

Operational Combat Series: Consolidated Errata and Clarifications

OCS v4.2 Clarifications & Errata (23 Jan 2018)

(This rulebook debuted with Tunisia II and these changes should also be made to v4.1a, etc.)

4.2 Combined fractional barrage factors are rounded when determining which 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.”

9.12f Change the wording of the first sentence to: “A retreat cannot go through a hex that contained enemy combat units at the **start** of the combat (so no retreats through a hex vacated by an attacking unit’s loss or option).”

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 detrainable hexes. Control changes when a combat unit enters the detrainable 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).

14.5 The last bullet change is revised, reversing a change made in v4.2: If the interceptor won, **it is not considered to have flown a mission** and stays Active at the base from which it came.

18.1c Clarification: Movement along an estuary is meant to be an exception to the normal prohibition against crossing all-land hexsides.

18.5g Capacity can be exceeded to unload a single combat unit, per 19.0a.

19.0d Port Repair can only be done in Movement Phase.

OCS v4.1a Clarifications & Errata (6 Feb 16)

(This rulebook debuted with Reluctant Enemies, and these changes should also be made to 4.1, etc.)

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.

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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).

12.8 On the Attrition Table, only count the out-of-supply steps in the hex to see if the drm applies.

12.8a Important change: Units do not need trace supply on the turn they make an Air Drop.

13.2a A Transport Point can "pause" its movement to use loaded supply to pay for all kinds of fueling and construction/repair being done in that same phase. The "pause move" can never be used by a Transport Point to pay for upcoming combat (including overruns) or barrage costs.

13.3g RR Repair units are not restricted to merely pushing forward the railhead marking where standard and wide gauges meet; they can for example use Strat Mode to move ahead of the normal re-gauging to start working out in what is essentially the middle of nowhere. "No leapfrogging" is narrowly restricted to not having a second repair unit use rail movement on newly converted track to get into position to extend the converted track.

13.5a(1) A ZOC cannot be negated for rebuilds, so remove "un-negated" from second sentence.

13.6b Add a note that reinforcements can arrive by rail, per 13.3c#1.

13.8b The 2-hex radius is blocked if Truck MA to the hex in question would be impossible (due to prohibited terrain, enemy units, or ZOC).

13.8c An HQ can entrain itself (even though switching to Move Mode when moving by rail).

13.8b Construction and repairs are immediate (no need to wait until the very end of the phase). The same is true of captured ports and airfields: they can be used in same phase captured.

14.2e It has been noted that a player can essentially perform a fighter sweep during a barrage segment under the guise of a barrage mission. This is ok.

14.3d In Interception air combat, the Interceptor is treated as the non-moving player (so essentially neither side can voluntarily abort).

14.7d Unspotted Hipshoots cannot be made using Barrage vs Facility Table.

14.9d Ground units can change to Move Mode prior to Air Transport in Movement Phase, but cannot "flip" orientation during Reaction or Exploitation. SP cannot move before/after a mission due to "leapfrog" restrictions. Other ground units must be released reserves (or Exploit-marked) to move (and possibly attack) before/after a mission during Reaction or Exploitation — all other units being air transported in these phases essentially have an MA of zero (and cannot attack). Note that units moving before/after the mission in Reaction (and Exploit-marked units during Exploitation) have their MA halved twice, for a total of x1/4 MA.

14.9e Transport Missions are allowed to fly from Base X to Base Y, and from there to Base Z (where plane goes inactive). Cargo can be loaded at both X and Y (to full capacity of aircraft at both stops), and then be unloaded at both Y and Z. The range of the mission would be figured for whichever leg is longer. Base Y always a mission hex for flak purposes, and Base Z is too if any cargo is unloaded there.

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14.10b Important change: Drops that require Prior Planning can only be done in Movement Phase (so no need to plot an exact phase any more). See also the change to 12.8a.

18.3b The reference in final sentence should be 18.3g.

18.3c All LC in a stack are treated as “one individual ship” for target and DG purposes.

18.3d(A) After a hit, a target is marked DG. Note that if the stack is already DG, this will cause an extra loss (and then DG gets removed).

19.0a A port continues to function when enemy combat units or ZOC block the hexes that lie between it to the sea. Note that game-specific rules will sometimes override this.

20.0a Breakdowns can also be created during advance/retreat after combat.

21.7 “Separated by 3 or fewer hexes” means no more than 2 hexes in between the hexes occupied by the divisions.

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Dean's Gamey/Not Gamey List

1. Absorbing DG/Strat breakdowns into divisions in order for them to lose their Strat/DG status and/or possibly gain reserve mode.

Gamey, unless following the original rule intent (simplification, not advantage).

2. Absorbing breakdowns into divisions in order for them to lose their Low/No Ammo status for free.

Gamey.

3. Moving organic trucks by themselves in reserve mode to get the 25% movement boost.

Not Gamey.

4. Sending single units through a hole in the line to spot for barrages against enemy reserves.

Not Gamey

5. Putting a non-moving arty in move mode and barraging with the reduced token cost in order to know a hex's RE strength.

Gamey.

6. Putting a non-moving arty in Move Mode and barraging because that's all the supply you have on hand.

Not gamey... just the best the guy could do. It's obviously a fine line between this and #4 above.

7. Suicidal raids by units scheduled to be removed next turn.

Gamey.

8. When attacking with two units of equal AR, selecting the one about to be removed to take the loss.

Not gamey. Wasn't done intentionally like the banzai attack above.

9. Using your precious repls to rebuild the 6-5-8 panzer battalion that stays in theater the whole scenario, not the identical 6-5-8 that gets removed next month.

Not gamey.

10. Should a player take the time to see when a unit is going to be transferred off-map? Since transfers can come from the dead pile, it might be time for an overrun attempt. Is it OK to push recklessly hard with units that will be leaving next turn?

Gamey.

11. Satisfying withdrawal demands by removing units in pockets and/or OOS.

Not Gamey.

12. Is it OK to consolidate units from two formations, so that the units from the formation that is leaving are all dead and the living units are now all in a formation that is staying?

Gamey.

13. Is it acceptable to transfer infantry divisions with 1 step remaining rather than full-strength ones?

Not Gamey.

14. Is it OK to put virtually all the independent units that need fuel together under one HQ to save gas?

Not Gamey. Makes other parts of the front weak, but have at it.

15. In Case Blue it is actually quite easy to keep all the Russian AR4 units broken down into single steps so that they can cover the maximum number of units with lower action ratings (and not be eligible to be absorbed). Is that OK?

Gamey.

16. Is it ok to plan airdrop missions every turn on the off chance that the mission is needed? Or should one wait till the pocket is actually formed?

Gamey.

17. Can you use the Consolidation rule to transfer a full organic truck from one division in exchange for an empty one in another?

Gamey.