

## **Cobra III errata and clarifications as of 2010.**

1. Variant Counters not used in any current scenario of Cobra (future use to be determined): 3 units of the 4<sup>th</sup> German Pz Div, the FJVSS commando Bn, the 507<sup>th</sup>, 654<sup>th</sup>, and 505<sup>th</sup> Tiger Bns.
2. Clarification: the original Cobra scenario setup is printed on the counters-with the exception of the new Flak units (1<sup>st</sup>, 30<sup>th</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 7<sup>th</sup>, 32<sup>nd</sup>, and 932<sup>nd</sup>) which have hex numbers and turn arrival numbers printed on them but are used for the Campaign, Buildup, and Alt Cobra scenarios only. For the AltCobra scenario, use the locations shown on the setup chart. The KG266, KG265, KG343, 6FJ/91, and 2, 3, 4, 7 Flak units are not included in the Original Cobra scenario.
3. The AltCobra Scenario represents the frontline the way it actually was for that start date and the unit positions have been corrected and set up in a manner that takes into account how players might have been playing the game had they started at an earlier date using the new game mechanics. The setup for this scenario is listed on the setup chart in the back of the rules. If you are playing Alt Cobra go with 3507 for the 102SS Tiger Bn. If you are playing the Old Cobra scenario, the unit should be in 2806. The 6AL/6AB (66 is wrong) is in 3903 if you are playing AltCobra, otherwise it goes in 3903 at reduced strength for the Original Cobra scenario. 19.1 says "Consult the Set-up chart under the Cobra Break-out heading..." but it should say "under the AltCobra heading".
4. The Pz Rgt of 21<sup>st</sup> Pz Div is the 22/21 (although historically it was the 100/21).
5. The 15/5FJ sets up in 0608 map A for the Original Cobra scenario.
6. LXXXIV Korps HQ sets up in A1606 for the Buildup and Campaign scenarios, not B1606.
7. Clarification: The 27<sup>th</sup> Brit Armored Bgde enters during the Allied mech phase of turn one. This is after the Allied combat phase of that turn has been concluded.
8. The Brit airborne should be dropping as follows: 3/6 drop hex is 3905 and the 6AL is 3803. The 5/6 still drops in 3902.
9. The 2<sup>nd</sup> Ranger Bn may land stacked with either the 1<sup>st</sup> or 29<sup>th</sup> Divisions. It stacks for free with any US division. The two units are considered one for the purposes of Landing Attrition.
10. Ignore the hex numbers printed on the 82<sup>nd</sup> and 101<sup>st</sup> airborne units for the Original and Alt Cobra scenarios - those numbers are the drop hexes for the

Buildup and Campaign scenarios.

11. The 331 German division has two regiments that are backprinted as 1-9's. Shouldn't affect game play.

12. Clarification: the red numbers on the Allied Trucks is the turn of entry.

13. The 32LW regiment designation is duplicated in the 16<sup>th</sup> and 17<sup>th</sup> LW divisions. Doesn't affect gameplay.

14. The US 79<sup>th</sup> Division starts in A0302 at reduced strength for the Original Cobra scenario.

15. Map A is the map with the larger area and Map B is the map with the reinforcement tracks. North on both maps is directly upwards (the hexside with the hexnumber closest to it). It is the arrow labeled "one" on the scatter diagram on map B. The road should not exist in hex 0323 Map A and the river in that hex continues through the hexside to the sea.

16. There is only one weather phase per turn, and that occurs at the beginning of the German turn. If no Storm has occurred on GTs 1-6, turn 7 is automatically Storm. Also, if you are playing the Campaign game, turn 15 weather is rolled for- it is not auto Clear.

17. Clarification: Delay units can only be placed during the regular Movement phase of the German Player turn. They should also not be placed behind Allied frontlines-they are defensive in nature.

18. Clarification: Shifts work like this: first determine the Odds column normally. Anything over 10 to 1 is a 10 to 1. Then determine the overall difference in shifts between the attacker and defender and apply to the Odds column you located at the beginning. Example: The Allies are attacking and have 12 points attacking a German unit with a strength of one. The 10 to 1 column is used. Let's say the Allies have four total shifts and the Germans two. This results in the Odds staying on the 10 to 1 column. If the Germans had four shifts and the Allies two, then there would have been two overall shifts applied to the odds column in favor of the Germans and the 8 to 1 column would be used.

19. Command radius of an HQ is the parenthetical value of the HQ units. Command radius is like the old game-EZOCs block it and not influenced by any terrain, but the path cannot be traced through impassable (all-sea for instance) hexsides. The printed value for the radius is never increased or decreased for any reason. HQs recover automatically from being inactive during a friendly replacement phase if they are in supply.

20. Clarification: Dead units cannot be rebuilt.

21. Clarification: The allies lose VPs for commando units still on the map after GT7, so ideally, you should withdraw them before GT8.

Added since August 7<sup>th</sup> 2008:

1. Clarification: Overrunning units must take any first hit as a step loss - even if the result is a split result.
2. The 102<sup>nd</sup> Cavalry Rgt (US) arrives on GT 2 at Omaha Beach or on GT16 when just playing the Cobra scenarios.
3. Clarification: Every unit involved in a combat must have taken at least one step loss before a second step loss can be inflicted on the same unit.
4. Clarification: The rule for rounding combat strength is that you halve each unit individually (rounding up) and then add the strengths together.
5. The Beach Shift markers are all removed at the end of GT2.