

Operational Combat Series: Consolidated Errata and Clarifications

4-07 Sicily (2 Aug 13)

1. Off Map Holding Boxes are unlimited ports as well. This is an inference from 1.5a, but I wanted to make it absolutely clear. Also, the reference to 3.4 in 1.5a is bogus...it should point at a shipping rule which was moved into the series rules anyway, so disregard it.
2. Axis shipping can be used from these boxes to the available Sicilian ports (the restriction in 2.5a only affects the destination port, not the port of embarkation).
3. The Artillery Regiment of Napoli (1st Artillery Rgt) has "54" as its unit ID on the Move Mode side...this should be a "1" as well.
4. Note that the roll for Italian Coastal Artillery (2.6b) applies to both literal "fires" they do and "in the background" fires they do (such as the ALT).
5. The Alp G It Mountain Division costs the Axis player 2 VPs, just like the 29th PG early entry option.
6. The set up for scenario 5.4 calls for one more air base than was provided (oops), use any convenient marker or an air base from any other game in its place.
7. In scenario 5.5, the number of DUKWs should be 8, not 12 (reduce the DUKWs in B49.12 and B47.31 to 2 each instead of 4) and the level 1 airbase in B47.04 should be in B47.03. The Coastal artillery battalion in A25.02 should be in A25.03 (dry land is something they need).
8. In scenario 5.7, the 16 Inf Rgt (1 Inf Div) should not be listed as dead. II-HG Pz Bn should be listed as dead.
9. In scenario 5.8, the Italian Bedgni AG Bn should not be listed as dead. (It sets up in B26.09.)
10. The Rebuild Chart listing for "MG Co" (1/2x Pax) should be for "MC Co". "Glider Engineer Bn" should be "Para Engineer Bn". Add Coastal Bn to the 1x Pax list.
11. The counter manifest entry "95 Cav Bn (CCNN)" should be "95 Inf Rgt (CCNN)."
12. When playing Sicily using OCS v4.0, where aircraft start out on the map in interdiction replace them with Trainbusting Markers and the aircraft become Inactive.

Clarifications

1. Supply Sources. Keep in mind that ports don't function as supply sources when reduced to a cap less than 1 SP.
2. ALT Results. Units surviving a "Failure" result disembark. (It's like the "Mixed" result, just with more losses.)
3. Reinforcement Schedule. Yes, the 1 FJ HQ only arrives if playing with the variant in 4.3.
4. Engineer-Capable. All HQs and all units with the engineer symbol (including the 2nd US Armored Div's armored-engineer) are engineer-capable.

House Rule Options

1. Set-Up Change. Trainbusting markers that replace the "interdiction" locations (see errata) can be placed within 2 of the listed hex.
2. Off-Map Air Reduction (change). Roll a die for which off-map base must take an air loss: 1= Sardinia, 2= Rome(2), 3= Rome(3), 4= Naples, 5= Paglia, 6= Allied choice. If chosen base is empty, make it Allied choice. The air unit at the base taking the loss is randomly chosen.
3. Naval Release Points (addition). Use this rule and/or the OCS House Rule 14.4 to help the Allied navy survive using v4 rules. Air missions flown against ships in these hexes sometimes "get lost" and there is no combat (or flak) at all. Roll 1d6: the mission cannot find its naval targets (and must return to base inactive) on a roll of 1-3.