

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

4-13 Reluctant Enemies (18 May 2014)

Starter Guide

1. There were a few errors which have been corrected with both an errata sheet and a complete revised booklet. These are on The Gamers Archive (they are not repeated here).

Clarifications

1. The TEC's "Note 4" is not needed. Per OCS 6.2a, road costs **always** trump the regular cost of hex and hexside terrain.
2. The counter mix for airbases is tight. Use the form on p. 48 of the series rules if you want to build more and don't have extras from other games.
3. This was a small campaign, so the counter mix includes 1T and 2T Truck/Wagon Points in addition to the normal variety that carry 1 SP or more. Within the counter mix limit, the various truck (and wagon) points can combine and divide much like supply points and tokens. Otherwise, these transport points are handled normally.
4. Note that Rail Caps are found on the Set Up Cards.
5. CW units that successfully Breakout (OCS 12.8e) return at Entry A, B, or C; Vichy units return at Entry 1, 2, or 3.