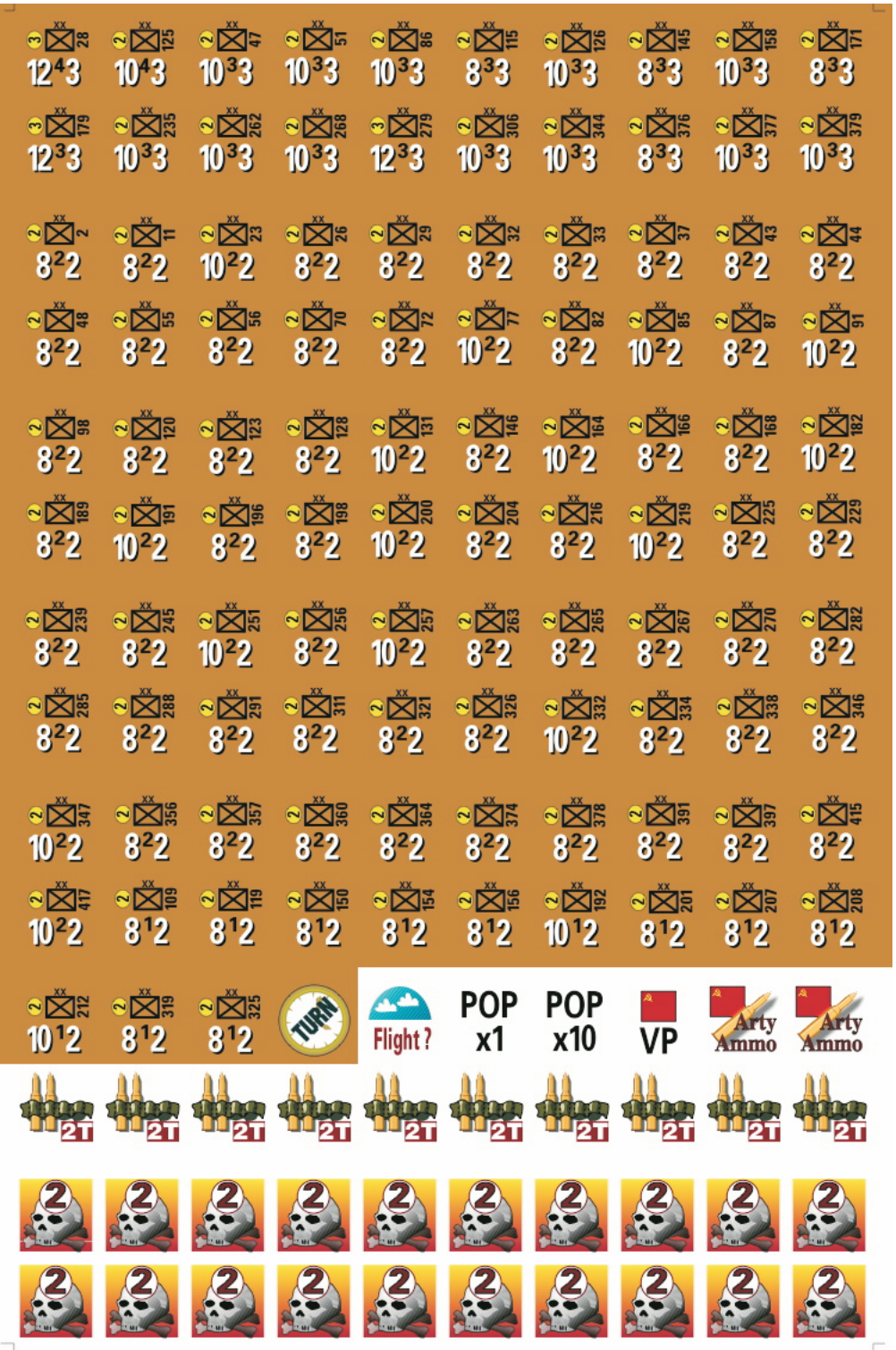

1

Soviet rifle divisions are rated as if already reduced by one step. (So for example at full-strength the 171st would have been a 13-3-3.) Variations in both strength and Action Rating are based on research by Hans Mielants. Overall, we're showing a very mixed bag, with a lot divisions unsuited for much besides holding ground.

2

Soviet SU-76 units have been "factored in" to the rifle divisions. There were 42 of these regiments in the campaign, so we've reduced stack density and also avoided ahistorical usage of units that were devoted to infantry support.

3

There are no Soviet breakdown regiments in this game. Partly this decision was made to keep the number of counters relatively small, and I also didn't want the Soviet player to waste time agonizing over micromanagement. Trust me: there are plenty of Soviet counters to move around as it is!

4

To continue the theme, notice that these rifle divisions all have even Combat Strengths. This was done to reduce the number of times that a player will need to worry about fractions when a strength is halved (due to losses or DG). So we've done some extra rounding to some of these factors in hopes of making the game a bit easier to play.

5

There are 67 towns and cities on the map that are assigned a POP value. The largest, Riga, is worth 4 and the majority of such locations are worth 1. POP under Soviet control is counted at the end of each turn, and compared to a "target" for each turn to see if one side of the other gains 1 VP. So essentially we're judging victory against the historical flow.

6

As part of his Variable Replacement roll, the Soviets will sometimes gain an Arty Ammo marker. These are saved until "spent" during any barrage segment. When spending an Arty Ammo marker, barrages in the current segment never cost more than 4 tokens, representing stokpiles of shells. On these turns, the Soviets will often cut loose with some massive barrages to take advantage of the bargain cost, so they really will use their artillery units in this game.

Baltic Gap Sheet 3L
6 Things To Know