Operational Combat Series: Consolidated Errata and Clarifications

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.

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).