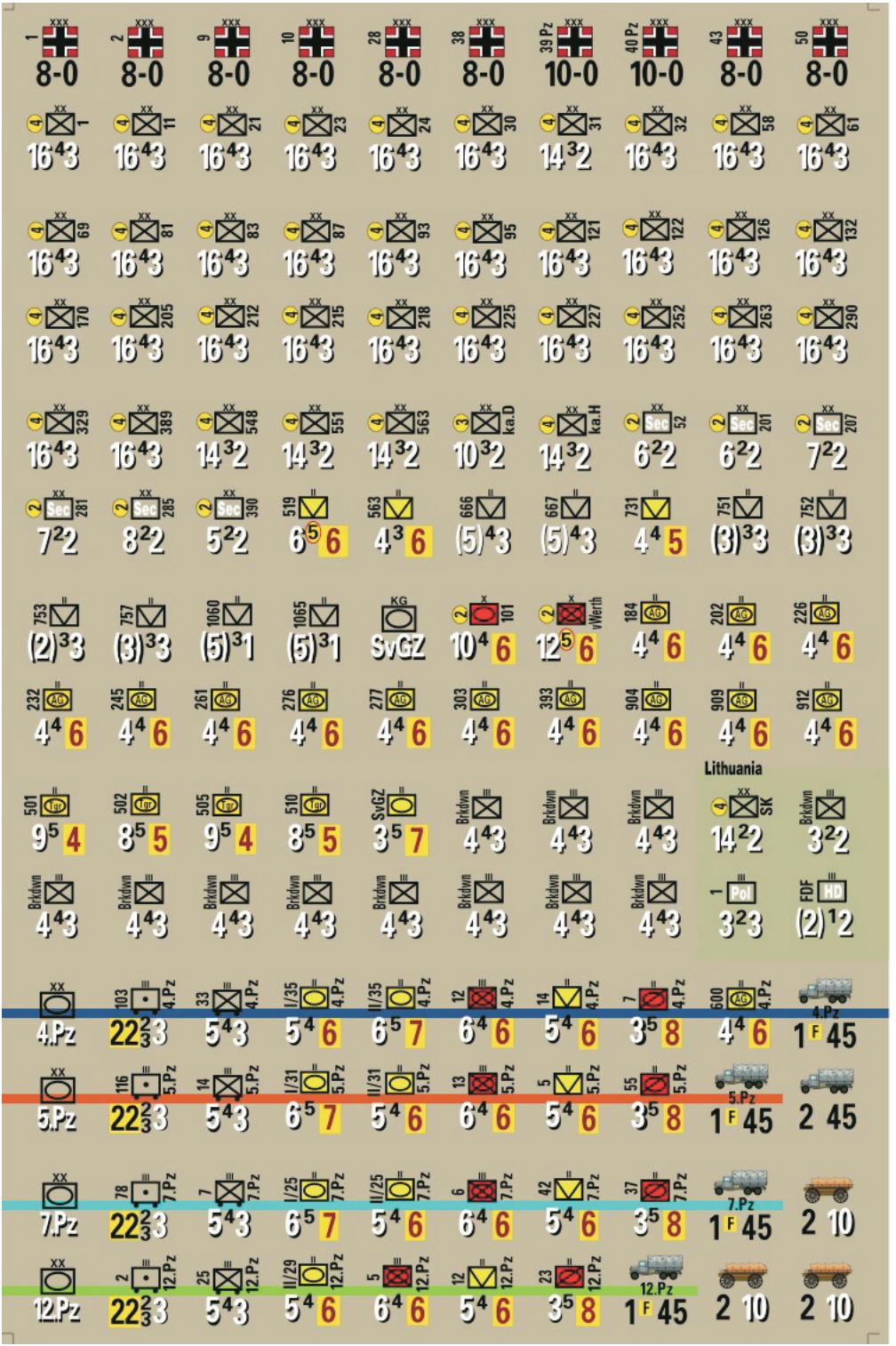

1 German infantry divisions are shown as still being somewhat homogeneous and of high quality, in part because Army Group North had not yet taken the beatings suffered elsewhere (by AGS for example). It's also somewhat interesting to note that the replacement system partially tied certain units to certain regions, and the flow of personnel was not always based on need. Note "ka.D" and "ka.H" were groups of shattered infantry divisions.

2 The 519 PJ Battalion was given an AR of 5 and made non-rebuildable. I really agonized over this Nashorn unit,. that was integral to the opening battle at Polotsk. Perhaps a 4 AR would have been closer to the truth, and I mention this just to point out how many ratings come down to a mental toss of a coin.

3 The 753 PJ Battalion didn't seem to actually have any anti-tank guns at this point, instead relying on panzerfausts. The 1060 and 1065 PJ were virtually static units. The 563 PJ was still using Marders; the 731 PJ was equipped with Hetzers.

4 The SvGZ KG marker is a special formation marker that allows independent tracked units to be "hidden" off-map. Count Hyazinth Graf Strachwitz von Gross-Zauche had a panzer career worthy of his name, and he worked small miracles with Army Group North's modest number of tanks.

5 The 501 and 505 Tiger Battalions are both hypothetical arrivals that were not historically engaged quite this far north. That Lithuanian division is the only "never was" hypothetical unit in the mix. The King Tigers, especially, are a powerful argument in favor of setting the chance for hypothetical arrivals at the suggested 1-in-3.

6 In the strictly historical games, the German panzer divisions do *not* receive their organic trucks. So while these divisions remain very powerful, the elegant operations of earlier in the war are no longer possible — just too few trucks, too little gas, and too many Soviet airplanes.

Baltic Gap Sheet 1L
6 Things To Know