adjacent to an already existing fortress or defense zone hex; fortress counters cannot move and are eliminated in any retreat result.

Fortress unit deployment is strictly regulated; each hex of the five landing beaches must either have a fortress unit or its zone of control deployed in an adjacent hex. Only then can the other fortress units be deployed elsewhere, within any two hexes of the north coast of Normandy.

Allied units in a hex adjacent to a fortress unit can be attacked by the fortress unit can be attacked by the fortress unit; however, the fortress unit can attack only one hex per turn. Fortress units have an offensive and defensive strength of 20. Immediately prior to each game turn, the Allied player can make three special carpet bombing attacks on fortress units only. On a die roll of 1-3, the fortress unit is eliminated.

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Official COBRA™ Game Errata

STANDARD GAME RULES John Alsen was inadvertently left out of the new edition COBRA™ Game playtest credits.

[2.0] How to Play (The German Player Moves Again) *(correction)* After any and all German attacks have been resolved, the German player can move any of his mechanized units a second time, up to their full movement point allowances. As in the first movement phase, a German unit that *begins* in an Allied zone of control can be disengaged, and a unit that is moved into an Allied zone of control must stop and cannot be moved any further. Unlike the first movement phase, the German player *cannot* conduct any overruns during the second movement phase. After the German player has completed all movement, his turn is over.

[2.0] How to Play (The Allied Player Moves Again) *(correction)* After all of his attacks have been resolved, the Allied player can move any of his units a second time, as did the German player. Allied mechanized units can be moved up to their full movement point allowance, except for the British and Canadian infantry divisions, which can be moved up to two-thirds of their movement point allowance (6 movement points). The Allied player's turn is now over, and one entire game turn has been completed.

[6.26] *(correction)* If a unit that has not expended *any* movement points in a given movement phase finds that, for whatever reason, it has insufficient movement points to move to an adjacent hex, it can move to that hex anyway, unless the new hex is in an enemy zone of control. A unit can *never* move out of an enemy unit's zone of control unless it has sufficient movement points to do so — see case 6.6. In other words, units can always move at least one hex, regardless of movement point limitations, unless they are in enemy zones of control.

[9.21] *(correction)* All units in a given hex must be attacked as a single defense strength. The defender cannot withhold a unit under attack. Different units in a hex cannot be attacked separately, nor can one unit be attacked without involving the other units in the same combat.

[9.34] *(correction)* The *bocage country* is delineated on the map by a brown tint. Any unit defending in a clear or light woods hex in bocage country has a defensive benefit of one column shift to the left.

[11.0] Supply *(correction to last sentence of Procedure)* To be *in supply*, a unit must be able to trace a *line of supply* to a *supply source*.

EXPANSION SET RULES

[4.0] Initial Set-up *(addition)* NOTE: In some cases, the boxes on the British and US Reinforcement Displays contain a symbol to indicate that units in those boxes must or else may undergo Landing Attrition when they enter the game. Units with a large dot in their box enter via a beach hex and *must* undergo Landing Attrition during step 6 of the landing phase. Units whose boxes contain a smaller dot are Commando units which must undergo landing attrition only if they land on a beach hex. Units containing a triangle inside a circle must undergo a check to see if they scatter before undergoing landing attrition. In this regard, note that *all* three boxes containing Paratroop units should contain a triangle surrounded by a circle. Also, the X2 box for Utah Beach should *not* contain a dot. The US 90th Infantry Division entering on game turn X2 does *not* undergo landing attrition.

[17.0] The Battle of the Build-up *(correction)* In Exception 3 of this section, Carentan should be listed as hex X2120. The five hexes of Cherbourg should be listed as: X1207, X1307, X1308, X1208, and X1407.

EXPANSION COUNTER SHEET

The German 326th Division (XX) is incorrectly shown as a regiment (III) on the front of its counter.

The British 5th Guards Brigade is incorrectly shown as the 15th Guards Brigade.

The German LXXXIV Corps unit's deployment should be hex X1606, not plain 1606.

The German 10/10SS unit's deployment is missing; it should appear on the unit's back (depleted) side as "X8E."

EXPANSION SET MAP

The supply head symbols were left off the map. There should be a standard supply head symbol [◑] on the "supply head" and "beach" entries of the Terrain Key and in the following hexes: all beach hexes (X2315, X2415, X3118, X3218, X3318, X4018, X4119, X4219, X4319, X4620), three Cherbourg hexes (X1207, X1307, X1407) and the ports of Barfleur (X2207), St. Vaast-La-Hogue (X2209), Grandchamps-les-Bains (X2717), Carentan (X2120), Isingy (X2619), and Port-en-Bessin (X3418). An easy way to remember which hexes are supply heads is that all beach hexes and all hexes for which supply head counters are provided fall into this category.

The marsh terrain shown in hexes X2919-X3019-X3120 is incorrect; these hexes contain no marsh terrain. Instead, hexes X2920-X2819-X2719 should contain this marsh feature.

Hexes X0707 and X0808 contain hills.

Hex X0908 contains light woods.

Hex X0709 contains light woods and bocage only. There should be no hills in this hex.

Ignore the "x3 VPs" indication in the Allied Withdrawn Units Box. The VPs awarded for withdrawing these units are, indeed, variable as detailed in the rules.

A number of units are missing from the US Reinforcement Display. These units and their turns of entry are: turn 1, US 5th Infantry Division; turn 2, CCA of the US 4th Armored Division; and turn 3, CCA and CCB of the US 6th Armored Divison. ☐ ☐