

## Operational Combat Series: Consolidated Errata and Clarifications

### 4-04 Hube's Pocket (30 March 14)

1. Delete the reference to rule 3.11 in scenario 5. There is no such rule (it was eliminated in development).
2. In Scenario 1, add the following to the other two hexes listed for the 40th and 27th Armies (1st Column, toward the top of page 7): w/i 3 B17.28. This covers the troops at Kanev.
3. The 60th Army HQ should arrive on turn 15 (as listed on the Order of Arrival), it should not set up in any scenario before that turn.
4. In scenario 3, the setup for Group Steddmann is incorrect. The listed set up is w/i 3 B15.20 should be w/i 3 B15.21. Also, the pre-game weather in this scenario is intentionally different from the historical listing. The pre-game weather listed is correct.  
*Items 5-8 are designed for balancing issues. Using all of them at once will slant the game toward the Germans, use them sparingly (as options) to get the balance effect you want.*
5. The VPs for Reinforcing the flank do not apply to Sudden Death Victory, only to the end of the game victory determination.
6. All Organic Trucks are considered loaded at the start of all scenarios (this is in addition to the SPs already in the set up).
7. Alert Battalions: (Add) In lieu of a roll and VP expense, the German player can automatically (and for free) get one additional Alert Battalion on any turn in which there are four or fewer in play.
8. Rail Destruction: (Add) Before starting any scenario, each side can destroy any desired rail hexes on or behind their front. No units (or whatever) need to be there to do this, simply select and mark the hexes. [This option won't work in v4, which did away with damaging rail lines.]
9. The Russian air units available is missing from scenario 3. Use the list from scenario 2.
10. Soviet air is missing from Scenario 3 setup. It is the same as in Scenario 2 (and note more planes arrive GT#9).

### House Rule Options

1. Railroad Changes. Make the following changes for a more accurate rail net (not official errata, but recommended for purists):
  - A) There should be a single-track RR running north from Beridchev through Zhitomir and off the north map edge following the course of the road.
  - B) There should be a single-track RR running southeast from Zhitomir through Andrushev to Popelyna following the course of the road.
  - C) The RR running NE from Shepetovka becomes a Soviet trace supply source starting 15 February.
2. Terrain Effects Changes. During Light Thaw and Thaw turns the Truck cost of Open hexes is increased to 2 MP.