

# Konigsberg errata and clarifications 5/12/18

## 15.0 Set up

The German 55 corps setup lists the 53 HQ. It should read the 55 HQ.

The Soviet 2G army of the 3BF lists the 136 as a unit. It should read 13 G

The German 15 SS unit with the red R in upper right corner enters the game via the random event table.

## Player Aid on back cover

HQ units are not mechanized. (they were just not listed)

## 3.0 Barrage

Barrage either in the first turn barrage phase or later by a Soviet Action chit or Random Event Table can only affect the defending unit. There is no attacking ground unit in this attack. Any requirement for an attacker to be adjacent for a barrage or within 2 hexes in initial barrage is only for spotting purposes.

## 8.0 Reinforcements

The German player places, and moves, reinforcements before the Soviet player

### 9.3.3 Restrictions

If an attack is 7-1 or greater it is resolved on the 7-1 table. There is no 7-1 + table

### 11.3 Volksturm

All Volksturm return to the Volksturm box at the end of each turn during the Volksturm return Phase. None stay on the map.

### 13.2.2 Victory Point hexes

Marienwerder's hex is 3413. Wehlau's is 2233

## Combat Results Table

The 4 result on the 5-1 column should read D1R2 not D1/R2.

## Clarifications from player questions

The victory levels for this game are all expressed in how many VP the Germans hold at the end of the game. So, if the Germans only hold 3 it's a Soviet overwhelming victory. Germans win by holding 8.

If you lose a HQ the penalty is your troops of that command may not be activated unless they are one of those few German units that are both independent and part of a command and they could still be activated as independent units.

Any woods in a hex, beyond a few green pixels, is a woods hex. So, 1142 is a woods hex.