Forward Detachments

from Special Ops #3 (Summer 2012)

Historically, an important component of the Soviet deep operation was the Forward Detachment (FD). An FD was essentially a portion of a rifle division (plus some independent attachments) that was motorized so that it could operate 50 miles ahead of the main body.

For a variety of reasons — chiefly counter mix limit and the clumsiness of a rule that was tried (and rejected) early in testing — the FD is not directly shown in Baltic Gap. A new opportunity to address these units came a few months ago, when I was given sixty counter slots in this issue for OCS.

As a new option for Baltic Gap, Soviet players now have access to fourteen FD counters. These are created by reducing a specific parent division (per the FD's ID) by one step, much as you would a breakdown regiment, and like a breakdown they can be absorbed by a reduced parent. An FD is treated as an independent unit and is non-rebuildable.

Suggested use of these counters is as follows:

1. The number of FD available varies by the campaign's starting date and the V# chosen. The formula is 14 - Month + V#. ('Month' is 7 if July, 8 if August, etc.; the V# is always between 0 and 3.) Thus if playing a June start the number of FD is between 8 and 11, but for an October start the range drops to between 4 and 7.
2. Select the specific FD available before play begins. (A partial reflection of planning involved.)
3. An FD's lunge forward required trucks, and this diversion of assets was temporary. As such, FD can only be in Move Mode on the turn they are created, and during every other Movement Phase the must stay in Combat Mode orientation (they stay that way until destroyed or absorbed).