

## **BFP3 Errata**

The listing below is known errata for BFP3 Blood and Jungle.

BFP 32: Japanese Option should be  $\geq 72$

BFP 34: Chinese 50mm MTR(r) should have 5PP

BFP 35: AMD 20 cv TOE should have a 4FP CMG.

BFP 37: 37LAT should be PUV vz. 37(t) (Note 51)

BFP 40: 37LAT should be PaK 35/36 (Note 25)

BFP 42: SBR 2. Add "allotment" after MP.

BFP 46: Options should be reversed

BFP 47: SBR 3 line 4. Replace "selection" with 'direction'.

BFP 48: SBR 1 line 2. Replace "Huts are wooden buildings" with "Buildings are huts".

BFP 52: MISSION: change last sentence to Hill 801

BFP 53: MISSION: change last sentence to 37A5-T5 road.

BFP 55: Options should be reversed

BFP 58: Options should be reversed

BFP59: SBR2. Change overlay hexes to K2-K1.

BFP62: The direction arrow should be pointing to the left instead of at the top of the page. It should have 8 turns instead of 7.

BFP63: SBR7. Replace "45BFB" with "45AFB". Air counter in US OB should be a 45AFB.

BFP63 and BFP65: The Japanese 2+3+5 pillbox

should have a brown background.

BFP66: SBR3. Delete the last sentence.

## **BFP3 Counter Errata**

Japanese FT-17M Ko(f): Ignore the "\*" after the CMG MA designation.

## **BFP3 Map Errata**

Hex DW1 Z11 does not have a center dot.

## **BFP3 Magazine Errata**

Page 6 in the Y4 paragraph, assume that an SSR allowing paths exists.

In the article on Tank Hunter Heros, page 44 1st paragraph, it notes that, "The T-H Hero enters T4 where it wounds and so no longer has enough MF to get to the target in S4." The article goes on to say that the T-H hero "will still be able to Advance into S4 in the Advance Phase". This is not correct. The T-H Hero, having spent 7MF when it became wounded, would be Pinned instead (Ref. A17.2, A25.23, G1.5 and G1.4 (with the journal #5 errata)), and hence it could not Advance.

## **BFP3 Aircraft Notes Errata**

Page BFP 10 (example of play 4): The sentence, "The second way a hit could be achieved is with an Original DR of 4 by disregarding the Light Jungle TEM" is incorrect. The sentence should state, "The second way a hit could be achieved is with an Original DR of 6 by disregarding the Light Jungle TEM".

*For clarification, the second way to achieve an effect is if in ignoring the Light Jungle TEM (+1 NA), a hit is achieved, then the attack is still a Vehicle Target Type attack (the ATT reference only impacting the base FP or TK value) with a base TH # at 7-12 hex range of "9". Since it is still a VTT you must apply the VTT modifier (+3) for this "Tiny Tim" attack = net +3, so a "6" on the original DR will achieve a Hit. On the TK modifier you would have a base TK of 8 (1/2 value for now being an "ATT-like" attack) with +1 for Aerial, -0 Aerial AF, and -1 for TEM for a*

*Final TK of 8.*

Page BFP 10 (example of play 5): The second to last sentence, "The DRM are as follows: +1 Firer has bombs" should also include an additional DRM of +1 for Stuka (ref. BFP Aircraft 2.3). The sentence should state, "The DRM are as follows: +1 Firer has bombs, +1 Firer is Stuka".

### **BFP3 Q&A**

Q. Are the gray circular structures on board BFP G Storage Tanks?

A. Yes.

Q. Are Thai, INA, IRA, BIA considered Axis Minor for Leader Creation?

A. Yes.

Q. What are the "RKT, First Shot"/"RKT, Expended" counters for?

A. Those are referenced in BFP US Vehicle Note 4 for the LVT(A)2FS in the section that talks about the 150mm RKT SA. It is a two shot weapon - after the first shot the vehicle is marked "SA RKTs: 1st Fired", and after the second shot is marked "SA RKTs: Expended".

Q. There aren't enough Japanese 89A Chi-Ho counters available for BFP-29. How does one handle that?

A. Use a 89B Chi-Ho as a surrogate 89A.

Q. In BFP27 Chapei Roadblock regarding SBR 4, if the distance is 0, i.e., the terrain touches the hexside with no space at all between, is the hexside bypass allowable or not?

A. The SBR speaks to D2.3 and means no measuring the distance is required. The SBR does not override the basic requirement of bypass in A4.3 which says, "Bypass enables unbroken Infantry to move through a building/woods hex without entering the obstacle in that hex, whenever that obstacle does not physically touch the hexside being Bypassed." If the obstacle touches the hexside, it would not be an allowable hexside for bypass and so SBR 4 could not apply.

Q. Regarding BFP-65 Frogs in the Pocket SSRs:  
- SSR 2 Palm Tree/Shellhole: does an Infantry unit

wanting to benefit from the shellhole protection still have to pay +1MF during his MPh (i.e. for a total cost of 2.5 MF)?

- SSR 3 : do the 2 OB Tank-Hunter Heroes count against the 5 total of possible TH-Hs (i.e. 50% of the OB squads total)?

A. Yes.; Yes.

Q: In BFP 26, SBR1 disallows Banzai. Are IJA TH Heros allowed?

A: No. G1.421 specifies that in order to create or use a TH Hero, the Good Order Japanese squad/hs must be within eight hexes during their MPh, or Adjacent during the enemy MPh, of an enemy AFV. Since the Chinese have no AFV's in this scenario, no THH's. And since the Japanese have no DC's in their OB, they cannot create a DC Hero either.

Q: In BFP 27, the same SBR banning Japanese Banzai is in effect. However, this time the Chinese OB has reinforcement AFVs. Are TH Heroes allowed?

A: Banzai is NA, so a TH-H could not execute that type of maneuver. However, there is the possibility of doing so in Advance/CC Phase if the situation arises.

Q. Do the Japanese pay Captured Use penalties for Axis Minor/Chinese (j) weapons?

A. No.