PREVIEW of ERRATA
Version 1.2-3

ATTENTION: READ ME FIRST !!!

If you are new to the Battle Field Ops! game system, this overview will help you navigate our game materials.

When the system was released as part of the boxed product line "Box Battles: Cold War Evolution", it was originally intended for coffee table-sized game play. However, as it gained popularity, veteran collectors desired the game and its components for large table games; they also began making excellent contributions to the game's content. 5th Epoch began selling the game components to customers on an ad hoc basis. In addition, updated Errata became available, some of which overrides the original rule set.

The paragraphs below will help as a guide to make your familiarity with rules as quick as possible. While there are many small items of Errata, these items have the largest effect on game play.

Updated Combat Tables: The Errata PDF version 1.2-3 has the most recent version of the Combat Tables – leaner, consolidated and more efficient. Use these instead of what is on the rear of the Box Battles Rulebook. Related to this - the FREE Unit Card Overlays PDF should be downloaded and these be glued or taped over the rear of original Unit Cards.

Main Cannon Ballistics: There is a change in the effectiveness of main guns. While the original versions are well scaled to each other, the weapons overall did not accurately reflect actual performance ballistics to our satisfaction. When using the older versions, game play will not be adversely affected on smaller tables. For larger table play, some modifications will be needed: For Soviet equipment, any Unit Card versions 1.0 or 1.1 with Cannons 73mm and larger should be imposed a -1 To Hit at Medium ranges and beyond. Note that this, in effect, reduces the maximum effective range possible, as intended. In lieu of these modifications, the FREE Unit Card Overlays PDF should be downloaded and these be glued or taped over the rear of original Unit Cards.

Using Mortars and Artillery: Rules within the original Box Battles Rulebook should be ignored entirely. The Errata PDF version 1.2-3 has the most recent procedure for using this rule set, which is more efficient and far faster at the game table. Most important to this, the FREE Unit Card Overlays PDF should be downloaded and mortar and artillery Unit Card rears glued or taped over the original Unit Cards. These cards have the most accurate data, hit probabilities and effects for each specific unit. In summary: use the procedure from the Errata book PDF, and Unit Card overlays PDF for the best game play.

Standardized Infantry: The Errata PDF version 1.2-3 General's Rules contains Standardized infantry, rather than using Unit Cards for each infantry type. Pre-game preparation simply means the size of each Squad must be selected based on country and TO&E, and then the specified anti-tank weapon (some Infantry do not have the latter). A small pad or paper can be used to record these, reducing the Unit Cards at the game table. The General's Rules for Infantry are closer to how the future revisions of the game will be played.

Happy Gaming!
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