

BFP4 Errata

The listing below is sticky notes for Crucible of Steel. Print on Avery 5265 with scaling and resizing turned off. Cut to size and place on top of the error indicated

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

5. During ASOP step 1.11A, the Germans receive 7 '42 Stuka DB with bombs. These planes must be used immediately in a pre-game attack. All attacks and Light AA Fire are conducted as if it was a German Defensive Fire Phase [EXC: a Mistaken Attack is not conducted and that Stuka is immediately Recalled; SAN is NA]. Each Stuka is Recalled after conducting its attacks; remove any Fire counter from Russian units, but DM and PIN counters remain as if they occurred in German Turn 1 Prep Fire.

BFP-81: The balance provisions (Options) are swapped. Board N image is flipped.

OPTIONS:

- ★ Change MISSION to ≥ 72
- ✚ Change MISSION to ≥ 88



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

Special Battle Rules:

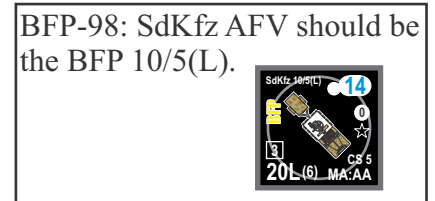
1. See CoS HBR. Weather is Overcast (E3.5) and EC are Wet with a Mild Breeze blowing southwest. Roads DW-4 (I1-K4) and DW-4(Y1-W6) do not exist.

Special Battle Rules:

1. See CoS HBR. Weather is Overcast (E3.5) and EC are Wet with a Mild Breeze blowing southwest. Roads DW-4 (I1-K4) and DW-4(Y1-W6) do not exist.

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

MISSION: The Germans win at game end by accumulating ≥ 15 VP more than the Russians. VP = Exit VP of Friendly units/Guns on level 2 hill hexes [EXC: decrease Immobile AFVs by 2 VP; Guns must be manned by an unbroken unit to count as VP]. (Note: a unit in any level of board BFP M G6 counts as VP.)



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

OPTIONS:

- ✚ Add a 10-2 Armor Leader to any group
- ★ Add a 120mm Mortar and 2-2-8 to Russian OB

OPTIONS:

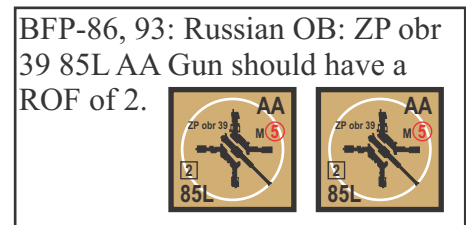
- ✚ Add a 10-2 Armor Leader to any group
- ★ Add a 120mm Mortar and 2-2-8 to Russian OB

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

† See also BFP Russian Vehicle Note A, U.S. Vehicle Notes B, G.

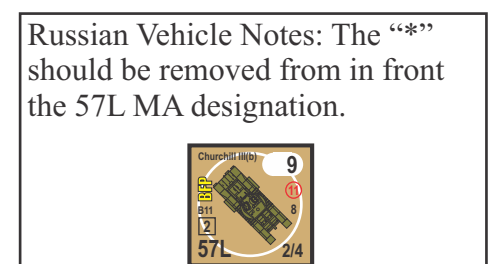
Page 30, second column, 6th line from the bottom: Replace the sentence, “The attack will be conducted on the 8 Firepower column with 0 DRM; the P9 Orchard prevents this attack from being FFMO.”, with, “The attack will be conducted on the 4 firepower column with 0 DRM.”

box occupants the ability to conduct this type of attack. The attack will be conducted on the 4 firepower column with 0 DRM. Assuming the 4-4-7 had previously fired and was marked with a First Fire counter already, it could attack the German squad as it moved into P9 with Final Fire, and PPF for that matter if already marked with a Final Fire counter.



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

Any DR results in a successful Sighting TC and the Stuka may now start its attack. The 43 DB may use only its cannons or its MG, and in this instance it will use the cannons. A hit is achieved against the tank in O7 with a DR < 7 (Base 9 for Aerial Range with a +2 DRM for a moving target, Case



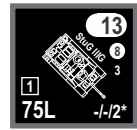
BFP-95 MISSION: Add “(even if rubble)” after “buildings”.

MISSION: The Germans win at game end by Controlling the following buildings (even if rubble): N5, P6, R4.

BFP-103 MISSION: Add “(even if rubble)” after “buildings”.

MISSION: The Russians win at game end by Controlling the following buildings (even if rubble): N5, O5, P6, R4.

BFP-90: Stug IIIG should have a non-superior side/rear armor factor.



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.

required for an effect (Base TK# 8; -2 Aerial AF, +1 Aerial

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

Assume the 42 GA survived the 42 FB attacks, and now has the opportunity to attack. The DRM are: +1 Firer has bombs, +1 Firer has rockets, +1 Firer is GA. The Russian Sturmovick GA only has ROF when it has no Bombs or Rockets on board.