

Operational Combat Series: Consolidated Errata and Clarifications

4-11 Baltic Gap (20 June 17)

Components

1. There were some printing errors related to the “RE indicators” to the left of the symbol boxes on the Combat Mode side. Affected are the three multi-step SS units (missing the entire “RE indicator”) and Sheet 3’s Soviet rifle divisions (missing just the yellow color). Move Mode sides are correct.
2. There is no significance in the two different shades of yellow appearing on the armor-class units (it’s just a cosmetic mistake).
3. The map’s Turn Record Track should refer to scenarios 5.2 and 5.3 (not 6.2 and 6.3).
4. Change the 115 Rifle Div to 4-3-5 in Move Mode.
5. There are some potentially confusing hexsides where rivers run into lakes: E48.13/E48.14, E51.18/E52.18, and E56.20/E56.21 are meant to be all-lake.

Rules

1. The playtest credits should include Christophe Foley and Dominique Chupin.
2. It was left out of 1.1b that when control of Riga is split, the player controlling two hexes gets all 4 POP.
3. To clarify 1.3a and 1.3b, Königsberg and Entry G are the same location for rebuilds and cargo (both SeaCap and Air Transport from Luftflotte I). The same is true of Leningrad, Soviet Air Boxes, and their linked Entry Hexes.
4. To clarify 1.5a, Soviet flotillas are treated as LC for movement purposes, which means they can enter coastal hexes and move along estuaries (including the connection between Lake Peipus and Lake Pskov).
5. The last two paragraphs of 1.5b should read:
“After the event, German ships and shipping cannot move further east than Mazirbe (W45.24). Soviet ships and shipping can now reach Mazirbe, but can never operate west of that port.
“During any friendly Movement Segment, a German ship can spend its entire MA to move between Königsberg and any hex allowed by Saaremaa restrictions. Soviet ships can likewise move to and from Leningrad.”
6. Amend 1.6b with the following: “In addition to the normal Simulcast rules, mud reduces the MA of air and ground units to zero, so the only possible movement is by rail or sea. Also wait until both players have finished checking trace supply before changing any unit modes.”
7. Note that in 1.9, a “Step” result can be used to rebuild any type of combat unit in Dead Pile: artillery, tank, infantry, etc. Only restriction is the AR.

8. In 2.8#3 the reference should be to 2.7/3.7. In 2.8#4, the added organic trucks should be *unloaded*.

9. The second paragraph of 3.1 and the example should both refer to supply arriving at A-F and I.

10. Add to #5 to the list in rule 4.0: “When the Germans score a VP for POP count, immediately give the Soviets 2 SP at Entry A, B, and/or C. When the Soviets score a VP for POP count, immediately give the Germans 1 SP at Entry G. (Exceptions: Halve the amounts in 5.2 & 5.3; give no supply at all in 5.6 & 5.8.)”

11. No More Sudden Death. Don’t end a game when a 10 VP lead is reached. Keep playing until the bitter end or until one side concedes that defeat is inevitable.

12. No More Draws. If the game ends in the Draw range (that is, neither side has a 5 VP lead), count the game as a Marginal Victory for the player who won the last VP scored (even if the other side has the higher VP score).

13. The Play Note in rule 4.0 says there are 37 POP on the West Map. The correct number is 36.

14. On Soviet Arrival Schedule on page 37, the 15 July entry for 48 Gd Tk Bn should be for a 3-4-6.

15. On the Terrain Effects Chart, add asterisks to the Special Modifiers for Armor and Mech across Major River.

16. On the Soviet Supply Table, **each** Entry Area listed receives the given number of SP. If there are multiple Entry Hexes in a given Entry Area, such as the pair of Entry C locations, the indicated SP can be split as desired between the hexes.

General Setup Corrections

1. 14th Panzer’s III-36 AG Bn is incorrectly referred to in the setups as a Pz Bn. (It is a Stug Bn filling out the division’s panzer regiment.)
2. German assault battalions (16 and 18) are incorrectly listed as 3-4-3’s in all the scenarios. They are actually 4-4-3’s (the counters are correct).
3. Step losses in the setups to air units are always “distributed”. For example, in scenario 5.8 there is just 1 total loss on the 4x Gds Yak-9 (not 1 loss on each of the four counters).
4. The Red Estonian rifle divisions (7 and 249) that begin most scenarios in the Saaremaa Box are incorrectly listed as 8-3-3’s. They are 10-3-3’s (counters are correct).
5. The relative starting positions of 22nd Army and 3rd Shock Army were inadvertently flipped. The 150th Division (E20.03) is on the far left of this pair of armies; the 29th Guards Division (E30.03) is on the far right. To fix this error, in scenarios 5.1 and 5.3 exchange the five

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frontline divisions to the left of the 219th Division (E25.04) for the five to the right (player's choice on which division ends up where). Also switch the two HQ stacks (E23.03 and E28.02), and then move the 29th Tank Bde to a hex adjacent to the relocated 3rd Shock HQ.

Scenario 5.1

1. In E29.05 the Kruk Pol KG should set up with 1 loss.
2. In E23.08, the first listing should be 2 Corps HQ.

Scenario 5.2

1. Shift the 3-2-2 Lat Bdr Rgts in E10.25 and E10.27 to the group at E12.24. When fanning out, these Latvians must stay in Latvia!
2. In E7.18 the 10 and 12 Katy Bde are actually 48-1-1. Counters are correct.
3. In E9.07 the 8 Arty Div is actually a 54-1-2. Counter is correct.
4. German reinforcements arrive at Entry G unless otherwise noted.
5. The withdrawals on 15 August are an error.

Scenario 5.3

1. Withdrawals on 15 August should also include the 373 Gd AG Bn and the 37 and 239 Tank Bn.

Scenario 5.4

1. If playing as a campaign start (5.4b), add these German units at Parnu: (5)-2-0 Navy Flak Bn (712), 1 SP, and Level-1 Airbase.

Scenario 5.5

1. 12th Panzer Division (all units except the optional Truck) begins with the group at W8.21. It has an initial loss, per the scenario instructions.
2. The Germans should be First Player on 1 August (and deploy last).
3. The weather should be "Limited Flight" on 1 August.

Scenario 5.6

1. German reinforcements arrive at Entry G.

Scenario 5.7

1. 29 Tank Corps's mortar regiment (hex W22.15) should be the 271st (not 207th). Counter is correct.
2. 179 Rifle Div (hex W23.10) should be a 12-3-3 and sets up with no loss. Counter is correct.
3. 119 Rifle Div (hex W20.05) should be an 8-1-2 and sets up with no loss. Counter is correct.

Scenario 5.8

1. Add 3-3-3 SS Pol Rgt (9) and (2)-1-2 Lat HD Rgt (1) to the group at W32.09.
2. In W32.07 the 731 PJ and 751 PJ are a 4-4-5 and (3)-3-3. Counters are correct.
3. In W4.19 the 9 Arty is a 18-2-2. Counter is correct.
4. In W35.04 the 31 Inf Div is a 14-3-2. Counter is correct.
5. There is a redundant listing for the German reserve markers and SvGZ marker.
6. The 1st Shock Army group can setup within 3 hexes of hex W44.04.
7. Check to see which side controls Riga at the end of each turn. If the Germans do, the Soviets immediately get 2 SP at either W6.01, W27.01, or W37.01. If the Soviets do, give the Germans 1 SP at Entry G.
8. This scenario should begin in the second half of the 5 October turn. The Germans have already moved when the Soviet offensive begins.

House Rule Options

1. Rigid Soviet Fronts. Until Riga is captured, Soviet SP must remain within its Front Boundary, as defined below. Note SP *can* be drawn and thrown across these boundaries, and *can* be "looped" around boundaries when being transported (just so long as it doesn't end a phase in the wrong zone).

3rd Baltic: from 36.xx to 62.xx

2nd Baltic: from 21.xx to 35.xx

1st Baltic: from 1.xx to 20.xx

2. More Flexible Entry. Add a new last paragraph to 1.9a: "Soviet reinforcements on the south and north edges, including SP, can also be placed in the five edge hexes immediately *east* of the listed Entry (for example, Entry E arrivals can now appear between E1.25 and E1.30, inclusive). Likewise, German reinforcements along these edges can be placed in the five edge hexes immediately *west* of the listed Entry. Displace enemy units in this band of hexes as needed (to prevent 'walling off' of arrivals)."
3. More Flexible "Steps". Change the "Steps" replacement type in 1.10a to allow a combat unit of that AR or less to be rebuilt.
4. Port VPs. The strategic focus was on ports. When the Soviets first capture a major port, they roll a die. If the roll is $\leq 2x$ the port's full (undamaged) capacity, they gain 1 VP. Other rolls have no result.