

Operational Combat Series: Consolidated Errata and Clarifications

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.

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).