

Operational Combat Series: Consolidated Errata and Clarifications

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-Chiriskaia.
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.