Operational Combat Series: Consolidated Errata and Clarifications

4-13 Reluctant Enemies (2 August 17)

Starter Guide

1. There were a few errors which have been corrected with both an errata sheet and a complete revised booklet. These are on The Gamers Archive (they are not repeated here).

Clarifications

1. The TEC's "Note 4" is not needed. Per OCS 6.2a, road costs *always* trump the regular cost of hex and hexside terrain.

2. The counter mix for airbases is tight. Use the form on p. 48 of the series rules if you want to build more and don't have extras from other games.

3. This was a small campaign, so the counter mix includes 1T and 2T Truck/Wagon Points in addition to the normal variety that carry 1 SP or more. Within the counter mix limit, the various truck (and wagon) points can combine and divide much like supply points and tokens. Otherwise, these transport points are handled normally.

4. Note that Rail Caps are found on the Set Up Cards.

5. CW units that successfully Breakout (OCS 12.8e) return at Entry A, B, or C; Vichy units return at Entry 1, 2, or 3.

6. Road-trace can be linked to RR-trace, but the junction between the two must be at a RR-detrainable hex (a town, a point of interest, Combat-Mode HQ, etc.).

7. Bridging (OCS 13.8b) cannot be used on Wadis.

8. The railroads are all single-track.

9. The Combat Unit Recovery rule has been confusing for some players. The procedure is pretty simple, but requires a record of how many rebuildable ground units have been lost during the game. Since one unit is returned per three lost, I suggest keeping a written record of losses in groups of 3, and then putting a line through each complete group when a unit has been returned. So this is how 8 losses (a catastrophe!) would look, before and after recovery of two units:

> Before: III III II   After: ~~III III~~ II

Note that the "fractions" carry over, so the player is 2/3rds of the way to another return.

10. An escarpment hexside (34.14/35.14) near Lake Hula is not completely rendered (it lacks the brown layer).

11. For Combat Unit Recovery, an "appropriate" HQ is one meeting requirements of OCS 13.5a.

12. Hex 24.27 should be a Clear hex. Ignore the terrain sliver north of the river in this hex (an exception to the normal rule about "nubs").