

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

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.

#### **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.

## **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.