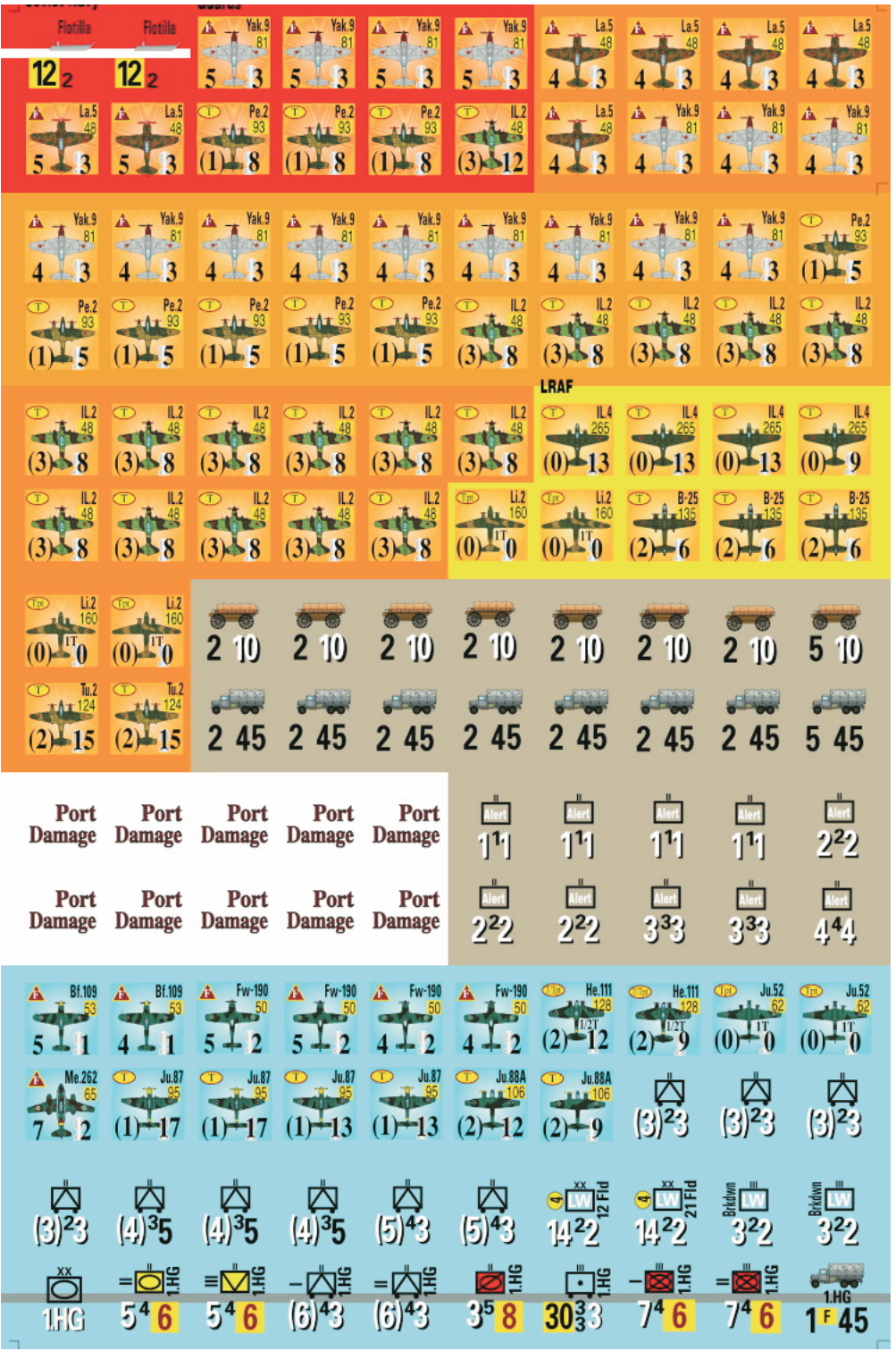

1

Soviets just have the pair of Flotilla naval units. These represent mixed fleets of light craft and barges, some armed with rockets. They fire an occassional barrage along Lake Peipus or Gulf of Riga.

2

Soviet air has red Guards (better air or barrage), orange Regular, and yellow LRAF (strategic assets only usable once per month). The 23 Fighter-type air units give the Soviets a decisive air-superiority advantage.

3

Historically, the Soviets managed to isolate AGN for several weeks in August, during which time the bulk of German forces drew supply from several ports (chiefly Riga). One possible priority target of the Red Air Force will be these vital ports.

4

Germans receive a randomly drawn Alert or Flak battalion each turn. Two Flak Divisions were in AGN, and these were not normally used as front-line troops. Alert battalions represent scratch units of police, training, and the like.

5

Germany's chronic lack of fuel made it hard to keep planes in the air and to train new pilots. The two flavors of air units, combined with the inability to use Consolidation (per 1.7c), shows the declining state of the Luftwaffe circa 1944.

6

HG Panzer 1 Division is the largest "hypothetical" unit in the German mix. This division was railing toward the Baltic Gap area when it was diverted to the Warsaw area, and in the game players can randomize the possible arrival of these kinds of what-ifs, not rolling for the unit until the possible arrival turn. Strategic Fog of War is thus integrated into the arrival schedules for players who don't mind diverting from the strict historical OB.

Baltic Gap Sheet 3R
6 Things To Know