

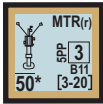
BFP3 Errata

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

BFP 32: Japanese Option should be $> = 72$

Decrease MISSION requirements to ≥ 72

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



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



BFP 42: SBR 2. Add “allotment” after MP.

2. Japanese vehicles enter having already expended $\frac{1}{2}$ MP allotment (FRU).

BFP 46: Options should be reversed

Decrease the Thai ELR to 3

Decrease the Chinese ELR to 1

BFP 47: SBR 3 line 4. Replace “selection” with ‘direction’.

adjacent hex determined by random direction. In both cases consider the Smoke to have been placed in the

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

roads exist normally; Buildings are huts except 32D1]. The $\frac{1}{2}$ MP road rate is NA for vehicles. Kindling is NA.

BFP 52: MISSION: change last sentence to Hill 801

units count for the Allies) on Hill 801 hexes + 3 VP for Control of Hill
801 level 3 hexes (6 total VP).

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

37A5-T5 road.

BFP 55 and BFP 58: Options should be reversed

Replace four 6-6-6s with 5-4-6s

Replace four 6-6-6s with 5-4-6s

Replace four 6-6-6s with 6-6-7s

Replace four 6-6-6s with 6-6-7s

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.



Use hexrows
A-P on
boards 10, 32, 39
and R-GG on
board 17

BFP66: SBR3. Delete the last sentence.

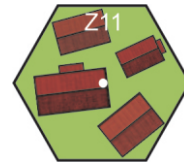
3. In addition to G1.631, the Japanese may set up an additional 4 MMC HIP and any SMC/SW set up with them.

BFP63 and BFP65: The Japanese 2+3+5 pillbox should have a brown background.



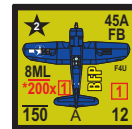
BFP3 Mapboard

Hex BFP DW-1b Z11 is missing the center dot.

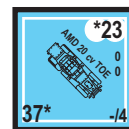


BFP63: SBR7. Replace “ ‘45B FB” with “ ‘45A FB”. Air counter in US OB should be a ‘45A FB.

two '45A FB with bombs and rockets; all



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



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



BFP59: SBR2. Change hexes to K2-K1.

2. Place overlay 5 on K2-K1.