

[15.41] NAVAL MELEE COMBAT RESULTS TABLE (Boarding)

Combat Differential
(Attacker minus Defender)

DIE	-3	-2	-1	0	1	2	3	4
1	-	-	-	-	-	-	I	I
2	-	-	-	-	-	I	D	D
3	-	-	-	-	I	I	D	D
4	-	-	-	I	I	D	D	L
5	-	-	I	D	D	D	L	L
6	-	I	D	D	D	L	L	L

Explanation:

- = No effect; I = Ineffective; for the next Impulse, the ship's Movement Allowance is halved, and the ship may not melee attack, only defend; D = Ship permanently damaged; ship's Movement Allowance is halved, as are its Ram and Melee Strengths; L = Lose 1: for Byzantine ships, the affected ship is eliminated. An Ottoman ship loses one step (i.e., it is flipped over to the reduced side unless the ship is already on its reduced side, in which case the Ottoman ship is eliminated). Differentials less than -3 (greater than +4) are treated as -3 (+4).

[15.42] RAMMING TABLE

Ram Defense: Non-Phasing Ship	Ram Strength of Attacking (Moving) Ship			
	1	2	3	4
A	1-2	1-3*	1-4*	1-5*
B	1	1-2	1-3*	1-4*
C	1	1	1-2	1-3*
D	-	1	1-2	1-2

Explanation:

= Die Roll Needed to Pin Defending Ship;
* = Roll again; if a 5 or 6 is rolled, the defending ship is sunk; - = No Effect. The Defending ship may not be pinned.

If a 6 is rolled at any time, the Ramming ship is considered Damaged (Movement Allowance halved, Ram and Melee Strengths halved).

CORRECTIONS

There were two errors in Charles T. Kamps, Jr.'s Fulda Gap Variant article in *MOVES* 36. The 14 Pz Bde 6-4, under the WG 5th Panzer Division, should be indicated in hex 1213 rather than 1312. The 2nd Bde 4-6, under the 8th Infantry Division (Mech), should be indicated in hex 0325 rather than 0326.

COBRA ERRATA (as of 31 January '78) David Werden

Post-publication playtesting has indicated the need for the following corrections and clarifications.

Counters:

Correction: The 10/10ss should start in hex 3205 (not hex 3206). The Canadian 3rd Div. should start in hex 3504 (not hex 3505).

Clarification: The 101ss, 102ss, and the 503 2-12 units are the three German Tiger Tank battalions and are worth one point for victory purposes.

Reinforcement Track:

Clarification: All Allied reinforcements during Game-Turn Two enter during the Mechanized Movement Phase. There are no German reinforcements during Game-Turn Two.

Weather Table:

Clarification: The weather during the entire first Game-Turn is clear. At the beginning of the second German Weather Determination Phase, the weather is determined by rolling on the *Clear* column.

Rules:

[6.25] (*correction*) All fractions are rounded up.

[6.47] (*clarification*) This rule comes into effect the moment one Allied unit is exited off the southwest mapedge.

[6.91] (*correction*) "During his Replacement Phase," should replace "during his Mechanized Movement Phase, after all his movement is completed. . . ." The Sequence of Play is correct.

[6.91] (*addition*) He may also place it on a reinforcement which is entering during that game turn.

[9.77] (*addition*) A retreating unit must be retreated as far away (in hexes) as the combat result indicates from the hex which it occupied

Travel Notes

[continued from page 25]

Turns 5-6: Concentrate on Maykop in the south, while awaiting supply at Stalingrad.

Turns 7-8: Make sure of Nevinomyssk and Novorossiysk in the south and shift the main weight to the battle at Stalingrad. Establish a supplied unit adjacent to the Volga to garner that Victory Point. Leave enough in the South to worry at Tuapse and Georgiyevsk with.

Turns 11-12: Capture Stalingrad!

The Axis Player who meets this schedule will find himself with a comfortable margin for the 2:1 ratio of superiority in Victory Points he needs to win the game. He should even be within striking distance of a 3:1 knockout. Assuming an Axis failure to take Voronezh, Kalach, or Maykop on time, but success everywhere else, the score would be something like 170-70 in favor of the Axis, and the pressure would be heavy on the Soviet Player (who could lose the game outright by losing Astrakhan, for example) to hold onto everything plus regain a lot.

when the combat or overrun was resolved. If this is not possible, the combat result must be satisfied by taking step losses.

[10.25] (*correction*) German units must be within the Command radius of one Headquarters unit to utilize the bonus on both attack and defense.

[10.26] (*correction*) The American Headquarters unit may grant its combat bonuses if any unit involved in an attack is within the Command radius.

[10.29] (*addition*) For supply and retreat purposes, Headquarters units do not negate enemy ZOC's in the hex they occupy. Headquarters units may not be moved into an Enemy ZOC.

[14.1] (*correction*) German reinforcements enter east of hex 4101, not west.

[16.1] (*correction*) The German player gets one VP for each infantry "regiment" exited. "Division" is incorrect.

[16.2] (*correction*) Victory Points for exiting U.S. mechanized units should read: Up to three U.S. Divisions may exit the southwest edge of the map for Victory purposes.

1 VP for each U.S. armored regiment or brigade that exits the west edge of the map, hexes 0123 through 0134, on Game-Turn Seven.

2 VP for each U.S. armored regiment or brigade that exits the southwest mapedge on Game-Turn Six.

4 VP for each U.S. armored regiment or brigade that exits the southwest mapedge on Game-Turn Five.

6 VP for each U.S. armored regiment or brigade that exits the southwest mapedge on Game-Turn Four or before.

[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 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 Marginal	-10 to -1
German Operational	-20 to -11
German Decisive	-21 or less

Conversely, the Soviet Player who can, say, hold onto Rostov until Game-Turn 4 and Stalingrad until Game-Turn 13, will find himself down only 135 to 170, with an Axis automatic victory a laughable proposition, and every prospect of regaining enough Points to knock the deficit well down below the 2:1 Axis superiority criterion necessary for an Axis Victory. Especially since even in the best of times, the Axis is likely to suffer some attrition of Victory Points for failing to please Berlin.

What If?

After playing *Drive*, some players may wonder what would happen if the Hitler Directives were ignored and the Axis field commander had a free reign on his army. This scenario is much more pleasing for the Axis player to contemplate than for the Soviet player to consider. The capture of Stalingrad is significantly easier if the panzers are not sent off to the south and the drive on Stalingrad is made by swooping down on it from the north. But, then, it wouldn't be too much fun for the Soviets. Perhaps Hitler was indeed Stalin's greatest ally.