AN SPI™ BRAND WARGAME

COBRA™

GAME OF THE NORMANDY BREAKOUT

NEW EXPANDED EDITION

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

The SPI logo is a registered trademark owned by TSR, Inc.
SPI, COBRA, the TSR logo and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.

TABLE OF CONTENTS

INTRODUCTION page 2

GAME PARTS page 2, 3

SETTING UP page 3

1.0 INTRODUCTION page 2

2.0 HOW TO PLAY page 2, 3

3.0 EQUIPMENT page 2, 3

4.0 INITIAL SET-UP page 4

5.0 SEQUENCE OF PLAY page 4

6.0 MOVEMENT page 4, 5

7.0 STACKING page 6

8.0 ZONES OF CONTROL page 6

9.0 COMBAT page 6, 7, 8

10.0 HEADQUARTERS UNITS page 8

11.0 SUPPLY page 8

12.0 ALLIED SUPPLY POINTS and COMMAND LIMITS page 9

13.0 REPLACEMENTS page 9

14.0 REINFORCEMENTS page 9

15.0 ALLIED AIR POWER and CARPET BOMBINB page 10, 11

16.0 HOW TO WIN page 10, 11

17.0 RULES SUMMARY page 1)

EXPANSION GAME page 10-16

CREDITS

B.E. Hessel
GAME DESIGN

David James Ritchie
EXPANSION GAME DESIGN

Redmond Simonsen
Ivor Janci
PHYSICAL SYSTEMS DESIGN AND GRAPHICS

David James Ritchie
SECOND EDITION DEVELOPMENT

Dave Werden
John Butterfield
Ian Hall
PLAYTESTING

David Cook
Neil Hall
Henry Milanski
Deborah C. Ritchie
EXPANSION GAME PLAYTESTING

COBRA™

GAME OF THE NORMANDY BREAKOUT

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

SPI, COBRA, the TSR logo, and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.
© 1985 TSR, Inc. All Rights Reserved. Printed in U.S.A.

This rules booklet is protected under the copyright laws of the United States of America. Any unauthorized reproduction of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

1.0

INTRODUCTION

COBRA™ Game 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.

Included in this special second edition of the COBRA game is an Expansion Set that contains a new map and 200 counters. When combined with the COBRA game components and with the Expansion Set rules (provided later in this booklet), it allows players to simulate the entire Normandy campaign. Players who wish to recreate only the break-out should use just the COBRA rules and components.

2.0

HOW TO PLAY

A brief overview of all steps in the game is given here.

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 can 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 Storms during his Player-Turn. The worse the weather, the less effective the Allied Air Power. Note that the weather is automatically Clear throughout Game-Turn 1.

The German Player Incorporates Replacements
The German Player can 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 3 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 that are out of supply can 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 are out of supply, the German Player begins to move them.

The German Player can move as many of his units as he wishes in any Game-Turn. Each unit can 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 through which the unit is moved. The printed Movement Point Allowance of the German units can be reduced, depending on the status of the weather.

Any reinforcements due the German Player can be placed on the game-map and moved.

Should the German Player move any unit into a hex that 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 can *disengage* the unit by moving it directly into a hex that is not in an Enemy Zone of Control. To do so, the German Player must pay a cost of 2 Movement Points in addition to the normal terrain cost of the hex.

While moving his units, the German Player can decide to try to *Overrun* Allied units. Any German mechanized division with divisional integrity can attempt an Overrun, at a cost of 3 Movement Points. If the Overrun works and the Allied unit(s) is eliminated or has to be retreated, the German Player can continue moving the mechanized division up to its full Movement Point Allowance. An Overrun is considered 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 can resolve any combats that he chooses to initiate. He can have any of his units attack Allied units

3.0

EQUIPMENT

[3.1] THE GAME MAP

The 22″ × 33″ mapsheet portrays the area in which the battle was fought. It includes all of 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 mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape can 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 aids are the TERRAIN EFFECTS CHART, the COMBAT RESULTS TABLE, the WEATHER TABLE, and the TURN RECORD TRACK (which also includes a REINFORCEMENT TRACK).

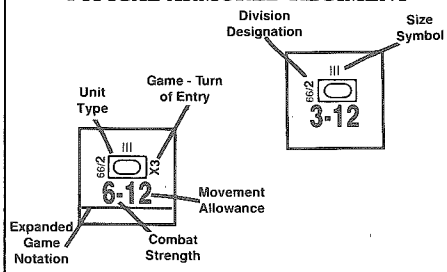
[3.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle.

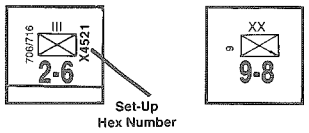
The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[3.31] How to Read the Units

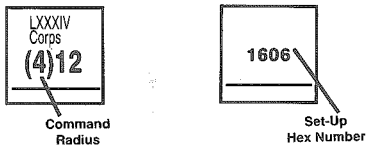
TYPICAL ARMORED REGIMENT



TYPICAL INFANTRY DIVISION



TYPICAL HEADQUARTERS UNIT



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 to the right of the slash is the number of the *division*.)

[3.32] Unit Types

GERMAN STATIC INFANTRY (identifiable by Movement Point Allowance of 6)

2.0 CONTINUED

that are in hexes adjacent to his own units. He does not have to initiate any attacks. Any of his attacking units that are out of supply attack at half their printed Combat Strengths. On the other hand, if all of 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 of the regiments of a German mechanized division are in the same hex, the Combat Strengths of those units are doubled.

Taking these factors into account as he begins his first attack, the German Player adds the Combat Strengths of all of his units that are involved, and compares that total 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. The Players cross-reference the die roll result with the Combat Ratio on the COMBAT RESULTS TABLE to determine the outcome of the attack. The results obtained on the COMBAT RESULTS TABLE dictate which units involved in the combat must either retreat or take a loss. Players subtract losses and/or retreat the losing units as called for. If the German Player wins the combat, he can 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 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 the German Player has completed all movement, his turn is over.

The Allied Player Determines the 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 POINTS 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 can use replacements to strengthen any number of units that have incurred losses. To receive replacements, a unit must be in supply, and must be at least 3 hexes from the nearest German unit.

The Allied Player Mechanizes American Infantry Divisions

The Allied Player can deploy his Truck Markers on top of American infantry divisions to indicate that those units have been mechanized. Truck Markers can 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 until the Allied Player decides to redeploy 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, inclusive. The Allied Player then moves his units as did the German Player, except that the Movement Point Allowances of Allied units are never affected by the weather (i.e., the units are not affected by the Allied air forces that 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 can 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 of the regiments comprising the division (for armored divisions) are in the same hex. For each attack he executes, the Allied Player must expend 1 Supply Point. The total number of Allied attacks is also restricted by Command Limits.

The Allied Player Moves Again

After all of his attacks have been resolved, the Allied Player can move any of his mechanized 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 mechanized 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 entire Game-Turn has been completed.

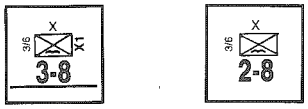
In Summary

The Players will find it helpful to keep an eye on the Sequence of Play (Section 5.0) as they play through the game.

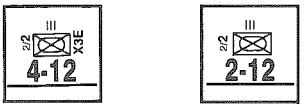
The series of actions described in this section are executed as explained, in general, for 13 Game-Turns. After the 13th Game-Turn is completed, the game is over, and the Players refer to Section 16.0 to determine who has won.

Note: Experienced Players should see the summary of the rules in Section 17.0

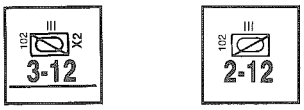
BRITISH AIRBORNE BRIGADE (non-droppable)



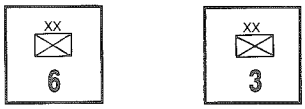
GERMAN PANZERGRENADIER REGIMENT



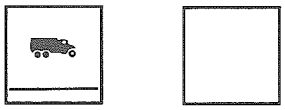
US ARMORED CAVALRY REGIMENT



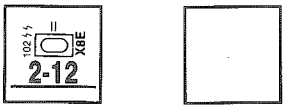
ALLIED STEP-LOSS MARKER



US TRUCK (MECHANIZATION) MARKER



GERMAN TIGER TANK BATTALION



Most units are back-printed, showing one Strength Value on the front and a second (weaker) Strength Value on the back. When a unit that has a stronger side face-up takes a combat loss, it is flipped so its weaker side shows. 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 can be affected by the supply status of a unit, or by 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 can 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 that a Headquarters unit can be and still be able to affect any combat in which that unit is involved.

[3.4] PARTS INVENTORY

A complete COBRA™ game includes the following parts:

- One 22″× 34″ game-map
- One sheet of 200 die-cut counters
- One rules folder (including the COBRA™ Expansion Set rules)
- One plastic counter tray
- Two plastic, 6-sided dice
- One game box
- One Expansion Set (including one additional 22″ × 34″ game-map, and one additional sheet of 200 die-cut counters)

4.0

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 1. ***Weather is always Clear for all of Game-Turn 1.***

5.0

SEQUENCE OF PLAY

The COBRA™ game is played in Game-Turns. There are 13 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 (Case 6.48). The condition of the weather determines if 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 can 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 can move any or all of his Panzer, Panzergrenadier, or Headquarters units as he wishes. These units can be moved even if they were moved during the Initial Movement Phase. No other units can be moved during this Phase. Overruns *cannot* 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 can employ against the Germans in his Combat Phase.
2. *Supply Phase:* The Allied Player adjusts the US 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 redeploys) Truck Markers to mechanize US infantry divisions.
4. *Initial Movement Phase:* The Allied Player can 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 1 Supply Point for each attack he conducts.
6. *Mechanized Movement Phase:* The Allied Player can move any or all of his mechanized units. No Overruns can 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 13 Game-Turns have been completed, the game is over, and the Players determine who has won.

6.0

MOVEMENT

GENERAL RULE:

During a Movement Phase, the Phasing Player can move as many or as few of his units as he wishes. Each unit can move as many hexes as desired as long as its Movement Point Allowance is not exceeded in a *single* Phase. Only mechanized units can be moved in a Player's Mechanized Movement Phase; all of a Player's units can be moved in his Initial Movement Phase. Mechanized units *can* 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 can be moved. No other units can be moved. Combat cannot occur in this Phase; however, *Overrun*—a form of combined combat and movement—can take place in the Initial Movement Phase only. See Case 6.5.

[6.12] Movement is calculated in terms of Movement Points. Basically, each unit expends 1 Movement Point of its total Movement Point Allowance for each Clear terrain hex it enters; other terrain types cost *more* than 1 Movement Point to enter or cross. These effects are summarized on the TERRAIN EFFECTS CHART (Case 6.8).

[6.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[6.21] A unit can never enter a hex containing an Enemy unit.

[6.22] A unit must stop upon entering an Enemy Zone of Control (see Section 8.0). Once a unit has been moved into an Enemy Zone of Control, it cannot be moved out of it during that Movement Phase. A unit that *begins* a Movement Phase in an Enemy Zone of Control can be *disengaged* from that Enemy Zone of Control (see Case 6.6, Disengagement).

[6.23] A unit cannot 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 can expend their full Movement Point Allowances in *each* Phase—with the exception of British and Canadian infantry divisions.) A unit cannot "save" Movement Points for another Game-Turn, nor can unused Movement Points be transferred to another unit.

[6.24] Units can move only during Friendly Movement Phases, although there can 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 (see Section 11.0) have their Movement Point Allowances halved (round up 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, 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.) In other words, units can always move at least 1 hex, regardless of Movement Point limitations, unless they are in Enemy Zones 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 (however, see Case 6.36).

[6.34] Although American infantry divisions are *not* normally considered mechanized, the Allied Player has a limited capacity to convert such units to mechanized units (see Case 6.9, American Trucks).

[6.35] All mechanized units pay mechanized Movement Point costs when entering hexes (see the TERRAIN EFFECTS CHART, Case 6.8). This includes mechanized American infantry divisions.

6.0 CONTINUED

[6.36] Although British and Canadian infantry divisions are always motorized, they can only be moved up to two-thirds of their Movement Point Allowances 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 Point Allowances of German units are dependent upon the weather.
[6.42] During the Weather Determination Phase of each Game-Turn, the German Player rolls a die and refers to the WEATHER TABLE (Case 6.48) on the game-map. The WEATHER TABLE indicates if the weather for the rest of the Game-Turn is to be Storms, Overcast, or Clear.
[6.43] If the weather is Storms, all German units can move at their full printed Movement Point Allowances; 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. Since all German units' Movement Point Allowances are multiples of 3, this should present no difficulty.
[6.45] If the weather is Clear, all German units have their Movement Point Allowances reduced by *two-thirds*; in other words, their Movement Point Allowances are multiplied by one-third.
[6.46] Example: A German unit with a printed Movement Point Allowance of "6" would have a Movement Point 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 moves one unit 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 Storms 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 the COBRA™ map.

[6.5] OVERRUN

During an Initial Movement Phase—and *only* during an Initial Movement Phase—the Phasing Player can try to Overrun Enemy units. For game purposes, Overrun is considered a function of movement. Only units with divisional integrity (see Case 7.2) can conduct Overruns. 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 3 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 of the units of his Overrunning division into the vacated hex (exception: Case 6.52). There is no cost for moving into the vacated hex. The victorious Overrunning units can then, if they so desire, continue normal movement if they have any remaining Movement Points and are not in an Enemy Zone of Control. The division can conduct one more Overrun in that Movement Phase if it has the necessary Movement Points. *Exception:* US mechanized infantry divisions can 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 can 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 can stay in place and take the loss, however). A split result stops movement for the affected units for the rest of that Phase. In *any* Combat Result where the attacker/Overrunning unit must take a loss or retreat, that unit halts its movement for that Phase.
[6.53] Units can 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. An Overrun attack can be conducted against more than one enemy unit, but all of these enemy units must be in the same hex. A division cannot simultaneously conduct an Overrun against more than 1 hex. A given defending unit, or stack of units, could conceivably be Overrun a number of different times by different divisions in the same Phase.
[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 can ignore the Zones of Control of units that are exerting influence on the hex from which the Overrun attack is coming. That is, they can 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 cannot *move* any further in that Movement Phase; it can conduct another Overrun on an adjacent hex, however, providing it has the necessary Movement Points.
[6.57] Units conducting Overruns *cannot* conduct "advance after combat" (see Case 9.8); they can move into the vacated target hex, but cannot 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 not advance into the vacated hex.
[6.59] A US mechanized infantry division can conduct no more than one Overrun per Initial Movement Phase. All other eligible German and Allied divisions can conduct no more than *two* Overruns each, per Initial Movement Phase. See also Case 12.3, Command Limits.

[6.6] DISENGAGEMENT

[6.61] During any Movement Phase in which a unit can normally be moved, that unit can be *disengaged* from an Enemy Zone of Control at a cost of 2 Movement Points *in addition* to the terrain cost of the hex to which the unit is moved.
[6.62] A unit that disengages *must* be moved from a hex in an Enemy Zone of Control directly to an adjacent hex that is *not* in an Enemy Zone of Control. Units cannot reenter any Enemy Zone of Control at any time during the Movement Phase in which they disengage.
[6.63] A unit that a Player wants to disengage *must* have enough Movement Points to do so (i.e., a unit lacking sufficient Movement Points to be moved out of an Enemy Zone of Control and into any adjacent hex cannot, therefore, 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 less than 2, unless the unit is being moved along a road (see Case 6.73). In effect, in bocage country, Clear terrain and Light Forest hexes cost all units 2 Movement Points to enter; all other Movement Point costs are unaffected. Note also that bocage affects combat (see Case 9.34).
[6.72] A unit cannot be moved across a Major River into a hex that 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 can be moved along Minor Roads at a cost of 1 Movement Point per hex and along Major Roads at a cost of ½ Movement Point per hex.
[6.74] Impassable hexsides are those that are either totally covered by sea or are coded with an "impassable" bar symbol. Such hexsides completely block movement, supply, combat, command, and Zones of Control.

[6.8] TERRAIN EFFECTS CHART

See the COBRA map.

[6.9] AMERICAN TRUCKS

[6.91] During his Replacement Phase, the Allied Player can *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. He can place it on a reinforcement entering in that Game-Turn.
[6.92] American mechanized infantry divisions can be moved during the Mechanized Movement Phase.
[6.93] American mechanized infantry divisions are considered to have divisional integrity, and can be used to conduct Overruns.
[6.94] Once a Truck Marker is placed on top of a division counter, it must be removed (*not destroyed*) only if that unit is forced to retreat as a result of combat (but not if the unit stands and incurs losses instead). During a subsequent Allied Replacement Phase, the Allied Player can switch the Truck Marker to another eligible division (as is always his option to do in this Phase), or he can return it to the original unit.
[6.95] Only US infantry divisions, in supply, can be mechanized (have a Truck Marker placed on them). The US 2nd Infantry division can be mechanized if all of 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* on the number of units that can pass through a hex. However, at the end of any Movement Phase, and always during any Combat Phase, neither Player can 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 can 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

[7.21] If all of the constituent subunits of any of the above listed divisions occupy a single hex, that division has divisional integrity. The units in that hex must be *exactly* the units that comprise that division—no more and no less—for them to have divisional integrity. *Exception:* the presence of a Headquarters unit and/or a Tiger tank battalion in a hex does not obviate divisional integrity. Players 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.

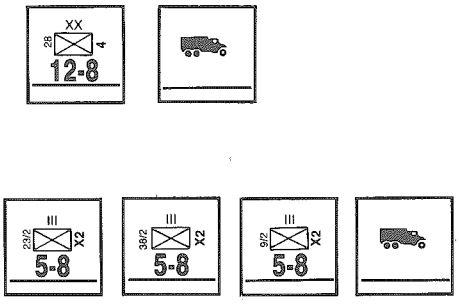
[7.22] Units with divisional integrity are doubled in Combat Strength for both attack and defense during the Combat Phase, and for defense against Overrun during the Enemy Initial Movement Phase. Units with divisional integrity are not doubled when conducting an Overrun. They attack at face value.

[7.23] Only units with divisional integrity can conduct Overruns.

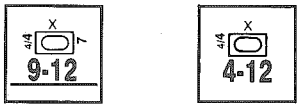
[7.24] Only units in supply can have divisional integrity. To have divisional integrity during the Initial Movement Phase, all of the units of the division must have started the Phase in the same hex and in supply.

American armored divisions (including the French armored division)

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



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



8.0 ZONES OF CONTROL

GENERAL RULE:

The 6 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 they cannot leave that hex voluntarily until the beginning of the next Friendly Movement Phase.

CASES:

[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 cannot be moved out of that hex during that Movement Phase (barring a successful Overrun). Units can leave an Enemy Zone of Control only 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, and for the purposes of retreat. They do not negate Enemy Zones of Control for purposes of movement.

[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 6 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 types restrict Zones of Control.

[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 the total 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 (CRT). Roll the die and read the result on the appropriate line under the odds. Apply the results immediately, before resolving any other attacks being made during the Combat Phase.

CASES:

[9.1] WHICH UNITS MAY ATTACK

[9.11] Units can attack only during the Friendly Combat Phase

(see also Overrun, Case 6.5).

They can then attack any and all Enemy units that are adjacent to them. Only those units directly adjacent to a given Enemy unit can 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 must 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 can be attacked by as many units as can be brought to bear in the 6 adjacent hexes.

[9.14] No unit can attack more than once per Combat Phase, and no Enemy unit can be attacked more than once per Combat Phase

9.0 CONTINUED

(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 cannot withhold a unit in cannot be attacked separately, nor can 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 in a stack is attacking a given hex, the other units in the stack can choose not to attack another hex, or they can choose not to 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 can 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 cannot 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 moves 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 1 column to the left (-1). So, an attack that has odds of "3-1" would actually utilize the "2-1" column to cross-reference with the die roll.
[9.32] A defending unit can obtain the defensive benefit of a river (shifting 1 column to the left for a Minor River and 2 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 unit defending in a Clear or Light Woods hex in bocage country has a defensive benefit of one shift to the left.
[9.35] See the TERRAIN EFFECTS CHART (Case 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 10.1) of one German Headquarters unit, they receive a benefit of 1 column shift to the left on defense, and 1 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 battalions is involved, the Germans receive a benefit of 1 column shift to the right. The benefit can never be greater than 1 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 2 columns on the COMBAT RESULTS TABLE.
[9.39] In any attack made by the Allied 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 1 or 2 column shifts to the right (see Case 10.26).

[9.4] COMBAT RESOLUTION

Combat odds are always rounded down (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 of 9 (26 to 9) would be rounded down to the next lowest Combat Ratio column on the COMBAT RESULTS TABLE: "2 to 1." That column would be used to resolve the attack.

[9.5] COMBAT RESULTS TABLE

See the COBRA 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 1 step. Therefore, if a battalion or Headquarters unit incurs a 1-step loss, it is eliminated.
[9.62] Regiments, brigades, and German Static divisions each have 2 steps, the second step being printed on the reverse side of the counter. Should such a unit incur a 1-step loss, it is flipped over to its weaker strength. Should it then incur another 1-step loss, it would be eliminated. Note that several units (mostly German) begin the game *already* reduced 1 step.
[9.63] Allied divisions have 4 steps. The first and second steps are represented by the front and back of the counter, respectively. If a division is reduced by 2 steps, that fact is indicated by placing an Allied Step-loss Marker on top of the counter that represents the division, with the "6" face up. The 6 is the unit's current Combat Strength, reduced 2 steps. Should an Allied division be reduced 3 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) means the affected unit(s) must lose the indicated number of steps *or* retreat *all* units in that combat that given number of hexes. The Player whose units are so affected cannot take a step loss *and* retreat; he either retreats *or* takes step losses.
When a loss of 1 step (or more) is required or chosen, this does *not* mean 1 step is removed from *each* affected unit. It means the defender (or attacker) removes 1 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 1 step) and leaving the units in place, *or* retreating *all three units* 1 hex.
[9.66] Some results on the CRT are "split" results (eg: "1/1"). In a split result the ***defender*** always takes his result first, whether it is a step loss or a retreat. Then the attacker takes his result. If any *attacking* units remain in the original hex, they can advance after combat, provided the defending hex has been vacated. The defender can 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 can choose to lose steps rather than retreat (see Case 9.65). However, a unit can 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 cannot retreat through Impassable hexsides or 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 can be retreated in different directions.
[9.73] Retreating units must, if possible, retreat into a vacant hex. If no vacant hex is available, the units can retreat into or through a hex occupied by a Friendly unit. Units *cannot* 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 can 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 take step losses in that Game-Turn.
[9.76] If a US infantry division with a Truck Marker on top is retreated, the Truck Marker is removed.
[9.77] A retreating unit must be retreated as far away (in hexes) as the Combat Result indicates from the hex it occupied when the combat or Overrun was resolved. If this is not possible, the Combat Result must be satisfied by step losses.

[9.8] ADVANCE AFTER COMBAT

[9.81] Whenever an Enemy unit is forced to retreat (or is eliminated) and leaves 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 that participated in the combat are allowed to advance along the Enemy Path of Retreat.
[9.82] The advancing victorious units can cease advancing in any hex along the Path of Retreat.
[9.83] Advancing victorious units can *ignore* Enemy Zones of Control.
[9.84] An advancing unit cannot 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 cannot attack (or cannot 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

9.0 CONTINUED

been resolved.

[9.86] If *all* units in a hex are eliminated, the victorious units can advance a maximum of 2 hexes after combat. The first hex must be the hex formerly occupied by the destroyed unit(s); the second hex can be any empty hex. *Exception:* Case 9.89.

[9.87] Any victorious unit can 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 cannot advance any further, regardless of how far the defending unit has retreated.

[9.9] ALLIED INTER-ARMY COOPERATION

[9.91] American units can participate in attacks with French units, and vice versa. British units can participate in attacks with Canadian and/or Polish units, or vice versa. However, Canadian/British/Polish units *cannot* cooperate in attacks with American/French units.

[9.92] In other words, only British/Canadian/Polish *or* American/French units can be involved in a given attack, not units from both groups.

[9.93] All Allied units can stack with each other; there is no further restriction on which units can 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 units represent Corps Headquarters. The American Headquarters unit represents the leadership of the Third Army (or, more particularly, Patton). Headquarters units represent a focal point for leadership and training advantages. German combat units within Command Radius of a German Headquarters unit realize a benefit on either offense or defense. American combat units within the Command Radius of Patton can 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 can 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 Enemy ZOC's. 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] Headquarters units do not exert a Zone of Control. They have no Combat Strength and can 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 1 full step for purposes of combat losses. If a Headquarters unit is in a stack of units suffering a combat loss, the owning Player can 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). Headquarters are never required to be stacked with any other units.

[10.25] German Headquarters units can 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 *one* German Headquarters unit, the attackers realize a benefit of a 1-column shift 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 1-column shift to the left.

[10.26] The American Headquarters unit can give any *one* attack a combat bonus of +2 columns, or it can give any *two* attacks a +1 combat bonus each in any one Game-Turn, if one of the US units in each attack is within Command Radius of the American Headquarters. The American Headquarters never gives a defensive bonus.

[10.27] Headquarters units can give Overruns an attack (and, for Germans, defense) bonus.

[10.28] No Headquarters unit that is unsupplied or in an Enemy-controlled hex can give any combat bonus.

[10.29] For supply and retreat, a Headquarters unit does not negate Enemy ZOC's in the hex it occupies.

11.0

SUPPLY

GENERAL RULE:

A unit must be *in supply* to use its full Combat Strength and Movement Point Allowance. If a unit is *not* in supply, it is penalized with respect to movement and combat capabilities.

Note: In order to attack, the Allied Player must expend a Supply Point (see Section 12.0).

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 can move its full Movement Point Allowance. If a unit starts a Movement Phase not in supply, even though it can 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 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 Zones of Control, 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 Zones of Control are negated in hexes occupied by Friendly units. Supply lines can 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.

[11.4] EFFECTS OF BEING OUT OF SUPPLY

[11.41] Any unit that is not in supply has its Movement Point 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 4, and a Movement Point Allowance of 6.

[11.42] A unit's Combat Strength can never be reduced below 1.

[11.43] Units can remain out of supply indefinitely; they are never eliminated for lack of supply.

[11.44] Units can attack when out of supply. Such an "unsupplied" attack nevertheless requires the expenditure of a Supply Point; see Case 12.2. Units cannot 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 1 Supply Point. Supply Points can 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 rest of the game, the Allied Player receives 3 US Supply Points and 3 British Supply Points. He moves the US 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 3 US Supply Points and 6 British/Canadian Supply Points accrued.

[12.13] Should the Allied Player initiate any attacks during the course of Game-Turn 1, he adjusts his Supply Point Markers accordingly, to reflect the expenditure of Supply Points (1 per attack). Each Supply Phase, the Allied Player adjusts his Supply Points Marker to reflect the addition of 3 Supply Points to both the US and British/Canadians, so that the SUPPLY POINTS 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, Canadian, or Polish units, the Allied Player must expend 1 British/Canadian Supply Point, and adjust the Supply Points Marker accordingly. No British, Canadian, or Polish unit can attack any German forces if there is not (at least) 1 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 1 US Supply Point, and adjust the US Supply Points Marker accordingly. No American units (or the French Armored Division) can attack any German forces if there is not at least 1 US Supply Point available to be expended.

[12.23] US 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 movement and not combat.

[12.3] COMMAND LIMITS

[12.31] British/Canadian Command Limit

The Allied Player can never conduct more than five attacks (and five Overruns) with British, Canadian, or Polish units in any one Player-Turn.

[12.32] US Command Limits

During Game-Turns 1, 2, and 3, the Allied Player cannot conduct more than four attacks (and four Overruns) with US (or French) units per Player-Turn. During Game-Turns 4 and 5, the Allied Player can conduct a maximum of five attacks (and five Overruns) with US/French units. Starting with Game-Turn 6 and in all following Game-Turns, the Allied Player can conduct up to six attacks (and six Overruns) with US/French forces.

13.0 REPLACEMENTS

GENERAL RULE:

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

PROCEDURE:

For any unit eligible to receive a *replacement* step, the Player flips that unit over to its full-strength side (or, if it is an Allied division reduced 2 or 3 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 can receive a replacement step unless it is at least 3 hexes away from the nearest Enemy unit and is in supply.

[13.12] No unit can receive more than *1* replacement step in any one Game-Turn (i.e., even though an Allied division-sized combat unit can have been reduced more than 1 step, only one step loss can be restored in any one Game-Turn).

[13.2] RESTRICTIONS ON THE NUMBER OF REPLACEMENTS

[13.21] Up to one German Panzer or Panzergrenadier regiment, and up to two German infantry units can receive a replacement step after each Game-Turn. These Game-Turn allowances cannot be accumulated.

[13.22] The Allied Player can have as many of his units receive replacements as he wishes in any Game-Turn, within the restrictions of Case 13.1.

14.0 REINFORCEMENTS

GENERAL RULE:

During his Initial Movement Phase, each Player can deploy on the map and move any friendly reinforcements that are due.

PROCEDURE:

The TURN RECORD TRACK indicates whether any reinforcements are due 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 in which it arrives printed on it. Any reinforcements can 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 (east of 4101), or southern edges of the map. Each German unit has the letter of the edge (E, N, or S) on which it can be brought in printed on the counter. If more than one letter is printed on a unit, the German Player can then choose either map edge. Reinforcements cannot be placed on the game-map directly into an Enemy Zone of Control.

[14.2] STATE AND 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) 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 that unit 1 Movement Point (regardless of the terrain). The unit can be moved normally up to its full Movement Point Allowance.

[14.23] Reinforcements can engage in combat during the turn they enter the map.

15.0

ALLIED AIR POWER AND CARPET BOMBING

GENERAL RULE:

In every Allied Player-Turn in which there is Clear weather, the Allied Player has the use of 6 Air Points. In every Allied Player-Turn in which the weather is Overcast, the Allied Player has the use of 3 Air Points. When the weather is Storms, he cannot use any Air Points.

Air Points can be applied, 1 per attack, to shift the combat ratio 1 column to the right. Alternatively, *once per Game*, the Allied Player can "carpet bomb" any 1 hex by using 6 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. He must announce this before he resolves any combat. If some Air Points are not used, they are not accrued. When the Allied

16.0

HOW TO WIN

GENERAL RULE:

Victory in the COBRA™ game 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.

CASES:

[16.1] GERMAN PLAYER VICTORY POINTS

The German Player receives Victory Points for the following:

Victory Points for Allied Units Eliminated:

2 VP's for each Allied infantry regiment or brigade

2 VP's for Allied HQ

4 VP's for each US and French armored regiment or brigade

6 VP's for each Allied infantry division or British/Canadian or Polish armored brigade

3 VP's per Game-Turn per US division, or fraction thereof, that fails to exit by the end of Game-Turn 7 (as required by Case 16.2)

Victory Points for Exiting German Units:

1 VP for each static division, each HQ, and each regular infantry regiment exited via the east edge of the map.

3 VP's for each Panzer/Panzergrenadier regiment that is exited via the east edge of the map, or that is positioned east of

17.0

RULES SUMMARY

For experienced players.

COMMENTARY:

Players who are thoroughly familiar with SPI games can grasp the rules to this game quickly by reading this summary and simply scanning the rest of the rules. **This summary is an informal part of the rules and does not in any way supersede them.** If the Player has any doubt about a rule, he should refer to the specific Case, not this summary.

1. Set up the game and look at the charts.
2. *The set-up hexes and reinforcement turns* are printed directly on the counters.
3. *The Sequence of Play* is symmetrical and has logistics, movement, combat, and Mechanized Movement Phases.
4. *The COMBAT RESULTS TABLE* is a ratio table with terrain defense advantages expressed in terms of CRT column shifts to the left.
5. *The WEATHER TABLE* affects German movement and the availability of Allied *Air Points*. Allied Air Points can be used to shift the CRT column 1 to the right on Allied attacks. Once per game, the Allied Player can use all 6 Air Points to perform a *carpet bombing* attack against any German hex (automatic 6 to 1 on the CRT).
6. *Supply Points* must be spent for each Allied attack. Number of Allied attacks per turn cannot exceed the Command Limit. Both of

1.0

INTRODUCTION

COBRA™ Expansion Set Rules

Included in this special second edition of the COBRA game is an Expansion Set that contains a new map and 200 counters. When combined with the COBRA game components and with the Expansion Set rules (provided later in this booklet), it allows players to simulate the entire Normandy campaign. Players who wish to recreate only the break-out should use just the COBRA rules and components.

The COBRA™ EXPANSION SET is a regimental/divisional scale simulation of the Allied invasion of Normandy and the subsequent battles that led to the Allied break-out in July, 1944. Each Game-Turn except the first is equivalent to three days of real time, and each hex represents a distance (across) of 3.2 kilometers. The EXPANSION SET is designed for use with COBRA. It cannot be used alone.

2.0

HOW TO PLAY

The EXPANSION SET makes it possible to play out the entire Normandy campaign from D-Day (6 June 1944) through the destruction of the German Army in the West at Falaise (23 August 1944). All COBRA rules, both maps, the EXPANSION SET counter sheet, and 48 of the counters from the COBRA counter sheet are used in play of the Expanded Game. Some modifications to the COBRA rules are noted in these EXPANSION SET rules. Wherever the EXPANSION SET rules contradict the COBRA rules, the EXPANSION SET rules take precedence. Unless specifically contradicted by the EXPANSION SET, however, all COBRA rules apply throughout the game.

Player exercises his option to perform the once-per-Game carpet bombing attack, he must commit 6 Air Points to that mission; i.e., the weather must be Clear.

[15.2] ASSISTING GROUND ATTACKS

Only 1 Air Point can be used to assist a given ground attack. Adding this Air Point has the effect of shifting the Combat Results ratio 1 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 cannot be used to attack Enemy units independent of ground attack. Air Points cannot be used defensively, or in conjunction with Overruns.

[15.3] CARPET BOMBING

Carpet bombing requires that 6 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 on the Combat Results Table. 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 cannot attack the hex that was carpet bombed in the same Combat Phase. Allied units entering the carpet-bombed hex in the ensuing Mechanized Movement Phase can move no further that Phase. In the following Game-Turn, the hex returns to normal status.

hex row 3900 (Falaise) and is in supply. A supplied regiment east of hex row 3900 must either be free of Enemy Zones of Control, or it must be disengagable in the hypothetical 14th German Player-Turn in order to receive these Victory Points.

[16.2] ALLIED PLAYER VICTORY POINTS

The Allied Player receives Victory Points for the following:

Victory Points for German Units Eliminated:

1 VP for each static division, each regular infantry regiment, and each Headquarters

3 VP's for each Panzer/Panzergrenadier regiment or Tiger tank battalion

Victory Points for Exiting US Mechanized Units:

6 VP's for each US armored regiment or brigade that exits through the west edge of the map, hexes 0123 through 0134, on or before the end of Game-Turn 4.

4 VP's for each such unit exited Game-Turn 5.

2 VP's for each such unit exited Game-Turn 6.

1 VP for each such unit exited Game-Turn 7.

[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 total to determine the level of Victory.

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

these items are listed on the TURN RECORD TRACK.

7. *Zones of Control* halt movement, and cut supply and retreat in hexes not occupied by Friendly units.
8. *Supply lines* are traced to the east edge for the Germans; they are traced to the north edge (west of 3701) for the Allies.
9. *Stacking Limit* is one division or equivalent per hex. Limit applies at end of Movement Phase and applies at all times during other Phases. A British/Canadian brigade is equal to half a division; other brigades and regiments, one-third. Stacking limits can't be exceeded, even fractionally.
10. *Retreat* is made by owning Player; Player either retreats indicated number of hexes, or takes it in step losses. Victorious Player can follow up retreat path (or advance 2 hexes if loser is eliminated), except in *bocage* area, where there can only be a 1-hex advance after combat.
11. *Units can disengage* from Enemy Zone of Control by spending 2 additional Movement Points. Disengaging unit cannot enter Enemy ZOC at any time during that Movement Phase.
12. *German HQ units* within range of attacking units shift CRT column 1 in their favor in both offense and defense. US HQ works only on offense for US units.
13. *Tiger tank battalions* shift 1 column on offense.
14. *Each Allied Command Point* enables one attack and one Overrun per Player-Turn.
15. *Read word-for-word* Cases 6.3 (Mechanized Units), 6.4 (Effect of Weather), 6.5 (Overrun), and 7.2 (Divisional Integrity).

3.0 GAME EQUIPMENT

[3.1] THE GAME MAP

The 22″ × 34″ mapsheet included in the EXPANSION SET shows the Cotentin peninsula and the coastline of Normandy on which the Allies landed in 1944. Throughout the rules, this map will be referred to as the Expansion Map. In cases where specific hex numbers are referred to, hexes appearing on the Expansion Map will be preceded by an "x," and hexes appearing on the COBRA™ map will be referred to in the normal fashion.

Both mapsheets are used in play of the Expanded Game. To set up the playing surface, first spread out the COBRA map. Then lay out the Expansion Map so that the southernmost hex row on that map (the x0021 hex row) overlaps the northernmost (0001) hex row on the COBRA map. Use small pieces of masking tape at the corners of the mapsheets to keep them in place during play.

[3.2] GAME CHARTS AND TABLES

Because the Expansion Map contains four new types of terrain (Marsh, Supply Head, Defense Zone, and Fortress), a new TERRAIN KEY and TERRAIN EFFECTS CHART have been printed on the Expansion Map. These are used exclusively in the Expanded Game. Ignore the TERRAIN KEY and TERRAIN EFFECTS CHART printed on the COBRA map when playing the Expanded Game.

In addition, a new TURN RECORD TRACK, covering the period from 6 June through 15 July 1944, is provided. The numbered Game-Turns on this track are preceded by an "x" to distinguish them from COBRA Game-Turns. When playing the Expanded Game, the Game-Turn Marker is placed on the TURN RECORD TRACK on the Expansion Map at the start of play and is moved along that track until the end of Game-Turn x14. The Game-Turn Marker is then moved to the Game-Turn 1 Box of the *COBRA* TURN RECORD TRACK and is moved along it until the end of Game-Turn 13. At that point, the game is over. Both TURN RECORD TRACKS present the same information in exactly the same fashion except that several additional symbols appear on the Expansion Map TURN RECORD TRACK. These include:

- * (used to indicate that all Allied units are in supply throughout the Game-Turn, and do not need to expend Supply Points or observe Command restrictions)
- *C (used to indicate the last Game-Turn on which the Allied Player gets VP's for withdrawing his surviving Commando units)
- *P (used to indicate the last Game-Turn on which the Allied Player gets VP's for withdrawing his surviving US Paratroop units)

3.0 CONTINUED

Finally, the Expansion Map also includes a SCATTER DIAGRAM, BRITISH REINFORCEMENT TRACK, US REINFORCEMENT TRACK, ALLIED WITHDRAWN UNITS BOX, ALLIED DESTROYED UNITS BOX, GERMAN DESTROYED UNITS BOX, and VP TRACK. The uses of these elements are explained later in the rules.

[3.3] The Playing Pieces

[3.31] New Counters

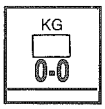
Included in the EXPANSION SET is a new sheet of 200 counters. Most of these are units already represented in the COBRA™ game, but some new units and markers are also presented. In all cases, the information on the units in the EXPANSION SET is organized in the same manner as the information on the COBRA game counters. However, two variations are employed.

1) The Combat Strengths and Movement Point Allowances of all units used in the Expanded Game (including units in the original COBRA counter sheet) have been underlined to assist players in sorting Expansion units from units used only in COBRA.
2) An "x" before a 4-digit number to the right of the unit symbol indicates that the unit sets up on that numbered hex on the Expansion Map. An "x" before a 1 or 2-digit number indicates that the unit is a reinforcement that enters the game on the Game-Turn of the Expanded Game referred to (x11 = the 11th Game Turn, etc.). Units that contain a 1 or 2-digit number without an "x" are reinforcements entering the game during a Game-Turn listed on the original *COBRA* TURN RECORD TRACK.

The new counters in the EXPANSION SET include Commando units, German Delay units (representing unit remnants, Ost battalions, and other units too small to portray as actual combat units), VP Markers (moved along the VP TRACK to record the German accumulation of VP's for forcing Allied abandonment of Beaches, controlling Cherbourg, and Allied failure to exit units when required), and Activation Markers (used to indicate when a Supply Head other than a Beach Supply Head is Activated).

[3.31] Sample Commando Unit

[3.32] Sample German Delay Unit



[3.33] Sample Markers

(Insert Counter Diagram 18 here.)

(Insert Counter Diagram 19 here.)

[3.4] PARTS INVENTORY

The complete COBRA Expansion Set includes the following parts:

One 22″ × 32″ Expansion Map
One sheet of 200 die-cut counters (200 pieces, printed front and back)
One Expansion Rules Booklet (bound into COBRA™ Game rules)

4.0

INITIAL SET-UP

Except for German Delay units, each unit used in the Expanded Game contains the number of the hex in which it is set up at the start of the game (if it is deployed at start) or the Game-Turn in which it enters the game. These hex numbers are printed on the unit counter on the side of the unit which is face-up when it enters the game. At the start of the game, the German Player sets up his initially-deployed units on the map and sets aside the rest of his units until they enter play as reinforcements.

All Allied units are reinforcements, and all are placed in either the US or the BRITISH REINFORCEMENT TRACK, or in the PARATROOP or COMMANDO BOXES at the start of the game. Every Allied unit in the Expanded Game is pictured in one of these tracks or boxes, and the Allied Player initially sets up his units on their pictures. The Game-Turn on which each Allied unit enters the game as a reinforcement is indicated opposite the unit's picture. Unless otherwise noted, all Allied reinforcements enter the game during the Allied Initial Movement Phase.

When all units have been set aside, deployed on the map, or placed in an appropriate box, then the VP Markers are placed in the "0" Box of the VP TRACK, the Game-Turn Marker is placed in the "x1" Box of the TURN RECORD TRACK, and the Supply Markers are placed in the "0" Box of the SUPPLY POINTS TRACK, which is on the original COBRA map. All other markers are set aside until needed during play. Note: There are no Active Supply Heads at the start of the game, and all Supply Head Activation Markers are set aside until used.

6.0

MOVEMENT

GENERAL RULE:

Except as modified below, the provisions of Section 6.0 of the COBRA rules apply throughout the Expanded Game.

CASES:

[6.1] ALLIED MOVEMENT RESTRICTION

[6.11] Paratroop units can't move on Game-Turns x1 and x2. They can retreat and advance normally during combat.

[6.12] All Allied units have their printed Movement Point Allowance halved on Game-Turns x1 and x2. British and Canadian infantry units (which normally move up to two-thirds of their printed Movement Point Allowance during their Mechanized Movement Phase) move *one-half* of their printed Movement Point Allowance during their Initial Movement Phase and *one-third* of their printed Movement Point Allowance during their Mechanized Movement Phase on Game-Turns x1 and x2.

[6.13] Allied units must expend 4 Movement Points (in addition to the normal cost to enter the hex) to enter a hex occupied by a German Delay unit. The Delay unit is destroyed whenever an Allied unit enters its hex.

[6.2] GERMAN MOVEMENT RESTRICTIONS

[6.21] German units pay double the normal Movement Point cost to enter a hex that is next to an Allied Paratroop unit during Game-Turns x1 and x2 (regardless of whether the hex is actually in a Paratroop unit ZOC).

[6.22] At the beginning of the German Initial Movement Phase of Game-Turn x1, the German Player rolls two dice. The result is the maximum number of units of his choice (other than reinforcements) that he can move during the Initial Movement Phase of Game-Turn x1. Reinforcements do not count against this limit.

[6.3] EXITING THE MAP

[6.31] In some cases, players are instructed to exit units from a map edge. Units exited from the map are permanently removed from play. They never reenter the game.

[6.32] Units can only exit from a map edge during a Friendly Movement Phase by paying 1 Movement Point to do so. They can never exit the map during a Combat Phase.

[6.4] WEATHER EFFECTS

[6.41] The weather rules presented in the COBRA rules are unchanged except as noted in this section.

[6.42] The weather throughout Game-Turns x1 and 1 is always Clear.

[6.43] The weather during the German Player-Turn of Game-Turn x2 is Overcast. The weather during the Allied Player-Turn of Game-Turn x2 is Storms.

[6.44] The weather throughout Game-Turn x6 is always Storms.

[6.45] The Players must roll for weather on Game-Turns x3 through x5 and x7 through x14

5.0 SEQUENCE OF PLAY

The Expanded Game Sequence of Play is identical to the COBRA™ game Sequence of Play, except that the German Player-Turn of Game-Turn x1 is preceded by a special Landing Phase. This Landing Phase consists of the following steps, executed in exactly the order set forth below:

Step 1: The Allied Player deploys his nine Paratroop units, two Commando units, and all of the units in the x1 Boxes of the US and BRITISH REINFORCEMENT TRACKS on the map. Units on a REINFORCEMENT TRACK must be deployed in any Beach hex of the Beach named in their box on the REINFORCEMENT TRACK. Commandos can be deployed on any Beach hex or Coast hex within 6 hexes of either a Gold, Juno, or Sword Beach hex. British Paratroop units can be deployed on any non-Coast, non-Beach hex within 6 hexes of any Beach hex of Gold, Juno, or Sword Beaches. US Paratroop units can be deployed in any non-Coast, non-Beach hex within 8 hexes of hex x2315. All Paratroop units must be deployed within 2 hexes (1 intervening hex) of another unit from the same division. Units cannot be deployed in Enemy-occupied hexes or in violation of stacking restrictions. They can be deployed in Enemy ZOC's.

Step 2: The Allied Player rolls one die for each Paratroop unit to determine if the unit scatters. He can roll for unit scatter in any order he wishes. British Paratroop units and units of the US 101st Airborne division scatter on a die roll of 6. Units of the US 82nd Airborne division scatter on a die roll of 5 or 6.

Step 3: The Allied Player rolls one die for each Paratroop unit that scattered in Step 2, above. He compares the die roll result to the SCATTER DIAGRAM printed on the Expansion Map and moves the scattered unit 1 hex in the direction indicated by the die roll (for example, a roll of "4" would require that the unit be moved 1 hex due south).

Step 4: The Allied Player removes from the game all scattered Paratroop units that occupy Beach or Coast hexes, that are stacked with a German unit, or that are stacked with other Allied units in violation of stacking restrictions.

Step 5: The German Player rolls one die for each of his units that are within 2 hexes (1 intervening hex) of an occupied Beach hex. On a result of 1-4, nothing happens. On a result of 5 or 6, the German Player must immediately (before making any other die rolls) state how many steps of the affected unit he will commit to Beach Defense and which Beach hex the steps will defend. He then removes this number of steps from the unit. If the unit is completely destroyed, he places it in the appropriate DESTROYED UNITS BOX on the Expansion Map. The unit does count for accumulation of Allied VP's. Note: The German Player is not obligated to commit any steps to Beach Defense.

Step 6: The German Player rolls one die for each Allied unit deployed on the map, except for Commando units that do not occupy Beach hexes. He indexes the die roll result with the appropriate Combat Ratio column on the COMBAT RESULTS TABLE to find a "Landing Attrition" result. German units are not affected by the result. Allied units suffer the number of step losses indicated. They cannot retreat to satisfy those losses. The Combat Ratios used to resolve these "Landing Attrition" die rolls are:

- 1-1 If the unit occupies a Beach hex of Utah Beach.
- 1-2 If the unit occupies a Beach hex of Gold or Juno Beach, or is part of the US 82nd Airborne division.
- 1-3 If the unit occupies a Beach hex of Sword Beach, or is a Paratroop unit of the British 6th division or the US 101st Airborne division.
- 4-1 If the unit occupies a Beach hex of Omaha Beach.

These Combat Ratios are modified as follows:

a) Shift 1 column to the right for each step that the German Player committed to Beach Defense in that hex during Step 5, if the unit occupies a Beach hex.

b) Shift a number of columns to the right equal to the normal "Shifts Left" for the terrain type the unit occupies, if the unit is a Paratroop unit. For example, if the unit is in a Minor City (Town) that provides the defender with a shift of 1 to the left during combat, the Combat Ratio column used to resolve Landing Attrition would be shifted 1 column to the right.

Step 7: The Allied Player checks to determine if all of the Allied units occupying a Beach (not Beach hex) have suffered 2 or more step losses as a result of Step 6. For each Beach that meets this criterion, he rolls a die. If the result is 6, nothing happens. If the result is 1-5, the Allied Player must immediately remove all units from that Beach. These units are permanently removed from play. They do not count for VP accumulation, however. The Beach is considered abandoned. It is now friendly to the German Player and can't be used for supply or reinforcement until all hexes of that Beach are once again made friendly to the Allied Player (by an Allied unit already deployed on the map entering the hex). Reinforcements scheduled to enter the game via this Beach must enter via some other Beach (or Supply Head). For each Beach (not Beach hex) abandoned by the Allied Player, the German Player immediately accumulates 10 VP's. He retains these VP's even if the Beach should subsequently become friendly to the Allied Player.

---

in exactly the same manner described in 6.4 of the COBRA rules.

[6.5] OVERRUN

[6.51] Neither player can conduct Overruns on Game-Turn x1.

[6.52] Overruns are conducted as described in Case 6.5 of the COBRA rules from Game-Turn x2 until the end of the game.

[6.6] DISENGAGEMENT

[6.61] The German Player cannot disengage on Game-Turn x1.

[6.62] Except for Case 6.61 above, disengagements are conducted exactly as described in Case 6.6 of the COBRA rules throughout the game.

[6.7] SPECIAL TERRAIN

Marshes, Fortresses, Defense Zones

[6.71] Mechanized units cannot move into or out of a Marsh hex except via a hexside containing a road.

[6.72] Allied units must stop moving upon entering a Fortress or Defense Zone hex that has not previously been entered by an Allied unit prior to the current Movement Phase.

[6.8] TERRAIN EFFECTS CHART

See the COBRA Expansion Map.

[6.9] WITHDRAWAL

[6.91] Allied units (only) can "withdraw" from the game during any Allied Movement Phase in which the units being withdrawn at the beginning of their Movement Phase occupy an Active Supply Head. The unit being withdrawn expends all of its Movement Points for that Phase to withdraw. It is then immediately and permanently removed from play. Unless destroyed during withdrawal, it does not count for VP accumulation. See Case 6.92.

[6.92] If a unit that is being withdrawn occupies a hex in an Enemy ZOC at the start of the Phase in which it is being withdrawn, the German Player makes an unmodified 3-1 attack against the unit immediately before it is withdrawn. German units are unaffected by this attack. However, if the unit(s) being withdrawn suffers any losses, it must take them as step losses (not retreats). If these losses result in the destruction of the unit being withdrawn, the unit is placed in the appropriate DESTROYED UNITS BOX. It then counts for VP accumulation instead of being withdrawn. If the unit being withdrawn survives the attack, then there is no further effect (and the German Player gets no VP's).

[6.93] There is no limit to the number of units the Allied Player can withdraw from the game, or the number of Game-Turns on which he can perform a withdrawal.

7.0 STACKING

All COBRA™ game stacking restrictions apply throughout the game. However, Activation Markers and German Delay units do not count for purposes of stacking restrictions. Germany Kampfgruppen (those units other than Delay units that contain a "KG" as their unit size) are treated as regiments for stacking.

8.0 ZONES OF CONTROL

GENERAL RULE:

Except as modified herein, the rules in Section 8.0 of the COBRA rules apply throughout the Expanded Game.

CASES:

[8.1] Delay units have no Zones of Control.

[8.2] Zones of Control extend out of, but not into Fortress hexes.

10.0 HEAD-QUARTERS

(See COBRA rules.)

9.0 COMBAT

GENERAL RULE:

Except as modified herein, the rules in Section 9.0 of the COBRA rules apply throughout the Expanded Game.

CASES:

[9.1] WHICH UNITS CAN ATTACK

[9.11] Mechanized units can only attack into or out of a Marsh hex via a hexside containing a road.

[9.12] German Delay units have no Combat Strength. They can never attack or be attacked. Their presence in hexes containing other German units is ignored for purposes of combat, and they can't be eliminated or retreated to satisfy step loss requirements. If all other German units in a hex are destroyed, or if they retreat as a result of combat, any Delay units in the hex are automatically destroyed.

[9.2] MULTI-UNIT AND MULTI-HEX COMBAT

(See COBRA rules.)

[9.3] DEFENSIVE AND OFFENSIVE COMBAT BENEFITS

(See COBRA rules.)

[9.4] COMBAT RESOLUTION

(See COBRA rules.)

[9.5] COMBAT RESULTS TABLE

(See COBRA map.)

[9.6] EXPLANATION OF COMBAT RESULTS

[9.61] On Game-Turn x1, all combat results must be taken as step losses. Units cannot retreat to satisfy combat results until Game-Turn x2.
[9.62] Except as noted in Case 9.61 above, all provisions of Case 9.6 of the COBRA rules are in effect throughout the Expanded Game.
[9.63] To facilitate VP calculations, players should place eliminated units in the DESTROYED UNITS BOXES printed on the Expansion Map. Then, at the end of the game, it is only necessary to multiply the VP value of units in the box by the number of counters in the box to get their total VP value.

[9.7] RETREATS

[9.71] Mechanized units cannot retreat into or out of Marsh hexes except through hexsides containing a road.
[9.72] Except as noted in Case 9.71 above, all provisions of Case 9.7 of the COBRA rules are in effect throughout the Expanded Game.

[9.8] ADVANCE AFTER COMBAT

[9.81] A unit that advances into a Fortress, Marsh, or Defense Zone hex cannot advance any farther, regardless of how far the defending unit has been retreated or whether the defending unit was destroyed.
[9.82] Except as noted in Case 9.81 above, all provisions of Case 9.8 of the COBRA rules are in effect throughout the Expanded Game.

[9.9] ALLIED INTER-ARMY COOPERATION

(See COBRA rules.)

11.0 SUPPLY

GENERAL RULE:

Except as modified herein, the provisions of Section 11.0 of the COBRA rules are in effect throughout the Expanded Game.

CASES:

[11.1] SUPPLY DETERMINATION

[11.11] Allied Supply is not determined during Game-Turns x1 and x2. All Allied units are considered in supply throughout both of those Game-Turns, even if they are surrounded by German units or German ZOC's.
[11.12] Supply lines cannot be traced into or out of Marsh hexes except through hexsides containing roads.
[11.13] Allied units cannot trace supply into or out of hexes that are occupied by German Delay units.

[11.2] GERMAN SUPPLY SOURCES

[11.21] In addition to the supply sources listed in Case 11.2 of the COBRA rules, German units are considered to be in supply whenever they occupy a Fortress hex or Cherbourg Major City hex that has never been entered by an Allied unit.

[11.22] German units can trace a supply line to any Cherbourg hex (x1207, x1307, x1308, x1208, x1407) that has never been entered by an Allied unit. There is no restriction on the number of German units that can trace a supply line to Cherbourg.

[11.3] ALLIED SUPPLY SOURCES

[11.31] Ignore Case 11.3 of the COBRA rules during the Expanded Game. Instead, Allied units are in supply only if they can trace a supply line to an Active Supply Head.
[11.32] All Supply Heads begin the game as Inactive Supply Heads friendly to the German Player.
[11.33] All Beach hexes that are currently friendly to the Allied Player (regardless of previous status) are Active Supply Heads.
[11.34] All Supply Heads that are not also Beach hexes (except for those Supply Heads in hexes x1207, x1307, and x1407) become Active Supply Heads at the beginning of the fifth Game-Turn after an Allied unit occupies the hex. Thus, a Supply Head that was friendly to the German Player on Game-Turn x2 could not become an Active Supply Head until Game-Turn x7.

To keep track of the delay between Allied entry and activation of a Supply Head, place the Supply Head Activation Marker for that Supply Head in the box of the TURN RECORD TRACK that represents the Game-Turn on which the Supply Head will become active. When the Game-Turn Marker is moved into that box, place the Supply Head Activation Marker face-up on the map in the Supply Head hex. If the German Player recaptures the Supply Head before the marker is placed on the map, remove the marker from the TURN RECORD TRACK. When the Supply Head is again friendly to the Allied Player, replace the marker on the TURN RECORD TRACK five boxes (four intervening Game-Turn boxes) from the box currently occupied by the Game-Turn Marker, and begin the process all over.
[11.35] Supply Heads that are located along Major Rivers instead of Coast hexes are considered Active for supply and reinforcement purposes only if there is no German unit (other than an HQ or Delay unit) next to any hexside of the Major River that connects the Supply Head with the sea. Thus, Carentan is not an Active Supply Head if a German unit occupies any of the following hexes: x2219, x2119, x2218, x2319, x2318, x2418, x2417, x2518, x2517, or x2416. Similarly, St. Vaast La Hougue is not an Active

11.0 CONTINUED

Supply Head if x2309 or x2310 contains a German unit, and Isigny is not an Active Supply Head if x2519, x2518, x2517, x2618, or x2617 contains a German unit. The presence of German units next to Major Rivers does not affect the activation process described in Case 11.34. It merely keeps the Supply Heads affected by those units from being used for supply.

[11.36] Supply Heads x1207, x1307, and x1407 become Active Supply Heads at the beginning of the tenth Game-Turn after the Game-Turn on which they were last friendly to the German Player. Follow the procedure in Case 11.34 for indicating the status of these hexes.

[11.37] Once a Supply Head that is not a Beach hex becomes an Active Supply Head, it remains Active throughout the game so long as it is friendly to the Allied Player. If an Active Supply Head is captured by the German Player, it becomes Inactive only as long as it is friendly to the German Player. As soon as an Allied unit enters its hex, it becomes Active again. Once Activated, a Supply Head can change hands any number of times during the game and still become Active immediately upon once again becoming friendly to the Allied Player. The presence of German units next to Major Rivers does not affect the status of a Supply Head for purposes of this rule.

[11.38] The appropriate Supply Head Activation Marker is placed on a Supply Head whenever that Supply Head becomes Active. Once placed on the Supply Head, the marker remains there for the rest of the game. However, the marker is flipped over to its blank back side if the Supply Head becomes Inactive or if it cannot be fully Activated due to the presence of German units next to the Major River connecting the Supply Head to the Sea.

[11.4] EFFECTS OF BEING OUT OF SUPPLY

The effects of being out of supply are listed in Case 11.4 of the COBRA rules. In addition, any Paratroop unit that begins Game-Turn x3 out of supply is immediately eliminated (accumulating VP's for the German Player just as if he had destroyed the unit in combat).

12.0

ALLIED SUPPLY POINTS AND COMMAND LIMITS

The Allied Player receives no Supply Points and has no Command Levels on Game-Turns x1 and x2. During these two Game-Turns, neither Supply Points nor Command Points are required for the Allied Player's units to attack. Beginning on Game-Turn x3, the Allied Player gets 3 British and 3 US Supply Points per Game-Turn (except on Game-Turn x7, 22-24 July, when damage to the Allied Mulberries resulted in a sharp drop in the delivery of supplies). From Game-Turn x3 until the end of the game, the Allied Player must expend Supply Points in order to attack, and he cannot execute more attacks or Overruns than he has points in his Command Levels, exactly as described in Section 12.0 of the COBRA™ rules.

13.0

REPLACE-MENTS

Neither Player receives any replacements on Game-Turns x1 and x2. Beginning on Game-Turn x3, both players receive replacements exactly as described in Section 13.0 of the COBRA rules.

14.0

REINFORCEMENTS AND WITHDRAWALS

[14.1] WHERE REINFORCEMENTS ENTER THE MAP

[14.11] German Reinforcements enter the map via the map edge(s) listed on their counters as per the COBRA rules.

[14.12] Allied units do not enter the game from the north edge of the COBRA™ map as described in the COBRA rules. Instead, Allied Reinforcements enter the game as outlined in Cases 14.13 through 14.16 below.

[14.13] British-Canadian-Polish Reinforcements can enter the game only by being placed on an Active Supply Head east of the 3300 hex row (exclusive).

[14.14] US-French Reinforcements can enter the game only by being placed on an Active Supply Head west of the 4200 hex row (exclusive).

[14.15] Reinforcements must pay the entry cost to enter the terrain in the hex on which they are placed when they enter the game.

[14.16] Allied Reinforcements (only) can enter the game via a hex in an Enemy ZOC. This is an exception to the COBRA rules.

[14.2] STATE AND USE OF REINFORCEMENTS

[14.21] As in the COBRA rules, some units can enter the game in a depleted state (with their reduced side showing). These units are indicated by having their Game-Turn of entry printed on their reduced strength side.

[14.22] The British 27th Armored brigade becomes available to enter the game during the Allied Mechanized Movement Phase of Game-Turn x1 and immediately undergoes an unmodified 1-3 attack. Any loss inflicted on the unit as a result of this attack must be taken as a step loss. The unit cannot retreat to satisfy the loss. Exception: The Allied Player can withhold the unit until Game-Turn x2 or later, and the unit then undergoes no attack.

[14.23] During each Game-Turn, beginning with Game-Turn x2, the German Player can place a maximum of one Delay unit on the map during his Initial Movement Phase, if he has any Delay Unit Markers available. Delay Markers can be placed anywhere on the map except on Supply Heads and in hexes containing Enemy units. They must be placed in hexes that are in supply and within 6 hexes of a German unit (other than an HQ or Delay unit). They can be placed in hexes in an Enemy ZOC. Once placed on the map, they cannot be moved. As soon as an Allied unit enters their hex, they are destroyed. Destroyed Delay units do not count for VP accumulation. Delay unit counters can be reused after being destroyed, but the number of Delay units in the counter mix is the maximum number that can be on the map at a given time. Note: If all Delay units are deployed on the map during the German Player's Initial Movement Phase, he may "destroy" a deployed Delay unit in order to obtain the counter for use as a "new" Delay unit.

[14.24] Beginning with the Mechanized Movement Phase of Game-Turn x1, Allied Reinforcements can enter the game at any time after they become available. They need not enter the game only during the Phase they become available. All German Reinforcements, and any Allied Reinforcements that appear before the Mechanized Movement Phase of Game-Turn x1, must enter the game when they are scheduled to appear. They cannot be withheld. If they are unable to enter the game when scheduled, they never appear (but they do not count for VP accumulation).

[14.25] Allied Game-Turn x1 Paratroop Reinforcements scheduled to paradrop onto the map must be paradropped. They cannot be deployed on Beach or Coast hexes.

[14.26] Allied units scheduled to appear on a particular Beach (x1 and x2 reinforcements only) must appear on that Beach, if physically possible within stacking restrictions. If it is not physically possible for them to appear on the scheduled Beach, they can't be brought into play until Game-Turn x3, or until their scheduled Beach is available for entry (whichever comes first).

[14.3] WITHDRAWALS

[14.31] The Allied Player receives VP's for exiting the individual regiments and brigades of up to three US mechanized divisions from the map as noted in the COBRA rules. If the Allied Player fails to exit these units by the beginning of Game-Turn 8, the German Player receives 3 VP's per US division (or fraction thereof) per Game-Turn for each division (or fraction) that the Allied Player fails to exit during the rest of the game (maximum of 3 VP's x 3 divisions x 6 Game-Turns = 54 VP's if the Allied Player does not exit any divisions from the map).

[14.32] The Allied Player receives 4 VP's per Commando unit that he withdraws (as described in Case 6.9) prior to Game-Turn x5. Unlike other units, Commando units can be withdrawn from any Active Supply Head or Coast hex. They do not undergo attack when withdrawing from a hex in a German ZOC. At the beginning of Game-Turn 6, the German Player receives 8 VP's for any Commando unit still on the map.

[14.33] The Allied Player receives 4 VP's for each US Paratroop regiment that he withdraws (as described in Case 6.9) prior to Game-Turn

14.0 CONTINUED

x14. At the beginning of Game-Turn 1, the German Player gets 8 VP's per US Paratroop regiment still on the map.

[14.34] Two ALLIED WITHDRAWN UNIT BOXES are provided on the Expansion Map to assist players in remembering which withdrawn units count for VP accumulation. Whenever the Allied Player withdraws or exits a unit for VP's, place the unit in one of these boxes. At the end of the game, he adds up the value of these units for VP purposes.

15.0

ALLIED NAVAL AND AIR SUPPORT

GENERAL RULE:

The Allied Player receives and uses Air Points throughout the Expanded Game as outlined in Section 15.0 of the COBRA™ rules. In addition, the Allied Player has a number of Naval Support Points that he can use in the Expanded Game.

CASES:

[15.1] AIR AND NAVAL SUPPORT AVAILABILITY

[15.11] The Allied Player receives no Naval or Air Points on Game-Turn x1. The effects of D-Day airstrikes and shore bombardments have been built into the movement, combat, and attrition rules for that Game-Turn.

[15.12] The Allied Player receives Air Points as outlined in Section 15.0 of the COBRA rules from Game-Turn x2 until the end of the game.

[15.13] The Allied Player receives 6 Naval Points per Game-Turn on Game-Turns x2 and x3, 3 Naval Points per Game-Turn on Game-Turns x4 through x10, and 1 Naval Point on Game-Turns x11 through x14. Like Air Points, these Naval Points must be used in the Game-Turn they become available. They cannot be saved from Game-Turn to Game-Turn.

[15.14] The availability of Naval Points is unaffected by weather.

[15.2] ASSISTING GROUND ATTACKS

[15.21] As in the COBRA rules, only 1 Air Point can be used to assist in a given attack.

[15.22] Up to 2 Naval Points can be used to assist in an attack. Naval Points committed to assisting an attack work in exactly the same way as Air Points.

[15.23] Both Air and Naval Points can be used to assist in the same attack.

[15.24] Naval Points can only be used to assist in attacks against defenders who occupy a hex within 6 hexes (5 intervening hexes) of a hex on the Expansion Map that is entirely Sea.

[15.3] CARPET BOMBING

The Allied Player can make one carpet bombing attack as described in Case 15.3 of the COBRA rules during Game-Turns x5 through 1. He can also make a second attack between Game-Turn 2 and the end of the game (for a total of two attacks during any one game). Each attack requires the commitment of all 6 available Air Points. Carpet bombing can only occur during Clear Weather.

16.0

HOW TO WIN

GENERAL RULE:

Except as modified herein, victory is determined as set forth in Section 16.0 of the COBRA rules. To assist the players, a number of boxes are provided in which to store units destroyed or withdrawn during play. In addition, a VP TRACK is provided for use in recording German VP's for Cherbourg, Abandoned Beaches and Allied failure to withdraw or exit units. The VP Markers are moved along this track to indicate the number of VP's that have been accumulated at any given time.

CASES:

[16.1] GERMAN PLAYER VICTORY POINT ADDITIONS

Additional VP's for Allied Units:

8 VP's for each Allied Commando brigade on the map at the beginning of Game-Turn x6.

8 VP's for each US Paratroop regiment on the map at the beginning of Game-Turn 1.

4 VP's for each Allied Paratroop regiment or brigade and each Commando brigade eliminated. NOTE: This is a change from the 2 VP award for infantry in the COBRA rules.

Additional VP's for Cherbourg:

3 VP's at the beginning of each Game-Turn after Game-Turn x1 that at least 1 hex of Cherbourg (x1207, x1307, x1308, x1208, x1407) is friendly to the Germans.

Additional VP's for Abandoned Beaches:

10 VP's for each Beach (not Beach hex) abandoned by the Allied Player during Game-Turn x1 (only).

[16.2] ALLIED PLAYER VICTORY POINT ADDITIONS:

Additional Victory Points for Withdrawing Allied Units:

4 VP's for each Commando brigade withdrawn by the end of Game-Turn x5.

4 VP's for each US Paratroop regiment withdrawn by the end of Game-Turn x14.

[16.3] VICTORY POINT SCHEDULE

(See COBRA rules.)

[16.4] AUTOMATIC VICTORY

The game ends and the German Player wins an automatic Decisive Victory if, at the beginning of an Allied Player-Turn, there are no Active Supply Heads (including Beaches) friendly to the Allied Player.

17.0

THE BATTLE OF THE BUILD-UP

Players who wish to play a shorter version of the Expanded Game should use the scenario provided in this section. The Battle of the Build-up portrays the Allied struggle to get ashore and build a tenable lodgement in preparation for the breakout to the Seine.

The COBRA rules as modified by the COBRA Expansion Set are used throughout the scenario. Set-up is as per the COBRA Expansion Set. The scenario lasts from Game-Turn x1 through the end of Game-Turn x14. At the end of Game-Turn x14, Victory is determined as explained in Section 16.0 of the COBRA Expansion Rules, with the following exceptions:

1. The German Player receives no VP's for exiting his units from the east edge of the map, or for having units east of hex row 3900. German units can still exit the map during this scenario, but no VP's are received for doing so.

2. The Allied Player receives 1 VP for each Supply Head (including Beach hex Supply Heads) that is Active (contains a Supply Head Activation Marker and is friendly to the Allied Player, regardless of the status of Major Rivers connecting the Supply Head to the Sea) at the end of Game-Turn x14.

3. The German Player receives 2 VP's for each hex of the following Major Cities that is friendly to him: Coutances (0608), St. Lô (1506, 1606), Bayeux (2601, x3620), Caen (3404, 3504, 3505, 3506, 3604, 3605), Carentan (2120), and Cherbourg (1207, 1307, 1308, 1208, 1407).

COBRA™ GAME [Front]

©1984 TSR, Inc. All Rights Reserved.

915/352 III 4-9
916/352 III 4-9
1049/77 III 3-9
1050/77 III 3-9
1057/91 III 3-9
1058/91 III 3-9
941/353 III 3-9
942/353 III 3-9
943/353 III 3-9
13/5 III 0606 3-9
14/5 III 0606 3-9
15/5 III 0606 3-9
1051/84 III 5E 3-9
1052/84 III 5E 3-9
1055/89 III 5E 3-9
1056/89 III 5E 3-9
1053/85 III 7NE 3-9
1054/85 III 7NE 3-9
989/277 III 2905 2-9
990/277 III 2805 2-9
991/277 III 2706 2-9
986/276 III 2407 2-9
987/276 III 2207 2-9
988/276 III 2308 2-9
960/272 III 3206 2-9
981/272 III 3206 2-9
982/272 III 3206 2-9
977/271 III 3107 2-9
978/271 III 3107 2-9
979/271 III 3107 2-9
983/275 III 1E 2-9
984/275 III 1E 2-9
985/275 III 1E 2-9
957/353 III 1NE 2-9
958/353 III 1NE 2-9
959/353 III 1NE 2-9
221/16 III 6S 2-9
223/16 III 6S 2-9
225/16 III 6S 2-9
557/331 III 7S 2-9

GERMAN

558/331 III 7S 2-9
559/331 III 7S 2-9
917/242 III 9NE 2-9
918/242 III 2-9
765/242 III 2-9
5/3 III 4-9
8/3 III 4-9
9/3 III 4-9
16/6 III 6SE 3-9
17/6 III 6SE 3-9
18/6 III 6SE 3-9
946 XX 3904 5-6
731/711 III 4002 2-6
744/711 III 2-6
763/711 III 2-6
920/243 III 2-6
921/243 III 2-6
922/243 III 2-6
31/16LW III 3604 2-6
32/16LW III 3704 2-6
45/16LW III 3604 2-6
326 XX 3211 5-6
708 XX 7S 5-6
348 XX 11NE 5-6
48 XX 11SE 4-6
338 XX 11S 4-6
344 XX 10SE 4-6
17LW XX 11SE 4-6
18LW XX 11SE 4-6
3/2 III 2507 8-12
2/2 III 4-12
304/2 III 2606 4-12
33/9 III 8S 6-12
10/9 III 8S 3-12
11/9 III 8S 3-12
16/116 III 4S 6-12
160/116 III 4S 4-12
156/116 III 4S 4-12
130/Lhr III 8-12
901/Lhr III 5-12

79 XX 12-8
8 XX 0602 12-8
90 XX 0802 12-8
4 XX 1003 12-8
83 XX 1204 12-8
9 XX 1305 12-8
30 XX 1505 12-8
35 XX 1706 12-8
29 XX 1805 12-8
5 XX 1 12-8
1 XX 1 12-8
28 XX 4 12-8
80 XX 7 12-8
9/2 III 1905 5-8
23/2 III 2005 5-8
38/2 III 2105 5-8
66/2 III 2 6-12
62/2 III 2 6-12
41/2 III 2 6-12
32/3 III 2 6-12

UNITED STATES

33/3 III 2 6-12
36/3 III 2 6-12
CCA/4 X 2 4-12
CCB/4 X 2 4-12
CCR/4 X 2 4-12
CCA/5 X 5 4-12
CCB/5 X 5 4-12
CCR/5 X 5 4-12
CCA/2F X 8 4-12
CCB/2F X 8 4-12
CCA/6 X 3 4-12
CCB/6 X 3 4-12
CCR/6 X 3 4-12
CCA/7 X 11 4-12
CCB/7 X 11 4-12
CCR/7 X 11 4-12
15 III 8 4-12
2 III 9 3-12
3 III 9 3-12
CCR/2F X 8 4-12

4 III 2 4-12
6 III 9 4-12
102 III 2 3-12
106 III 0201 4-12
113 III 1 6-12
3rd Army LGen Patton (4)12
US Supply

CANADIAN

3 XX 3003 12-9
51 XX 3703 12-9
2 XX 3305 12-9
3 XX 3504 12-9
10/4 X 7 6-12
15 XX 2005 12-9
43 XX 2704 12-9
53 XX 3105 12-9
4/4 X 7 9-12
2 X 3403 4-12

BRITISH

49 XX 2307 12-9
50 XX 2406 12-9
59 XX 2506 12-9
3/6 X 3501 3-8
5/6 X 3502 3-8
66/6 X 3-8
4 X 2704 8-12
34 X 2604 7-12
8 X 2306 6-12
33 X 2305 7-12
6Gd X 3 7-12
5 Gd X 3102 9-12
32 Gd X 3102 7-12
22/7 X 3301 7-12
131/7 X 3311 5-12
29/11 X 3002 9-12
159/11 X 3002 7-12
10/1P X 8 8-12
3 1P X 8 5-12
BrCan Supply

2 2 4-12
6-12
2 2 4-12
4-12
4 2 4-12
4-12
1 1 8-12
1 1 6-12
2 1 6-12
6-12
9 9 6-12
19 9 5-12
II SS Pz Corps (3)12
I SS Pz Corps (3)12
102 2-12
20 9 5-12
10 10 7-12
21 10 5-12
22 10 5-12
12 12 8-12
25 12 5-12
26 12 5-12
37 17 6-12
38 17 6-12
Game Turn
101 2-12

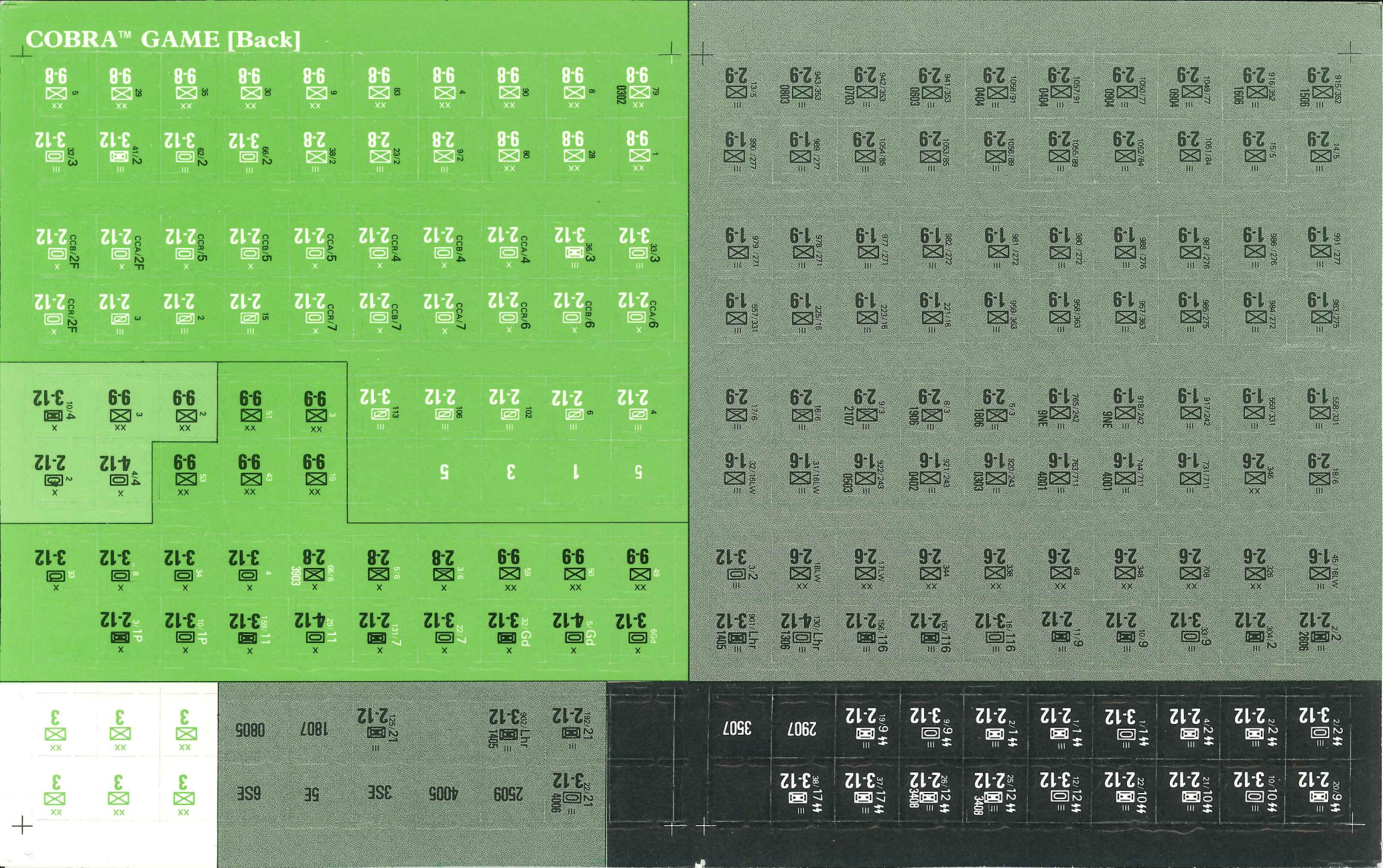
192/21 III 4006 4-12
902/Lhr III 5-12
503 II 3305 2-12
125/21 III 4006 4-12
II Para Corps (3)12
LXXXIV Corps (4)12
22/21 III 7-12
XLVII Pz Corps (4)12
LXXXVI Corps (4)12
LVIII Pz Corps (4)12
LXXIV Pz Corps (4)12
LXXXI Pz Corps (4)12

GERMAN

XX 6
XX 6
XX 6
XX 6
XX 6
XX 6

ALLIED

COBRA™ GAME [Back]



COBRA™ EXPANSION COUNTERS [Front]

1984 TSR, Inc. All Rights Reserved.

III 920/243 X0811 2-6	III 921/243 X0917 2-6	III 922/243 X0812 2-6	III 728/709 X1607 2-6	III 729/709 X1309 2-6	III 919/709 X2215 2-6	III 105/691 3-9	III 105/691 X1813 3-9	III 95/691 X2120 4-9	III 94/352 X2818 4-9
III 915/352 X3519 4-9	III 916/352 X3119 4-9	III 798/716 X4521 2-6	III 799/716 X4020 2-6	III 798/716 X4320 2-6	III 100/21 3504 7-12	III 95/21 3604 4-12	III 92/21 3303 4-12	III F/1 X1208 2-6	X 80 0608 3-12

III 731/711 X1N 2-6	III 744/711 X1N 2-6	III 767/711 X1N 2-6	III 5/3 ~W 4-9	III 6/3 X2W 4-9	III 9/3 X2W 4-9	III 1048/77 X2W 3-9	III 1050/77 X2W 3-9	III 14/5 X11W 3-9	III 15/5 X11W 3-9
XX 346 X3E 5-6	III 430/Lehr X2E 8-12	III 801/Lehr X2E 5-12	III 802/Lehr X2E 5-12	KG 265 X2W 2-6	KG 266 X2W 2-6	III 3/2 X3E 8-12	III 3/2 X3E 4-12	III 804/2 X3E 4-12	III 31/16LW X4E 2-6

GERMAN

III 20/16LW X4E 2-6	III 45/16LW X4E 2-6	III 941/353 3-9	III 842/353 3-9	III 943/353 X5W 3-9	III 500 X7E 2-12	III 989/277 X9S 2-9	III 990/277 X9S 2-9	III 981/277 X9S 2-9	III 986/276 X9S 2-9
III 987/276 X9S 2-9	III 988/276 X9S 2-9	III 326 X12E 5-6	III 980/272 X7ES 2-9	III 981/272 X7ES 2-9	III 992/272 X7ES 2-9	III 977/271 X7ES 2-9	III 978/271 X7ES 2-9	III 979/271 X7ES 2-9	III 635 X11W 3-9

SUPPLY HEAD ACTIVATION MARKERS

LXXXIV Corps (4)12	LXXXI Pz Corps (4)12	II Para Corps (3)12	KG 0-0	KG 0-0	X1207 Active	X1307 Active	X1407 Active	Barfleur Active	St. Vaast La Hougue Active
XLVII Pz Corps (4)12	LXXXVI Corps (4)12	KG 0-0	KG 0-0	KG 0-0	KG 0-0	Grandchmp Les Bains Active	Isigny Active	Carentan Active	Fort En Bessen Active

GERMAN SS UNITS

II 2/2 ϟϟ 6-12	II 2/2 ϟϟ X8E 4-12	II 4/2 ϟϟ X9E 4-12	II 1/1 ϟϟ 8-12	II 1/1 ϟϟ X8E 6-12	II 2/1 ϟϟ X9E 6-12	II 9/9 ϟϟ 6-12	II 19/9 ϟϟ X8E 5-12	II SS Pz Corps (3)12	I SS Pz Corps (3)12
II 20/9 ϟϟ X9E 5-12	II 10/10 ϟϟ 7-12	II 21/10 ϟϟ X8E 5-12	II 22/10 ϟϟ X9E 5-12	II 2/12 ϟϟ X1E 8-12	II 25/12 ϟϟ X1E 5-12	II 26/12 ϟϟ X1E 5-12	II 37/17 ϟϟ X2S 6-12	II 39/17 ϟϟ X2S 6-12	II 101 ϟϟ X3E 2-12

VP x1	VP x10
II 102 ϟϟ X8E 2-12	

COBRA™ EXPANSION COUNTERS [Front]

1984 TSR, Inc. All Rights Reserved.

XX 4 X1 12-8	XX 1 X1 12-8	XX 29 X1 12-8	XX 90 X2 12-8	XX 9 X3 12-8	XX 79 X4 12-8	XX 30 X5 12-8	XX 83 X6 12-8	XX 8 X11 12-8	XX 35 X13 12-8
III 505/82 X1 3-8	III 507/82 X1 3-8	III 508/82 X1 3-8	III 502/101 X1 3-8	III 506/101 X1 3-8	III 501/101 X1 3-8	III 102 X2 3-12	III 4 X3 4-12	III 24 X3 4-12	III 106 X8 4-12

UNITED STATES

III 23/2 X2 5-8	III 38/2 X2 5-8	III 8/2 X2 5-8	III 66/2 X3 6-12	III 62/2 X3 6-12	III 41/2 X3 6-12	III 32/3 X7 6-12	III 33/3 X7 6-12	III 36/3 X7 6-12	XX 5 1 12-8
XX 28 4 12-8	XX 80 7 12-8	X CCA/4 2 4-12	X CCB/4 2 4-12	X CCR/4 2 4-12	X CCA/5 5 4-12	X CCB/5 5 4-12	X CCR/5 5 4-12	X CCA/6 3 4-12	X CCB/6 3 4-12

XX 3 X1 12-9		X CCR/6 3 4-12	X CCA/7 11 4-12	X CCB/7 11 4-12	X CCR/7 11 4-12	X CCA/2F 8 4-12	X CCB/2F 8 4-12	X CCR/2F 8 4-12	III 15 8 4-12
XX 50 X1 12-9		III 2 9 3-12	III 3 9 3-12	III 6 9 4-12	III 113 1 6-12	3rd Army Lt.Gen Patton (4)12			

BRITISH

XX 51 X2 12-9	XX 44 X3 12-9	XX 15 X4 12-9	XX 43 X7 12-9	XX 53 X8 12-9	XX 59 X8 12-9	X 216 X1 3-8	X 5/6 X1 3-8	X 66/6 X1 3-8	X 8 X1 6-12
X 27 1X 7-12	X 22/7 X2 7-12	X 131/7 X2 5-12	X 4 X2 8-12	X 31 X4 7-12	X 29/11 X4 9-12	X 159/11 X4 7-12	X 33 X4 7-12	X 34 X7 7-12	X 15/GD X9 9-12

CANADIAN

XX 2 X11 12-9	XX 3 X1 12-9	X 10/4 7 6-12		X 22/GD X9 7-12	X 1SS X1 4-8	X 4SS X1 4-8
	X 4/4 7 9-12	X 2 X1 4-12		X 6GD 3 7-12	X 10/1P 3 8-12	X 3/1P 3 5-12

3010XXX1201

COBRA™ EXPANSION COUNTERS [Back]

35 XX 9-8	8 XX 9-8	83 XX 9-8	30 XX 9-8	79 XX 9-8	9 XX 9-8	90 XX 9-8	29 XX 9-8	1 XX 9-8	4 XX 9-8
106 III 2-12	24 III 2-12	4 III 2-12	102 III 2-12	501/101 III 2-8	506/101 III 2-8	502/101 III 2-8	508/82 III 2-8	507/82 III 2-8	505/82 III 2-8
5 XX 9-8	36/3 III 3-12	33/3 III 3-12	32/3 III 3-12	41/2 III 3-12	62/2 III 3-12	66/2 III 3-12	9/2 III 2-8	38/2 III 2-8	23/2 III 2-8
CCB/6 X 2-12	CCA/6 X 2-12	CCR/5 X 2-12	CCB/5 X 2-12	CCA/5 X 2-12	CCR/4 X 2-12	CCB/4 X 2-12	CCA/4 X 2-12	80 XX 9-8	28 XX 9-8

UNITED STATES

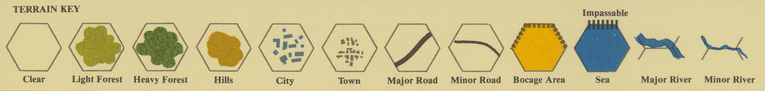
15 III 2-12	CCR/2F X 2-12	CCB/2F X 2-12	CCA/2F X 2-12	CCR/7 X 2-12	CCB/7 X 2-12	CCA/7 X 2-12	CCR/6 X 2-12		9 XX 9-9
5	1	3	5	113 III 3-12	6 III 2-12	3 III 2-12	2 III 2-12		50 XX 9-9
8 X 3-12	6R/6 X 2-8	5/6 X 2-8	3/6 X 2-8	59 XX 9-9	53 XX 9-9	43 XX 9-9	15 XX 9-9	XX 9-9	51 XX 9-9
5/Gd X 4-12	24 X 3-12	23 X 3-12	159/11 X 3-12	29/11 X 4-12	31 X 3-12	4 X 3-12	131/7 X 2-12	22/7 X 3-12	97 X 3-12
4SS X 2-8	1SS X 2-8	22/GD X 3-12		10/4 X 3-12	3 XX 9-9	2 XX 9-9			
9/1P X 2-12	10/1P X 3-12	6Gd X 3-12		2 X 2-12	4/4 X 4-12				

COBRA™ EXPANSION COUNTERS [Back]

914/852 III 2-9	65/891 III 2-9	1058/891 III 2-9	1057/891 III 2-9 X1717	919/709 III 1-6	739/709 III 1-6	721/709 III 1-6	922/243 III 1-6	921/243 III 1-6	920/243 III 1-6
30 X 2-12	PJT III 1-6	192/21 III 2-12	125/21 III 2-12	100/21 III 3-12	736/716 III 1-6	726/716 III 1-6	705/716 III 1-6	916/852 III 2-9	915/852 III 2-9
15/5 III 2-9	14/5 III 2-9	1050/77 III 2-9	1049/77 III 2-9	3/3 III 2-9	8/3 III 2-9	5/3 III 2-9	752/711 III 1-6	744/711 III 1-6	731/711 III 1-6
31/16LW III 1-6	304/2 III 2-12	2/2 III 2-12	3/2 III 3-12	2/6 KG 1-6	265 KG 1-6	302/Lehr III 3-12	301/Lehr III 3-12	130/Lehr III 4-12	346 XX 2-6
966/276 III 1-9	991/277 III 1-9	990/277 III 1-9	989/277 III 1-9		943/353 III 2-9	942/353 III 2-9 X5W	941/353 III 2-9 X5W	45/16LW III 1-6	32/16LW III 1-6
13/5 III 2-9	979/271 III 1-9	978/271 III 1-9	977/271 III 1-9	982/272 III 1-9	981/272 III 1-9	980/272 III 1-9	326 XX 2-6	988/276 III 1-9	987/276 III 1-9
							X4S	X3E	1606
								X7E	X5E

X3E	X8E	19/9 III 2-12	9/9 III X8E 3-12	2/1 III 2-12	1/1 III 2-12	7/1 III X8E 3-12	4/2 III 2-12	2/2 III 2-12	2/2 III X8E 3-12
	38/17 III 3-12	37/17 III 3-12	26/12 III 2-12	25/12 III 2-12	12/12 III 3-12	22/10 III 2-12	21/10 III 2-12	10/10 III 3-12	20/9 III 2-12

TERRAIN KEY



TURN RECORD TRACK

Game-Turn date	1 16-18 July	2 19-21 July	3 22-24 July	4 25-27 July	5 28-30 July	6 31-2 Aug	7 3-5 Aug	8 6-8 Aug	9 9-11 Aug	10 12-14 Aug	11 15-17 Aug	12 18-20 Aug	13 21-23 Aug
US Cmmnd Level/Supply Pts:	4/3	4/3	4/3	5/3	5/3	6/3	6/3	6/3	6/3	6/3	6/3	6/3	6/3
Br Cmmnd Level/Supply Pts:	5/3	5/3	5/3	5/3	5/3	5/3	5/3	5/3	5/3	5/3	5/3	5/3	5/3
Allied Reinforcements:	US	US	US, Br	US	US	—	US,Br	US,Br	US		US	—	—
German Reinforcements:	Ge	(in Mech Phase)	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	—	—

TERRAIN TYPE

TERRAIN TYPE	MOVEMENT POINT COST to Enter Hex or Cross Hexside Non-Mech/Mech	CRT COLUMN SHIFTS LEFT When Defender Is in or behind Terrain
Clear	1 MP	none
Light Forest	1 MP/2 MP	none
Clear Bocage or Light Forest Bocage	2 MP	1 column
Heavy Forest or Hills	2 MP/4 MP	2 column
Town	Other	1 column
City	Other	2 column
Minor Road	1 MP	Other
Major Road	½ MP	Other
Minor River	+1 MP/+2 MP	1 column
Major River	+2 MP/+4 MP	2 column

[6.8] TERRAIN EFFECTS CHART

NOTES: Movement costs are *not* cumulative: the unit pays the single highest cost when entering a hex containing more than one type of terrain. When moving by road, the unit pays *only* the road cost. The cost for crossing rivers is an *additional* cost (which is negated when using roads). Moving directly from one City hex to another is equivalent to moving by Major Road. When the cost is the same for both mech and non-mech, only one entry is shown on the chart. Combat Results Table column shifts are cumulative. For example, a unit defending in a City in Heavy Forest plus Hills would shift six columns to the left. Clear Bocage plus a City would shift *three* columns. The shift for cross river attacks applies only when all the attacking units are attacking cross river (if a combination of Major and Minor River; the Minor River effect takes precedence).

[9.5] COMBAT RESULTS TABLE

Combat Ratios (Attacking Strength to Defending Strength)

DIE	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	DIE
1	1/–	1/–	1/1	1/1	–/1	–/1	1/2	–/2	–/2	–/2	1/3	–/3	–/3	–/4	*1*
2	2/–	1/–	1/–	1/1	1/1	–/1	–/1	1/2	–/2	–/2	–/2	1/3	–/3	–/3	*2*
3	2/–	2/–	1/–	1/–	1/1	1/1	–/1	–/1	1/2	–/2	–/2	–/2	1/3	–/3	*3*
4	3/–	2/–	2/–	1/–	1/–	1/1	1/1	–/1	–/1	1/2	–/2	–/2	–/2	1/3	*4*
5	4/–	3/–	2/–	2/–	1/–	1/–	1/1	1/1	–/1	–/1	1/2	–/2	–/2	–/2	*5*
6	e/–	e/–	e/–	2/–	2/–	1/–	1/–	1/1	1/1	1/1	–/1	1/2	–/2	–/2	*6*

EXPLANATION OF RESULTS: The number to the *left* of the slash applies to the attacker; the number to the *right* applies to the defender. A dash (—) indicates no effect. An "e" result indicates the total elimination of the attacking units. The numbers represent step losses which may be accounted for by losing the indicated number of steps *or* retreating all the affected units that number of hexes. When there is a split result, the defender must suffer his results first. The defender may never advance after a split result; the attacker may if the defending hex is vacated. The first hex of any advance is always the hexes vacated by the defeated units. When either the defender or attacker is totally eliminated in combat, the victorious units may advance two hexes. When the loser retreats, the victorious units may advance along the path of that retreat. Retreats are controlled by the owning Player. Ratios higher than "10-1!" are treated as "10-1;" lower than "1-5" is treated as "1-5." See 9.6, 9.7, and 9.8.

SEQUENCE OF PLAY

A. **German Player-Turn**
1. Weather Determination
2. Replacement Phase
3. Initial Movement Phase
4. Combat Phase
5. Mechanized Movement Phase

B. **Allied Player-Turn**
1. Weather Determination
2. Supply Phase
3. Replacement Phase
4. Initial Movement Phase
5. Combat Phase
6. Mechanized Movement Phase

C. **Game-Turn Indication**

[6.48] WEATHER TABLE

DIE	Previous Player-Turn Weather: Storms	Overcast	Clear
1	Storms	Storms	Storms
2	Storms	Overcast	Overcast
3	Overcast	Overcast	Clear
4	Overcast	Clear	Clear
5	Clear	Clear	Clear
6	Clear	Clear	Clear

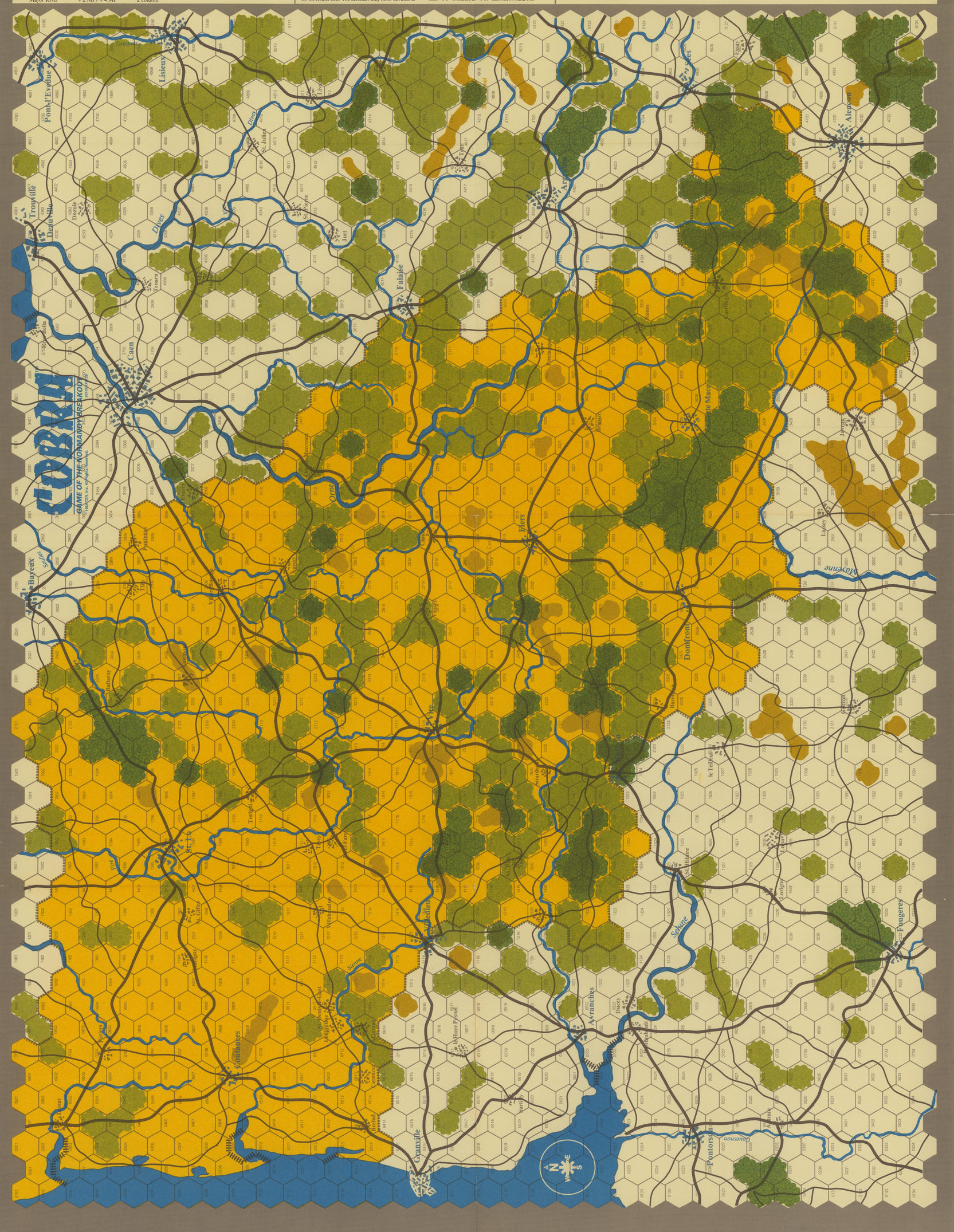
In any Weather Determination Phase, the column used is dependent upon what the weather condition was in the immediately preceding Player-Turn. So, if the Germans experienced Overcast weather in Game-Turn Two, the Allied Player would use the "Overcast" column. If he rolled a "5" (Clear); the Germans would roll on the "Clear" column in Game-Turn Three. The Germans start the game rolling on the "Clear" column.

German Weather Effects:		Allied Weather Effects:
Clear:	Movement reduced to one-third	6 Air Points
Overcast:	Movement reduced to two-thirds	3 Air Points
Storms:	Movement Allowance full	No Air Points

Note: Starting with the German Player-Turn following the completion of the exit of the three Allied mech divisions to the west, the German Player moves at *two-thirds* in Clear weather and full Movement Allowance during Storms and Overcast.

US and BRITISH SUPPLY POINTS TRACK

0	1	2	3	4	5	6	7	8	9	10


COBRA
GAME OF THE NORMANDY BREAKOUT
Lisieux
Pont-l'Evêque
Troyville
Deauville
Dozule
Dives
St-Julien
St-Pierre
Jort
Falaise
Caen
Bayeux
Aunay
Vire
Domfront
Alençon
Mortagne
Tinchebray
Torigni
Villedieu
Granville
Avranches
Pontorson
Fougères
Sélune
Couesnon
Sienne
Orne
Seulles
Mayenne
Sarthe
Loire
Loire
Vire
Aure
Touques
Risle
Eure
Seine
Epte
Oise
Somme
Marne
Aisne
Meuse
Moselle
Rhine
Rhône
Saône
Dordogne
Garonne
Tarn
Lot
Loire
Cher
Allier
Dordogne
Vienne
Charente
Loire
Rhône
Saône
Rhône
Rhône
Rh

ALLIED DESTROYED UNITS BOX

DESTROYED INFANTRY REGIMENTS AND HEADQUARTERS.
x2 VP's

DESTROYED US AND FRENCH ARMORED REGIMENTS AND BRIGADES + DESTROYED US AND BRITISH COMMANDOS AND PARATROOP REGIMENTS AND BRIGADES.
x4 VP's

DESTROYED BRITISH, CANADIAN AND POLISH ARMORED BRIGADES * DESTROYED INFANTRY DIVISIONS.
x6 VP's

US REINFORCEMENT TRACK

GAME TURN 5: 3rd Army (4)12 | 4-12 | 4-12 | 4-12

GAME TURN 11: 4-12 | 4-12 | 4-12

GAME TURN 9: 4-12 | 3-12 | 3-12

GAME TURN 8: 4-12 | 4-12 | 4-12 | 4-12

GAME TURN 7: 12-8

GAME TURN 4: 12-8

GAME TURN 3: 4-12

IN ALLIED MECHANIZED MOVEMENT PHASE:
GAME TURN 2: 4-12 | 4-12

GAME TURN 1: 6-12

GAME TURN X13: 12-8

GAME TURN X11: 12-8

GAME TURN X8: 4-12

GAME TURN X7: 6-12 | 6-12 | 6-12

GAME TURN X6: 12-8

GAME TURN X5: 12-8

GAME TURN X4: 12-8

6-12 | 6-12 | 6-12

GAME TURN X3: 4-12 | 4-12 | 12-8

GERMAN DESTROYED UNITS BOX

DESTROYED GERMAN PANZER, PANZERGRENADIER AND TIGER TANK UNITS.
x3 VP's

DESTROYED GERMAN STATIC, HQ AND REGULAR INFANTRY UNITS.
x1 VP's

ALLIED WITHDRAWN UNITS BOX

US ARMORED REGIMENTS AND BRIGADES EXITED VIA WEST MAP EDGE VARIABLE VP'S (MAXIMUM - 9 UNITS).
x3 VP's

US AIRBORNE AND BRITISH COMMANDO UNITS WITHDRAWN ACCORDING TO ALLIED WITHDRAWAL SCHEDULE.
x4 VP's

GAME TURN 8: 8-12 | 5-12

GAME TURN 7: 9-12 | 6-12

GAME TURN 3: 7-12

GAME TURN X11: 12-9

GAME TURN X9: 9-12 | 7-12

GAME TURN X8: 12-9 | 12-9

GAME TURN X7: 12-9 | 7-12

BRITISH REINFORCEMENT TRACK

GAME TURN X4: 7-12 | 12-9 | 9-12 | 7-12 | 7-12

GAME TURN X3: 12-9

TURN RECORD TRACK

	Game-Turn														
US Command Level/Supply Pts:		X1 6 June	X2 7-8 June	X3 10-12 June	X4 13-15 June	X5 16-18 June	X6 19-21 June	X7 22-24 June	X8 25-27 June	X9 28-30 June	X10 1-3 July	X11 4-6 July	X12 7-9 July	X13 10-12 July	X14 13-15 July
Br Command Level/Supply Pts:		*	*	*	*	*	*	*	*	*	*	*	*	*	*
Allied Reinforcements:	US Br	US Br	US Br	US Br	US Br	US	US	US Br	US Br	—	—	US Br	US Br	—	—
German Reinforcements:	Ger	Ger	Ger	Ger	Ger	—	—	Ger	Ger	—	—	Ger	Ger	—	—

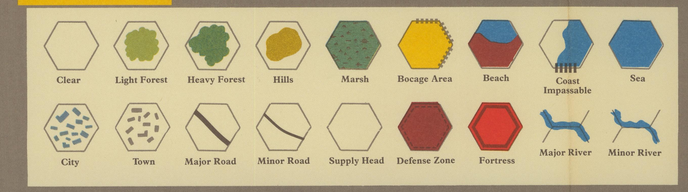
TERRAIN TYPE

	MOVEMENT POINT COST to Enter or Cross Hexside		CRT COLUMN SHIFTS LEFT When Defender is in or Behind Terrain
		Non-Mech/Mech	
Clear	1 MP	none	none
Light Forest/Beach	1 MP/2 MP	none	none
Clear Bocage, or Light Forest Bocage	2 MP	1 column	1 column
Heavy Forest or Hills	2 MP/4 MP	2 columns	2 columns
Town	Other	1 column	1 column
City	Other	2 columns	2 columns
Minor Road	1 MP	Other	Other
Major Road	½ MP	Other	Other
Minor River	+1 MP/+2 MP	1 column	1 column
Major River	+3 MP/+4 MP	2 columns	2 columns
Marsh	2 MP/Prohibited	2 columns	2 columns
Defense Zone	Other *	1 column	1 column
Fortress	Other *	2 columns	2 columns

[6.8] TERRAIN EFFECTS CHART

NOTES: Movement costs are cumulative. Hexes may contain any number of terrain types, but only one road, one river, one hexside, one coastal hexside, and one Major City hex. When moving by road, the unit pays only the road cost. The cost for crossing rivers is only the cost of the hexside. Movement costs are the same for both Mech and Combat Results Table column shifts are cumulative. For example, a unit defending in a Major City in Heavy Forest plus Hills would shift six columns to the left. Multiple column shifts are cumulative. The shift for cross-river attacks applies only when all of the attacking units are attacking across a river. Attacks across a river are resolved at a combination of Minor and Major River, and may not cross any other hexsides. Mech units may enter, exit, and attack into Marsh hexes along roads. There is no additional effect on movement when Bocage and Marsh are present in a hex.

* Units must stop moving upon entering this terrain, unless the hex was friendly to them at some time before the start of the Movement Phase.



X2: UTAH BEACH

1-1 = ● ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 12-8

X2: OMAHA BEACH

ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 3-12 | 5-8 | 5-8 | 5-8

X2: GOLD BEACH

ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 7-12 | 5-12

X2: JUNO BEACH

ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 12-9

X2: SWORD BEACH

ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 8-12

X1: UTAH BEACH

1-1 = ● ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 12-8

X1: OMAHA BEACH

4-1 = ● ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 12-8 | 12-8

X1: GOLD BEACH

1-2 = ● ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 12-9 | 6-12

X1: JUNO BEACH

1-2 = ● ENTER DURING ALLIED INITIAL MOVEMENT PHASE: 4-12 | 12-9

X1: SWORD BEACH

1-3 = ● ENTER DURING ALLIED MECHANIZED MOVEMENT PHASE: 7-12

1-3 = ● ENTER DURING ALLIED MECHANIZED MOVEMENT PHASE: 12-9

VP Track	0	1	2	3	4	5	6	7	8	9

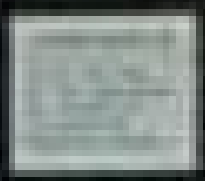
▲ = 1-2; 5-6
X1: PARADROP ONTO MAP. 3-8 | 3-8

▲ = 1-3; 6
X1: PARADROP ONTO MAP. 3-8 | 3-8

●
X1: LAND ON ANY BEACH OR COAST HEXES WITHIN 6 HEXES OF ANY HEX of GOLD, JUNO OR SWORD BEACH. 4-8

▲ = 1-3; 6
X1: PARADROP ONTO MAP. 3-8 | 3-8

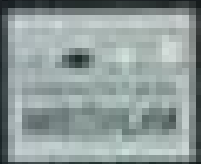
"— THE TWO KINDS OF PEOPLE ARE STAYING ON THIS BEACH, THE DEAD AND THOSE WHO ARE GOING TO DIE — NOW LET'S GET THE HELL OUT OF HERE . . ."



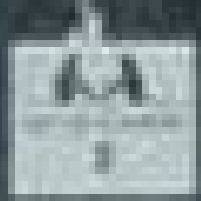
Hitler had said of the Atlantic Wall, "No power on earth can drive us out of the region against our will." But Hitler hadn't counted on a power more [illegible] of 175,875 men, 30,111 vehicles, 1,200 tanks, and 12,000 planes.

COBRA

"GAME OF THE NORMANDY BREAKOUT"



From D-Day to the break out, the COBRA™ game allows you to play out the Allied invasion of Normandy and the break out from the perspective of the complete extended game. This second edition of the COBRA game features new versions of the original COBRA map and playing pieces, a 16 page rules booklet, and the EXPANSION SET which features a second full-color map and 221 new playing pieces. From June 6 to August 25, the COBRA game simulates one of the most daring and decisive battles of World War II. The beaches are waiting.



BREAKOUT AND PURSUIT

Refighting Normandy With the New TSR, Inc., COBRA™ Game

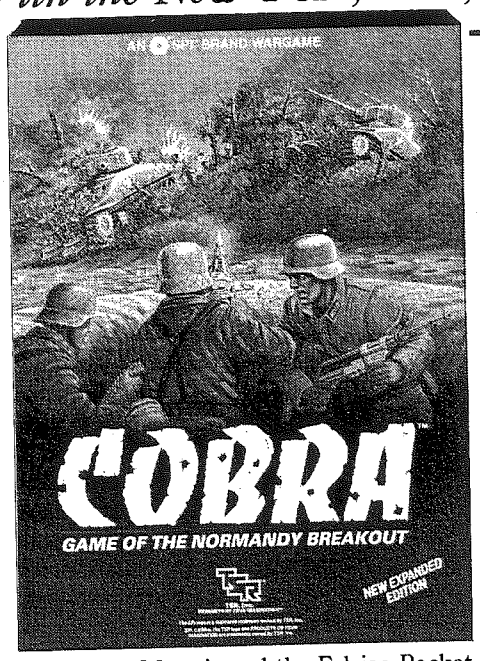
by James E. Meldrum

WITH THE RELEASE OF TSR, INC.'S NEW COBRA™ Game, wargamers again have the opportunity to experience the breakout from the Normandy beachhead in 1944 in World War II France, and now, also the D-Day landings. The expanded second edition of the COBRA Game features a second expansion map displaying the invasion beaches, together with an extra set of counters for the units that were in the D-Day fighting. Players can now simulate the battle for France from 6 June 1944 to the end of the fighting for the Falaise Pocket in mid-August, which marked the end of effective German resistance in France. Also included in the second edition are separate scenarios for the D-Day landings and Operation *Cobra*.

The new expansion material makes it possible to create several new variants for this exciting game. All of the scenarios in this article use existing game equipment and mechanics. Any extra unit counters required can be made by players by using blank counters and a razor-point, felt-tipped pen, following the same COBRA game counter format.

Some of the scenarios in the article use a "mini-game" format in order to isolate play within a section of the game map. Variant rules are presented to simulate various invasion and counter-invasion plans formulated by both Allied and German staffs. Finally, there are additional variant rules used to simulate events that might have had an effect on the outcome of the battle for France in 1944. Whenever there is any conflict between the second edition game rules and the article variants, the game rules take priority.

In the Mortain and Falaise Pocket scenarios below, the front line in existence at that time is given as a line of numbered hexes running from one point to another on the appropriate map. The German units must be deployed on or adjacent to this line of hexes in such a manner so that every hex of the front line is covered by German units or by their zones of control. Unless otherwise mentioned, each side will receive both reinforcements and replacements normally. The standard victory conditions will be used, with modification to each scenario. Fighting in and around Normandy had been in progress for several weeks when the



battles for Mortain and the Falaise Pocket took place. Consequently, some of the units in each scenario will be set up at reduced strength, indicated by an asterisk (*) next to the unit.

The Battle of Mortain

THIS SCENARIO SIMULATES THE GERMAN attack on US units in the Mortain area, together with their intended drive to Avranches as part of an effort to isolate and destroy US Third Army units. This counterattack was Hitler's last chance to halt the impending Allied breakout into the heart of France. Hastily organized and hampered by the effects of Allied tactical airpower, elements of the German 47th Panzer Corps struck deep into the flank of Patton's Third Army as it attempted to move south. The German objectives were to seize the French port of Avranches, to deny its use to the Allies, and to isolate and destroy all US units south of a line from Mortain to Avranches.

Historically, the German attack was over almost as soon as it began, since the bad weather they were counting on for protection against Allied air cover cleared, leaving their armored columns vulnerable to Allied air attack. The Allied tactical air strikes inflicted heavy losses on the German forces, thus halting the attack.

The scenario begins on turn 8 and ends on turn 12; the scenario's length has been adjusted in order to add play balance and give the German player a chance to win. Otherwise, the scenario would be over in a single turn, as the German attack lasted from 6-8 August. The standard COBRA Game map and unit counters only are used. The "front line" for this scenario is a line of hexes running from: 2912-2016-2024-2627-2728-2754. While the historical placements for each side's units are given, either or both players may, at their option, set up their units as they wish, so long as the German units are able to meet the scenario's deployment restrictions: all German units should be set up on or east of the front line, and all Allied units should be placed west of the line. The weather is overcast on the first game turn. The German player moves first.

Allied Unit	Hex
Br. 50th Infantry	2909
Br. 7th Armored	2911
Br. 43rd Infantry	2712
Br. Guards Armored	2513
Br. 15th Infantry	2413
Br. 11th Armored	2314
Br. 3rd Infantry	2214
US 2nd Infantry	2013
US 29th Infantry	2015
US 66/2nd Armored	1814
US 28th Infantry	1816
US 9th Infantry	1818
US 4th Infantry	1820
US 30th Infantry	1822
US 35th Infantry	1823
US 80th Infantry	1623
US 33/3rd Armored	1420
US 62/2nd Armored	1324
US 32/3rd Armored	1629
US 1st Infantry	2332
US 106th Arm. Cav.	1133
US HQ (Patton)	0821

German Set-up: Two HQ units, one of which must be set up in hex 2322.

Unit	Hex
276th Infantry	2912
326th Infantry*	2713
21st Panzer	2514
9th SS Panzer	2414
10th SS Panzer	2315
3rd Parachute	2116
363rd Infantry*	2016
353rd Infantry*	2018
84th Infantry	2019
116th Panzer	2020
2nd Panzer	2021
1st SS Panzer	2022
2nd SS Panzer	2023
17th SS Pz. Gr.*	2124
275th Infantry	2325
Panzer Lehr*	2627
708th Infantry	2732

*Unit at reduced strength.

In this scenario, neither side receives reinforcements; however, both sides receive replacements. Game play is confined to a section of the standard map south of a line running between hexes 0310-3010 and west of a line of hexes running from 3010-3033.

Victory Conditions: The German player wins by establishing an unbroken line of hexes free of Allied units or their zones of control running from Mortain (1923) to Avranches (0821). The Allies win by preventing the Germans from achieving their victory conditions.

Falaise Pocket

THIS SCENARIO SIMULATES THE FIGHTING for the German pocket that developed west of Falaise in Augus after German panzer forces continued to attack westward, while Patton from the south and Montgomery from the north closed in. The pocket resulted in the near-destruction of two German field armies in the West, the 5th Panzer and 7th Armies. Allied tactical air forces and artillery inflicted horrendous losses on German units inside the pockets; in spite of this, most German personnel managed to escape, but only after losing most heavy weapons and equipment. Due to their losses, the Germans were forced to abandon most of France and take up defensive positions along the German border and in the Low Countries, where terrain favored such operations. The Allied victory, though smaller in scale, was of the same magnitude as the Russian victories on the Eastern Front.

The scenario begins on turn 9 and ends on turn 13. Only one regular COBRA Game map is used. Players should use only the units from the standard game. The front line in this scenario consists of a line of numbered hexes running from: 4201-4202-4103-4104-4204-4205-4306-4308-4408-4410-4311-4312-4212-4313-4314-4214-3913-3714-3111-2613-2615-2118-2122-2222-2224-2727-3025-3427-3825-3824-4123-4121-4320-4722-4723-4823-4824-4925-5024-5125.

Allied units are deployed west of or adjacent to this line. German units are deployed on, adjacent, or east of this line. The Falaise Pocket area is within the German deployment area west of the 4200 hexrow. At the start of turn 12, any four full-strength US infantry divisions must be removed from play, to simulate the Brittany operations. Weather is considered to be fair on the first scenario turn.

Allied Set-up: All Canadian units and the 1st Polish Armored(*) are in or adjacent to hex 4007; four US infantry divisions are in hexes anywhere on the major road between Mortain and Vire; one US infantry unit is each in hexes 3431, 3030, and 2026; two US infantry divisions are in or adjacent to hex 4323; one US armored cavalry group is in Fougeres; the US 3rd Armored is in hex 4027; the US 4th Armored is in hex 4029; the French 2nd Armored is in hex 4524; the British 6th Airborne is in or adjacent to hex 3903; the British Guards Armored, 7th Armored(*), and two British infantry divisions are in or adjacent to hex 3609; and five British infantry divisions and the 11th Armored are on a line between hexes 3109-2114. All Allied HQ units are deployed. Both the US and the British units have six supply points each at the start of the game.

German Set-up: Outside the Falaise Pocket area, the German player must deploy 14 infantry divisions, each hex containing no more than one division (three regiments). One of these divisions must be placed in each of the following hexes: 4925, 4517, 4212, 4311, 4307, 4308. All corps HQs are deployed, of which two must be deployed inside the Falaise Pocket area. Inside the pocket area the German player must set up ten infantry divisions, at least five of which must be set up at reduced strength. Additionally, the German player must deploy the following units in specific locations, in or adjacent to the hexes listed:

Unit	Hex
3rd Parachute	2118
1st SS Panzer	2425
9th SS Panzer	2521
10th SS Panzer	2625
12th SS Panzer	3913
116th Panzer*	4320
Panzer Lehr*	4320
2nd Panzer*	3823
21st Panzer*	3818

*Unit at reduced strength.

Victory Conditions: The standard game victory conditions are used, but with modifications. The Allies receive no victory points for exiting units from the game map; however, they receive double the number of VP for any German unit eliminated west of the 4200 hexrow. Any German unit on the map west of the 4200 hexrow at the end of the scenario is considered destroyed for victory determination purposes. The German player receives one extra VP for each unit and two extra VP for each panzer and panzer grenadier unit evacuated from the pocket and moved east of the 4200 hexrow at the end of the scenario. The German player receives no VP for the four US infantry divisions removed from play at the start of turn 12.

At the end of turn 13, play ceases and a winner is determined. The winner is the player with the largest victory point total. Historically, the German losses in and around the Falaise Pocket were overwhelming and resulted in an Allied victory.

Order of Battle Variations

THE ORDER OF BATTLE VARIATIONS HERE represent different invasion plans made by the Allied powers, as well as counterinvasion plans devised by the Germans. These are intended to be played solely with the "Battle of the Build-up" scenario found in the expansion game. Only one variation should be used with each scenario. Unless otherwise mentioned, both sides receive replacements and reinforcements as normal. The victory conditions and reinforcement schedules from the expansion game are used.

Allied Invasion Plans

Preliminary: The original Allied invasion plan anticipated using two airborne brigades to cover the flanks of the beachhead, and three assault divisions which would be used on the coast between the Vire and Orne Rivers. When using this order of battle, the Allied player conducts landings normally at Gold, Juno, and Sword Beaches. No landings are made by US units at either Omaha or Utah Beaches. The units scheduled for these beaches appear on turn X3 as reinforcements. No other airborne units other than the British 6th Airborne Division are used as initial units. The US 82nd and 101st Airborne Divisions may appear as reinforcements via an airdrop by rolling a die, which corresponds to the game turn in which these units appear. One die is rolled for each division.

Modified: Use the same order of battle as in the preliminary invasion plan, except that the US 82nd and 101st Airborne Divisions are initially airdropped; delete the entire British 6th Airborne Division from this plan.

Montgomery: Britain's Field Marshal Bernard Montgomery reacted unfavorably to the preliminary D-Day invasion plans. Instead, he called for a landing composed of five assault divisions, with two airborne divisions used on each flank. In this plan, both British and US forces would have a separate beach for each corps. In order to simulate this, the Allied player should use the unit placements and set-up from the expansion game, but should delete the British 6th Airborne Division.

German Plans

Quicker Reaction: This order of battle simulates what might have happened had the Germans kept their wits about them. In other words, it assumes that someone at OB West seized the initiative and issued orders to release the armored reserve and to

have reinforcements moved into the invasion area, instead of waiting for Hitler's permission. The historical initial unit placements are used; all German reinforcements appear one turn earlier than usual in their same locations as per the expansion game.

Stronger Seventh Army: In this variant, the German Seventh Army guarding Normandy has been reinforced, probably as a compromise, since Hitler thought that Normandy was another strong invasion site possibility. To simulate this, all German reinforcements appear four turns earlier than indicated. Any reinforcement units from turns X1-X4 appear as initial units which can be placed anywhere the German player desires.

Panzer Reserve: This plan would permit the Allies to land and penetrate inland, before the Germans attacked with the panzer reserve. This plan was favored by Field Marshal von Rundstedt, and ignored Allied air and materiel superiority. The following units appear as reinforcements anywhere on the indicated map edges. All component units of each division appear at the same time. All Corps HQ units that would appear on turns X5-X6 appear two turns earlier than indicated. Turn X5: East, Panzer Lehr, 12th SS Panzer, 2nd Panzer; south, 116th Panzer, 17th SS Panzer Grenadier. Turn X6: East, 1st SS Panzer, 2nd SS Panzer, 9th SS Panzer, 10th SS Panzer; south, 9th Panzer.

OKW: The OKW (German High Command) would have liked to have countered an Allied invasion attempt by using immobile troops on the invasion beaches, followed by a rapid mechanized unit response. The plan represents probably the best the Germans could have done, using their original strategic deployment. Employment of this plan can be simulated by the German player when he deploys all German infantry units scheduled to arrive on turns X1-X4 as initial units. All these units would be placed within four hexes of the coast and would not be allowed to move on turns X1-X3. Next, the German player would use the above variant (Panzer Reserve) to simulate the German mechanized unit response.

Rommel: If Field Marshal Erwin Rommel would have been given a free hand in the West, he might have adopted a plan like this one. It assumes that there was a massive redeployment of German forces, together with a commitment to put as many forces on the invasion beaches as quickly as possible. This also assumes that Allied air power was engaged in bombing the Reich, and was not diverted to attacking French transportation systems. This is implemented by using all German infantry units that would have otherwise arrived as reinforcements on turns X1-X5 as initial units; all these units are placed within three hexes of the northern coast. None of these initial infantry units can move during turns X1-X3. All Corps HQ units that would arrive as reinforcements appear two turns earlier than indicated. The following divisions and their component units arrive on the indicated map edges in these turns: Turn X4: East, 10th SS Panzer, 12th SS Panzer, Panzer Lehr, 2nd Panzer; south, 9th SS Panzer, 116th Panzer. Turn X5: East, 1st SS Panzer, 2nd SS Panzer; south, 17th SS Panzer Grenadier. Turn X6: South, 9th Panzer.

Additional Variants

THE FOLLOWING VARIANT RULES REPRESENT conditions that could have affected the outcome of the D-Day landings or Operation *Cobra*. These variants may be used with any scenario.

Optional Counters

Bombing **Militia** **Fortress**

Carpet Bombing: Historically, the Allied tactic of "carpet bombing," or using hundreds of bombers to saturate small areas of the German lines, backfired because the bombings cratered the landscape to such an extent that Allied mobility was impaired and the Germans were furnished with ready-made defensive positions. This created serious problems for the British forces attacking from Caen toward Falaise just prior to the formation of the Falaise Pocket.

Anytime the Allied player conducts a carpet bombing raid he rolls a single die; if the die roll is even the hex being bombed is altered. When this happens the Allied player places a Carpet Bombing marker in the bombed hex, where it stays for the remainder of the game. When terrain is altered as a result of carpet bombing, terrain in the hex is treated as hill terrain for the remainder of the game. Carpet Bombing markers can be made as above by using blank counters and a razor-point, felt-tipped pen.

French Underground and Militia: French underground forces provided the Allied Armies with much valuable assistance during the campaign. This rule assumes that French underground activity reached a point during the invasion where it was in reality an uprising. To simulate this effect, players can make six French underground militia counters, using the same methods. All French militia units are composed of one step of strength (see example above), with the left number representing the combat factor, and the right number representing the movement factor. To use French underground/militia units, the Allied player rolls one die, the result equalling the number of units available. On game turn X1, the Allied player places one unit per city or town hex of his choice after the German player has set up his units. Militia units cannot be set up in hexes occupied by German units, nor in fortress or defense zone hexes. Underground units can always move one hex, regardless of hex terrain, and can function like normal units in every respect. An even more widespread uprising can be simulated by making 12 units and rolling two dice. In all instances where French underground/militia units are used, the German player receives one victory point for each such unit eliminated.

Free Deployment: When this variant is used with the expansion game, the German player can deploy his initial units as he desires. All reinforcements appear normally in the indicated locations. When this variant is used with the standard game map, all German units must be deployed on or south of the following line of hexes: 0303-0402-0704-0803-1306-1403-1707-1906-2308-2905-3106-3504-3604-4002-4001. All hexes within this line must be covered by German units or by their zones of control. Allied units are deployed as indicated north of this line. In the standard game, the Allied player can also try deploying his units as he wishes as long as all units are deployed north of the above-mentioned line.

Atlantic Wall: The massive fortifications deployed in the Pas de Calais had large-caliber guns, concrete walls, and barbed-wire entanglements. Fortunately these defenses were never emplaced in Normandy, due to the German belief that the Allies would attack across the narrowest part of the English Channel near Calais. Assuming that the Germans did build such defenses in Normandy, this variant is for use with either the expansion game or the campaign scenario. Players can simulate this by making 18 fortress counters, as in the above example and by the same methods. These fortress counters are placed in any hex adjacent to the coast and convert the hex they occupy into a fortress hex. These units exert a zone of control like a regular unit. No more than one fortress unit can be placed in a single hex; all fortress hexes are "free-stacking," as they do not affect the stacking limit in the hex they occupy. No fortress unit can be deployed in or

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.

■■

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. □□