

BFP 2: OPERATION COBRA

ERRATA

Articles

Fighting in Bocage: Page 17, column 2, paragraph 2. The American units entering EE2 cannot claim WA because of the now revealed Gun in DD1 shares a hexside.

Figure 16B: Delete concealment counter in V8.

Counters

M4A3F is missing ID 'A' and fast turret ring (Counter was reprinted in BFP 3)

Scenarios

All assembled American MMGs should have PP3.

BFP 7 (a): German OB pillboxes should be wooden in color.

BFP 15 (a): Replace the BI#s on the sheet, Germans with [119] and Americans with [258]

BFP 15 & 16: US OOB: M4A3(105) and M4(105) should be ST. The M4A3(105)W counter name should be M4A3(105).

BFP 17: SBR 3. Replace “all setup but prior to game start” with 'ASOP step '1.11A'.

BFP 18: SBR 3. Replace “all setup but prior to game start” with 'ASOP step '1.11A'.

BFP 23: Change SBR 3 to: A +1 LV Hindrance (E3.1) is in effect.

BFP24: SBR 4 should read “...must use Convoy (E11) movement [EXC: E11.3 is NA]....”

Vehicle Notes

The counter designation for vehicle 9. M4A3C(105) is incorrect. Turret speed should be ST and vehicle designation should be “M4A3C(105)”.

Q and A

Q. Does the shellhole creation in scenarios BFP 17 and 18 eliminate woods?

A. Yes.

Q. In BFP 24, if a sniper is eliminated on one board, are snipers on the other two boards also eliminated?

A. Yes. They are the same sniper and share all results.

Q: Since the Raketenwerfer is firing rockets, does it pose a backblast risk if fired from within a building?

A: No.

Q: Can the Raketenwerfer be set up in an upper level fortified building? Can the Raketenwerfer be disassembled into its 5PP SW and portaged out of an upper level fortified building and/or be reassembled there?

A: Yes; Yes.

BEYOND THE BEACHHEAD 2

ERRATA

Scenarios

All assembled American MMGs should have Pp3.

BtB 15 and BtB16:

Firefly counters should have a ROF 1

Sherman V counters should have 13 MP and Front AF 8.

Q and A

Q. Does the ITR 10 HBR apply to Narrow Roads on the bocage boards?

A. Yes.