

## Cobra Boxed Edition Errata (26 Sept, 2022)

**Map A, Turn Record Track, GT 16:** (In Mech Phase) applies to US reinforcements not German.

### Counters:

8.3 should note that the British independent armored brigades are the 4, 6Gd, 8, 27, 31, 33, & 34 independent Armored Brigades. The 4, 33, & 34 have a star on the counter to remind the players that these brigades halve their combat strength when not stacked with a British infantry division (8.3). The 6Gd, 8, 27, & 31 should also have the star.

### Rules:

#### 2.3.2 Unit & Marker Types

List should show British Armored Infantry Brigade.

#### 5.1,e, 3) Movement Restrictions

##### Important note at end of sub-paragraph should read:

If the destination was a Caen city hex the 4<sup>th</sup> Brigade could move into it because ZOC do not extend into Caen city hexes (7.0).

#### 5.2 Mechanized Units

b) should read: All Allied armor, armored infantry, armored cavalry, and all headquarter units are considered mechanized.

#### 5.4 Overrun

**Third important note last sentence should read:** The last sentence of the important note should read: In addition to the restrictions in 5.4h), overruns conducted during advance after combat cannot be conducted into bocage hexes

#### 5.7 American Trucks

d) Change d) to read: A US mechanized division possesses all the abilities and characteristics of a regular mechanized division, it may be moved during the Mechanized Movement Phase; however it may only conduct one overrun per phase (5.4).

#### 10.3 Lines of Supply

To clarify: add the following sentence to first sentence of 10.3: All hexes/hexsides (other than those listed below) count as one hex.

The lettered paragraphs should be a) thru f) (c) is missing)

#### 17.3 b) First sentence should read:

All standard rules and those listed in the following sections are in affect.

#### 17.3.2 Allied Landing Phase, Step 4: Beach Defense, 3)

Exception should read: **Exception: Apply only one shift for Bocage.**