

CROWBAR! ERRATA AND CLARIFICATIONS

Here is a comprehensive list of errata, clarifications and reiterations taken from various BGG posts.

COMPONENTS

- 1) The **Blue Die** and **Extra Event Cards** are Kickstarter exclusives. The rules for the Blue Die usage are attached as a file to the *Crowbar* BGG page and at its game page at Flying Pig Games website.
- 2) The **adhesive sticker** in the game is only included for those that want the box colors to match the four Movement Dice colors. It can be applied over the map boxes but then must be sliced along the fold lines of the map board. It is not necessary for game play – apply it and/or use it at your whim.
- 3) The abbreviation “SP” stands for **Strength Points**, which is the large number on the unit counters.
- 4) The **Command Bunker** and **FLAK Gun units** are regular German infantry units (the markers represent the soldiers, crew and officers at those positions). They retreat normally from combat, etc.
- 5) The **FLAK Gun** and **MG** spaces on the map are **not Prepared Terrain** spaces – they are clear spaces.
- 6) **Event Chits** and **Incoming Fire Chits** are returned to the cup or marker pool after being applied. If multiple Event Chit draws are required, draw the necessary chits one at a time and keep them out of the cup. Then replace all chits after all results are applied.
- 7) **German Grenadier** units that are eliminated are placed back into the pool of available Grenadier units. They are only taken out of the game permanently if they become POWs.

SETUP

- 1) There are **14 HKA units** but only 13 of them get randomly deployed at the start, as follows:
 - 6 into **Gun Emplacements**
 - 4 into **Buildings**
 - 1 into the **Barracks**
 - 2 into the “**Triple-Star**” spacesThe last HKA unit is removed from the game. Note that units do not deploy in the Casemate spaces.
- 2) The **1 FLAK Gun** unit goes into the designated **FLAK Gun** space.
- 3) The **1 Command Bunker** unit goes into the **Command Bunker** space.
- 4) There are **26 Gun Location** markers. If by chance the backs of the Gun Location markers are mis-colored and thereby their identity can be determined while face down, then you can use substitute markers on the map board to indicate that a Gun Location marker is present and then draw the actual Location marker randomly from a cup when the “starred” space is revealed. Another solution is to not place any marker on the table, draw the actual Gun Location marker from a cup when the marker is revealed and place a neutral marker in the space as a reminder that it has been revealed.
- 5) There are **44 Event Chits**.
- 6) **Operation Flashlamp** – any German units destroyed by these chits being revealed during Bomb Damage Assessment do not count toward any Victory Points as they are not POWs.

PRE-GAME INVASION APPROACH

- 1) Roll all four dice for each Company and apply all four dice, one die per unit. Then resolve each of those dice one at a time using the special Pre-Game Invasion Approach applications.
- 2) The “**No Effect/Draw Event Card**” result should be **Move 2 Sea Spaces** (do not draw a card).
- 3) Any “Shaken” results received are applied against the carried Ranger unit only – not the LCA.

SEA ZONE PROCEDURES

- 1) The **J-Projector Launch** by an LCA unit is a free action.
- 2) **Normal Hit** results are applied against the carried Ranger unit; **Variable Hit** results can be applied against either the Ranger unit or the LCA, depending on where the LCA is located (the closer the LCA is to the beach, the more likely the LCA will be damaged); **Rout** results affect the LCA itself only and two Rout results represents it turning back or getting lost.
- 3) Ranger units and Commanders **can do nothing while loaded on an LCA**. Nor may they be used to implement events or actions specifically for them. So, for example, the Battalion Commander cannot choose the *Move Relief Column* action nor can the player utilize the *Downed Paratroopers Join the Rangers* Event Chit. But you can use the *Rangers Forward* Event because that affects the movement of the LCA.
- 4) You may not choose **Consolidation** as an option in the Sea Zone – you must continue to roll the dice until you get a result that dictates a Stop Activation or you have rolled all four dice (an Exhausted Activation).

BEACH PROCEDURES

- 1) A unit that is “**Shaken**” on a Beach space that gets another “Shaken” result stays “Shaken” (keeps the marker), takes 1 Hit and must Stop its Activation.
- 2) You may not choose **Consolidation** as an option in the Beach Zone – you must continue to roll the dice until you get a result that dictates a Stop Activation or you have rolled all four dice (an Exhausted Activation).
- 3) The “**Supplies**” marker can be left on a Beach space, but it cannot be used while located there.
- 4) If your unit is “**Pinned**” on the Beach, the only way to remove that “Pinned” marker is with a **Regroup** Special Action.

INLAND ZONE PROCEDURES

- 1) As soon as a unit crosses the cliff side from the Beach into a **Cliff Top** space, it is immediately governed by Inland Zone rules and procedures. The Rally marker is immediately brought into the Cliff Top space and the unit may Consolidate (unless of course it is currently in a Close Combat).
- 2) **Movement Dice:**
 - a. **Variable Hits** – the distance measurement to a German unit in order to determine SP loss is measured by the shortest route, which can be traced diagonally as well as vertically and horizontally.
 - b. **Exhausted Activation** – if you happen to roll a “Shaken” result on the last (fourth) Movement Die, then the “Shaken” marker may be immediately removed with the Exhausted Activation bonus.
- 3) The “**Supplies**” marker can be used when an *Open Fire* event occurs that has a “Low Ammo” indicator on it. The Supplies marker can be located in any space but it is **only available to be used for the Low Ammo event if it is located in an Inland Zone** space. The marker can only be used once per turn, being flipped over to “used” after the first time you apply it to a Low Ammo event and being flipped back to available at the end of the turn. Any unit may use the “Supplies” marker as long as they are from the same Company as the marker.
- 4) **Shaken** Result (G-7-h): the reference to “Rout Morale Test” should be a reference to the “Routed” entry instead (rule G-7-i).

CLOSE COMBAT RESOLUTION

- 1) Close Combat is **automatic** as soon as a unit enters an enemy unit’s space. It does not cost an action.
- 2) The **Defender Flanked Bonus** only applies if there is another friendly unit that qualifies for **Attacking Unit Support** and that unit is also located in a space **adjacent** to the defender and closer to the defender’s side of the map than the defender itself (i.e., the support is behind the defender). The German side of the map is the South end and the US side is the North side (this is reversed in the rulebook entry for this modifier).
- 3) The **Attacker Crossed Cliff Side** modifier is only applied once – on the round that the attacker actually conducted that move across the cliff side. The modifier is ignored in all future rounds of the same combat.
- 4) An **attached Commander** only adds his Combat Die bonus **once**, even if the combat goes on for multiple rounds. Once the bonus is applied, the Commander marker is flipped to “Used” and is no longer available this turn, including any further rounds of Close Combat.
- 5) “**Morale Loss**” is the same as Retreat.
- 6) There is **no minimum or maximum number of Combat Dice** that can be rolled.
- 7) Rule J-2-e “**Morale Loss Results**” should refer to rule J-3 c & d (there is no rule J-5).
- 8) **New Optional Rule:** If a space has a **Bunker** and a **Gun Emplacement** in it, add an **additional Combat Die for the German defender**.

SPECIAL ACTIONS

- 1) When using the **Redeploy** Special Action, you can only rebuild a unit to its **max SP** (10 SP for a regular unit and 6 SP for a Support unit).

OPEN FIRE COMBAT

- 1) Open Fire can occur by Event Chit or by use of an eligible Commander.
- 2) The Open Fire action can be performed by **any eligible unit – including those that have already activated** this turn. This is an additional ability they can perform if otherwise eligible.
- 3) An attached **Battalion Commander** can only declare an Open Fire action for the Company to which he is currently attached.
- 4) There is **no minimum or maximum number of Combat Dice** that can be rolled.
- 5) There is **no set maximum Range for Open Fire** – the max range for a unit is determined by the number of initial Combat Dice that it rolls.
- 6) There is always **at least a “-1 die” adjustment for Range** during Open Fire (adjacent targeted units are one space away).

- 7) **Commanders** can declare an Open Fire action anytime as long as it is done between unit activations.
- 8) Open Fire **Range** is measured by shortest distance and can be traced **diagonally** as well as horizontally and vertically.

EVENT CHITS

- 1) **All Support Fire** Events (*Artillery, Eastern Flank* and *Western Flank*) use the normal SP procedure for determining how many Combat Dice are thrown. So a "6 SP" Artillery Support Fire Attack would use three Combat Dice. In addition, they **do not calculate any Range deduction** (the Range is treated as zero). Also, "Cover" benefits are applied to targets of Support Fire Events normally.
- 2) The *Rangers Forward* Event does allow an un-Pinned Ranger unit to cross a Cliff Side into a Cliff Top space, even without a Grappling Hook hold.

GERMAN COUNTERATTACKS AND VICTORY CONDITIONS

- 1) **Timely Relief** (Q-7) is a deduction of "-5 VP" for every space the Relief Column has not entered.
- 2) The Ranger **Roadblocks Established** VP Award is correct in the rulebook (5 VP per Roadblock) – the Victory Point Track sheet is incorrect.
- 3) The **German Counterattacks** section on the player aid has a #6 and #7 entry. These are incorrect and should be ignored (but see below).
- 4) If you wish, you can use the **German Counterattacks** effects listed on the player aid under **#6** and **#7** as an option. This will provide an additional game play bonus for making the individual Roadblocks stronger.