

Each Entry has the Date of LAST Revision:

OCS Series (ver 2.0i) (24 May 99)

1. RR Repair units can use rail movement through hexes repaired/converted in that phase, but such units cannot then be used to repair/convert rail hexes beyond that section of track. Such movement and repair constitutes leapfrogging.
2. An airbase can be repaired (to eliminate damage) one level at a time until the base is back to the highest actually built level it ever held (it cannot be improved beyond that limit in this way) by any 1 RE unit with the expenditure of 2T. There is no die roll for this method of repair. The repairing unit need not be engineer or attack capable - but it must be classed as a unit according to 3.1.
3. DG units **cannot** do recons.
4. If a breakdown regiment is stacked with a division capable of absorbing breakdowns (but not this one, due to action ratings, etc.), then the breakdown does not add to the combat strength of the hex. The breakdown becomes a 1-step, zero strength, zero action rating unit while it remains in the hex.
5. In situations where units must "eat off the map" (i.e. they cannot trace) pay 1T per 2 REs or fraction thereof. This is a change to 11.6d. 11.6d is dropped entirely and replaced with "Pay 1T per 2 REs (or fraction thereof)." In effect, the player is now paying as if 4 REs equaled a division under the old rule (eliminating the anomaly when multiple non-divisionals are present). It is also simpler to deal with. Change references to 11.6d and its effects in 11.6f and 11.6h.
6. HQs cannot use their draw and throw abilities while in Strategic Move or Reserve Mode.
7. When optional rule #4 Destroying Hedgehogs is used, no more than one level can be destroyed in a hex per turn, even if more than one "unit" is available (two if an engineer capable unit is in the hex).
8. Future reinforcements, and breakdown regiments which have not yet entered play in the normal manner cannot be "rebuilt" using Pax and Eq Repls before they do so.
9. The following require an attack capable unit to perform (and just so it is clear, units in Strategic Move Mode or in Reserve Mode are not attack capable, regardless of the counter's strength until they exit those modes): capture of an enemy Dump, Truck, Wagon, or airfield OR entry into an enemy controlled Hedgehog, Port, Village, Minor or Major City hex. "control" is defined here as belonging to the last player to pass a friendly attack capable unit through the hex apply common sense to those areas obviously behind friendly lines and so on.
10. "Breakdown" Regiments are infantry regiments marked with either "Brkdn" or no unit identification at all.
11. When using the v2.0i optional air rules, do not use 14.11 at all. Furthermore, the restriction on parenthesized air units entering hexes containing enemy air units is removed. Parenthesized air units still cannot be the attacker in air to air combat and are not, even if they entered the enemy air unit's hex.
12. The effects of rail Damage and Interdiction are the same (no effect on trace supply, RR cap costs x2), "damage" just lasts longer than "Interdiction."
13. The bracketed special modifiers needs to be explained in 9.4. The bracketed modifier applies to the attacker only, if the unit is defending, the modifier becomes x1 in all cases for that particular terrain type.

OCS Consolidated Optionals (24 May 99)

1. The change to the series rule regarding use of options needs one additional clause which you see here as the exception. It should read: 9.10a: Nobody is free from his option, even if the other side is destroyed, EXCEPTION: The defender is always free from his options if the attacker chooses to retreat.

OCS Series (ver 3.0) (7 Jul 02)

1. On the Transportation Equivalents list on the charts and tables (page 1), the final bullet gives the modified Rail Cap cost for moving through interdicted or damaged hexes. This is incorrect when it comes to damaged hexes, as they totally inhibit rail movement (as per 13.3e).

2. Delete 5.7h, Reserve Mode units can spot, provided they meet the other requirements for spotters (10.0e).

3. Delete the sentence in 10.0h stating that Air units conducting a Barrage are the only...air units subject to Flak. There are other cases where air units get "flak'ed", see 14.9.

4. In 15.0c part B), the flak rating is the air base level minus one, not the level itself (as it is in the other rules and on the tables).

5. DUKWs can only carry items that could be carried by air transport.

6. The OCS Standard Markers illustration on page 3 of the rules incorrectly displays an air base symbol for the Hedgehog example. A real hedgehog can be seen at the start of 16.0 on page 29.

7. The Barrage Air Mission examples at the top of page 26 uses the old flak table. The first two examples roll as a +0 roll on the Flak Table. In the third example, the flak roll is done +1 (for the HQ). All examples show the attacks as undeterred by flak, which is fine, but the method shown is from the old rules.

8. 4.1 Action C applies only to traces from detrainable hex back to the supply source. HQ's always draw and throw and trace with whatever MP type they happen to have on the counter (enemy ZOC's block Truck-based MP traces, do not block leg or track based, etc). (This makes all these rules

the same, regardless as to whether it is SP throw, or trace.)

9. Change the definition of Attack Capable units (4.8) to "Attack Capable units are ground combat units with an attack combat strength (non-parenthetical) of zero or more in their current mode.

10. Delete the last paragraph of 13.9 and replace with "See 14.1g for air units."

11. The index entry regarding Hedgehogs: Defender Options referring to rule 9.10d should not exist.

12. The entry on the Barrage vs. Facility Table explaining the AB result is in error in describing it as affecting only inactive air units. An AB result affects both inactive and active air units (as is the case in both rule 10.0j and the Air Unit Reduction Table).

13. Rail Conversion is listed in the index as being rule 12.3h. This should be 13.3h.

14. Just to clarify: 14.7b (Hip Shoots) currently reads: "Air units always hip shoot alone. Multiple air units cannot hip shoot in a single Barrage." Change this to: "Air units always hip shoot alone. Multiple air units cannot be in the barrage hex when a hip shoot is executed."
15. The example on Page 20 of supply throw tells you that the HQ at A provides its own detrainable hex, which it cannot as it is in Move Mode. The HQ must be in Combat Mode to do this (13.1b).
16. Disregard 14.1d (Straight-Line Air Movement). Instead, place air units on the desired target hex (of a barrage, air combat, base relocation, air transport, or interdiction) anywhere within the air unit's range limits (and other controlling rules). All air movements are limited to only one such target hex (even if the air unit is a fighter and has "left-over" range after executing an air-to-air combat, ignore 14.1b).

OCS Series (ver 3.1) (6 Jan 04)

1. On the Charts and Tables, the 14.9 Flak Point Determination fourth bullet should read "0 points (but DR still allowed), if..."
2. Delete the last sentence of 5.7g, there is no such restriction.
3. Add: 9.15g. Ground Units and Ships. When attack-capable ground units enter a hex containing a ship in port or in a coastal hex, the ships are destroyed.
4. 13.5c. Add "Air Replacements can also arrive at a friendly carrier provided its basing limit is not exceeded."
5. In 14.1c, subsection A, delete the sentence starting "Four air units (maximum) can move..."
6. In 14.10b, units being transported by air must be in Move Mode.
7. 18.4: If a BA fails, the landing craft are destroyed with the units.
8. 18.4 Delete the sentence "Do not roll on the ALT for any Beach Assault." Apply the following instead. Just before the execution of a BA Combat (in the Combat Phase), the defending player selects to use either the ALT or force a BA to occur (depending on which is seen as best for him). If the player chooses BA, execute the BA normally. If he chooses the ALT, there is no combat or combat supply cost. Roll on the ALT (using the target unit as a ZOC for the modifier if any). Regardless of the ALT result, the "defending unit" is automatically destroyed. The remaining landing units enter the coastal hex and cannot move further that phase. The defending player can choose either method, but the decision cannot be changed once made, it must be made before any dice are rolled or units exposed and each landing hex is handled independently.
9. 18.4. The player can choose to execute a landing using the ALT in the event that his pre-landing barrage destroys the target unit. In effect, the choice in #8 is mandated in this case to be the ALT.
10. 18.4. There is a hexside terrain that makes all units x1/2 when attacking in a BA. The defender can still choose the hex terrain, instead, for Special Modifiers should he so desire (the normal Special Modifier and the BA Special Modifier are not cumulative, select just one).
11. Change the last paragraph of 18.4a on page 41 to read: Do not make any ALT DRs for Landing Craft (any type) making use of a friendly operating Port with a capacity at least as large as the size of the Landing Craft.

12. In 18.0, Naval units can never enter a hex containing enemy land or naval units. Naval units cannot capture an enemy port (ground attack-capable units are needed to take control).
13. On table 9.15e (Air Base Capture & Air Unit Reduction Table), the table says to roll "dr" (one die), this should be "DR" (two dice).
14. When an enemy attack-capable unit is adjacent to a friendly supply source, that supply source is no longer functional and cannot supply any units. This effect cannot be negated by friendly units.
15. No friendly ground activity (unit movement, rail, trace of any sort) can be conducted in any enemy occupied hex (be it occupied by attack or non-attack capable units, trucks, SPs, airbases or what have you). This rule does not restrict Air unit movement nor does it inhibit the movement of units entering a hex to capture SPs, trucks, airbases as otherwise provided in the rules.

OCS Series Rules (v4.0) (21 July 2011)

1. Regardless of the ability to do unspotted Hipshoots, unspotted hipshoots cannot be done using the Barrage vs Facility Table (against things like ports, airbases and so on).
2. 13.5a seems to imply that with negation, units can be rebuilt in an EZOC in violation of 4.5a. 4.5a is correct, ignore the statement about negation in 13.5a part 1.
3. 13.Remove "un-negated" from second sentence of 13.5a(1). A ZOC cannot be negated for rebuilds.
4. Add to 14.7d: Unspotted Hipshoots cannot be made using Barrage vs Facility Table.
5. Add to 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.
6. Change for 14.10b: Air drops requiring Prior Planning can only be done during the Movement Phase (so no need to plan the exact phase).
7. The reference in final sentence of 18.3b should be to 18.3g.
8. Add to 18.3c: All LC in a stack are treated as "one individual ship" for target and DG purposes.
9. Add an exception to 20.0a: Breakdowns can also be created during advance/retreat after combat.
10. It takes at least 1 point to get on the barrage table (before shifts are applied).
11. Change to 12.8a: Units do not need trace supply on the turn they make an Air Drop.

4-01 Guderian's Blitzkrieg (Before 6 Dec 94)

1. The First Stab at Tula scenario's victory conditions for the Soviet player has the descriptions for Major and Minor flip-flopped.
2. The 3rd Motorized Division's MC Bn should have the same Move Mode values as any other MC Bn.
3. The Moscow Defense Hexes should be "close" terrain, not "very close."
4. In Scenario 7 and the turn 10 set up, The 19 Pz units should set up in hex A43.25, not A48.25.
5. The "1" unit referred to in the historical set ups as part of the 3rd Pz is the "1 Rec" unit.
6. Wagon load/unload costs in Deep Snow should be 1 MP (as is the case in Rasputitsa).
7. The Soviet "22 Mtrd Div" listed in scenario 2 should be the 220 Mtrd Div.
8. Optional: Count Soviet Tank brigades as 1/2 DSE for supply purposes. If this rule is used, they no longer count as free non-divisionals. This rule does not affect artillery, katyusha, and cavalry brigades which remain free non-divisionals paid for by the extra point.

4-02 Enemy at the Gates (6 Jan 04)

1. In scenario 4, the set up for D34.20 should read "16-1-1 Rum Arty Rgt (1Hvy)".
2. The 3rd Motorized Division's Motorcycle Bn is the 53rd, not the 58th as listed on the counter.
3. The 3rd Gd Pontoon Group comes in on Turn 6 (with its HQ).
4. The Germans setting up in scenario 9 (page 30) in hex C53.03 (the northern pocket hex) should be in hex C53.02.
5. None of the operations requiring Victory Point costs (Alert Bn rolls, variants, etc.) can be used in the small scenarios which do not have victory conditions using Victory Points. Unless allowed by special scenario rules.
6. The "12-3-3" Rumanian Inf Divs in the set ups are "12-3-2" Rumanian Inf Divs.
7. In scenario 6, the 11 Pz Div dead units are 1-15 & 2-15 Pz Bns.
8. The Panzer Regiment number for the 22nd Panzer Division was transposed&emdash;it should be "204 Pz Rgt" not "240 Pz Rgt."
9. In every scenario where the Stalingrad area is in play, the large Axis dumps near Stalingrad can set up in any hex at or within two of the hex listed. (This keeps Russian Arc Light strikes on the dumps under control...)
10. Enemy at the Gates used a different reduction scheme to show strengths on the back of air units than is correct for later series rules editions. For this game, use the front side only, and use strengths of (-1) Air to Air rating and x1/2 Barrage strength. The back of the air unit counters now serves no function. These air units in will be replaced by those in the 2000 Repls and Variants countersheet.
11. OCS v3.0 series rule 13.8 over-rides the rule in Enemy at the Gates which grants engineer capability to assault engineers. They no longer have this ability.

12. Elista can be used as a supply source for the Axis if the Axis controls D17.01 (existing rule...but add:) "and D17.01 can trace to another Axis Supply source via the rail line there."

13. The first player in each scenario is as follows: Scenarios 1 and 2 follow rule 1.4, Scenarios 3, 5, 6, 7, 8, 9 all have the Russians with the initiative on the first turn, roll normally thereafter. Scenario 4 has the Germans with the initiative on the first turn and rolls thereafter.

4-02 Enemy at the Gates Repl Maps (26 July 01)

1. Gumrak (Map C, near Stalingrad) is misspelled on the map as "gunrak".
2. The road leading NW out of Pavlovsk (upper left of Map C) lost its highlight color (it's just a plain black line). It is a road like the others (and like its extension onto Map A).
3. Nizhne-Chriskaia (D37.29) should be Nizhne-Chiraskaia.
4. While using these maps with EatG (i.e. before Case Blue is released), allow a w/i 1 hex set up freedom for all HQs in all set ups to account for any differences in road vs track movement rates if the HQ is found to be out of trace supply in its current location. If the HQ is in trace, the freedom does not exist.

4-03 Tunisia (28 April 06)

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. To upgrade Tunisia to OCS v3.0 standards, give a nominal Flak Unit (strength 2) to the port hexes of Tunis and Bizerte if occupied by an Axis unit.
7. When using Tunisia and the v3.0 OCS rules, the Low Capacity RR cost double rail cap (if ever used).
8. KG Witzig is a 1/2 RE Battalion-sized unit.

4-04 Hube's Pocket (29 Nov 99)

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.
9. The Russian air units available is missing from scenario 3. Use the list from scenario 2.

4-05 DAK (24 May 00)

1. (Not errata but might confuse) a) The two entries for C38.20 in several scenarios are supposed to set up in the same hex and b) The two identical lines on the Axis Variable Reinforcement Table are supposed to be that way. Why weren't these combined into single entries each? Wish I knew...
2. The rule regarding the road west from Sidi Barrani was updated with last minute information while the map entry was not—it becomes primary on 1 Dec 40 and is a road (not track) until then. The Map entry is incorrect, the rule is right.
3. While the map differentiates cities into Minor and Major for historical purposes, they have the same terrain effects (both listed under the category of "City").
4. The end of the sentence of the last paragraph of 3.11a should read "...and the turn's result is no effect." (For some reason the last phrase disappeared...)
5. The Tripoli to Map Track rule (3.1f para h) says one exits Box 5 to get on the map, it should read Box 1.
6. Historically, the Tobruk Command HQ was disbanded after Tobruk was relieved in Crusader. As an historical option, the player should remove this HQ two turns after the fortress is relieved (has road trace available) if a siege occurs. There is no requirement to do this.
7. On the Map E Abstract, the distance from Cairo to D38.01 is 8 MPs (it is not listed).

8. The Greek Campaign die roll description in 3.11b incorrectly states that the marker advances when the die roll is "greater than or equal to" the number in the Allied Order of Arrival. This should be "Less than or Equal to" and is correctly stated in the little description of the die roll on the Allied OOA (Vol II, page 35).
9. On 1 May 41, the 2 RHA Arty Bn (Red) should convert into 2 RHA Arty Bn (Yellow).
10. The 5 Ind Div Organic Truck should also be withdrawn on 1 Nov 41 with the two listed infantry brigades.
11. Revise 3.1g (the Tobruk AT Ditch). The ditch does not exist at the start of the campaign. It comes into existence 1 Apr 41 (when the hedgehogs get their full value). While the Italians had dug the ditch before the campaign began, they allowed it to fill mostly with sand. It wasn't until the CW occupation that the ditch was cleaned out and fully functional.
12. To upgrade DAK to OCS v3.0 standards, give a nominal Flak Unit (strength 3) to the port hexes of Tobruk and all Delta Ports if occupied by a Commonwealth unit. Benghazi and Tobruk have a nominal Flak Unit (strength 1) when occupied by an Italian unit and a nominal Flak Unit (strength 2) when occupied by a German unit.

4-05 DAKII (13 Jan 11)

1. In Scenario 7.4, 4-2-6 Lt Arm Bn (5 Med) and 3-4-3 Lt MG Bn (S.Maria) set up in the Old Box (not yet shipped over to Tripoli).
2. In rule 3.6d, air units arrive active as per the series rules, 3.6d is incorrect.
3. The CMA and CMI Italian Commando units arrive as reinforcements in August 1942. The CMI unit is incorrectly listed as coming in March and the CMA isn't listed. Both are optional units.
4. The DAKII Axis Shipping Table was "over aggressively revised to compensate for the change to v3.0 OCS (in other words, I applied an optional rule that should not have been involved). The following table corrects without the optionals in effect and makes a couple of modest adjustments to coastal shipping.

Axis Logistical Charts and Values (revised)

Cross Med Shipping (before Losses) & Coastal Shipping Capacity:

1940	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
	-	-	-	-	-	-	-	-	2-3c	1-1c	2-2c	2 ⁽²⁾ -2c
1941	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
	1-1c	2 ⁽²⁾ -1c	4-1c	4-1c	3-3c	6 ⁽¹⁾ -2c	3-1c	4 ⁽²⁾ -2c	4-1c	4-1c	4 ⁽¹⁾ -1c	2 ⁽¹⁾ -1c
1942	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sept	Oct	Nov	Dec
	3-1c	3-1c	3 ⁽¹⁾ -1c	6-2c	4 ⁽²⁾ -3c	2-2c	4-3c	3 ⁽⁴⁾ -3c	4-2c	4 ⁽²⁾ -2c	4 ⁽³⁾ -2c	-

Bold number indicates cross-Med shipping allowance per turn. Normal type number followed by a "c" is the Coastal Shipping allowance for the turn.

DAKII Adjustment below. The Axis player must deduct the listed amount from the month in any desired way provided the total deducted is correct.

(1) = Delete 2T (2) = Delete 1 SP (3) = Delete 2 SP (4) = Delete 4 SP

Axis Rail Cap:

Benghazi Area: 3T

Matruh Line (only if Axis Rail Stock shipped to Africa Random Event occurs): 2T

- The British 22 Gds Bde is marked only "22" on the counter, it can be differentiated from the regular 22 Bde as the 22 Gds has the 14 MA on the Move Mode side.
- In the Brevity Campaign Scenario, 7.07, delete the 155 Inf Rgt (Afrika) from the Old Shipping Box. It does not arrive until September, 1941.
- Italian Motorcycle companies and GAF companies can be rebuilt for 50% of a Pax each.
- Clarification: Coastal Shipping cannot be used to ship from ports in Sicily or Crete.
- When using the v4.0 rules with DAK, friendly units do not negate EZOCs to allow port operations. Being adjacent to an enemy port with a unit with a ZOC shuts down the port (even if enemy units occupy the hex) as they always have.
- A few other units suffer from "machine induced abbreviation" such as the 22 Gds in #4 above. These are: the 3rd Coldstream Bn (maked with just "3"), and the 107 RHA is just "107". Likewise the two RHA AT battalions in the Compass scenario are short the RHA indicator.

4-06 Burma (10 Mar 10)

- In Short Scenario 5 (Imphal): The two Japanese artillery battalions in A21.03 should be set up in A12.03. The 33 Eng-31 called for in the Japanese set up should be 33 Eng-33.
- For 1.11, B39.01 is also a Japanese RR supply source.
- For 3.5c, the definition of an "enemy" hex is found below the chart at the bottom of the page, not "above" as indicated in the rule.

4. In Short Scenario 2, Free Set Up: add B2.34 4-4-8 Tank Bn (7 Cav).
5. In Short Scenario 4, ignore the level 2 airbase at A41.35 as it is out of play.
6. In Campaign Scenario 1, add to the Japanese Free Set Up: Mandalay: 2x 1-1-2 Garrison, 8 SPs. In the Allied Free Set Up, change the 40 SPs with any Allied unit to 34 (so it matches the historical set up). Allied 3 VP per hex award, should read "along the Bhamo-Myitkyina fair weather road."
7. The two listings for the Chinese Artillery Bn (Chi) have the wrong values, the unit is the 3-1-2-1 as on the counter.
8. Campaign Scenario 2: Add to Japanese Free Set Up: Mandalay: 2x 1-1-2 Garrison, 8 SPs. Delete these from the "On any friendly RR or City hex" list.
9. Campaign Scenario 3, bottom of left column, page 30 add "Both Set Ups" below the asterisks. Move the 33 Corps HQ (Allied Free Set Up) from the "On any road hex..." group to the "On any friendly rail/city hex" group. Top right column of page 31, delete the "A" on the right side of the first list of units (A-77-3 is accounted for in the 4-5-3 Columns in the next list). Add to the Allied VPs on page 32, 3 VPs per hex of Ledo Road extends along Myitkyina-Bhamo Fair Weather Road east of the Irrawaddy River (matching Campaign Scenarios 1 and 2).
10. Both the Chindits and Galahad use TRUCK MPs for direct draw, only the Japanese can use LEG MPs for this.
11. The US 823 Engineer is treated as a Chindit (3.6) with one exception: it does not benefit from the special Forage Rule. This special unit can Cooperate (3.7a) with all Allied units.
12. Japanese Garrison units cannot build free hedgehogs according to the Stubborn Defense rule.
13. When using the OCS v3.0 transport equivalent's rule 4.10a, all units use the 1 RE equals 1 SP version, no units can apply 1 RE equals 2T.
14. The Ledo Road Building Table uses one die, not two, as stated on the table.
15. The ability of the Chindits to be diverted to the area west of the Chindwin (3.6b) is too easy on them. Allow no such diversion until the 8 April game turn. Furthermore, only the first two diversions cost 3 VPs each, additional ones cost 6 VPs each.
16. In Short Scenario 3, the Japanese Supply Source is B33.26, not B32.26.

4-06 Burma (2008 printing)(10 Mar 10)

1. The last sentence under Railroads specifies that Railroads cannot be destroyed or interdicted. The former is impossible under v4.0 and the latter should be "Train Busting" not interdiction
2. Just so it is clear, NO Train Busting is allowed in this game, railroad or not.
3. The US 823 Engineer is treated as a Chindit (3.6) with one exception: it does not benefit from the special Forage Rule. This special unit can Cooperate (3.7a) with all Allied units.

4-07 Sicily (27 Aug 08)

1. Off Map Holding Boxes are unlimited ports as well. This is an inference from 1.5a, but I wanted to make it absolutely clear. Also, the reference to 3.4 in 1.5a is bogus...it should point at a shipping rule which was moved into the series rules anyway, so disregard it.
2. Axis shipping can be used from these boxes to the available Sicilian ports (the restriction in 2.5a only affects the destination port, not the port of embarkation).
3. The Artillery Regiment of Napoli (1st Artillery Rgt) has "54" as its unit ID on the Move Mode side...this should be a "1" as well.
4. The Alp G It Mountain Division costs the Axis player 2 VPs, just like the 29th PG early entry option.
5. The set up for scenario 5.4 calls for one more air base than was provided (oops), use any convenient marker or an air base from any other game in its place.
6. In scenario 5.5, the number of DUKWs should be 8, not 12 (reduce the DUKWs in B49.12 and B47.31 to 2 each instead of 4) and the level 1 airbase in B47.04 should be in B47.03. The Coastal artillery battalion in A25.02 should be in A25.03 (dry land is something they need).
7. In scenario 5.7, the 16 Inf Rgt (1 Inf Div) should not be listed as dead. II-HG Pz Bn should be listed as dead.
8. The Rebuild Chart listing for "MG Co" (1/2x Pax) should be for "MC Co". "Glider Engineer Bn" should be "Para Engineer Bn". Add Coastal Bn to the 1x Pax list.
9. The counter manifest entry "95 Cav Bn (CCNN)" should be "95 Inf Rgt (CCNN)."
10. When playing Sicily using OCS v4.0, where aircraft start out on the map in interdiction replace them with Trainbusting Markers and the aircraft become Inactive.
11. Note that the roll for Italian Coastal Artillery (2.6b) applies to both literal "fires" they do and "in the background" fires they do (such as the ALT).

4-08 GBII (14 Jan 08)

1. The Russian 37 Mech Bde (1 M Corps) has its AR reduced to 2 on its Move Mode side. It should retain its 3, like the other Mech Bdes and not be reduced the way the Tank Bdes are.
2. In scenario 7.1, the German 8th Infantry Division sets up in both B19.28 and B18.26. It should set up in B18.26 and the 87th Infantry Division sets up alone in B19.28.
3. The NKVD Border Regiment rule (3.8) refers to an effect in 3.4. This is an obsolete rule reference and there is nothing in 3.4 that affects 3.8 in the final version.
4. On the Russian order of arrival for 12 Oct 41, delete the reference to a 25th Tank Bde. The 25th Tank Bde is a 7-3-6 (not the 6-2-5 listed) and it arrives on 15 Oct 41 instead. Furthermore, delete the reference to a 6-2-5 Tank Bde (25) in the dead unit lists in scenarios 7.2, 7.3 and 7.4.
5. In several of the scenarios the historical value of the German South option was not applied to the VP total needed to win. The best way to resolve this is delete the 20 VPs

from the South in 1942 option (1.10a part B). The scenario VP totals work correctly without the extra 20 VPs as that would apply to any of the scenarios where the south option occurs, and something like it would have to be applied to the ones that don't.

6. On 22 Nov 42, the German OOA calls for the removal of 20-4-3 Inf Div (8). This should be 15-5-3 Jg Div (8) instead.

7. Ignore Frozen Small Lakes (1.1c) for Movement purposes. Use their terrain effects on combat as listed on the Terrain Effects Chart.

8. To clarify, rail artillery can move along rail lines like RR repair units (they do not need detrainable hexes).

9. MMD units can be converted into Guards air units like any other Russian air unit using the normal process.

10. Ignore the 203 Sec Bde (German) counter. The unit served in AGC west of the map and never arrives in play anyway.

11. In scenario 11 (6.8), you will need little maps D & E as well as the main maps A and B listed.

12. In the two Mars scenarios (6.8 and 7.8), there should be a wagon extender in B8.34 (with the LW HQ) and this extender draws off B3.28. The German units between A11.22 and A12.27 have just been compromised by the Russians just south of them and need to eat on map SPs, Tree Bark or withdraw to get back into trace. Lastly, remove from the Soviet dead unit list 12-2-2 Inf Div (32, 93) and 11-1-1 Inf Div (133) as they have been rebuilt already.

13. In scenario 7.8 (Mars Campaign Start), the Russian 12-2-2 Inf Div (280) is listed in both C52.25 and C62.26. C52.25 is correct. Also, 12-2-2 Inf Div (32) is both Dead and in B19.34, it should be in B19.34.

14. In scenario 7.6 (Operation Kremlin), the Russian 12-2-2 Inf Div (280) (apparently the "lost division") is listed in both C52.24 and C55.23. C52.24 is correct.

15. Eliminate the current Breakout Movement rule and use the OCS v4.0 version.

16. The Infantry Brigades in the 8th and 10th Tank Corps should read 3-3-16 like the other Mtrd Inf Bdes.

17. The 62nd and 87th Tank Bdes (7 Tank Corps) should read 3-2-14 like others of the same type.

18. Replace the Workers Alert units in GBII with the versions in CB. They should be 2-0-4 on their backs instead of 1-0-4.

19. All 3-2-2 Soviet Inf Rgts should have a Move Mode strength of 2, not 1.

20. The Führer PG Rgt (SS-R) should be part of the SS-DR version of the division.

4-09 Korea (17 June 08)

1. All the white UN units have truck MAs on combat and move sides. Two of these (Turks and Filipinos) should be Truck on their Move Mode sides. The other Move Mode values and all the Combat Mode numbers should be Leg MAs.
2. On the Terrain Effects on Combat Chart, Impassible and Frozen Lake Hexsides should read [1/3]* for armor.
3. In scenario 5.4, only ROK II Corps HQ and 1 SP are at C54.22 (there is no artillery there).
4. In scenario 5.6, the airbase at C59.23 should be listed under Communist Set Ups.
5. In scenario 5.10, the Dutch and 9 Rgt should be in C44.30.
6. In scenario 5.11, the Phillipine unit should be in B30.06.
7. The Amphibious Landing Table modifier for landing in 1951 should be "-2" (The map version is correct, the separate table is not).
8. The US 937 artillery unit should be a "Bn" on the counter, not a "Grp".
9. The Greek, Belgian and French UN units should each be "Bn" not "Rgt" on their counters.
10. The holding boxes for the CVGs on the map show them as level 3 Airbases. They are not airbases of any level, but rather follow their own basing/refit rules as per Korea rule 3.10.
11. The reference in 1.10 to series rule 4.10a should refer to 4.10.
12. For purposes of 1.11b, NKPA multi-step divisions count even if they are not full strength.
13. The railroads leading from 32.10 to 33.09 are only connected if the path 32.10 to 32.09 to 31.09 to 32.09 to 33.09 is all usable for rail movement.
14. When playing using OCS v4.0, UN Trainbusting is automatically successful (no roll) if not in a Communist Patrol Zone.

4-10 Case Blue (6 March 12)

Advertising errata, the advertising says 3640 counters, the correct number is 3500.

Consolidation with GBII & Set Up

1. On the little map layout diagram in the rules, maps J and H are switched.
2. Ignore the entry regarding the Hungarian Security Division (#4) in the Counter Consolidation list. The GBII unit and the CB unit match and both are correct. 3. Use the CB version of Workers Alert units, not those in GBII. The Russian player is limited to the 6 in the CB counter mix.
4. When combining CB's counters with GBII, do not use any unit that does not set up in the CB version of the scenario or doesn't enter via the CB version of the Order of Arrival.
5. Remove the Russian GBII unit 13-3-3 Mtn Inf Div (194) and replace all mentions of it (GBII only) with the 12-2-2 Inf Div (194) provided in CB.

Rules

1. For Russian Truck rebuilds (off their Variable Reinforcement Table), they can rebuild Truck Points that are either destroyed or captured. Place a Russian Truck Point into the Russian Dead Pile for each one the Axis captures to keep track of what is available.
2. For purposes of rule 1.8 and the entry requirements of reinforcements (especially the little paragraph at the bottom of page 4, middle column, regarding Case Blue alone), the rule deals with the requirements of actual "reinforcements" (newly entering units). Note that "transfers" are not controlled by 1.8, but instead apply note #6 from each OOA. For this rule, transfers are not considered to be reinforcements.
3. In rule 1.8, the hex given for Elista should be H16.19, not G16.19.
4. *Optional:* For each player's Variable Reinforcements, rather than use the modifier for not having all maps in play, roll one die independently for each repl awarded. 1-2 it goes to GBII, 3-4 to EatG, 5 to CB and 6 to the Main Effort map set. If it goes to a map set which is not in play, ignore it. If it falls on the map sets in play, the player gets it and can use it as desired.
5. *Increased Reason for the Germans to stay South of the Don.* In addition to the existing Variable Table double roll if there are Germans north of the Don in the area listed. The Russians are restricted to Level 1 or 2 Hedgehogs in the EatG or CB Map Areas unless the Germans set foot in the restricted area north of the Don. If they do, all bets are off. Exception: Map F (with Sevastopol) is exempt from this rule and can have any level of Hedgehog.
6. In the Historical listing of Strategic Victory Points, the campaign count is wrong in 1942. At the end of 1942, the Russians should have 4 SVPs and the Germans 3 SVPs. This carries over to the end of the campaign, so the last score should be a 6 SVP to 6 SVP tie, rather than the 5 SVP to 6 SVP tie listed.
7. Add to the Fortress rule (2.4): When a Fortress is declared, the German player can "issue" one of the units below to any German HQ which is out of trace supply, no more than one per HQ, in the HQ's hex. Furthermore, for every unit issued to an out of trace HQ, one of these units can be issued to an HQ which is still in trace. The units are: (3)-3-3 Kor Bn (531, 550, 580, 585, and 593). Add all of these units to the set up (with some German HQ) in all scenarios after 19 Nov 42. All will be on the EatG maps, three of them inside the Stalingrad pocket, two outside it.
8. For 3.3 The South Box, the 3 SP Port for the box exists for both the Black Sea and Caspian and can be used as two separate ports, one on each sea.
9. The requirements allowing the Germans to use ports in an area does not preclude the Russians from still using the ports they still hold, provided they meet their own requirements to use them (if any).
10. *Clarification:* 3.4e means that when a Gds aircraft gets killed, you don't have to rebuild it using your Air Repls off the Variable Reinforcement Table, you just select some other Air Unit to trade in their old aircraft for the newer Gds one. Do this like any other Gds Aircraft Exchange in the turn after the Gds aircraft is destroyed.
11. The Dark Blue lines on the map are either Sea Lines or Lake hexsides (depending on if they are on a sea coast or as part of a lake). They are impassible unless crossed by a road or frozen. Sea Lines do not freeze, Lake hexsides do.
12. *Clarification:* For the NKVD rule (3.5i), **all** options must be taken as step losses, including any that might be normally negated because the attacker retreats, etc. There is no case where this rule is applied yet a Russian option is not taken as a loss..

13. No Soviet Massive Assault is allowed before 1 Dec 41.

14. Add to 1.7: The Kerch Strait (marked with the striped pattern on the map) is considered part of the Black Sea; just north of this is where the Sea of Azov begins. When the Kerch Strait is frozen, ports in the Sea of Azov are never functional. Remember this when playing scenarios using just the EATG maps (Kerch is not on that map set).

Map

1. Map F: The RR should be extended into the hex with Sevastopol's port.

Counters

1. The Russian 5th Cav Corps does not have its Formation Marker. If you have GBII, you can use the marker from that game, otherwise it won't hurt to just ignore it.
2. The German 13 Corps HQ is a GBII unit that was not reproduced in CB.
3. Throw the German (1)-2-5 RR Bn (514) in the trash. It is not used and did not come East until 1945.
4. The Führer PG Rgt (SS-R) in the GBII repeats should be part of the SS-DR version of the division.
5. You do not need the Russian 226 Tank Bde, it is not used in the game (never sets up, does not arrive... and should not do so). Let it collect dust in the counter tray.

Scenarios

1. In **any** scenario featuring the German LAH Pz Bde, add the LAH Wpn Bn to the set up in any of the brigade's hexes.
2. In the Edge of the World Scenario (6.1), ignore the Russian reinforcement for 26 Sept 42 "68 Gd Arty Rgt". The 4-2-2 Inf Bde (49) in the same bunch is a GBII unit that was not reproduced in the GBII Repeats, use any 4-2-2 Inf Bde in its place.
3. The Rum Breakdown Regiments in scenario 6.2 should be 3-2-2. This affects hexes A26.07, A28.03, A29.04, and A30.03.
4. In scenario 6.1, ignore the 5 Oct 42 reinforcement 7-3-6 Tank Bde (52), it is already in play. Furthermore, the 5 Tank Bde (12 Oct 42), 43 Inf Bde (19 Sept 42), and 131 Inf Bde (22 Sept 42) are GBII units that were not reproduced in CB. Use any unit of the same value for this scenario. The listing for the 101 Jg Div on 12 Aug 42 should be the 111 Inf Div.
5. In scenario 6.2, the 2nd Rum Inf Div setting up in A30.07 should set up in A30.01. Add 14 Pz Div (I/36 and II/36 Pz Bn) to A36.02.
6. In scenario 7.2, 1 Oct 41 set up (South), A12.02 lists a 1-2-2 Latvian Pol Bn (22). The 9 Aufk Bn (9 Pz Div) setting up in A9.32 is an unrepeated GBII unit that leaves the map before it can move. Ignore both units. Add the Russian 12-2-2 Inf Div (73) to set up hex B20.23.
7. In scenario 7.4, the (5)-1-1 UR Bde (91) listed to set up in J43.35 is an unrepeated GBII unit. Use any Ur Bde in its place.
8. In scenario 7.4 and 7.6 (Axis info only), ignore the +1/4 GBII portion of Incoming SPs. Incoming SPs are "normal". The +1/4 GBII amount added to Railcap is, however, correct.

9. In scenario 7.8, ignore the 4th Pz Div (I/35 Pz Bn) unit in the dead pile, it was removed from play in June 42 and is a GBII unit anyway. Also, ignore the 14th Pz Div (4 PJ Bn), it comes on as a reinforcement in a few turns. Ignore the two Brandenburger Co (9/800zvb, 10/800zvb), they are unrepeated GBII units. Also, the Soviet set up for C2.31 on Page 74 is listed twice, you only need to set them up once.
10. In scenario 7.9, the turn length is 26, not 21. Also, the Germans win if they hold all three victory locations, the Russians also win if they hold all three of them. Any other combination is a draw.
11. On page 70 of Scenario book 1 (lower left hand corner), the units supposedly setting up "Near Voronezh" should set up at or within 3 hexes of Voronezh.
12. Note OOA entry # 5 regarding the 63 PG vs 63 Inf Rgt of the 17 Pz Div. Also, in scenarios 7.3, 7.5, and 7.7 the regiment is further miss-identified as part of the 18th Pz Div.
13. In scenario 7.11, add one I.16 and one SB.2 to the Russian air units at start. Also, ignore the relief portions of the Victory Conditions. The Russians win if they meet their conditions; the Germans win if they meet theirs. If both do, it is a tie. A relief merely helps the Germans meet their conditions, but has no "automatic draw" effect.
14. In any scenario not using GBII maps, ignore any dead Russian 12-0-4 Inf Div (101) (Red Symbol). That is a GBII unit (only) and should not be listed further south.
15. In scenario 7.14, the 7 Pz Div (6 PG Rgt) setting up in B45.35 is a GBII unit that missed getting repeated. It has the same values as the other regular Panzer Division PG Rgts.
16. In Scenarios 7.10, 7.11 and 7.12, the German Reinforcements affected by the Massive Assault and the scenario special rules are handled as follows: The Bf.109f transfer has already happened (and the aircraft has already been destroyed). The 337 Inf Div has transferred to GBII and sets up in any detrainable RR hex containing Axis units that can trace a path of RR hexes to the EatG maps.
17. In scenarios 7.11 and 7.13, add the following to the Russian Dead Pile: 22 Tank Corps (133, 173, 176, 182 Tank Bde, 22 Mtrd Inf Bde).
18. In scenario 7.12, ignore the 11 Gd and 12 Gd Divisions setting up in H48.11. They have been removed.

German OOA

1. The entry on 26 May 42 for the 6 Hun Inf Div lists the unit as a 7-3-2. The counter is correct, it is a 7-3-3.
2. The PG exchange for the 11 Pz Div on 1 Jun 42 should be on the GBII maps instead of the EatG maps.
3. The 102 Hun Sec Div transfer on 8 Jun 42 s/b from GBII, not EatG.
4. On 1 Oct 42. the transfer of the 1 Hun Pz Div (and the Bf110) should be from GBII to EatG, not CB to EatG.
5. On 8 Oct 41, the Organic Truck of the 9 Pz Div should transfer from EatG with the rest of the division.
6. The 26 Nov 42 German reinforcement 1-5-2 Fkl Pz Co (Abndrth) should enter EatG, not CB.
7. The 5 Dec 42 Reinforcements 7 and 8 LW Div arrive in EatG. If they are in the GBII Emergency Reinforcements, release them and transfer them to EatG. Otherwise, they are just normal EatG reinforcements.

8. In the 12 Dec 42 Transfer from GBII to EatG, the 63 PG Rgt in the 17 Pz Div should be the 63 Mtrd Inf Rgt version instead (the division does not upgrade to halftracks during the period of the game). Note that this also impacts several scenarios, 7.3, 7.5, 7.7, 7.10, and 7.14. In all cases, the 63 PG Rgt should be the 63 Inf Rgt. See also Scenario entry #10.

Russian OOA

1. The 12-2-2 Inf Div (203) schedule to transfer from CB to EatG on 19 Aug 42 should do that transfer on 1 July 42.
2. The 12-2-2 Inf Div (73) listed in the 1 Jun 42 reinforcements s/b a transfer from GBII to EatG.
3. The transfer of the 4-2-4 Tank Bn (212) from GBII to EatG on 29 Dec 42 should be just a EatG reinforcement.
4. On 5 June 42 the entry for 14 Tank Corps should be to EatG, not CB, likewise when it gets removed on 29 Aug it should be removed from EatG not CB.
5. The “removal all” applicable to the 22 Tank Corps on 5 Aug 42 applies to the units already in play, not the ones showing up that turn.
6. The 3rd Tank Army HQ transferred from GBII to EatG on 5 Jan 43 is a GBII unit that was not reproduced in CB. It has the same values as the other Tank Army HQs.
7. The 2-4-4 Cav Rgt (1 Sep) should transfer from GBII to EatG on 12 May 42 and then transferred from EatG to CB on 1 Oct 42.
8. The transfer on 26 June 42 for the 5 Gd Tank Bde and 2 Gd Inf Div is in error. Delete it. They transfer in July and the entries there for them are correct.
9. 15 Nov 42 add “CB-Remove: 4 Gd Cav Corps (11 Gd, 12 Gd Cav iv)” likewise, when this corps gets transferred to EatG on 15 Jan 43, there should be no reference to the 11 Gd or 12 Gd Cav Divs.

4-11 Baltic Gap

See PDF
