COBRA

[1.0] INTRODUCTION

Cobra is a regimental/divisional scale simulation of the Allied break-out from the Normandy peninsula in the summer of 1944, which culminated in the encirclement of some 160,000 German troops in the "Falaise Pocket." Each Game-Turn is equivalent to three days of real time, and each hex represents a distance (across) of 3.2 kilometers.

[2.0] HOW TO PLAY THE GAME

The Players Set Up Their Units
Prior to the actual start of play, each Player places his units on the game-map. Each unit that is supposed to be on the game-map at the start of play has the number of the hex in which it belongs printed on it. Units that do not belong on the game-map at the beginning of the game are reinforcements, and have the number of the Game-Turn during which they arrive on the map printed on them. Reinforcements may be placed on the Turn Record Track.
The German Player Determines the Weather
The German Player rolls the die and consults the Weather Table to determine if the weather is clear, overcast, or stormy during his Player-Turn. The worse the weather, the better for the German Player, as it limits the effectiveness of Allied Air Power.
The German Player Incorporates Replacements
The German Player may strengthen a maximum of one mechanized and two infantry units that have incurred losses with replacements.
To receive replacements, a unit must be in supply and at least three hexes away from the nearest Allied unit.
The German Player Moves
First, the German Player checks to see which of his combat units are in supply. The German Player traces supply directly from his units to the eastern edge of the game-map. Those units which are out supply may be moved only half their normal Movement Point Allowance and are also halved in combat. After determining which of his units are in and which of them are out of supply, the German Player begins to move them. The German Player may move as many of his units as he wishes in any Game-Turn. Each unit may be moved up to a certain maximum of hexes, which is dependent on the particular unit's Movement Point Allowance (printed on the unit) and the type of terrain in the hexes which the unit is moved through. The printed Movement Point Allowance of the German units may be reduced, depending on the status to the weather. Any reinforcements due the German Player may be placed on the game-map and moved. Should the German Player move any unit into a hex which is next to a hex containing an Allied combat unit, he cannot move that unit any further, as he has moved his unit into an Enemy Zone of Control. If a German unit begins the Game Turn in an Enemy Zone of Control, the German Player may disengage the unit by moving it directly into a hex which is not in an Enemy Zone of Control at a cost of two Movement Points in addition to the normal terrain cost of the hex. While he is moving his units, the German Player may decide to attempt to Overrun Allied units.
Any German mechanized division may be utilized to attempt an Overrun, at a cost of three Movement Points. If the Overrun works and the Allied unit(s) has to be retreated or is eliminated, the German Player may continue moving the mechanized division up to its full Movement Point Allowance. An Overrun is considered be part of movement, although it resembles combat.
The German Player Attacks
After the German Player has moved all of the units that he can or wishes to move, he may resolve any combats which he chooses to initiate. He may have any of his units attack Allied units which are in hexes adjacent to his own units, He does not have to initiate any attacks. Any of his attacking units which are out of supply attacks at half their printed Combat Strength. On the other hand, if all the German units involved in an attack are within Command Radius of a Headquarters unit that is in supply, the combat odds are improved. Also, if all the regiments of a German mechanized division are in the same hex, the Combat Strength of those units are doubled. Taking these factors into account, for the first of his attacks the German Player adds the Combat Strengths of all of his units that are involved and compares it to the total strength of the defending unit(s). He then converts the ratio of these totals to a simplified odds statement, such as "1 to 1" or "2 to 1" and rolls the die. Cross referencing the result of the die roll with the Combat Ratio on the Combat Results Table, the Players determine the outcome of the attack. The results obtained on the Combat Results Table dictate which units involved in the combat have to either take a loss or retreat. Players subtract losses and/or retreat the losing units as called for. If the German Player wins the combat, he may advance his victorious units into any vacated hexes. The German Player then proceeds to resolve his other attacks, one by one, in any order he chooses, until he has resolved all attacks he wishes to initiate.
The German Player Moves Again
After any and all German attacks have been resolved, the German Player may move any of his mechanized units a second time, up to their full Movement Point Allowance. As in the first Movement Phase, a German unit which begins in an Allied Zone of Control may be disengaged, and a unit which is moved into an Allied Zone of Control must stop and may not be moved any further. Unlike the first Movement Phase, the German Player may not conduct any Overruns during the second Movement Phase. After the German Player has completed all movement, his turn is over.
The Allied Player Determines Weather
The Allied Player rolls the die and consults the Weather Table to determine the weather for his Player-Turn and the number of Air Points available.
The Allied Player Receives Supply Points
The Allied Player adjusts the Supply Point Markers on the Supply Track to indicate how many additional Supply Points he has accumulated during the current Game-Turn. The Allied Player must expend Supply Points when he conducts attacks.
The Allied Player Incorporates Replacements
The Allied Player may strengthen any number of units that have incurred losses with replacements. To receive replacements, a unit must be in supply and be at least three hexes from the nearest German unit.
The Allied Player Mechanizes American Infantry Divisions
The Allied Player may deploy his Truck markers on top of American Infantry divisions to indicate that those units have been mechanized. Truck markers may be deployed on any American infantry division in supply. A truck marker deployed onto a unit remains on that unit indefinitely, until either the unit is retreated as a result of combat or the Allied Player decides to re-deploy the Truck marker during a subsequent Game-Turn.
The Allied Player Moves
The Allied Player checks to see which of his units are in supply. Allied units trace supply directly to the northern edge of the game-map between hexes 0101 and 3701, inclusively. The Allied Player then moves his units as did the German Player, except that the Movement Point Allowance of Allied units is never affected by the weather (i.e.,they are not affected by the Allied air forces which are harassing the Germans when the weather permits). Allied mechanized divisions. (only), including any mechanized American infantry divisions, but excluding the British and Canadian infantry divisions — can be utilized to conduct Overruns if the Allied Player wishes.
The Allied Player Attacks
After he has finished moving his units the Allied Player may conduct attacks against German units that are in hexes adjacent to his own units. Allied attacks are resolved in the same manner as German attacks. Allied mechanized divisions (only), including mechanized American infantry divisions, but excluding the British and Canadian infantry divisions, are doubled in Combat Strength if all the regiments comprising the division (for armored divisions) are in the same hex. For each attack he executes, the Allied Player must expend one Supply Point. The total number of Allied attacks is also restricted by Command Limits.
The Allied Player Moves Again
After all his attacks have been resolved, the Allied Player may move any of his mechanized units a second time, as did the German Player. Allied mechanized units may be moved up to their full Movement Point Allowance, except for the British and Canadian mechanized infantry divisions, which may be moved up to two-thirds of their Movement Point Allowance (6 MPs). The Allied Player's turn is now over, and one entire Game-Turn has been completed.
In Summary
The Players will find it helpful to keep an eye on the Sequence of Play (4.0) as they play through the game. The series of actions described in this Section are executed as explained, in general for thirteen Game-Turns, After the thirteenth Game-Turn is completed, the game is over, and the Players refer to Victory Conditions to determine who has won. Experienced Players should see the summary of the rules in Section 17.0.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

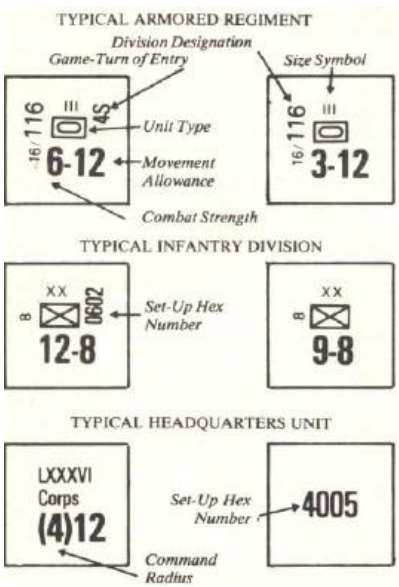
The 22'x 32' map sheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle. It also displays the Terrain Key and the Turn Record Track.
A hexagonal grid is superimposed over the terrain features printed on the map sheet in order to regularize movement and positioning of the playing pieces. To make the map lie flat, backfold it against the creases. Small pieces of

masking tape may be used at the corners of the map to hold it taut.

[3.2] GAME CHARTS AND TABLES
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Weather Table, and the Turn Record/Reinforcement Track.

[3.3] THE PLAYING PIECES
The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by that piece. These playing pieces will hereafter he referred to as I 'units."

[3.31] How to Read the Units



Unit Designations are the actual historical identity numbers of the units. Divisions have but one number, while each regiment has both the number of the regiment and the number of the division of which that regiment is a constituent part printed on the counter. (The number top the right of the slash is the number of the division,)

[3.32] Unit Types Front

Players will note that most units in the game are back-printed, such that they have one Strength Value on the front, and a second (weaker) Strength Value on the back. When a unit that has its. stronger side face-up takes a combat loss, it is flipped so that its weaker side is showing. See Case 9.6, Explanation of Combat Results.

[3.33] Unit Sizes
II battalion , III regiment , X brigade, XX division.

[3.34] Unit Values
Combat Strength is the relative strength of a unit when attacking or defending, Note that Combat Strength may be affected by the supply status of a unit, or whether it is part of an integrated division, or whether it is executing an Overrun.
Movement Point Allowance is the maximum number of Movement Points that may be expended by a particular unit when it is moved during a Movement Phase by the owning Player.
Command Radius is the maximum number of hexes away from a combat unit a Headquarters Unit may be and still be able to affect any combat that unit is involved in.

[3.4] PARTS INVENTORY
A complete game of Cobra includes the following parts: One 22" by 32" game-map. One rules folder One Sheet of die-cut counters. 200 pieces(printed front and back). Game box and coversheet assembly or ziplock bag and cover sheet (not included in subscription edition). Plastic die (not included in subscription edition).

[4.0] SEQUENCE OF PLAY

Cobra is played in Game-Turns. There are thirteen Game-Turns in a complete game, and each Game-Turn is composed of two Player-Turns. The Player whose Player-Turn is in progress is called the Phasing Player. Each Game-Turn proceeds strictly in accordance with the following outline.
No action or function contrary to the Sequence of Play is permitted.
A. German Player-Turn
1. German Weather Determination Phase: The German Player rolls the die and consults the Weather Table (6A8). The condition of the weather determines whether or not the German Player will be able to move his units up to their full Movement Point Allowances, and if not, to what extent they will be restricted for his current Player-Turn.
2. Replacement Phase: the German Player distributes replacements to any units that are eligible, up to a maximum of one Panzer unit and two infantry units.
3. Initial Movement Phase: The German Player moves any or all of his units in accordance with the rules governing their movement. He may also conduct Overruns. He also places on the game-map and moves any reinforcements that are due him, as listed on the Turn Record/Reinforcement Track printed on the game-map.
4. Combat Phase: The German Player conducts any attacks against Allied units in hexes adjacent to his own units that he wishes.
5. Mechanized Movement Phase: The German Player may move any or all of his Panzer, Panzergrenadier, or Headquarters units, as he wishes. These units may be moved regardless of whether or not they were moved during the Initial Movement Phase. No other units may be moved during this Phase. Overruns may not be conducted.
B. Allied Player-Turn
1. Allied Weather Determination Phase: The Allied Player rolls the die to determine the weather for his current Player-Turn; this will affect the number of Air Points he may employ against the Germans in his Combat Phase.
2. Supply Phase: The Allied Player adjusts the American Supply Points and British/Canadian Supply Points markers on the Supply Points Track to reflect the addition of whatever Supply Points he receives during the current Game-Turn (printed on the Turn Record/Reinforcement Track on the game-map).
3. Replacement Phase: The Allied Player distributes replacements to any eligible units and deploys, or re-deploys Truck markers to mechanize US infantry divisions.
4. Initial Movement Phase: The Allied Player may move his units, bring in reinforcements, and conduct Overruns.
5. Combat Phase: The Allied Player executes any attacks he chooses to against German units, expending one Supply Point for each attack he conducts.
6. Mechanized Movement Phase: The Allied Player may move any or all of his mechanized units. No Overruns may be executed during the Mechanized Movement Phase.
C. Game-Turn Indication Inter-Phase
The Allied Player advances the Game-Turn Marker one box on the Turn Record/Reinforcement Track to indicate the end of one Game-Turn and the beginning of the next. Once thirteen Ganie-Turns have been completed, the game is over, and the Players determine who has won.

[5.0] INITIAL SET-UP

Each German and Allied unit that has a hex number printed on it is placed on the game-map, hex number face up, in the hex corresponding to the number. Players will note that some units (mostly German) start with their weaker Strength Value face-up. This is a reflection of the battle of attrition that has been raging for some time as the game begins. Units that do not have a hex number printed on them are reinforcements. These are placed to the side for the time being.
The Allied Player places the US Supply Points Marker in the "0" box of the Supply Points Track and the British/Canadian Supply Points marker in the "3" box. The German Player places the Game-Turn Marker on the first box of the Turn Record/Reinforcement Track to signal the start of Game-Turn One.

[6.0] MOVEMENT

GENERAL RULE
During a Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. Each unit may move as many hexes as desired as long as its Movement Point Allowance is not exceeded in a single Phase. Only mechanized units may be moved in a Player's Mechanized Movement Phase; all of a Player's units may be moved in his Initial Movement Phase. Mechanized units may be moved in both Phases.

PROCEDURE
Move each unit individually, tracing the path of its movement through the hexagonal grid. Once the Player's hand is removed from the unit, movement is considered completed.

CASES
[6.1] HOW TO MOVE UNITS
[6.11] During a Movement Phase, all, some or none of a Player's units may be moved. No other units may be moved. Combat may not occur in this Phase; however, Overrun, a form of combined combat and movement, may take place in the Initial Movement Phase only (6.5).
[6.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each Clear terrain hex it enters; other terrain costs more than one Movement Point to enter or cross. These effects are summarized on the Terrain Effects Chart (6.8).

[6.2] MOVEMENT INHIBITIONS AND PROHIBITIONS
[6.21] A unit may never enter a hex containing an Enemy unit.
[6.22] A unit must stop upon entering an Enemy-controlled hex (see Section 8.0). Once a unit has

been moved into an Enemy Zone of Control, it may not be moved out of it during that Movement Phase. A unit that begins a Movement Phase in an Enemy Zone of Control may be disengaged from that Enemy Zone of Control (see 6.6, Disengagement).
[6.23] A unit may not expend more Movement Points than its total Movement Point Allowance in any one Movement Phase. (Note that all mechanized units have two Movement Phases, and may expend their full Movement Allowance in each Phase — with the exception of British and Canadian infantry divisions.) A unit may not "save" Movement Points for another Game-Turn, nor may unused Points be transferred to another unit.
[6.24] Units may move only during Friendly Movement Phases(s), although there may be some movement as a result of combat, in terms of advances and retreats. These are not considered "movement" and do not require the expenditures of Movement Points.
[6.25] Units that are out of supply (11.0) have their Movement Allowances halved. dropping all fractions.
[6.26] 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, unless that unit is in an Enemy Zone of Control, it may move to that hex anyway. (A unit may never move out of an Enemy unit's Zone of Control unless it has sufficient Movement Points to do so [see Case 6.6].) I In other words, units may always move at least one hex, regardless of Movement Point limitations, unless it is in an Enemy Zone of Control.

[6.3] MECHANIZED UNITS
[6.31] All German Panzer, Panzergrenadier, and Headquarters units are considered Mechanized.
[6.32] All American and French armor and cavalry units are considered Mechanized. The American Headquarters unit is considered mechanized.
[6.33] All British, Canadian and Polish armour and infantry units are considered mechanized.
British paratroops are not considered mechanized.
[6.34] Although American infantry divisions are not normally considered mechanized, the Allied Player has a limited capacity to convert such units to mechanized (see Case 6.9, American Trucks).
[6.35] All mechanized units pay mechanized Movement Point costs when entering hexes (see the Terrain Effects Chart, 6.8). This includes mechanized American infantry divisions.
[6.36] Although British and Canadian infantry divisions are mechanized, they may only be moved up to two-thirds of their Movement Point Allowance during the Allied Player's Mechanized Movement Phase (6 Movement Points).

[6.4] EFFECT OF WEATHER (ALLIED AIR POWER) ON GERMAN MOVEMENT
[6.41] The Movement Allowances of German units are dependent upon the weather.
[6.42] During the Weather Determination Inter-Phase of each Game-Turn, the German Player rolls a die and refers to the Weather Table (6.47) on the game-map. The Weather Table indicates whether the Weather for the remainder of the Game-Turn is to be "storms," "overcast," or "clear."
[6.43] If the Weather is "storms," all German units may move at their full, printed Movement Point Allowance; no modification is made to German units' Movement Point Allowances.
[6.44] If the Weather is "overcast," all German units have their Movement Point Allowance reduced by one-third; in other words, the Movement Point Allowances of all German units are multiplied by two-Thirds (2/3). Since all German units' Movement Point Allowances are multiples of three this should present no difficulty.
[6.45] if the Weather is "clear," all German units have their Movement Allowance reduced by two-thirds; in 'other words, their Movement Allowances are multiplied by one-third (1/3).
[6.46] Example: A German unit with a printed Movement Allowance of "6" would have a Movement Allowance of 6 if the Weather is "storms;" 4 if the Weather is "overcast;" and 2 if the Weather is "clear."
[6.47] Starting with the Game-Turn after the Game-Turn in which the Allied Player satisfies the requirement to move forces off the western edge of the game-map (see Case 16.2), the effect of the weather on German movement is adjusted such that in "stormy" and "overcast" conditions the German Player moves his units up to their full Movement Point Allowances, and in "clear" conditions he moves them up to two-thirds of their printed Movement Point Allowances.
[6.48] Weather Table (see map)

[6.5] OVERRUN
During an Initial Movement Phase, and only during an Initial Movement Phase, the Phasing Player may attempt to Overrun Enemy units. For game purposes, Overrun is considered a function of movement. Only units with Divisional Integrity (see Case 7.2) may conduct an Overrun, Only one division can participate in a given Overrun.
[6.51] To conduct an Overrun, the Phasing Player, in a Friendly Initial Movement Phase, moves his division adjacent to the target hex. All of the units of the division conducting the Overrun must be in the same hex. All of the units of the division conducting the Overrun, must then expend three Movement Points to attack all Enemy units in the target hex. All terrain rules and supply rules are in effect. Supply state is judged at the instant of Overrun. If, as a result of the Overrun, the Enemy hex is vacated, the Overrunning Player must then move all the units of his overrunning division into the vacated hex (however, see Case 6.52). There is no cost for moving into the vacated hex. The victorious Overrunning units may then, if they so desire, continue normal movement if they have any remaining Movement Points and are not then in an Enemy Zone of Control. The division may conduct one more Overrun in that Movement Phase if it has the necessary Movement Points.
Exception: US mechanized infantry divisions may conduct only one Overrun per Initial Movement Phase.
[6.52] If an Overrun attack fails to dislodge the Enemy units from the hex, the Overrunning units may not move any further in that Movement Phase. Overrunning units do not move into a vacated target hex if the combat result is a "split" result (they may stay in place and take the loss, however). A split result stops movement for the affected units for the remainder of that Phase. Any combat result where the attacker/Overrunning unit must take a loss or retreat halts its movement for that Phase.
[6.53] Units may never Overrun across Major river hexsides.
[6.54] All units conducting an Overrun against an individual target hex must start the Movement Phase in the same hex, in supply. Individual Overruns may be conducted against more than one unit, but all these units must be in the same hex. A division cannot simultaneously conduct an Overrun against more than one hex. A given defending unit, or stack of units, could conceivably be Overrun a number of different times in the same Phase by different divisions.
[6.55] A unit conducts an Overrun at face-value Combat Strength (not the doubled value afforded by divisional integrity in the Combat Phase).
[6.56] When conducting an Overrun attack, Players may ignore the Zones of Control of units which are exerting influence on the hex from which the Overrun attack is coming. That is, they may occupy the target hex if the Overrun is successful regardless of other Enemy ZOC's. However, if a Friendly unit finishes an Overrun in an Enemy Zone of Control, it may not move any further in that Movement Phase; although it may conduct another Overrun on an adjacent hex providing it has the necessary Movement Points.
[6.57] Units conducting Overruns may not conduct "advance after combat" (see Case 9.8); they can move into the vacated target hex, but may not move further without expending Movement Points, Remember, Overrun is movement, not combat.
[6.58] If the overrunning units are destroyed or retreated, the defender does riot advance into the vacated hex.
[6.59] A US mechanized infantry division may conduct no more than one Overrun per Initial Movement Phase. All other eligible German and Allied divisions may conduct no more than two Overruns each, per Initial Movement Phase. See also, 12.3 Command Limits.

[6.6] DISENGAGEMENT
[6.61] During any Movement Phase in which a unit may normally be moved, that unit may be disengaged from an Enemy Zone of Control at a cost of two Movement Points in addition to the terrain cost of the hex the unit is moved to,
[6.62] A unit that disengages must be moved from a hex in an Enemy Zone of Control directly to an adjacent hex not in an Enemy Zone of Control. Units may not re-enter any Enemy Zones of Control at any time during the Movement Phase in which they disengage.
[6.63] A unit that a Player desires to disengage must have sufficient Movement Points to expend to disengage (i.e., a unit lacking sufficient Movement Points to be moved out of an Enemy Zone of Control and into any adjacent hex may, therefore, not be moved at all; note that this is an exception to Case 6.26).

[6.7] SPECIAL TERRAIN (Bocage, Major Rivers, and Roads)
[6.71] A unit can never be moved into any hex in bocage country at a Movement Point cost of less than two, except if the unit is being moved along a road (see Case 6.73). In effect, in bocage country and light forest hexes cost all units 2 Movement Points to enter. Note also that bocage affects combat (see Case 9.34).
[6.72] A unit cannot be moved across a Major river into a hex which is in an Enemy Zone of Control unless (a) the hex is occupied by a

Friendly unit, or (b) the Enemy unit exerting the Zone of Control is not adjacent to the river.
[6.73] A unit that is moved into a hex through a hexside crossed by a road expends only the road movement cost to enter that hex. In other words, units may be moved along Minor roads at a cost of 1 Movement Point per hex and along Major roads at a cost of 0.5 Movement Point per hex.
[6.74] impassable Hexsides are those that are either totally covered by sea or coded with an 'impassable' bar symbol. Such hexsides completely block movement, supply, combat, command, and Zones of Control.

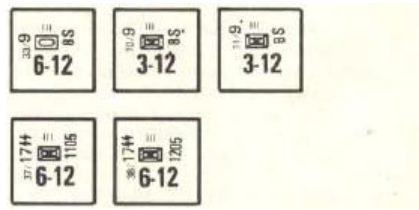
[6.8] TERRAIN EFFECTS CHART
(see map)

[6.9] AMERICAN TRUCKS
[6.91] During his Replacement Phase, after all his movement has been completed, the Allied Player may mechanize as many American infantry divisions as he has available Truck markers. He does this by placing the Truck marker on top of the counter representing the division.
[6.92] American mechanized infantry divisions may be moved during the Mechanized Movement Phase
[6.93] American mechanized infantry divisions are considered to have divisional integrity, and may be used to conduct Overruns.
[6.94] Once a Truck marker is placed on top of a division counter, it is removed (not destroyed) only if that unit is forced to retreat as a result of combat (but not if the units stands and incurs losses instead). During a subsequent Allied Replacement Phase, the Allied Player may switch the Truck marker to another eligible division (as is always his option to do in this Phase) or he may return it to the original unit.
[6.95] Only US infantry divisions, in supply, may, be mechanized (have a Truck marker placed on them). The US 2nd Infantry Division may be mechanized if all its component regiments are in the same hex in the Allied Replacement Phase. The presence of Enemy Zones of Control does not preclude mechanization.

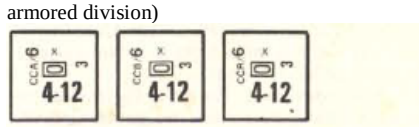
[7.0] STACKING

[7.1] RESTRICTIONS ON THE NUMBER OF UNITS IN A HEX
There is no limit per se an the number of units that may pass through a hex. However, at the end of any Movement Phase, and always during any Combat Phase, neither Player may have more than one division in a hex. For stacking purposes, a division is defined as any one divisional sized unit or any three regimental and/or brigade sized units.
Exception: two British or Canadian brigades equal one division. Headquarters units, Tiger tank battalions, and informational counters (such as American Truck Markers or Allied Step-loss Markers) do not count against the stacking limit. Units may pass freely through other stacks of Friendly units, except during retreats. If units are ever in excess of the stacking restrictions at the end of a Friendly Movement Phase or at any time during any Combat Phase, the excess units in the hex must be eliminated and removed from the game. The units to be eliminated are chosen by the owning Player.

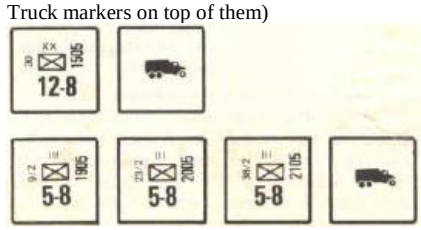
[7.2] DIVISIONAL INTEGRITY
The following units can benefit from divisional integrity:
German Panzer and Panzergrenadier divisions



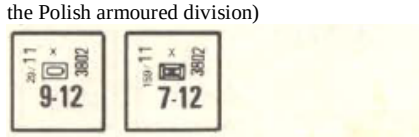
American armored divisions (including the French armored division)



Mechanized American infantry divisions (ones with Truck markers on top of them)



British and Canadian armoured divisions (including the Polish armoured division)



[7.21] If all of the constituent sub-units of any of the above listed divisions occupy a single hex, that division has divisional integrity. The units in the hex must be exactly the units that comprise that division, no more and no less, for them to have divisional integrity. The presence of a Headquarters unit and/or a Tiger tank battalion in a hex does not obviate divisional integrity. Player will note that American infantry divisions with Truck markers automatically have divisional integrity, while divisions with separate regiments must be stacked deliberately in the same hex in order to attain it.
[7.22] Units with divisional integrity are doubled in Combat Strength for both attack and defense during the Combat Phase and for defense against Overrun during the Enemy Initial Movement Phase. Units with divisional integrity are not doubled when conducting an Overrun.
[7.23] Only units with divisional integrity may conduct Overruns.
[7.24] Only units in supply can have divisional integrity. To have divisional integrity during the Initial Movement Phase, the units of the division must have all started the Phase in the same hex and in supply.

[8.0] ZONES OF CONTROL

GENERAL RULE
The six hexagons surrounding a hex constitute the Zone of Control (ZOC) of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and they inhibit the movement of Enemy units.
All units must cease movement when they enter an Enemy-controlled hex and may not leave that hex voluntarily.

[8.1] ZONE OF CONTROL EFFECTS
[8.11] All units exert a Zone of Control at all times during the entire Game-Turn.
[8.12] Units never pay any additional cost to enter an Enemy-controlled hex.
[8.13] Units that are moved into an Enemy Zone of Control must stop and may not be moved out of that hex during that Movement Phase (barring a successful Overrun). Units may only leave an Enemy Zone of Control as a result of combat, Overrun, or by disengagement (see Case 6.6).
[8.14] Friendly Zones of Control never affect Friendly units, only Enemy units.
[8.15] Friendly units (but not Friendly ZOC's) negate the presence of Enemy Zones of Control for the purposes of tracing Supply Lines and Command Radii. They do not negate Enemy Zones of Control for purposes of movement. They also negate the effect of an Enemy ZOC for the purposes of retreat.
[8.16] If a given unit is in an Enemy-controlled hex, the Enemy unit is also in its Zone of Control. The two units are equally and jointly affected.

[8.2] EXTENT OF ZONES
[8.21] Zones of Control extend into all six hexes adjacent to the controlling unit's hex. Zones of Control do not extend across Major river hexsides, nor across impassable or all-sea hexsides. No other terrain restricts ZOC's.

[8.22] There is no additional effect of having more than one unit exerting its Zone of Control onto a given hex.

[9.0] COMBAT

GENERAL RULE
Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the attacker, the non-Phasing Player is the defender, regardless of the overall strategic situation. The Allied Player must expend a Supply Point in order to attack.

PROCEDURE
Total the Attack Strengths of all attacking units involved in a specific attack and compare it to the total Defense Strength of units in the hex under attack. State the comparison as a probability ratio; Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table; roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during the Combat Phase.

CASES
[9.1] WHICH UNITS MAY ATTACK
[9 .11] Units may attack only during the Friendly Combat Phase (see also Overrun, Case 6.5). They may then attack any and all Enemy units which are adjacent to them. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.
[9.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack not participating in a given attack is never affected by the results of that attack.
[9.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[9.14] No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase. (Remember, Overrun is not combat).

[9.2] MULTIPLE UNIT AND MULTI -HEX COMBAT

[9.21] All units in a given hex must be attacked as a single Defense Strength. The defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in the same combat.

[9.22] Other units in a hex containing an attacking unit need not participate in that combat or any other attack. Thus when one unit is a stack is attacking a given hex, the other units in the stack could attack another hex, or not attack at all.

[9.23] If a unit(s) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[9.24] A given unit's Attack and/or Defense Strength is always unitary; that is, it may not be divided among different combats either for attack or defense.

[9.3] DEFENSIVE AND OFFENSIVE COMBAT BENEFITS

[9.31] Units defending in certain types of terrain receive a defensive benefit. The Combat Results Table is composed of a series of Combat Ratio columns, with the results generally improving for the Attacker as one move to the right (to "higher" odds) on the Table. Hence, defensive benefits are always expressed in column shifts to the left. For example, if a unit in a town hex is attacked, the defensive benefit is one column to the left (-1) and so an attack which has odds of "3-1" would actually utilize the "2-1" column to cross reference with the die roll.

[9.32] A defending unit may obtain the defensive benefit of a river (shifting one column to the left for a Minor river and two columns to the left for a Major river) only if all attacking units are attacking across river hexsides. If one or more attacking units is not attacking across a river hexside, then the defender does not obtain any defensive advantage from the river.

[9.33] Terrain effects on combat are cumulative. For example, a unit defending on a hill behind a Minor river would have a defensive benefit of -3 columns.

[9.34] 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 shifting left one column.

[9.35] See the Terrain Effects Chart (6.8) for a complete list of the defensive benefits of terrain.

[9.36] If all German units involved in any combat are in the Command Radius (see Case 10. I) of one German Headquarters unit, they receive a benefit of shifting one column to the left on defense and one column to the right on offense (see Case 10.2, Characteristics of Headquarters Units).

[9.37] In any attack (only) made by German units, if one (or more) Tiger tank battalion is involved, the Germans receive a benefit of a one column shift to the right. The benefit can never be greater than one column, regardless of how many battalions are involved in the attack.

[9.38] Should an attack including a Tiger tank battalion be made by the German Player such that all units involved are within the Command Radius of one German Headquarters unit, the offensive benefit would be a shift of two columns on the Combat Results Table.

[9.39] In any attack made by the American Player where at least one of the units involved in the attack is within the Command Radius of the American Headquarters unit (Patton), the American attack receives an offensive benefit of either a one or two column shift to the right (see Case 10.26).

[9.4] COMBAT RESOLUTION

Combat odds are always rounded off in favor of the defender. For example, an attack with a combined Attack Strength of 26 against a group of units defending with a strength or 9 (26 to 9) would be rounded off to the next lowest Combat Ratio column on the Combat Results Table "2-1." That column would be used to resolve the attack.

[9.5] COMBAT RESULTS TABLE

(see map)

[9.6] EXPLANATION OF COMBAT RESULTS

Each of the units in Cobra has a number of strength levels called steps. The results on the Combat Results Table are expressed in terms of steps lost, or hexes retreated (the losing Player has the option of either retreating or standing and taking the losses).

[9.61] Battalions and Headquarters units each have one step. Therefore, if a battalion or Headquarters unit incurs a one-step loss, it is eliminated.

[9.62] Regiments, brigades and German Static Divisions each have two steps, the second step being printed on the reverse side of the counter. Should such a unit incur a one-step loss, it is flip-ped over to its weaker strength. Should it then in-cur another one-step loss, it would be eliminated. Note that several units (mostly German) begin the game already reduced one step.

[9.63] Allied divisions have four steps. The first and second step are represented by the front and back, respectively, of the unit's counter. If a division is reduced by two steps, that fact is indicated by placing an Allied Step-loss marker on top of the counter representing the division, with the "6" face-up. The "6" is the unit's current Combat Strength, reduced two steps. Should an Allied division be reduced three steps, the Step-loss marker is flipped over so that the "3" is face-up. A fourth step loss would eliminate the division.

[9.64] All combat results are expressed in terms of steps lost or hexes retreated. An "e" result means all steps for the Attacking units are lost and no retreat option is possible.

[9.65] A number result (e.g., 1, 2, etc.) means affected unit(s) must lose the indicated number of steps or retreat an units in that combat that given number of hexes. The Player whose units are so affected may not take a step loss and retreat: he either retreats or takes step losses. When a loss of one step (or more) is required or chosen, this does not mean one step is removed from each affected unit. It means the defender (or attacker) removes one step from one unit involved. Example: If three Allied units are defending against a German attack and the CRT shows a result of "-/1" the Allied Player has the option of either reducing one of his units (thus eliminating the one step) and leaving the units in place, or retreating all three units one hex.

[9.66] Some results on the CRT are "split" results: e.g., "1/1". In a split result, the Defender always takes his result first, whether it is a step loss or a hex retreat. Then the attacker takes his result. If any attacking units remain in the original hex, they may advance after combat, provided the defending hex has been vacated. The defender may never advance in a split result. A split result halts an Overrun (see Case 6.52).

[9.7] RETREATS

[9.71] Retreats are always optional. The Player may choose to lose steps rather than retreat (see Case 9.0). However, a unit may never retreat into or through an Enemy unit or an Enemy Zone of Control, unless the hex in an Enemy ZOC is occupied by a Friendly unit. Units may not retreat through impassable hexsides nor off the map.

[9.72] Retreats of units are always conducted by the owning Player, within the parameters of Case 9.73. Units in a stack may be retreated in different directions and must be retreated individually.

[9.73] A retreating unit must, if possible, retreat into a vacant hex. If no vacant hex is available, it may retreat into or through a hex occupied by a Friendly unit. Units may not retreat into a hex in violation of stacking restrictions; units forced to do so are eliminated. Thus, if two German units were forced to retreat into or through a hex occupied by two other German units, only one retreating unit could successfully retreat; the other would be eliminated because it would violate stacking restrictions.

[9.74] Units may retreat through other Friendly units, within the bounds of Case 9.73, without disturbing the non-retreating units. The non-retreating units are not affected by the retreating units; they do not have to move out of the way of the retreating units.

[9.75] If a unit is forced to retreat into a Friendly occupied hex and that hex then undergoes attack (regular or Overrun) the retreated unit does not add its Strength to the units in the hex. However, if that new hex suffers any combat result (loss or retreat), the previously retreated unit is automatically eliminated, regardless of whether the Player decides to retreat or not.

[9.76] If an American infantry division with a Truck marker on top of it is retreated, the Truck marker is removed.

[9.8] ADVANCE AFTER COMBAT

[9.81] Whenever an Enemy unit is forced to retreat (or is eliminated) leaving the hex vacant as a result of combat, it will leave a path of vacant hexes behind it called the Path of Retreat. Any or all Friendly victorious units which participated in the combat are allowed to advance along the Enemy Path of Retreat.

[9.82] The advancing victorious units may cease advancing in any hex along the Path of Retreat.

[9.83] Advancing victorious units may ignore Enemy Zones of Control.

[9.84] An advancing unit may not stray from the Path of Retreat (however, see Case 9.86).

[9.85] The option to advance must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat (but see Cases 6.51 and 6.57).

After advancing, units may neither attack (nor be attacked if they are advancing defending units) in that Phase (see Case 9.14), even if their advance places them adjacent to Enemy units whose battles are yet to be resolved or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[9.86] If all units in a hex are eliminated, the victorious units may advance a maximum of two hexes after combat. The first hex must be the hex formerly occupied by the destroyed unit(s); the second hex may be any empty hex.

[9.87] Any victorious unit may advance after combat, whether it was the attacker or defender in the battle fought (however, see Case 9.86).
[9.88] Advance after combat does not apply to Overrun, which is part of movement.
[9.89] A unit that advances into a bocage hex may not advance any further, regardless of how far the defending unit has been retreated.

[9.9] ALLIED INTER-ARMY COOPERATION
[9.91] American units may participate in attacks with French units, and vice versa. British units may participate in attacks with Canadian and/or Polish units, or vice versa. However, Canadian/ British/Polish units may not engage in attacks with American/French units.
[9.92] In other words, only British/Canadian/ Polish or US/French units may be involved in a given attack, not units from both groups.
[9.93] All Allied units may stack with each other; there is no further restriction on which units may stack with each other aside from those listed in Case 7.1. In addition, if a hex containing Allied units is attacked by the German Player, the Combat Strength of all units in the hex is totalled for defensive purposes, regardless of nationality.

[10.0] HEADQUARTERS

UNITS GENERAL RULE
German Headquarters (HQ) units represent Corps Headquarters. The American HQ unit represents the leadership of the Third Army (or, more particularly, Patton). HQ units represent a focal point for leadership and training advantages. German combat units within Command Radius of a German HQ unit realize a benefit on either offense or defense. American combat units within the Command Radius of Patton may gain a benefit on offense (only).

CASES
[10.1] THE COMMAND RADIUS
The Command Radius is the maximum distance in hexes which a combat unit may be from HQ to realize any benefits in combat due to that Headquarters unit. It is traced to the using units through any path of traversable hexes that are free of Enemy units or their Zones of Control. For this purpose, Friendly units negate Enemy Zones of Control in the hexes that they occupy.

[10.2] CHARACTERISTICS OF HEADQUARTERS UNITS
[10.21] Headquarters have a Movement Point Allowance of 12. They are treated as mechanized units, paying mechanized terrain costs and moving during the Mechanized Movement Phase.
[10.22] HQ units do not exert a ZOC. They have no Combat Strength and may never attack.
If stacked with a combat unit, they contribute no Combat Strength to the total strength of the defense; however, if attacked alone in a hex they defend with a strength of 1.
[10.23] Each Headquarters unit is considered to be one full step for purposes of combat losses. If a Headquarters unit is in a stack of units suffering a combat loss, the owning Player may choose to eliminate the Headquarters unit to satisfy the required step loss.
[10.24] Headquarters units do not count against the stacking limitations (see Case 7.2). On the other hand, Headquarters are never required to be stacked with any other units.
[10.25] German Headquarters units may be utilized to give a combat bonus, both offensive and defensive to German combat units. In any attack, if all attacking German combat units are within the Command Radius of any German Headquarters unit(s) the attack realizes a benefit of shifting one column to the right on the Combat Results Table. In any defense, if all defending German units are within Command Radius of any German Headquarters unit(s), the defenders realize a benefit of a one column shift to the left.
[10.26] The American Headquarters unit may be used to give any one attack a combat bonus of +2 columns or to give any two attacks a combat bonus of +1 column each in any one Game-Turn, so long as all the US units involved in (each) attack are within the Command Radius of the American Headquarters unit. The American Headquarters unit may never grant a defensive bonus.
[10.27] HQ units may be used to grant Overruns an attack (and defense for the Germans) bonus.
[10.28] No Headquarters unit which is out of supply or in the Zone of Control of an Enemy unit may be used to grant any combat bonus.
[10.29] For Supply and retreat, a HQ unit does not negate enemy ZOC's in the hex it occupies.

[11.0] SUPPLY

GENERAL RULE
Units must be in supply to use their full Combat Strength and Movement Point Allowance. If a unit is not in supply, it is penalized with respect to Movement and Combat capabilities. In order to attack, the Allied Player must expend 1 Supply Point.

PROCEDURE
Supply determination for movement purposes is made at the beginning of each Movement Phase. Thus, a unit in supply at the beginning of a Movement Phase may move its full Movement Allowance. If a unit starts a Movement Phase not in supply, even though it may either be moved into supply or have a supply line opened up to it, it is still considered out of supply for that entire Phase. Units are determined to be in supply for combat purposes at the instant of combat; therefore, if an attacking unit had been in supply at the beginning of the Combat Phase, but a preceding combat had cut its line of supply, the attacking unit would not be in supply for its own combat. To be in supply, a unit must be able to trace a line of supply to a supply source.

CASES
[11.1] SUPPLY DETERMINATION
A unit is determined to be in supply if a path of hexes, free of Enemy units or their ZOCs, can be traced to the Player's supply source. This hex path (supply line) can be any number of traversable hexes in length and as convoluted as is necessary. For the purposes of supply, Enemy ZOCs are negated in hexes occupied by Friendly units. Supply lines may be traced through any type of terrain except impassable hexsides and all-sea hexsides.

[11.2] GERMAN SUPPLY SOURCE
German supply lines must be traced off the eastern edge of the map,which is any hex from 5101 through 5134, inclusive.

[11.3] ALLIED SUPPLY SOURCE
Allied supply lines must be traced off the northern edge of the map, anywhere between hexes 0101 and 3701, inclusive.
Geographic Note: The northern map edge is the base of the Normandy

[11.4] EFFECTS OF OUT OF SUPPLY
[11.41] Any unit that is not in supply has its Movement Allowance and Combat Strength halved. All fractions are rounded up. Thus, an out-of-supply 7-12 German Panzer regiment has a Combat Strength of four, and a Movement Allowance of six.
[11.42] A unit's Combat Strength may never be reduced below one.
[11.43] Units may remain out of supply indefinitely; they are never eliminated for lack of supply.
[11.44] Units may attack when out of supply. Such an "unsupplied" attack nevertheless requires the expenditure of a Supply Point; see 12.2. Units may not conduct Overruns when out of supply (since by definition, they would not have divisional integrity).
[11.45] Supply for Overrun is judged at the instant of Overrun, just as in combat.

[12.0] ALLIED SUPPLY POINTS AND COMMAND LIMITS

Each Game-Turn, the Allied Player receives 3 US Supply Points and 3 British/ Canadian Supply Points. In order to initiate any combat, the Allied Player must expend a Supply Point. For each separate combat that he resolves, the Allied Player must expend one Supply Point. Supply Points may be accrued from Game-Turn to Game-Turn. The number of Allied attacks is also restricted by the Command Limits of the US and British/Canadian armies.

[12.1] ACCRUAL OF SUPPLY POINTS AND THE USE OF THE SUPPLY POINTS TRACK
[12.11] At the start of the game, the Allied Player places his US Supply Points marker on the "0" box of the Supply Points Track and his British/ Canadian Supply Points marker on the "3" box.
[12.12] During the Supply Phase of the first Game-Turn of the game, and every Supply Phase thereafter for the remainder of the game, the Allied Player receives 3 American Supply Points and 3 British Supply Points. He moves the American Supply Points marker to the "3" box of the Supply Points Track and the British/Canadian Supply Points marker to the "6" box, to mark the fact that he now has three US Supply Points accrued and six British/Canadian Supply Points.
[12.13] Should the Allied Player initiate any attacks during the course of the first Game-Turn, he adjusts his Supply Point markers accordingly, to reflect the expenditure of Supply Points (one per attack). Each Supply Phase, the Allied Player adjusts his Supply Point markers to reflect the addition of three Supply Points to both the Americans and the British/Canadians, so that the Supply Track will always accurately display the number of Supply Points currently available to the Allied Player.

[12.2] EXPENDITURE OF SUPPLY POINTS
[12.21] For each attack made by British/Polish/ Canadian units, the Allied Player must expend one British/Canadian Supply Point, and adjust the Supply Point marker accordingly. No British, Canadian, or polish unit may attack any German forces if there is not (at least) one British/ Canadian Supply Point available to be expended.
[12.22] For each attack made by American units, or by the French Armored Division, the Allied Player must expend an American Supply Point,

and adjust the American Supply Point marker accordingly. No American units (or the French Armored Division) may attack any German forces if there is not at least one American Supply point available to be expended.
[12.23] American and British/Canadian Supply Points are not interchangeable, or exchangeable. The Allied Player cannot sustain an attack by American units utilizing a British/Canadian Supply Point, or vice versa.
[12.24] Supply Points are never expended for Overruns, which are not combat but movement.

[12.3] COMMAND LIMITS
[12.31] British-Canadian Command Limit: The Allied Player may never conduct more than 5 attacks (and 5 Overruns) with British/ Polish/ Canadian units in any one Player-Turn.
[12.32] US Command Limits: During the first, second, and third Game-Turns, the Allied Player may not conduct more than 4 attacks (and 4 Overruns) with US/French units per Player-Turn. During Game-Turns four and five, the Allied Player may conduct a maximum of 5 attacks (and 5 Overruns) with US/French units. Starting with Game-Turn six and in all following Turns, the Allied Player may conduct up to 6 attacks (and 6 Overruns) with US/French forces.

[13.0] REPLACEMENTS

GENERAL RULE
During his Replacement Phase, each Player may take replacements by "adding a step" to units that have been reduced due to combat.

PROCEDURE
For any unit eleigible to receive a replacement step, the Player flips that unit over to its full-strength side (or, if it is an Allied division reduced two or three steps, either flips over the Step-loss marker or removes it altogether, as appropriate).

CASES
[13.1] RESTRICTIONS ON THE USE OF REPLACEMENTS
[13.11] No unit may receive a replacement step unless it is at least 3 hexes away from the nearest Enemy unit.
[13.12] No unit may receive more than one replacement step in any one Game-Turn (i.e., even though an Allied division-sized combat unit may have been reduced more than one step, it can only be replaced back one step towards full strength in any one Game-Turn).

[13.2] RESTRICTIONS ON THE NUMBER OF REPLACEMENTS
[13.21] The German Player may have up to one Panzer or Panzergrenadier regiment and up to two infantry units receive a replacement step each Game-Turn, maximum.
[13.22] The Allied Player may have as many units of his receive replacements as he wishes in any Game-Turn, within the restrictions of 13.1.

[14.0] REINFORCEMENTS

GENERAL RULE
During his Initial Movement Phase, each Player may deploy on the map and move any reinforcements that are due to him.

PROCEDURE
The Turn Record Track indicates whether any reinforcements are due to each Player in any given Game-Turn; the reinforcement schedule itself is, in effect, printed on the counters. Each unit that is taken as a reinforcement has the Game-Turn that it arrives printed on it. Any reinforcements may be moved onto the map at any point during a Player's Initial Movement Phase.

CASES
[14.1] WHERE REINFORCEMENTS ENTER THE MAP
Allied reinforcements enter the map along the north edge, between hexes 0101 and 3701,inclusive.
German forces enter the map along either the eastern, northern (Est of 4101), or southern edges of the map. Each German unit has the letter of the edge (E, N, or S) it may be brought in on printed on a counter.
If more than one letter is printed on a unit, then the German Player may choose either map-edge.
Reinforcements may not be placed on the game-map directly into an Enemy Zone of Control.

[14.2] STATE & USE OF REINFORCEMENTS
[14.21] Reinforcements enter the game-map with the side of the counter that has the Game-Turn printed on it face-up. Note that a few units (German 918/242, 765/242) enter the game in a reduced state.
[14.22] The first hex (along the edge of the map) in which a reinforcement unit is placed costs it 1 MP (regardless of the terrain). They may be moved normally up to the full Movement Point Allowance of the unit.
[14.23] Reinforcements may engage in combat during the turn they enter the map.

[15.0] ALLIED AIRPOWER & CARPET BOMBING

GENERAL RULE
In every Allied Player-Turn in which there is clear weather, he has the use of six Air Points. In every Allied Player-Turn in which the weather is overcast, he has the use of three Air Points. When the weather is stormy, he may not use any Air Points. Air Points may be applied, one per attack, to shift the combat ratio one column to the right. Alternatively, once per Game, the Allied Player may 'carpet bomb' any one hex by using six Air Points.

CASES
[15.1] COMMITTING AIR POINTS
When the Allied Player has Air Points available, he must announce (at the beginning of his Combat Phase) to which ground attacks the Air Points will be applied before resolving any combat. If some Air Points are not used, they are not accrued. When the Allied Player excercises his option to perform the once-per-Game carpet bombing attack, he must commit six Air Points to that mission,i.e., the weather must be clear.

[15.2] ASSISTING GROUND ATTACKS
Only one Air Point may be used to assist a given ground attack. It has the effect of shifting the Combat Results ratio one column to the right. There are no terrain, range, or other restraints upon the use of an Air Point in an attack. Single Air Points may not be used to attack Enemy units independent of ground attack. Air Points may not be used defensively, nor in conjunction with Overruns.

[15.3] CARPET BOMBING
Carpet bombing requires that six Air Points be committed to a single Enemy-occupied hex. The bombing is resolved in the Allied Combat Phase, before any other attacks take place. Carpet bombing is always resolved using the "6-1" column. The ratio is never shifted left or right for any reason. German units that undergo carpet bombing must take all losses in terms of steps, not retreats. Allied units may not attack the carpet bombed hex in the same Combat Phase. Allied units entering the carpet bombed hex in the ensuing Mechanized Movement Phase may move no further that Phase. In the following Game-Turn the hex returns to normal status.

[16.0] HOW TO WIN THE GAME

GENERAL RULE
Victory in Cobra is determined according to Victory Points. At the end of the game, the Players total up the number of Victory Points each receives for destroying units, exiting units off the map, and (for the German Player) getting units in a position to exit them to the east at the end of the game. The Player with the most points is declared the winner.

CASES
[16.1] GERMAN PLAYER VICTORY POINTS
The German Player receives Victory Points for the following things:

Victory Points for Allied Units Eliminated:
2 VP for each Allied infantry regiment
2 VP for Allied HQ
4 VP for each US armored regiment or brigade 6 VP for each Allied infantry division or British/Canadian armored brigade.
3 VP for per Game-Turn per US division, or fraction thereof that fails to exit by the end of Game-Turn Seven as required by Case 16.2.

German Victory Points for Exiting Units:
1 VP for each static division; each HQ; and each regular infantry regiment exited via the east edge of the map.
3 VP for each Panzer/ Panzergrenadier regiment exited via the east edge of the map or that's positioned east of hex row 3900 (Falaise) and in supply and either not in Enemy Zones of Control or is disengageable in the hypotheti-fourteenth German Player-Turn.

[16.2] ALLIED PLAYER VICTORY POINTS
The Allied Player receives Victory Points for the following things:

Victory Points for German Units Eliminated:
1 VP for each static division; each regular infantry regiment; and each headquarters.
3 VP for each Panzer/Panzergrenadier regiment.

Victory Points for Exiting US Mechanized Units:
Up to three US 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 map edge on Game-Turn Six .
4 VP for each U.S. armored regiment or brigade that exits the southwest map edge on Game Turn Five.

6 VP for each U.S. armored regiment or brigade that exits the southwest map edge on Game-Turn Four or before.
Note: The Allied Player may choose to exit US infantry divisions mechanized with Truck markers to satisfy the preceding requirement. If he does so, each such division counts as three regiments and its Truck marker is permanently removed from play. Armored Cavalry regiments can also be used to satisfy this requirement: three such regiments equals a division for this purpose.

[16.3] Victory Point Schedule
After the Victory Points are totaled at the end ot the game, Players subtract the German total from the Allied to determine the level ofVictory.

Level of Victory	Differential
Allied Decisive	+31 or more
AlliedOperational	+21 to +30
Allied Marginal	+11 to +20
Draw (Historical Result)	0 to +10
German Marginal	-10 to -1
German Operational	-20 to -11
German Decisive	-21 or less

ERRATA

Counters (correction) The 10/10SS starts in hex 3205 (not hex 3206); the Canadian 3rd Div. starts in hex 3504 (not hex 3505) .
(clarification) The 101ss, 102ss, and 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.
[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 south west map edge.
[6.91] (correction) The phrase "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 its Command radius.
[10.29] (addition) For supply and retreat purposes, headquarters units do not negate Enemy ZOCs 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.
[16.0] (Addition) Exiting the map costs 1 MP. Reduced Allied units may be used to satisfy Allied exiting requirements.