

## Operational Combat Series: Consolidated Errata and Clarifications

### 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).