

BFP 2: OPERATION COBRA

The listing below are sticky notes for Operation Cobra and Beyond the Beachhead 2. Print on Avery 5265 with scaling and resizing turned off. Cut to size and place on top of the error indicated

All assembled American MMGs should have PP3.



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

✚ GERMANS SET UP FIRST [119]

☆ AMERICANS MOVE FIRST [258]

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

3. After ASOP step '1.11A', the American must place 10 shellholes counters ≥ 3 hexes from each other on board. After all counters are placed, he makes a distance/direction DR for each. If the hex contains a building, replace shellhole with the applicable rubble counter (falling rubble is NA). This method of shellhole placement eliminates any German Infantry unit/SW/Gun/fortification and immobilizes any AFV (+1DRM to the immobilization TC) that is located in the final shellhole hex. Do not re-roll if result is offboard or the same hex is selected more than once.

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

3. After ASOP step '1.11A', the American must place 10 shellholes counters ≥ 3 hexes from each other on board. After all counters are placed, he makes a distance/direction DR for each. If the hex contains a building, replace shellhole with the applicable rubble counter (falling rubble is NA). This method of shellhole placement eliminates any German Infantry unit/SW/Gun/fortification and immobilizes any AFV (+1DRM to the immobilization TC) that is located in the final shellhole hex. Do not re-roll if result is offboard or the same hex is selected more than once.

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

3. A +1 LV Hindrance (E3.1) is in effect.

Beyond the Beachhead 2

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.

