

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

4-03 Tunisia

1. The Charcoal trucks pay 2 MPs to load and unload (just like wagons).
2. Any large stacks created by reinforcement arrival during Mud turns are off limits to Barrage attack until the player has an opportunity to break up such artificial stacks in his first player turn after the Mud effects end.
3. (clarification) Rule 3.5a is correct; the 8th Army arrives with 6 SPs (plus those on organic trucks) on its turn of entry. The 3 SPs listed in the Order of Arrival are in addition to the 3 SPs the 8th Army gets every turn according to 3.5b.
4. In scenario 6, page 15, there should only be 2x B-25 available, not 3x. There are three B-25's in the game and the third one is in the Desert Air Force.
5. The Kasserine Pass campaign scenario starts with the Allies moving first, while the small Kasserine Pass scenario has the Axis moving first. Both are correct (but might cause confusion).
6. When using Tunisia and the v3/v4 OCS rules, give 2 intrinsic Axis Flak Points to both Tunis and Bizerte, [and 2 intrinsic Allied Flak Points to Bone](#).
7. When using Tunisia and the v3/v4 OCS rules, literal transport along a Low Capacity RR costs double rail cap.
8. KG Witzig is a 1/2 RE Battalion-sized unit.

Clarifications

1. Supply Sources. Keep in mind that only the listed ports — Tunis and Bizerte for the Axis, and Bone for the Allies — are possible supply sources. The others, even when their capacity is 1 SP or more, cannot be used for trace supply.
2. Reminder: OCS 17.0d means that Mud no longer affects refit or forces air units to go inactive.
3. Blocked hexsides. Full sea or lake hexsides are Prohibited. They are treated as "Lake Hexsides" (a partial lake or sea hexside has no effect). A few more of these "Lake Hexsides" are either unclear or should be added. Note the one crossed by a road allows attack at x1/4.
Map A: 17.25/17.26, 43.31/44.30, 44.30/44.31*, 48.29/48.30, 48.29/49.30, 49.24/49.25, 57.09/57.10.

House Rule Options

1. OCS v4.1 option 21.11 is recommended. Makes the small, vital Allied ports cheaper to repair and makes it harder for the Axis to build extensive fortifications around the two big ports.

4-04 Hube's Pocket (30 March 2014)

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.