

Included in the boxed edition: (dated 4 April 78)

[16.2] (clarification) The Allied Player receives Victory Points for exiting up to a maximum of *three* U.S. mechanized divisions. Mechanized infantry divisions (i.e., infantry divisions with trucks) may be exited for this purpose. Exited units (including Truck Units) may *never* be brought back on to the map.

COBRA ERRATA

(as of 31 January 78)
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Post-publication playtesting has indicated the need for the following corrections and clarifications.

Counters:

Correction: The 10/10ss should start in hex 3205 (not hex 3206). The Canadian 3rd Div. should start in hex 3504 (not hex 3505).

Clarification: The 101ss, 102ss, and the 503 2-12 units are the three German Tiger Tank battalions and are worth one point for victory purposes.

Reinforcement Track:

Clarification: All Allied reinforcements during Game-Turn Two enter during the Mechanized Movement Phase. There are no German reinforcements during Game-Turn Two.

Weather Table:

Clarification: The weather during the entire first Game-Turn is clear. At the beginning of the second German Weather Determination Phase, the weather is determined by rolling on the *Clear* column.

Rules:

[6.25] (*correction*) All fractions are rounded up.

[6.47] (*clarification*) This rule comes into effect the moment one Allied unit is exited off the southwest mapedge.

[6.91] (*correction*) "*During his Replacement Phase,*" should replace "*during his Mechanized Movement Phase,* after all his movement is completed . . ." The Sequence of Play is correct.

[6.91] (*addition*) He may also place it on a reinforcement which is entering during that game turn.

[9.77] (*addition*) A retreating unit must be retreated as far away (in hexes) as the combat result indicates from the hex which it occupied

when the combat or overrun was resolved. If this is not possible, the combat result must be satisfied by taking step losses.

[10.25] (*correction*) German units must be within the Command radius of *one* Headquarters unit to utilize the bonus on both attack and defense.

[10.26] (*correction*) The American Headquarters unit may grant its combat bonuses if any unit involved in an attack is within the Command radius.

[10.29] (*addition*) For supply and retreat purposes, Headquarters units do not negate enemy ZOC's in the hex they occupy. Headquarters units may not be moved into an Enemy ZOC.

[14.1] (*correction*) German reinforcements enter *east* of hex 4101, not west.

[16.1] (*correction*) The German player gets one VP for each infantry "regiment" exited. "Division" is incorrect.

[16.2] (*correction*) Victory Points for exiting U.S. mechanized units should read: Up to three U.S. Divisions may exit the southwest edge of the map for Victory purposes.

1 VP for each U.S. armored regiment or brigade that exits the west edge of the map, hexes 0123 through 0134, on Game-Turn Seven.

2 VP for each U.S. armored regiment or brigade that exits the southwest mapedge on Game-Turn Six.

4 VP for each U.S. armored regiment or brigade that exits the southwest mapedge on Game-Turn Five.

6 VP for each U.S. armored regiment or brigade that exits the southwest mapedge on Game-Turn Four or before.

[16.3] VICTORY POINT SCHEDULE

After the Victory Points are totaled at the end of the game, Players subtract the German total from the Allied to determine the level of Victory.

<i>Level of Victory</i>	<i>Differential</i>
Allied Decisive	+ 31 or more
Allied Operational	+ 21 to + 30
Allied Marginal	+ 11 to + 20
Draw (Historic Result)	0 to + 10
German Marginal	- 10 to - 1
German Operational	- 20 to - 11
German Decisive	- 21 or less