

Operational Combat Series: Consolidated Errata and Clarifications

4-09 Korea II - 2014 (20 Jun 18)

1. The UN counters continue to be cursed; four of the backs are mixed up. Phil should 2-3-12, Thai 1-2-4, Turk 4-3-12, and Eth 1-2-4.
2. On the Terrain Effects on Combat Chart, Impassible and Frozen Lake Hexsides should read [1/3]* for armor. (Brackets are still missing!)
3. 4.7a says to rotate the nuke counters during the old Air Return Phase. Change this to the Reinforcement Phase.
4. In Scenario 5.3, the General Information contains an error: do *not* roll for Comm Supply—their supply rate is fixed at 4 SP per turn. (Both sides do roll for Variable Repls.)
5. The Campaign Arrival Schedules are also used in 5.2 and 5.3 (the header fails to list these two).
6. The last sentence of 1.10's Play Note is wrong. There is no effect of reinforcements after 8 Sept 50, but Comm supply levels **are** affected until the end of the month.
7. Add to option 4.1: [newly-arriving planes and ships may be added to the interdiction box immediately upon their arrival.](#)

Clarifications (both versions)

1. Note the 5.13 scenario has some incorrect listings for Chinese army. The counters are correct — they should all be AR1. The scenario should end on 29 May.
2. In scenario 5.11, the UN units in C35.02 should be in B35.02.
3. In scenario 5.3, neither side begins units in the “dead pile” even though technically the units listed in 5.4 should be there. This is a scenario thing (intentional).
4. For ALT purposes, “marines” are all units of the 1st Marine Division, plus the ROK marine regiment.
5. The supply restrictions in 2.9 are to *Chinese* divisions. North Korean units can receive supply per 2.3b.
6. In 5.5, 5.7, 5.12, and 5.13 extra SP (beyond the listed reinforcements) cannot be shipped in from Japan.
7. TF Smith is 1/2 RE for [stacking and shipping](#).