

BFP4 Scenario Errata (as of Feb 13, 2019)

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-74: The Russian T-50 counter should denote a small target size. The German Buessing-NAG counter should denote heavy ground pressure.

BFP-81 Options: The options should be reversed. The Board N image is flipped. The Board N # orientation is in the correct location.

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

BFP-86, BFP-93: Russian OB: ZP obr 39 85L AA Gun should have a ROF of 2.

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

BFP-74 & BFP-90: The StugIIIIG should have a non-superior side/rear armor factor.

BFP-93: Invert the image for board BFP N on the scenario card. The shading and label location are correct.

BFP-95 and BFP-103 MISSION: Add “(even if rubbled)” after “buildings”.

BFP-98: SdKfz AFV should be the BFP 10/5(L).

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

BFP4 Vehicle Notes Errata

German SdKfz 10/5: Availability date should be 1941, not 1939.

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

Russian Churchill III(b) counter image: The “*” should be removed from in front the 57L MA designation.

BFP4 Counter Errata

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

The black German Pz T34/M41® counters should have a red B11.

The SPW 251/Flak38 incorrectly displays an asterisk after the 9PP designation on the front of the counter. The asterisk can be ignored. The vehicle notes and listing are unaffected.

The German 43ADB should have a ROF = 0.

BFP4 Aircraft Notes Errata

Section 8.21, German 43A DB: The “1” ROF for the aircraft is incorrect and should be “0”.

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 FFM0.”, with, “The attack will be conducted on the 4 firepower column with 0 DRM.”.

BFP4 Q&A

Q. If a unit sets a DC in an A-T Ditch with Wire, and then successfully Breaches, is the Wire eliminated also?

A. A detonated Set DC is resolved on the 36 FP column of the IFT with a -3 DRM and no TEM vs. the AT Ditch, and all other units in the location would be attacked at half FP (16 FP). The Wire would be removed if the attack results in a final KIA on the 16 FP column (DR ≤ 6 required).

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. In BFP 93 , SSR2, fortification purchases, it says the max that may be purchased is in parentheses. With mines it states (AP/AT) (60/20). Does this mean the max that may be purchased is 60 AP or its equivalent 20AT total, or can you buy up to 60 AP mines AND 20AT mines?

A. You can buy the max of both AP and AT mines.

Q. If the CoS HBR are in play, the slopes are meaningless unless there is also a hillock in play, correct?

A. Slopes are always in play when using the BFP boards.

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.

Q. In BFP-92, does SBR2 allow the Russians to Bore Sight?

A. Yes, the defenders get all of the provisions as if the attacker enters from offboard.

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.