

Operational Combat Series: Consolidated Errata, Clarifications, & House Rules

OCS v4.2 Clarifications & Errata (12 May 2017)

(This rulebook debuted with Tunisia II.)

4.2 Combined fractional barrage factors are rounded when determining with barrage column to use.

6.1g Note also that you cannot pause the movement of a stack to conduct an air mission.

6.2d & 9.3b Exception: City and village “nubs” should be ignored (use common sense). For all other terrain types, the “nubs” count!

9.10b The attacker always takes his result first. Do hard losses first and then options. Example E is emphasizing the fact that the attacker option is not ignored even when the defender is wiped out.

9.12c Change the wording at the end to: “A retreat must always end the full distance (as the crow flies) from the hex where it began, but does not have to be a straight line. Zig-zags are allowed, but then a retreat must be extended to reach a hex satisfying the ‘full distance’ requirement.”

12.6a Methinks there doth be a typo. (“3” not “thee”).

12.11b Typo (should be “Enemy combat units”).

13.3h is revised. Rail paths (13.3c) can only be traced into/through controlled detainable hexes. Control changes when a combat unit enters the detainable hex or when it is now **clearly** on the other side of the front line.

13.7(A) Typo (should be “reminder of Fueling”).

14.4 and 14.5 (clarification) Use of the term “non-phasing” was incorrect. Regardless of phasing, missions are subject to Flak in Step E (given 14.4a) and subject to Interception in Step D (given 14.4a and in a PZ).

OCS v4.1a Clarifications & Errata (6 Feb 2016)

(This rulebook debuted with Reluctant Enemies.)

5.10a In situation “D” there is a case reference (9.12e) that confuses some people. This should **not** be read as the only situation that will cause “bystanders” to become DG; situation “B” (that is, a DG due to it being the 2nd hex of a retreat) will also cause units not involved in a retreat to become DG.

6.2d Water terrain (such as along a coastline) is ignored if there is any land terrain along the hexside being crossed. Similarly, a unit can use the cheapest water-hexside cost, such as when a hexside is part lake and part river. Also add this important note: Rivers are intended to cover full hexsides so ignore nubs of land.

12.7 Note that Extenders cannot be used in games where these are not in the counter mix (always on the reverse side of 5-point transport units).

13.5f This was shortened, which led to an error. It should say that planes can be rebuilt at any airbase (the location of the HQ is not a limitation).

13.8b Only friendly units can make use of bridging effect.

14.9d The mention of Exploit Mode units being able to move before using Air Transport should be deleted. (They cannot be transported.)

18.1c Only allow Landing Craft to enter ports, coastal hexes, and estuaries. Larger ships can do so if game-specific rules allow this. (None currently.)

18.1d and 18.3d Delete reference to the auto-DG in a port. (No longer needed.)

18.4f An LST **must** unload before converting to a port, and since this is done before the LST-port is created its cargo cannot include SP and/or Transport Points.

OCS v4.0 Clarifications & Errata

9.14c Transport Point capture usually rounds up or down to full point increments (only round to token-size trucks if game’s counter mix includes them). SP capture (even when loaded on a Transport Point) should always round to tokens.

Examples of 25% capture on a 1-point loaded truck in various situations:

1. If there are no token-size trucks in the counter mix: 1T of supply is captured, and the entire truck point + 3T of supply escapes.
2. If there are token-size trucks in the counter mix: the capture/escape of both trucks and SP would be 1T/3T.
3. If it was an organic truck (which have no token-size replacements) being overrun, but otherwise same situation as #2: Capture a 1T generic truck + 1T of supply, but allow the organic truck to still escape with 3T on it. (Yes, an extra 1T of trucks has appeared due to “rounding.”)

9.14c Extenders collapse to within any hex within their special Draw Range, not the standard 5 mp +1 hex.

10.0a It takes at least 1 point to “get on the barrage table” (before shifts are applied). No 0-point barrages allowed!

10.0c Addition: Unspotted hipshoots are not allowed.

10.0e Even if a declared air barrage mission is completely aborted (so no roll on the Barrage Table), it still counts against the per-phase limit.

12.3d “Normal” weather is of the summer/clear variety. So ignore “abnormal” weather changes that increase costs (so supply paths can benefit from a frozen river, but don’t suffer from increased mud costs).