

BFP110 Polish Panzerjagers: The Polish at-start OB set up description should state "Set up on board BFP P within 4 hexes of a building and/or on board DW-5."

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BFP122 At Sword Point: German OPTIONS: "Change MISSION to ≥ 30 ".

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BFP123 Asphalt Soldiers: SBR2: X16 is on Board 10 DD7/EE7, X23 is on Board 46 Z7/Z6. Change MISSION: penultimate sentence, add: ...on boards 10/46 on/east of hexrow R and anywhere on Board 1b.

2. Place the following overlays on board 10: **BFP F1** (FF2-FF1); **X16** (DD7-EE7); **X18** (FF8-GG8); **X17** (AA7-AA8). Place overlay **X23** on board 46 (Z7-Z6). Place the following overlays on board 1b: **X11** (FF14-

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on boards 10/46 on/east of hexrow R and anywhere on Board 1b. on boards 10/46 on/east of hexrow R and anywhere on Board 1b.
For all CVP the bonus for Prisoners/Captured equipment is NA. For all CVP the bonus for Prisoners/Captured equipment is NA.

BFP138, 140, 142: The BT5 M34 should be the BFP version.

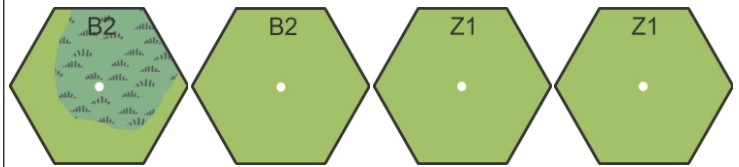


BFP140: The PTP obr 30 should be the BFP version.



BFP5 Mapboards

BFP DW-5a and DW-6a, hexes B2 and Z1 are missing a center dot.



Board BFP R, hexes L10 and N10 are labeled as J10.

L10 **N10**

BFP German Vehicle Notes: The note for the SdKfz 8 FlaK88 (Vehicle Note 7) should read:

† CE DRM is +3 to fire traced through the VCA/TCA. This is shown by "CE: +3 VCA/TCA" on the counter; CE DRM to Indirect Fire is always +1. The Crew is always completely exposed to FP that is not traced through the VCA/TCA (as is the MA) with no CE DRM, and Random SW Destruction applies to the MA; however, the AFV is not considered to be an unarmored target via its superstructure. In other words a hit on the Turret side/rear through the side/rear VCA is always considered to have struck an armored target, but the Crew/MA is always treated as being in an unarmored vehicle.



BFP123 Asphalt Soldiers:

