

# Operational Combat Series: Consolidated Errata and Clarifications

## 4-05 DAKII (13 Jan 11)

- In Scenario 7.4, 4-2-6 It Arm Bn (5 Med) and 3-4-3 It MG Bn (S.Maria) set up in the Old Box (not yet shipped over to Tripoli).
- In rule 3.6d, air units arrive active as per the series rules, 3.6d is incorrect.
- The CMA and CMI Italian Commando units arrive as reinforcements in August 1942. The CMI unit is incorrectly listed as coming in March and the CMA isn't listed. Both are optional units.
- The DAKII Axis Shipping Table was "over aggressively revised to compensate for the change to v3/v4 OCS (in other words, I applied an optional rule that should not have been involved). The following table corrects without the optionals in effect and makes a couple of modest adjustments to coastal shipping.

<b>Axis Logistical Charts and Values (revised)</b>												
<b>Cross Med Shipping (before Losses) &amp; Coastal Shipping Capacity:</b>												
1940	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
-	-	-	-	-	-	-	-	-	2-3c	1-1c	2-2c	2 <sup>2</sup> /2c
1941	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
1-1c	2 <sup>2</sup> /1c	4-1c	4-1c	3-3c	6 <sup>2</sup> /2c	3-1c	4 <sup>2</sup> /2c	4-1c	4-1c	4 <sup>2</sup> /1c	2 <sup>2</sup> /1c	-
1942	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
3-1c	3-1c	3 <sup>2</sup> /1c	6-2c	4 <sup>2</sup> /3c	2-2c	4-3c	3 <sup>2</sup> /3c	4-2c	4 <sup>2</sup> /2c	4 <sup>2</sup> /2c	-	-

Bold number indicates cross-Med shipping allowance per turn. Normal type number followed by a "c" is the Coastal Shipping allowance for the turn.

DAKII Adjustment below: The Axis player must deduct the listed amount from the month in any desired way provided the total deducted is correct.

(1) = Delete 2T (2) = Delete 1 SP (3) = Delete 2 SP (4) = Delete 4 SP

**Axis Rail Cap:**  
 Benghazi Area: 3T  
 Matruh Line (only if Axis Rail Stock shipped to Africa Random Event occurs): 2T

- The British 22 Gds Bde is marked only "22" on the counter, it can be differentiated from the regular 22 Bde as the 22 Gds has the 14 MA on the Move Mode side.
- In the Brevity Campaign Scenario, 7.07, delete the 155 Inf Rgt (Afrika) from the Old Shipping Box. It does not arrive until September, 1941.
- Italian Motorcycle companies and GAF companies can be rebuilt for 50% of a Pax each.
- Clarification: Coastal Shipping cannot be used to ship from ports in Sicily or Crete.
- When using the v4.0 rules with DAK, friendly units do not negate EZOCs to allow port operations. Being adjacent to an enemy port with a unit with a ZOC shuts down the port (even if enemy units occupy the hex) as they always have.
- A few other units suffer from "machine induced abbreviation" such as the 22 Gds in #4 above. These are: the 3rd Coldstream Bn (marked with just "3"), and the 107 RHA is just "107". Likewise the two RHA AT battalions in the Compass scenario are short the RHA indicator.

## Clarifications (both versions)

- Minefields. These extra movement costs are treated like "terrain" that **does** affect supply draw and throw.
- OCS 17.0d changes DAK in that bad weather no longer affects refit or forces air units to go inactive. As such, change effect of Sandstorms and Rainstorms to "no missions (or PZs) can be flown to or from affected maps."

## 4-05 DAK (1<sup>st</sup> Edition) (24 May 00)

- Not errata but... a) The two entries for C38.20 in several scenarios are **supposed** to set up in the same hex and b) The two identical lines on the Axis Variable Reinforcement Table are **supposed** to be that way.
- The rule regarding the road west from Sidi Barrani was updated with last minute information while the map entry was not—it becomes primary on 1 Dec 40 and is a road (not track) until then. The Map entry is incorrect, the rule is right.
- While the map differentiates cities into Minor and Major for historical purposes, they have the same terrain effects (both listed under the category of "City").
- The end of the sentence of the last paragraph of 3.11a should read "...and the turn's result is no effect." (For some reason the last phrase disappeared...)
- The Tripoli to Map Track rule (3.1f para h) says one exits Box 5 to get on the map, it should read Box 1.
- Historically, the Tobruk Command HQ was disbanded after Tobruk was relieved in Crusader. As an historical option, the player should remove this HQ two turns after the fortress is relieved (has road trace available) if a siege occurs. There is no requirement to do this.
- On the Map E Abstract, the distance from Cairo to D38.01 is 8 MPs (it is not listed).
- The Greek Campaign die roll description in 3.11b incorrectly states that the marker advances when the die roll is "greater than or equal to" the number in the Allied Order of Arrival. This should be "Less than or Equal to" and is correctly stated in the little description of the die roll on the Allied OOA (Vol II, page 35).
- On 1 May 41, the 2 RHA Arty Bn (Red) should convert into 2 RHA Arty Bn (Yellow).
- The 5 Ind Div Organic Truck should also be withdrawn on 1 Nov 41 with the two listed infantry brigades.

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11. Revise 3.1g (the Tobruk AT Ditch). The ditch does not exist at the start of the campaign. It comes into existence 1 Apr 41 (when the hedgehogs get their full value). While the Italians had dug the ditch before the campaign began, they allowed it to fill mostly with sand. It wasn't until the CW occupation that the ditch was cleaned out and fully functional.

12. To upgrade DAK to OCS v3/v4 standards, give a nominal Flak Unit (strength 3) to the port hexes of Tobruk and all Delta Ports if occupied by a Commonwealth unit. Benghazi and Tobruk have a nominal Flak Unit (strength 1) when occupied by an Italian unit and a nominal Flak Unit (strength 2) when occupied by a German unit.