

Operational Combat Series: Consolidated Errata and Clarifications

4-14 Beyond the Rhine (22 June 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 Players will need to make their own (or use a withdrawn Axis marker).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).
6. Note 3 (page 3) should be changed to allow the Allied player to force any blocking German units in a listed range to retreat (pushing them out of C1.11, for instance).
7. On 8 Nov, the US 84th Inf Div is a 20-3-3 (not 20-4-3).

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. Use the "1/3 round up method" per 6.9 for US supply. (6.2)
6. 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. 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.
4. All arrivals on a map edge arrive fueled (1T method).
5. Option 5.1 can also be applied to Allied formations.

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 Rules & Provisional Rules

See the PDF at <http://ocsgames.org/ocsgames/Beyond.html>