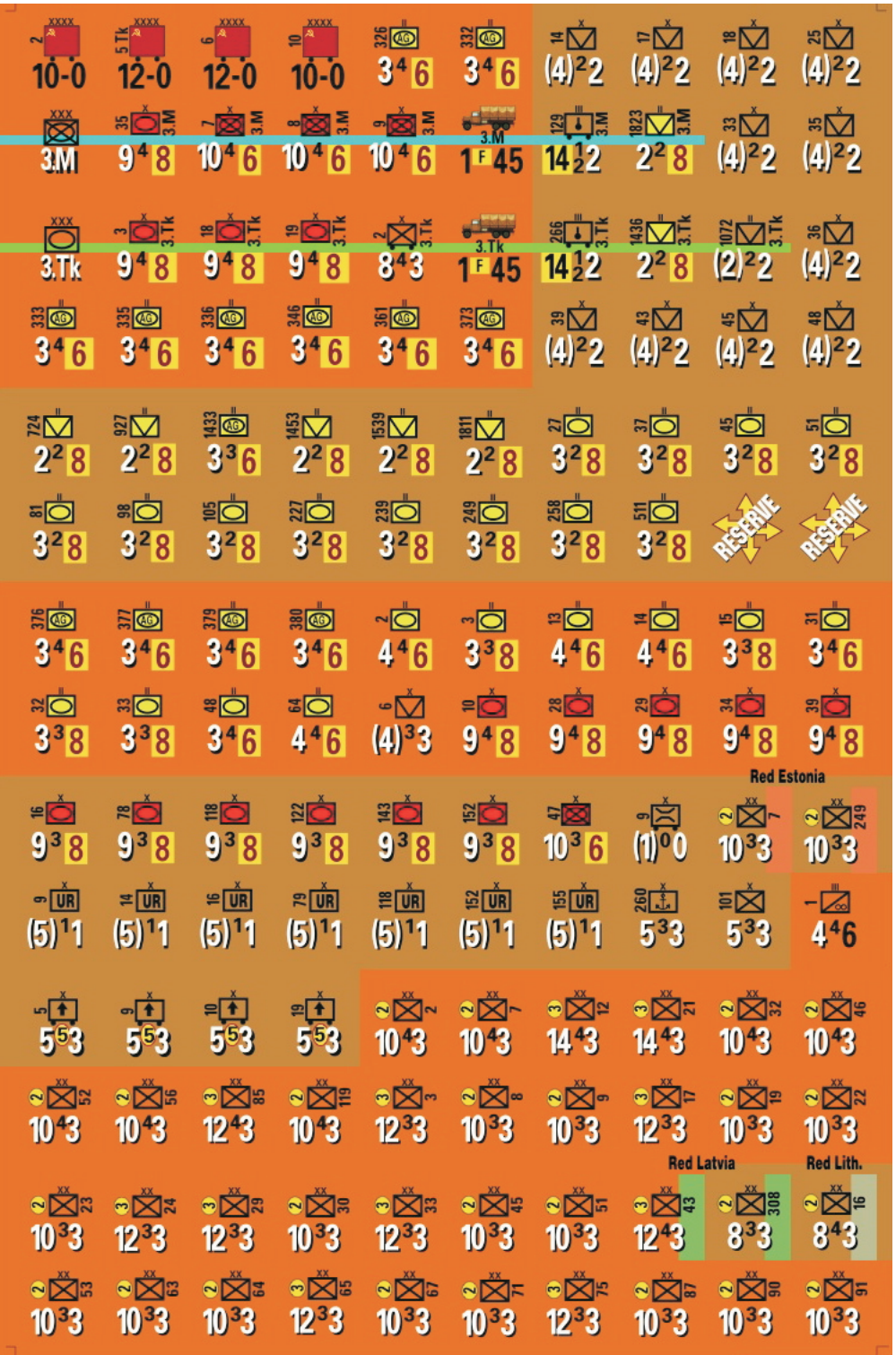

1

The Axis counter-mix contains quite a few police and security units; you'll notice there are none in the Soviet mix. In this fight there were actually still a dozen of the NKVD border regiments policing the rear areas, but these units no longer serve any game purpose. By December, all would be formed into divisions for rear-area security in 'liberated' countries.

2

Tank units with an MA of 8 are T-34's; the ones that move 6 are either the older KV's or the new IS-II's. Some of the brigade-sized armored units might have been equipped with lend-lease Shermans, but I was unable to uncover any specifics. (Might not have made much real difference anyway.)

3

The 3-strength AG battalions are either SU-122 or SU-152 (ratings are identical). Opinions vary as to which was the superior "Tiger hunter" and given the small size of these regiments (21 AFVs) there was no room for differentiation anyway.

4

The quartet of assault-engineer brigades each had five battalions of combat engineers. They included forty tanks ("specials" with flame-throwers or mine-rollers). By making them non-rebuildable, I think we capture their usage mainly in the breakthrough stage of the offensives.

5

The "stripes" on the Red Estonian, Latvian, and Lithuanian rifle divisions are a way to show both their ethnicity and whether or not they were Guards units (as was the 43rd Latvian). It's great to have some extra details like this in the Soviet mix — usually it's just the Axis that have the weird units.

6

The 16th Lithuanian Rifle Division was nicknamed the "Jewish Division." It was greatly understrength at this point, but was rated as one of the better assault divisions in the Red Army. Enough of wife's "Gavronsky" relations died during the Nazi occupation of Lithuania to make it my favorite unit in the game.

Baltic Gap Sheet 2R
6 Things To Know