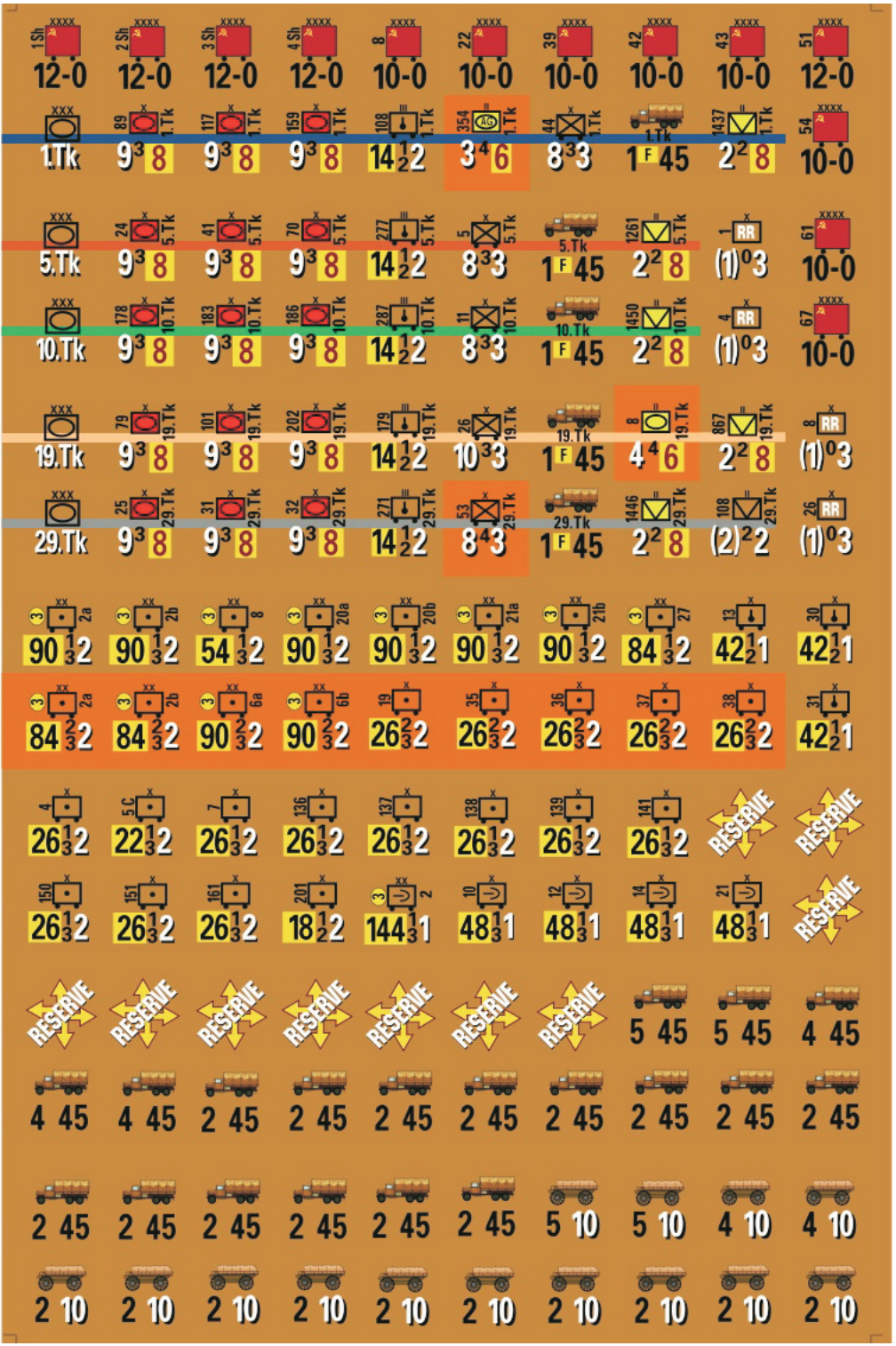

1 The tank corps adds an organic truck to its customary OB in 1944, allowing performance of true deep operations. The evolving tank corps now had both a heavy mortar regiment and a katyusha battalion. We're only showing the 120mm mortars directly, but that's enough attached barrage strength to show how these corps evolving into balanced and highly-effective formations.

2 The 2-2-8 AT units are SU-85s. 1st Tank has an extra SU-122 regiment, the 19th Tank extra IS-II and SU-76 regiments, and the 29th Tank an extra towed AT regiment. (Note we're labelling the Soviet regiments as "battalions" because for stacking puposes they aren't full regiments.)

3 Rail repair is a real drag on the Soviet advance in summer of '44. The Germans had special trains that dragged something like an iron plow to break all the rail ties as they retreated, adding greatly to the chore of repair (hence the rather slow repair MA of 3).

4 Katyushas continued their development during the Cold War and were used by the Chinese in Korea, the Syrians in Golan, the Russians in Chechnya, and the Iraqis in the 2nd Gulf War. Last year they were fired by Hamas into Israel and by insurgents into the Green Zone. But for sheer concentrated fury, the WWII-era divisions (like the 144-factor 2nd Guards Mortar Division) would be hard to beat.

5 Artillery divisions have been consolidated into groups of three brigades, alleviating some counter clutter. The seven breakthrough artillery divisions in the game are lots of fun, and these heavies actually get used because when the Soviets spend one of their special Arty Ammo counters no barrage costs more than 4T!

6 Trucks are what drive the Soviet advance at its historical frantic pace. (The wagons are nice too, but for long hauls it comes down to trucks.) So 1st Baltic Front is supplied by Extenders (groups of 5 trucks) for much of the game, and the OCS model allows this to be shown in some detail.

Baltic Gap Sheet 2L
6 Things To Know