

BFP4 Scenario Errata

The listing below is known errata for BFP4 Crucible of Steel.

BFP-73, SBR 5: Replace sentence one with “During ASOP step 1.11A the Germans receive 7 '42 Stuka DB with bombs”.

BFP-81 Options: The options should be reversed.

BFP-83 SBR 1: The last sentence should read, "Roads DW-4 (I1-K4) and DW-4 (Y1-W6) does not exist."

BFP-87 MISSION: add 'board BFP M' prior to “G6”.

BFP-104 Options: Remove the (dm) designation from the 120mm mortar.

BFP4 Vehicle Notes Errata

Russian M3 Lee(a): First note should state “See also BFP Russian Vehicle Notes A, B, U.S. Vehicle Notes B, G”.

BFP4 Counter Errata

On some of the Operation Cobra reprint counter sheets the two M4A1F(76)Ws are missing their ID letters .

BFP4 Aircraft Notes Errata

Aircraft Example 1: Last paragraph, first line: Remove the words “with the exception of a 12”.

Aircraft Example 4: Page 15, first column, first paragraph, sixth line: Change the signs on the TK# modifications to read, “(Base TK# 8; -2 Aerial AF, +1 Aerial Advantage)”. The Final TK# 7 is correct.

Aircraft Example 5, second paragraph: Add the “+1 Firer is GA” for the IL-2's attack, changing the net DRM to +3.

BFP4 Magazine Errata

Page 30, second column, 6th line from the bottom: Replace the sentence, “The attack will be conducted on the 8 Firepower column with 0 DRM; the P9 Orchard prevents this attack from being FFMO.”, with, “The

attack will be conducted on the 4 firepower column with 0 DRM.”.

BFP4 Q&A

Q. In some scenarios there is a SBR giving some Low Ammo vehicles a "Circled B12." How is this handled?
A. On a 12 the Gun malfunctions and a Low Ammo counter is placed. If the Gun Repairs, it is under Low Ammo and suffers shortage penalties (i.e. X on 12, B on 11).

Q. In BFP 76, what is the FPP cost for a Crew/HS in SBR 3?

A. 2FPP

Q. A few of the scenarios have fortified buildings. Can tunnels be substituted for these?

A. Yes, unless a SBR forbade it you can exchange.

BFP4 Packaging Clarification

The Rules that first came out in Into the Rubble, Beyond the Beachhead, and Operation Cobra started as one series (Chapter B Green, BFP 1, 2, etc...), but now the Chapter B Green has been split into an HBR series, an Aircraft Series, a special units series, and Vehicle/Ordnance notes.

HBRs from the earlier packs were replaced and consolidated with the release of High Ground 2. Crucible of Steel added on to the end of these. The Aircraft rules in CoS start after the end of the Aircraft rules from B&J. The Vehicle notes do not contain page numbers and were designed to be standalone.

If you have all of the packs from BFP, then the contents are grouped as follows (along with the source):

1) HBRs, pages BFP 1-4 from HG2, BFP 5-8 from CoS [Chapter B Green]

2) Aircraft, pages BFP 4-5 from OpCobra, BFP 6-10 from B&J, and BFP 11-15 from CoS (no BFP 1-3 in this series) [Chapter B Green]

3) Japanese Paratrooper Rules, pages BFP 1&2 in B&J [Chapter G Green]

4) Vehicle/Ordnance Notes (not numbered, 2 pages (1 sheet) in OpCobra, 27 pages (14 sheets) in B&J, 6 pages (3 sheets) in CoS [Chapter H Yellow]

BFP4 Counter Clarification

With CoS, in addition to the counters that relate to the

pack, we also provided an updated set of sheets for the counters that came in Operation Cobra and Blood & Jungle. The primary reason for reproducing the countersheets from the earlier packs was to provide them in grey core rather than the original white core. We also took the opportunity to correct the counter errata related to the earlier products. The only changes made to the counters consisted of:

- 1) A reformatting of the Operation Cobra counters so that they are consistent in font and layout with the Blood & Jungle and CoS counters.
- 2) Corrected the missing letter designator and fast turret ring on the M4A3F on the Operation Cobra counters
- 3) Added letter designators to the additional Chinese vehicle counters provided in Blood & Jungle
- 4) On the Japanese FT-17M Ko(f) in the Blood & Jungle counters, removed the "*" after the CMG MA designation.
- 5) We replaced some of the Orchard/Crag terrain counters with Orchard/Sparse Orchard terrain counters because, frankly, we needed the space. So make sure to keep your older terrain counters

So if you want to keep your earlier "white core" counters, by all means do so. Outside of the couple of errata items noted above they are identical in content and will work just fine.