

# Operational Combat Series: Consolidated Errata and Clarifications

## 4-12 The Blitzkrieg Legend (13 Nov 14)

### Counters, Charts, Maps

1. The Dutch 5 RH Cav Bn should have a Move Mode AR of 2.
2. Several counters don't match the values listed in the setups. **The counters are correct** (the setups reflect late tweaks that we ultimately decided against, since testing had been done with the slightly different values you see on the counters).
  - BEF: 8-2-2 Inf Div (12, 23, 46). Not 9's.
  - Dutch: 6-2-2 Inf Div (Light, 4, 5, 6), 6-2-2 Inf Bde (A, CZ, Kil). Divs aren't 7's (7-3-3 for Light); Bdes aren't 5's.
3. The village in B25.08 should be 'Ettelbruck'.

### Rules

1. Allied Forts (1.2a Change). If the fort's printed strength is 8 or more, it now has 2 steps. The fort's first loss reduces the notional unit's combat strength by 1/2. (Place a hog marker of the appropriate level in the hex to remind players of the loss.) Note a Special Ops 'destroyed' result now inflicts 1 loss.
2. German Rail Limits (1.3a) **only** apply to RRs **in France**.
3. Allied RR Loops (1.3c) should have a northern-most eligible hex of A34.35 (not B34.35).
4. German Rail Cap (new 1.3d) is increased by 2 when both hexes of Liege are currently occupied by German combat units.
5. Air Repls (1.9b Change). The French and Germans CAN use Consolidation (OCS 13.9) of regular and surge planes.
6. Placement of BEF reinforcements is modified when BEF Evacuation is in effect. Always allow new arrivals (including units that successfully Breakout) to be placed in England.
7. BEF Evacuation (3.4), despite the rule's name, does **not** require the Allied player to actually evacuate the BEF! This event just triggers the listed reinforcements and special rules.
8. In option 4.3, use the lower of the two rolls (not the higher).
9. The Belgian Surrender rule (p. 8) contains references to "Holland" that should read "Belgium" instead. (Hopefully the copy-and-paste errors related to the similar rule for Dutch Surrender will be obvious.)
10. The Dutch Surrender rule (p. 8) has Roosendaal on the wrong map: it should of course be C5.30.
11. Do NOT apply BEF Mauling and Destruction (p. 8) unless the scenario uses Map A. Note also the current "in play" count **doesn't** include future arrivals (scheduled reinforcements and units awaiting return from a Breakout). Unfortunately, the printed rulebook's Play Note implies that **losses** should be counted, but of course what really matters are the steps **in play**. Useful info: the full-strength BEF

initially has 65 steps of combat units, and grows to 77 steps after all possible arrivals.

### Scenarios

1. Units can exit the map to score VP in some of the scenarios. Assume hex being entered costs 1/2 MP if exiting units follow a secondary road, or 1 MP if no such road.
2. In Scenarios 6.2, 7.1, and 7.2 some corrections are needed:
  - Add to special scenario rules: "Belgian breakdowns can't be deployed into Holland."
  - The hex for the variable placement '6' result for the Belgian 2 ChA should be B45.09 (not 45.08).
3. In Scenario 6.3 (and 6.4) there are 8 (and 21) possible city points. The rules incorrectly say there are 9 (and 22).
4. In Scenario 6.5's special restriction on the 2nd Arm Div, the 'blocked' reference is to OCS 13.6b situations.
5. In Scenario 6.6, the SW corner should be 32.24.
6. In Scenario 6.7 some corrections are needed:
  - French 20-3-3 Mtn Inf Div (29) is in A16.18 (not an 18-3-3 Mot Div).
  - Add 2 more units: French 18-3-3 Mot Inf Div (25) and 18-3-2 Inf Div (4, less 1 step) should be in A39.11.
  - The German divisions in A46.09 should be able to setup within 2 hexes, and the 31st Div in this group is a 20-4-3 (not an 18-4-3).
7. In Campaign 7.1 the French unit in A36.03 should be 3-3-2 MG Bn (1). (The unit does not have an MA of 3.)
8. In 7.1, 7.2, and 7.3 add 12 SP to the Allied and 18 SP to the German setups. These additional SP must be placed in airfields, no more than 3 SP per hex. The airfields must be in France for the Allied SP placement. In 7.4, add 18 SP to the German setup (Allies will get extra SP during their turn).
9. Mini-Campaign Arrival Schedules.
  - On 14 May, the French 20-3-3 Inf Div (14) arrives. (This unit does not have an MA of 2.)
  - The '6' Random Arrival on May 16 should be for **French** 18-3-2 Inf Div (32). (Not a BEF 18-3-3.)
  - Note 2 on Allied Schedule should say 'occupied by German combat units' instead of 'under German control'.
10. Campaign Arrival Schedules.
  - On 18 and 20 May, 7x German 18-2-2 and 18-2-3 divisions arrive. Only the Poliz, 293, and 299 are MA of 2; the 291, 292, 294, and 298 are MA of 3.
  - On 14 and 18 May, the French 20-3-3 Inf Div (14, 19) arrive. (These do not have an MA of 2.)
  - Note 2 on Allied Schedule should just be for units arriving at Map A Ports. When other reinforcements are physically blocked from their Entry Areas or specific edge hexes, just use OCS 13.6b.

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### House Rule Options for TBL

1. Opening Script Changes. Scenarios covering the campaign's opening can be modified with all or some of the following:

- The Germans automatically win initiative on 12 May.
- Always use Unbridled German Ops (4.3).
- All six of the Belgian ChA units setup in DG mode.
- In each 'zone' (South, Center, and North), allow one German infantry division and one German panzer division to multiply its MA by 1.5 on 10 May. This movement boost applies to any mode chosen.

2. Hipshoots (1.6 Addition). Also give the Hs-123 Hipshoot capability.