

Battle for Germany Deluxe Errata by Donald B. Johnson on 03/21/2024

Counters

In the 1994 counter set, two West German units (1 LW and 2 LW) are colored with the darker East German colors. They are West German units and setup accordingly.

1994 Setup Chart

West German 12SS Armor should be 6-5-8 (listed as 8-5-8)

East German 29 Infantry should be 3-4-4 (listed as 3-4-5)

Map

The hex that should be numbered 1524 is incorrectly numbered 1515.

The hex that should be numbered 1423 is incorrectly numbered 1414.

The hex that should be numbered 1322 is incorrectly numbered 1313.

On the Turn Record Track, the Historical Scenario ends on turn 10, not turn 12.

On the Turn Record Track, the Expanded Historical Scenario ends on turn 16.

Rules

9.0 Courland

Add as the last sentence: Sea movement completes that unit's movement for that turn.

10.0 Capital City Garrisons (Clarification)

Advancing after combat into a hex previously occupied by an enemy unit is always optional (6.5). When involved in a combat next to a capital city and the city hex becomes vacant after combat, then if any Soviet unit is to advance after combat into the city, it **must** be a Front unit if possible that advances into the capital city. If a non-Front unit advances into a capital city, then assuming the city is still occupied by the Soviet unit, a Front unit must enter the city next turn; otherwise, the Soviet player is sent to Siberia and loses the game.