Königsberg and any hex allowed by Saaremaa restrictions. Soviet ships can likewise move to and from Leningrad.”
6. Amend 1.6b with the following: “In addition to the normal Simulcast rules, mud reduces the MA of air and ground units to zero, so the only possible movement is by rail or sea. Also wait until both players have finished checking trace supply before changing any unit modes.”
7. Note that in 1.9, a “Step” result can be used to rebuild any type of combat unit in Dead Pile: artillery, tank, infantry, etc. Only restriction is the AR.

8. In 2.8#3 the reference should be to 2.7/3.7. In 2.8#4, the added organic trucks should be *unloaded*.

9. The second paragraph of 3.1 and the example should both refer to supply arriving at A-F and I.

10. Add to #5 to the list in rule 4.0: “When the Germans score a VP for POP count, immediately give the Soviets 2 SP at Entry A, B, and/or C. When the Soviets score a VP for POP count, immediately give the Germans 1 SP at Entry G. (Exceptions: Halve the amounts in 5.2 & 5.3; give no supply at all in 5.6 & 5.8.)”

11. No More Sudden Death. Don’t end a game when a 10 VP lead is reached. Keep playing until the bitter end or until one side concedes that defeat is inevitable.

12. No More Draws. If the game ends in the Draw range (that is, neither side has a 5 VP lead), count the game as a Marginal Victory for the player who won the last VP scored (even if the other side has the higher VP score).

13. The Play Note in rule 4.0 says there are 37 POP on the West Map. The correct number is 36.

14. On Soviet Arrival Schedule on page 37, the 15 July entry for 48 Gd Tk Bn should be for a 3-4-6.

15. On the Terrain Effects Chart, add asterisks to the Special Modifiers for Armor and Mech across Major River.

16. On the Soviet Supply Table, **each** Entry Area listed receives the given number of SP. If there are multiple Entry Hexes in a given Entry Area, such as the pair of Entry C locations, the indicated SP can be split as desired between the hexes.

General Setup Corrections

1. 14th Panzer’s III-36 AG Bn is incorrectly referred to in the setups as a Pz Bn. (It is a Stug Bn filling out the division’s panzer regiment.)
2. German assault battalions (16 and 18) are incorrectly listed as 3-4-3’s in all the scenarios. They are actually 4-4-3’s (the counters are correct).
3. Step losses in the setups to air units are always “distributed”. For example, in scenario 5.8 there is just 1 total loss on the 4x Gds Yak-9 (not 1 loss on each of the four counters).
4. The Red Estonian rifle divisions (7 and 249) that begin most scenarios in the Saaremaa Box are incorrectly listed as 8-3-3’s. They are 10-3-3’s (counters are correct).
5. The relative starting positions of 22nd Army and 3rd Shock Army were inadvertently flipped. The 150th Division (E20.03) is on the far left of this pair of armies; the 29th Guards Division (E30.03) is on the far right. To fix this error, in scenarios 5.1 and 5.3 exchange the five

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frontline divisions to the left of the 219th Division (E25.04) for the five to the right (player's choice on which division ends up where). Also switch the two HQ stacks (E23.03 and E28.02), and then move the 29th Tank Bde to a hex adjacent to the relocated 3rd Shock HQ.

Scenario 5.1

1. In E29.05 the Kruk Pol KG should set up with 1 loss.
2. In E23.08, the first listing should be 2 Corps HQ.

Scenario 5.2

1. Shift the 3-2-2 Lat Bdr Rgts in E10.25 and E10.27 to the group at E12.24. When fanning out, these Latvians must stay in Latvia!
2. In E7.18 the 10 and 12 Katy Bde are actually 48-1-1. Counters are correct.
3. In E9.07 the 8 Arty Div is actually a 54-1-2. Counter is correct.
4. German reinforcements arrive at Entry G unless otherwise noted.
5. The withdrawals on 15 August are an error.

Scenario 5.3

1. Withdrawals on 15 August should also include the 373 Gd AG Bn and the 37 and 239 Tank Bn.

Scenario 5.4

1. If playing as a campaign start (5.4b), add these German units at Parnu: (5)-2-0 Navy Flak Bn (712), 1 SP, and Level-1 Airbase.

Scenario 5.5

1. 12th Panzer Division (all units except the optional Truck) begins with the group at W8.21. It has an initial loss, per the scenario instructions.
2. The Germans should be First Player on 1 August (and deploy last).
3. The weather should be "Limited Flight" on 1 August.

Scenario 5.6

1. German reinforcements arrive at Entry G.

Scenario 5.7

1. 29 Tank Corps's mortar regiment (hex W22.15) should be the 271st (not 207th). Counter is correct.
2. 179 Rifle Div (hex W23.10) should be a 12-3-3 and sets up with no loss. Counter is correct.
3. 119 Rifle Div (hex W20.05) should be an 8-1-2 and sets up with no loss. Counter is correct.

Scenario 5.8

1. Add 3-3-3 SS Pol Rgt (9) and (2)-1-2 Lat HD Rgt (1) to the group at W32.09.
2. In W32.07 the 731 PJ and 751 PJ are a 4-4-5 and (3)-3-3. Counters are correct.
3. In W4.19 the 9 Arty is a 18-2-2. Counter is correct.
4. In W35.04 the 31 Inf Div is a 14-3-2. Counter is correct.
5. There is a redundant listing for the German reserve markers and SvGZ marker.
6. The 1st Shock Army group can setup within 3 hexes of hex W44.04.
7. Check to see which side controls Riga at the end of each turn. If the Germans do, the Soviets immediately get 2 SP at either W6.01, W27.01, or W37.01. If the Soviets do, give the Germans 1 SP at Entry G.
8. This scenario should begin in the second half of the 5 October turn. The Germans have already moved when the Soviet offensive begins.

House Rule Options

1. Rigid Soviet Fronts. Until Riga is captured, Soviet SP must remain within its Front Boundary, as defined below. Note SP *can* be drawn and thrown across these boundaries, and *can* be "looped" around boundaries when being transported (just so long as it doesn't end a phase in the wrong zone).

3rd Baltic: from 36.xx to 62.xx

2nd Baltic: from 21.xx to 35.xx

1st Baltic: from 1.xx to 20.xx

2. More Flexible Entry. Add a new last paragraph to 1.9a: "Soviet reinforcements on the south and north edges, including SP, can also be placed in the five edge hexes immediately *east* of the listed Entry (for example, Entry E arrivals can now appear between E1.25 and E1.30, inclusive). Likewise, German reinforcements along these edges can be placed in the five edge hexes immediately *west* of the listed Entry. Displace enemy units in this band of hexes as needed (to prevent 'walling off' of arrivals)."
3. More Flexible "Steps". Change the "Steps" replacement type in 1.10a to allow a combat unit of that AR or less to be rebuilt.
4. Port VPs. The strategic focus was on ports. When the Soviets first capture a major port, they roll a die. If the roll is $\leq 2x$ the port's full (undamaged) capacity, they gain 1 VP. Other rolls have no result.

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4-12 The Blitzkrieg Legend (13 Nov 14)

Counters, Charts, Maps

1. The Dutch 5 RH Cav Bn should have a Move Mode AR of 2.
2. Several counters don't match the values listed in the setups. **The counters are correct** (the setups reflect late tweaks that we ultimately decided against, since testing had been done with the slightly different values you see on the counters).
 - BEF: 8-2-2 Inf Div (12, 23, 46). Not 9's.
 - Dutch: 6-2-2 Inf Div (Light, 4, 5, 6), 6-2-2 Inf Bde (A, CZ, Kil). Divs aren't 7's (7-3-3 for Light); Bdes aren't 5's.
3. The village in B25.08 should be 'Ettelbruck'.

Rules

1. Allied Forts (1.2a Change). If the fort's printed strength is 8 or more, it now has 2 steps. The fort's first loss reduces the notional unit's combat strength by 1/2. (Place a hog marker of the appropriate level in the hex to remind players of the loss.) Note a Special Ops 'destroyed' result now inflicts 1 loss.
2. German Rail Limits (1.3a) **only** apply to RRs **in France**.
3. Allied RR Loops (1.3c) should have a northern-most eligible hex of A34.35 (not B34.35).
4. German Rail Cap (new 1.3d) is increased by 2 when both hexes of Liege are currently occupied by German combat units.
5. Air Repls (1.9b Change). The French and Germans CAN use Consolidation (OCS 13.9) of regular and surge planes.
6. Placement of BEF reinforcements is modified when BEF Evacuation is in effect. Always allow new arrivals (including units that successfully Breakout) to be placed in England.
7. BEF Evacuation (3.4), despite the rule's name, does **not** require the Allied player to actually evacuate the BEF! This event just triggers the listed reinforcements and special rules.
8. In option 4.3, use the lower of the two rolls (not the higher).
9. The Belgian Surrender rule (p. 8) contains references to "Holland" that should read "Belgium" instead. (Hopefully the copy-and-paste errors related to the similar rule for Dutch Surrender will be obvious.)

10. The Dutch Surrender rule (p. 8) has Roosendaal on the wrong map: it should of course be C5.30.

11. Do NOT apply BEF Mauling and Destruction (p. 8) unless the scenario uses Map A. Note also the current "in play" count **doesn't** include future arrivals (scheduled reinforcements and units awaiting return from a Breakout). Unfortunately, the printed rulebook's Play Note implies that **losses** should be counted, but of course what really matters are the steps **in play**. Useful info: the full-strength BEF initially has 65 steps of combat units, and grows to 77 steps after all possible arrivals.

Scenarios

1. Units can exit the map to score VP in some of the scenarios. Assume hex being entered costs 1/2 MP if exiting units follow a secondary road, or 1 MP if no such road.
2. In Scenarios 6.2, 7.1, and 7.2 some corrections are needed:
 - Add to special scenario rules: "Belgian breakdowns can't be deployed into Holland."
 - The hex for the variable placement '6' result for the Belgian 2 ChA should be B45.09 (not 45.08).
3. In Scenario 6.3 (and 6.4) there are 8 (and 21) possible city points. The rules incorrectly say there are 9 (and 22).
4. In Scenario 6.5's special restriction on the 2nd Arm Div, the 'blocked' reference is to OCS 13.6b situations.
5. In Scenario 6.6, the SW corner should be 32.24.
6. In Scenario 6.7 some corrections are needed:
 - French 20-3-3 Mtn Inf Div (29) is in A16.18 (not an 18-3-3 Mot Div).
 - Add 2 more units: French 18-3-3 Mot Inf Div (25) and 18-3-2 Inf Div (4, less 1 step) should be in A39.11.
 - The German divisions in A46.09 should be able to setup within 2 hexes, and the 31st Div in this group is a 20-4-3 (not an 18-4-3).
7. In Campaign 7.1 the French unit in A36.03 should be 3-3-2 MG Bn (1). (The unit does not have an MA of 3.)
8. In 7.1, 7.2, and 7.3 add 12 SP to the Allied and 18 SP to the German setups. These additional SP must be placed in airfields, no more than 3 SP per hex. The airfields must be in France for the Allied SP placement. In 7.4, add 18 SP to the German setup (Allies will get extra SP during their turn).

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9. Mini-Campaign Arrival Schedules.

- On 14 May, the French 20-3-3 Inf Div (14) arrives. (This unit does not have an MA of 2.)
- The '6' Random Arrival on May 16 should be for **French** 18-3-2 Inf Div (32). (Not a BEF 18-3-3.)
- Note 2 on Allied Schedule should say 'occupied by German combat units' instead of 'under German control'.

10. Campaign Arrival Schedules.

- On 18 and 20 May, 7x German 18-2-2 and 18-2-3 divisions arrive. Only the Poliz, 293, and 299 are MA of 2; the 291, 292, 294, and 298 are MA of 3.
- On 14 and 18 May, the French 20-3-3 Inf Div (14, 19) arrive. (These do not have an MA of 2.)
- Note 2 on Allied Schedule should just be for units arriving at Map A Ports. When other reinforcements are physically blocked from their Entry Areas or specific edge hexes, just use OCS 13.6b.

House Rule Options for TBL

1. Opening Script Changes. Scenarios covering the campaign's opening can be modified with all or some of the following:

- The Germans automatically win initiative on 12 May.
- Always use Unbridled German Ops (4.3).
- All six of the Belgian ChA units setup in DG mode.
- In each 'zone' (South, Center, and North), allow one German infantry division and one German panzer division to multiply its MA by 1.5 on 10 May. This movement boost applies to any mode chosen.

2. Hipshoots (1.6 Addition). Also give the Hs-123 Hipshoot capability.

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4-13 Reluctant Enemies (2 August 17)

Starter Guide

1. There were a few errors which have been corrected with both an errata sheet and a complete revised booklet. These are on The Gamers Archive (they are not repeated here).

Clarifications

1. The TEC's "Note 4" is not needed. Per OCS 6.2a, road costs **always** trump the regular cost of hex and hexside terrain.
2. The counter mix for airbases is tight. Use the form on p. 48 of the series rules if you want to build more and don't have extras from other games.
3. This was a small campaign, so the counter mix includes 1T and 2T Truck/Wagon Points in addition to the normal variety that carry 1 SP or more. Within the counter mix limit, the various truck (and wagon) points can combine and divide much like supply points and tokens. Otherwise, these transport points are handled normally.
4. Note that Rail Caps are found on the Set Up Cards.
5. CW units that successfully Breakout (OCS 12.8e) return at Entry A, B, or C; Vichy units return at Entry 1, 2, or 3.
6. Road-trace can be linked to RR-trace, but the junction between the two must be at a RR-detrainable hex (a town, a point of interest, Combat-Mode HQ, etc.).
7. Bridging (OCS 13.8b) cannot be used on Wadis.
8. The railroads are all single-track.
9. The Combat Unit Recovery rule has been confusing for some players. The procedure is pretty simple, but requires a record of how many rebuildable ground units have been lost during the game. Since one unit is returned per three lost, I suggest keeping a written record of losses in groups of 3, and then putting a line through each complete group when a unit has been returned. So this is how 8 losses (a catastrophe!) would look, before and after recovery of two units:
Before: III III II After: ~~III~~ ~~III~~ II
Note that the "fractions" carry over, so the player is 2/3rds of the way to another return.
10. An escarpment hexside (34.14/35.14) near Lake Hula is not completely rendered (it lacks the brown layer).
11. For Combat Unit Recovery, an "appropriate" HQ is one meeting requirements of OCS 13.5a.
12. Hex 24.27 should be a Clear hex. Ignore the terrain sliver north of the river in this hex (an exception to the normal rule about "nubs").

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4-14 Beyond the Rhine (17 February 2018)

Credits Tony Zbaraschuk wrote the Allied Player Notes and Steve Campbell wrote the Axis Player Notes.

Counters

1. A German breakdown on Sheet 6 is AR4 in Move Mode and the correct AR3 in Combat Mode. Sorry!
2. The Allies are short one Reserve marker. Players will need to make their own (or use a withdrawn Axis marker).

Allied Chart Booklet

1. Delete 101st Div's 506 Rgt from the 1 March arrivals.
2. Change "Misc" Repl wording to allow "Mule/Weasel" rebuilds instead of "Wagon."
3. The 1 March Removal of 401 Gldr is South (not North).
4. Transfer US 7th AD from South to North on 26 Sept.
5. [On 29 Oct, 10th Arm Div should be Map C \(not A\).](#)

Axis Chart Booklet

1. Add 2x Truck and 2x Wagon to the 22 Jan removals.
2. Emergency arrivals for South on 1 March are Unready.
3. Delete the 2nd entry on 8 Sept for a 2.Pz Div transfer.
4. Clarification: Alarm Pool result *includes* the Flak units.
5. One of the Map B 3-3-2's on 19 Sept should be Naval.
6. The Removals on 29 Oct are for North (not South)

Scenarios

1. Delete the 3x Trucks from WaR Box. (6.1)
2. Add 101st Div's 506 Rgt to England Box. (6.1 and 6.2)
3. Axis can use RRs on south edge of Map B for supply; Allies can use RRs on south edge of Map A. (6.2)
4. Axis begin with 3x Reserve markers (not 2). (6.2)
5. Axis can use RRs on north edge of Map B for supply; Allies can use RRs on north edge of Map A. (6.3)
6. Minor edits to values in the US setups: The 84th Inf Div is a 24-3-3 and the 745th Tk Bn is a 6-3-6. (6.4)
7. Correction: German-controlled ports have not yet been checked for Mine hits. (6.5)
8. Add 101st Div's 506 Rgt to C51.34. (6.5)
9. Add to setup at D61.32/T24.06: 39 Pz Corps HQ, 725 RR Arty Bn, 2-4-6 Pz co (2-2/103), 4-4-3 Assault Bn (5), 26-2-2 Arty Rgt (617), 42-2-2 Werfer Bde (20), and 2x Truck Points (empty). Add 1x Truck to German dead pile. (6.5 and 6.6)

10. Add to US arrival list, appearing on 22 Dec anywhere along South Edge west of T1.10: 4.Arm Div (all 4 units), 6-3-6 Arm Bn (740), and 3-2-8 TD Bn (704). Delete the removal of an Fw.190a (5) on Jan 1. (6.6)

11. Add 101st Div's 506 Rgt to Dec 15 arrivals. (6.6)
12. To clarify, the 39.xx hexrow is out of bounds (6.7)
13. Add 1x Truck to German dead pile. (6.8, 6.9, 6.10)
14. Add 101st Div's 506 Rgt to D28.25. (6.8, 6.10)
15. Correction: The Emergency Pool units begin Ready. (6.8, 6.9, 6.10)
16. Add 2-1-2 Ost Bn (787) at A51.14. (6.8)
17. Correction: Place Roer Dam marker on **19 February** turn (effect ends after the Allied player turn). (6.8, 6.9)
18. Axis can use RRs on south edge of Map B for supply; Allies can use RRs on south edge of Map A. (6.2 & 6.9).
19. Axis can use RRs on north edge of Map D for supply; Allies can use RRs on north edge of Map C. (6.3 & 6.10).
20. Delete paragraph 3 of Scenario Special Rules. (6.10)
21. Clarion Event also affects Axis Supply Table (6.8-6.10)

Rules

1. FP units (2.2) are always in Combat Mode. They can never move after placement. "German held" locations are on the Axis side of the front (use common sense).
2. Use 3.11a to handle the German 2-step werfer units.
3. 1.8d does **not** limit West Wall upgrades.

Clarifications

1. Some unit abbreviations in setups are wrong. "Lr" should be "Lehr", "Fu.Gr" should be "F.Gren", and "Fuhr" should be "F.Beg".
2. The Pontoon rules (1.10) are written from the Allied perspective, but the German units have the same abilities. Note only **friendly** units can use Ferry & Bridge markers.
3. Interdiction (3.7) can affect both road and autobahn costs, in both Dry and Snow weather. The TEC is right.
4. At starts of Bulge and Endkampf, the Axis controls all ports north of Middleburg (A40.27).

House Rule Option

1. The Allies can shift each printed Broadfront line by up to 3 hexes north or south on the first turn of each month (or scenario). The shifted lines remain straight, and the combined number of shifted hexes cannot exceed 6. (So if one line is shifted six hexes the others cannot be shifted at all.) Give SP and restricted factions (that cannot change zones) one turn to conform to a shifted boundary.

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4-15 Tunisia II (19 March 18)

Map

1. B58.11 should be an Open hex (with no Salt Marsh).

Scenarios

1. In Scenario 1, the hex number in the Victory Conditions for Tunis should be A48.24.
2. In Scenario 2, 78th Divarty should setup in Algiers.
3. In Scenario 3, the hex number for the Axis supply source at Sousse should be A54.11.

Allied Arrival Card

1. Should be 3-3-7 US Recon on 29 December.
2. Should be 3x P-39 on 1 January.
3. Should be 3-5-3 US Cdo on 1 February.

Axis Arrival Card

1. Should be (7)-4-3 LW Flak Bn (I-33) on 5 February.

Those Extra BTR French Counters...

1. The counter is correct for 2D. The armored cars were upgraded to tank destroyers during the campaign.
2. For Nord, the 3 TM should be in D13.35.
3. The new counters are additional FR units (they do not replace breakdowns, etc.).
4. The two FR recon units should be regiments both sides.

Rules Changes and Clarifications

1. The AEP locations have been intentionally changed (from the old game) so the Axis cannot build a base within half range of Ju-52s flying from Sicily.
2. Neither side has a Supply Table. SP are shipped in.
3. [Note some air bases are now adjacent to cities \(this is intentional\).](#)

4-16 Sicily II (25 October 2017)

Map

1. The hexes of Messina should be connected by a RR.

Scenarios

1. Schm KG (Arty) is in 51.17 (not 52.14) (Scenario 3).
2. 6 & 61 CD have extra "C" after numbers; delete the Mule from 20.24 and 51.15 (Scenario 4).
3. Bedo is listed as Mx, but is actually AG (Scenario 5).
4. The extra MC.200 counter (make it the one that starts dead or reduced) will need to be used in place of a missing MC.202 counter in Scenarios 4-6.
5. The Special Rules (Scenario 5) say something about testing Loyalty after ALT rolls. This was done in an earlier version; ALT rolls no longer trigger Loyalty tests.
6. I had a request for an historical setup for Axis air units to use in Scenario 5. Here it is: German: 3x Bf.109 at 49.17 (at adjacent bases), 1x Bf.109 at 17.12, 1x Bf.109 at 7.19, and 1x Fw.190 at 46.06. Italian: 1x MC202 and 1x Ju.87* at 7.19, 1x MC202 at 12.14, 1x MC202* at 52.19, 1x MC205* at 21.24, and 1x Bf.109* at 17.12.
7. Add a +1 DRM to ALT rolls on 10 July only, reflecting surprise and the heavy pre-invasion bombardment.

Rules Changes and Clarifications

1. Off-map boxes have ports.
2. Refit, construction, and arty barrages are free on The Toe because SP can be drawn from the holding box.
3. In scenarios where a die is rolled for Active planes, roll *after* setup is otherwise complete.
4. In Scenario 3, do not use 3.3d.
5. Neither side has a Supply Table. SP are shipped in.
6. Add to 3.2c(B) that 2nd AD's organic truck only counts as 1 RE for shipping, etc.
7. The Allies can use Pax to build Breakdown units (up to counter mix limits) if there are no other units to be rebuilt.
8. All of the mules arrive "loaded" on 14 July.
9. Pax rebuild 1 step at a time (not a whole division).

"Learning The Ropes" article...

Note a corrected version of this article has been posted on The Gamers Archive. Many thanks to Kevin Valerien especially for his help on this, and many regrets on my part for not doing a better editing job prior to publication!

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OCS v4.2 Clarifications & Errata (23 Jan 2018)

(This rulebook debuted with Tunisia II and these changes should also be made to v4.1a, etc.)

4.2 Combined fractional barrage factors are rounded when determining which barrage column to use.

6.1g Note also that you cannot pause the movement of a stack to conduct an air mission.

6.2d & 9.3b Exception: City and village “nubs” should be ignored (use common sense). For all other terrain types, the “nubs” count!

9.10b The attacker always takes his result first. Do hard losses first and then options. Example E is emphasizing the fact that the attacker option is not ignored even when the defender is wiped out.

9.12c Change the wording at the end to: “A retreat must always end the full distance (as the crow flies) from the hex where it began, but does not have to be a straight line. Zig-zags are allowed, but then a retreat must be extended to reach a hex satisfying the ‘full distance’ requirement.”

9.12f Change the wording of the first sentence to: “A retreat cannot go through a hex that contained enemy combat units at the **start** of the combat (so no retreats through a hex vacated by an attacking unit’s loss or option).”

12.6a Methinks there doth be a typo. (“3” not “thee”).

12.11b Typo (should be “Enemy combat units”).

13.3h is revised. Rail paths (13.3c) can only be traced into/through controlled detrainable hexes. Control changes when a combat unit enters the detrainable hex or when it is now **clearly** on the other side of the front line.

13.7(A) Typo (should be “reminder of Fueling”).

14.4 and 14.5 (clarification) Use of the term “non-phasing” was incorrect. Regardless of phasing, missions are subject to Flak in Step E (given 14.4a) and subject to Interception in Step D (given 14.4a and in a PZ).

14.5 The last bullet change is revised, reversing a change made in v4.2: If the interceptor won, **it is not considered to have flown a mission** and stays Active at the base from which it came.

18.1c Clarification: Movement along an estuary is meant to be an exception to the normal prohibition against crossing all-land hexsides.

18.5g Capacity can be exceeded to unload a single combat unit, per 19.0a.

19.0d Port Repair can only be done in Movement Phase.

OCS v4.1a Clarifications & Errata (6 Feb 16)

(This rulebook debuted with Reluctant Enemies, and these changes should also be made to 4.1, etc.)

5.10a In situation “D” there is a case reference (9.12e) that confuses some people. This should **not** be read as the only situation that will cause “bystanders” to become DG; situation “B” (that is, a DG due to it being the 2nd hex of a retreat) will also cause units not involved in a retreat to become DG.

6.2d Water terrain (such as along a coastline) is ignored if there is any land terrain along the hexside being crossed. Similarly, a unit can use the cheapest water-hexside cost, such as when a hexside is part lake and part river. Also add this important note: Rivers are intended to cover full hexsides so ignore nubs of land.

12.7 Note that Extenders cannot be used in games where these are not in the counter mix (always on the reverse side of 5-point transport units).

13.5f This was shortened, which led to an error. It should say that planes can be rebuilt at any airbase (the location of the HQ is not a limitation).

13.8b Only friendly units can make use of bridging effect.

14.9d The mention of Exploit Mode units being able to move before using Air Transport should be deleted. (They cannot be transported.)

18.1c Only allow Landing Craft to enter ports, coastal hexes, and estuaries. Larger ships can do so if game-specific rules allow this. (None currently.)

18.1d and 18.3d Delete reference to the auto-DG in a port. (No longer needed.)

18.4f An LST **must** unload before converting to a port, and since this is done before the LST-port is created its cargo cannot include SP and/or Transport Points.

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OCS v4.0 Clarifications & Errata

9.14c Transport Point capture usually rounds up or down to full point increments (only round to token-size trucks if game's counter mix includes them). SP capture (even when loaded on a Transport Point) should always round to tokens.

Examples of 25% capture on a 1-point loaded truck in various situations:

1. If there are no token-size trucks in the counter mix: 1T of supply is captured, and the entire truck point + 3T of supply escapes.
2. If there are token-size trucks in the counter mix: the capture/escape of both trucks and SP would be 1T/3T.
3. If it was an organic truck (which have no token-size replacements) being overrun, but otherwise same situation as #2: Capture a 1T generic truck + 1T of supply, but allow the organic truck to still escape with 3T on it. (Yes, an extra 1T of trucks has appeared due to "rounding.")

9.14c Extenders collapse to within any hex within their special Draw Range, not the standard 5 mp +1 hex.

10.0a It takes at least 1 point to "get on the barrage table" (before shifts are applied). No 0-point barrages allowed!

10.0c Addition: Unspotted hipshoots are not allowed.

10.0e Even if a declared air barrage mission is completely aborted (so no roll on the Barrage Table), it still counts against the per-phase limit.

12.3d "Normal" weather is of the summer/clear variety. So ignore "abnormal" weather changes that increase costs (so supply paths can benefit from a frozen river, but don't suffer from increased mud costs).

12.8 On the Attrition Table, only count the out-of-supply steps in the hex to see if the drm applies.

12.8a Important change: Units do not need trace supply on the turn they make an Air Drop.

13.2a A Transport Point can "pause" its movement to use loaded supply to pay for all kinds of fueling and construction/repair being done in that same phase. The "pause move" can never be used by a Transport Point to pay for upcoming combat (including overruns) or barrage costs.

13.3g RR Repair units are not restricted to merely pushing forward the railhead marking where standard and wide gauges meet; they can for example use Strat Mode to move ahead of the normal re-gauging to start working out in what is essentially the middle of nowhere. "No leapfrogging" is narrowly restricted to not having a second repair unit use rail movement on newly converted track to get into position to extend the converted track.

13.5a(1) A ZOC cannot be negated for rebuilds, so remove "un-negated" from second sentence.

13.6b Add a note that reinforcements can arrive by rail, per 13.3c#1.

13.8b The 2-hex radius is blocked if Truck MA to the hex in question would be impossible (due to prohibited terrain, enemy units, or ZOC).

13.8c An HQ can entrain itself (even though switching to Move Mode when moving by rail).

13.8b Construction and repairs are immediate (no need to wait until the very end of the phase). The same is true of captured ports and airfields: they can be used in same phase captured.

14.2e It has been noted that a player can essentially perform a fighter sweep during a barrage segment under the guise of a barrage mission. This is ok.

14.3d In Interception air combat, the Interceptor is treated as the non-moving player (so essentially neither side can voluntarily abort).

14.7d Unspotted Hipshoots cannot be made using Barrage vs Facility Table.

14.9d Ground units can change to Move Mode prior to Air Transport in Movement Phase, but cannot "flip" orientation during Reaction or Exploitation. SP cannot move before/after a mission due to "leapfrog" restrictions. Other ground units must be released reserves (or Exploit-marked) to move (and possibly attack) before/after a mission during Reaction or Exploitation — all other units being air transported in these phases essentially have an MA of zero (and cannot attack). Note that units moving before/after the mission in Reaction (and Exploit-marked units during Exploitation) have their MA halved twice, for a total of x1/4 MA.

14.9e Transport Missions are allowed to fly from Base X to Base Y, and from there to Base Z (where plane goes inactive). Cargo can be loaded at both X and Y (to full capacity of aircraft at both stops), and then be unloaded at both Y and Z. The range of the mission would be figured for whichever leg is longer. Base Y always a mission hex for flak purposes, and Base Z is too if any cargo is unloaded there.

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14.10b Important change: Drops that require Prior Planning can only be done in Movement Phase (so no need to plot an exact phase any more). See also the change to 12.8a.

18.3b The reference in final sentence should be 18.3g.

18.3c All LC in a stack are treated as “one individual ship” for target and DG purposes.

18.3d(A) After a hit, a target is marked DG. Note that if the stack is already DG, this will cause an extra loss (and then DG gets removed).

19.0a A port continues to function when enemy combat units or ZOC block the hexes that lie between it to the sea. Note that game-specific rules will sometimes override this.

20.0a Breakdowns can also be created during advance/retreat after combat.

21.7 “Separated by 3 or fewer hexes” means no more than 2 hexes in between the hexes occupied by the divisions.

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Dean's Gamey/Not Gamey List

1. Absorbing DG/Strat breakdowns into divisions in order for them to lose their Strat/DG status and/or possibly gain reserve mode.

Gamey, unless following the original rule intent (simplification, not advantage).

2. Absorbing breakdowns into divisions in order for them to lose their Low/No Ammo status for free.

Gamey.

3. Moving organic trucks by themselves in reserve mode to get the 25% movement boost.

Not Gamey.

4. Sending single units through a hole in the line to spot for barrages against enemy reserves.

Not Gamey

5. Putting a non-moving arty in move mode and barraging with the reduced token cost in order to know a hex's RE strength.

Gamey.

6. Putting a non-moving arty in Move Mode and barraging because that's all the supply you have on hand.

Not gamey... just the best the guy could do. It's obviously a fine line between this and #4 above.

7. Suicidal raids by units scheduled to be removed next turn.

Gamey.

8. When attacking with two units of equal AR, selecting the one about to be removed to take the loss.

Not gamey. Wasn't done intentionally like the banzai attack above.

9. Using your precious repls to rebuild the 6-5-8 panzer battalion that stays in theater the whole scenario, not the identical 6-5-8 that gets removed next month.

Not gamey.

10. Should a player take the time to see when a unit is going to be transferred off-map? Since transfers can come from the dead pile, it might be time for an overrun attempt. Is it OK to push recklessly hard with units that will be leaving next turn?

Gamey.

11. Satisfying withdrawal demands by removing units in pockets and/or OOS.

Not Gamey.

12. Is it OK to consolidate units from two formations, so that the units from the formation that is leaving are all dead and the living units are now all in a formation that is staying?

Gamey.

13. Is it acceptable to transfer infantry divisions with 1 step remaining rather than full-strength ones?

Not Gamey.

14. Is it OK to put virtually all the independent units that need fuel together under one HQ to save gas?

Not Gamey. Makes other parts of the front weak, but have at it.

15. In Case Blue it is actually quite easy to keep all the Russian AR4 units broken down into single steps so that they can cover the maximum number of units with lower action ratings (and not be eligible to be absorbed). Is that OK?

Gamey.

16. Is it ok to plan airdrop missions every turn on the off chance that the mission is needed? Or should one wait till the pocket is actually formed?

Gamey.

17. Can you use the Consolidation rule to transfer a full organic truck from one division in exchange for an empty one in another?

Gamey.