

Cobra #251



This is an update of the popular game that originally appeared in S&T over a third of a century ago, and was then expanded and released in boxed format early

Rating: Not Rated Yet

Price

Price £69.95

[Ask a question about this product](#)

Manufacturer [STRATEGY & TACTICS](#)

Description

This is an update of the popular game that originally appeared in S&T over a third of a century ago, and was then expanded and released in boxed format early in the 1980s. This is a two-map game, in which the action begins on D-Day, 6 June 1944, and continues through the Allied breakout and subsequent drive to the Seine River. Two one-map scenarios are also included: one covering the landings and fight to secure the beaches from 6 June to 15 July, and a second covering Patton's famed breakout operation. Units of maneuver are mostly regiments and brigades with some battalions and divisions. Randy Heller has provided a variant to add more of the historical order of battle with new counters for flak units and other small German units that were important to the stubborn defense. Joe Youst has spearheaded the development and playtesting of the updated rules.

German Player Turn
Weather Determination
Replacement Phase
Initial Movement Phase
Combat Phase
Mechanized Movement Phase
Allied Player Turn
Weather Determination
Supply Phase
Replacement Phase
Initial Movement Phase
Combat Phase
Mechanized Movement Phase