Operational Combat Series:
Baltic Gap v2.1 *(6 March 2016)*

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> *Dedicated to the memory of
> our good friend Linden Moore.*

Note that only two changes were made to the v2 rules that were published in 2012:

1. Step 5 of the VP Check Phase has been tweaked—now the extra SP is only given when a VP is scored due to POP count.

2. A new option has been added on page 46 (mostly for those who think the Soviet side is at a disadvantage).

Introduction

Baltic Gap depicts the Soviet drive into Latvia, Estonia, and Lithuania during the summer of 1944. As the game begins, the defense of Vitebsk, a Byelorussian fortified city located just a few hexes beyond the southeast corner of the playing surface, has just collapsed. 1st Baltic Front is advancing westward through the shredded German line, and will soon threaten all of Army Group North with encirclement. Finally, after four months of fierce battle, the Red Army will win the great prize of this campaign, Riga, and pocket the enemy in the Courland region of Latvia.

The game allows players to explore this interesting campaign from a variety of historical and hypothetical vantage points. Long campaign games can be enjoyed by up to five players. Several short scenarios are also provided, and these work best with a single player per side. Expect each turn of play to take an hour or two, depending on the complexity of the moves and combats.

For errata and downloads, visit www. gamersarchive.net.

v2.1 Rules

Errata has been corrected. If you're interested in seeing precisely what has changed, download the errata sheet at the link given above. The most significant changes have been made in section 4.0 (Victory Conditions) — a Step 5 was added to make skill differences somewhat self-balancing, and the old "sudden death" rule was removed to reward long-run strategies. Finally, on page 46 are four new options. Enjoy!

1.0 General Special Rules

1.1 Map & Terrain

There are two maps, East (E) and West (W). Hexes are identified by a map letter and number. On the East Map, for instance, the city of Polotsk is hex E9.07.

1.1a The Terrain Key and numerous game specific charts, tables and play aids are printed on the map or in the back of this rules book.

1.1b Some cities and villages have a Population (POP) value printed on the map. The last side to move a combat unit through a POP location "controls" it for victory determination (4.0). Note that when control of Riga is split, the player controlling two hexes gets all 4 POP.

Design Note: *This is a bit of a misnomer, in that POP values are based on a town's industry, airfields, and ports, as well as its population. Note that Estonian values have been increased to reflect Hitler's demand that this area not be abandoned.*

1.1c Entry Hexes are marked by letters on the map edges. These are mostly used to mark where reinforcements will enter the map (1.9b) and which hexes are potential sources of trace supply (2.1 and 3.1).

1.1d All-lake and all-sea hexsides prohibit land movement except at the yellow crossing arrows near Rapina (E51.19). Moving across a yellow arrow has the same cost as a major river hexside.

Terrain Note: *There are some potentially confusing hexsides where rivers run into lakes: E48.13/E48.14, E51.18/E52.18, and E56.20/E56.21 are meant to be all-lake.*

1.1e Hexes containing multiple terrain features (such as woods and hills) are

usually handled per series rule 6.2d. The exception is "wooded bog" which is a nasty terrain type with its own effects (per the Terrain Effects Chart).

1.1f The Panther Line of hedgehogs is printed on the East Map. These only benefit German units, and are considered erased after a Soviet combat unit enters the hex.

1.1g <u>Special Hedgehog Reduction.</u> A hedgehog is reduced by one level when captured. (Note this applies only to hogs shown by counters; use 1.1f for the Panther Line.)

1.2 Railroads

There are three types of rail lines printed on the map: normal, multi-track, and narrow gauge. Rail transport exclusively made on the multi-track lines uses half the normal shipping capacity. If any portion of a rail transport is made on narrow gauge lines, it uses double the normal capacity.

Normal and multi-track lines are always in one of two gauges: broad or standard. Players change the gauge of these lines using rail repair units, per series rule 13.3f. For railing cargo and trace supply, the German player can only use standard and narrow-gauge rail lines; the Soviet player can use only broad and narrow-gauge lines. The scenarios define the starting gauge of each rail line. Show the limits of broad gauge using rail head markers.

Narrow-gauge lines can never be re-gauged.

To be used for trace supply or transport, a railroad must be connected to a friendly supply source (see 2.1 and 3.1) by tracks of the proper gauge.

1.2a Narrow-gauge lines **cannot** be used as part of the rail portion of a trace supply connection back to a supply source. But narrow-gauge rails **can** be used as part of a connection to a supply source to obtain marginal supply (1.11).

Design Note: This shows the limited value of narrow-gauge tracks without getting into the complexities of tying them into the overall broad/standard network.

1.2b Rail moves cannot make "off-map" connections (such as from Entry C to Entry D).

1.2c Reference locations and Entry hexes are considered to be detrainable (these in addition to the terrain types listed in series rule 13.3c).

1.3 Off-Map Boxes

There are several types of off-map boxes. No combat or barrage is ever allowed in these boxes.

1.3a <u>Air Box</u>. Both players have off-map boxes containing air bases. In an Air Box, there is no SP cost to refit planes.

The Germans control the Luftflotte I Box; the others are Soviet boxes. The bases in each box are a certain number of hexes from a listed Entry Hex, as noted in the box. Missions must take this distance into account.

Cargo for an air transport/drop mission flown from an Air Box is loaded/unloaded at the Entry Hex noted in the Box. For example, cargo for a mission from the 3rd Air Army Box is loaded at any of the three Entry A hexes. Ground units are never placed in an Air Box.

1.3b <u>Königsberg and Leningrad</u>. The German player's Königsberg Box is linked to Entry G. The Soviet player's Leningrad Box is linked to Entry A. These can be holding boxes for ground units and ships.

During any Movement Segment, ground units can transfer between Königsberg/ Leningrad and the linked Entry hex (in either direction) at no movement cost. This isn't considered movement, so even supply dumps can be transferred. The unit can then be moved, railed, or shipped from its new location.

Leningrad and Königsberg contain nominal HQs for unit rebuilds and ports with unlimited capacity for shipping to and from Baltic Sea ports. Ships move to and from these boxes per 1.5b.

1.3c Kaunas, Narva, and Saaremaa. These are essentially just holding boxes for reinforcements (see 1.4).

Player Note: Unlike some OCS games, the off-map boxes are not sources of "free" supply to be shipped onto the map.

1.4 Kaunas, Narva, & Saaremaa

The struggle for the Baltics was directly influenced by events happening outside the map frame. Of critical importance are the battles at Kaunas and Narva, the end of which would lead to massive reinforcement arrivals. Almost as important are Soviet landings on the island of Saaremaa.

South of the map, elements of Army Group Center are defending Kaunas. Following the struggle near this city, the Germans

will shift two panzer corps to northern Lithuania, with Soviet 5th Guards Tank Army hot on their heels. To the north, above Lake Peipus, *Armeeabteilung Narwa* is under constant attack by Leningrad Front and eventually forced to retreat from northern Estonia, falling back toward Riga. This in turn makes it possible for the Soviets to invade Saaremaa, and as a result German shipping will be effectively barred from the Gulf of Riga.

These off-map battles are concluded randomly. In August, the German player makes a roll during every Weather Phase until release from Kaunas occurs. The same procedure is used in September to check for the Narva event, and in October for Saaremaa. These rolls use the same chart, which has an increasing event chance as the month progresses. A given event can only occur once, and can only occur in the month indicated.

1.4a <u>Kaunas Event (August).</u> Units from Kaunas arrive during the Reinforcement Phase after the period of delay (1.4d). Soviet ground units appear at Entry F; German ground units appear at Entry G. Multi-unit formations take a loss (1.4e).

1.4b <u>Narva Event (September).</u> Units from Narva arrive during the Reinforcement Phase after the period of delay (1.4d). German units appear at Entry H, or can be shipped during the Movement Phase at the normal cost in Sea Cap. Soviet ground units appear at Entry I, at which point this changes from a German to a Soviet supply source. Multi-unit formations take a loss (1.4e), and Estonian units check for collapse (1.4f). German Sea Cap will be immediately reduced to reflect refugee evacuations (2.2a).

1.4c <u>Saaremaa Event (October).</u> Soviet units from Saaremaa arrive at Entry H after the period of delay (1.4d), at which point this changes from a German to a Soviet supply source. There are no German reinforcements triggered by this event. See 1.5b for Saaremaa's powerful effect on ships and shipping.

1.4d <u>Delay.</u> When the Kaunas, Narva, and Saaremaa events occur, each player openly rolls one die to determine the delay for his units released from the box. Soviet reinforcements arrive after a delay of that number of turns; for German reinforcements halve the delay roll, rounding up, to determine the number of turns. Neither player can voluntarily delay a group's arrival past the turn determined by the delay roll.

Example: The Narva Event occurs on 5 September. The German player rolls '3' for his reinforcements, half of which rounds to a delay of two turns. These units will arrive on 12 September.

1.4e **Losses.** A multi-unit formation (e.g., a panzer division or tank corps) released from Kaunas or Narva takes one loss when released. The unit should be chosen randomly from the Attack-Capable units of the division or corps and added to Dead Pile.

1.4f **Estonian Collapse.** The Narva Event also triggers Estonian Collapse. Roll two dice and eliminate that number of the German Player's Estonian steps (his choice) from the map and/or Narva Box.

1.5 Ships & Shipping

Each side has a small navy and limited number of shipping points (aka Sea Cap) available.

1.5a **Ships.** German naval units represent the named cruiser and destroyer escort. Soviet naval units represent mixed fleets of light craft and barges, some armed with rockets, which move like Landing Craft (OCS 18.1c). In all cases the first loss from a barrage attack flips a ship to its damaged side; a second loss destroys it.

1.5b **Naval Movement.** German ships are restricted to Königsberg and the Baltic Sea. Soviet ships are restricted to Leningrad, the Baltic Sea, Lake Peipus, and Lake Pskov.

The Saaremaa Event (1.4c) controls further restrictions:

• Before the event, German ships and shipping can operate anywhere on the Baltic Sea. Soviet ships and shipping are limited to Lake Peipus and Lake Pskov.

• After the event, German ships and shipping cannot move further east than Mazirbe (W45.24). Soviet ships and shipping can now reach Mazirbe, but can never operate west of that port.

During any friendly Movement Segment, a German ship can spent its entire MA to move between Königsberg and any hex allowed by Saaremaa restrictions. Soviet ships can likewise move to and from Leningrad.

1.5c **Ports.** Ports with at least 1 SP capacity are supply sources. See 1.11 for a rule which allows smaller ports to deliver marginal supply. Rule 1.5b restricts port function as it does shipping.

The six major ports have damage tracks and extra space for units stacked in those hexes (to alleviate map congestion). The Riga track, for instance, shows it has a maximum capacity of 3 SP (with no damage) and a minimum capacity of 3T (with four hits), Note that Königsberg and Leningrad (1.3b) function as ports of unlimited capacity.

Map Note: *The damage tracks and holding boxes are not intended to limit movement through the all-sea hexes they obscure, but as a practical matter ships should try not to end their movement in "covered" hexes.*

The eighteen minor ports each have a 1T capacity (unmarked) that cannot be damaged.

In addition to normal ZOC effects, shut down Riga or Jelgava when an enemy Attack-Capable unit is adjacent to the stretch of major river connecting it to the Baltic. For similar reasons, Parnu and Sloka are shut down when Attack-Capable enemy units occupy the pair of hexes isolating each port: W54.07/W54.08 and W33.13/W33.14.

1.6 Weather

The Weather Chart determines the weather conditions for a given game turn. On most turns just two results are possible: "Flight" or "Limited Flight." Late in the campaign, there is also a chance for "Mud."

1.6a When "Limited Flight" is rolled, no air missions can be flown during Reaction and Exploitation; missions can only be flown during the Movement Phase.

1.6b The "Mud" effect is quite simple: the current turn must be "simulcast" (series rule 2.4). In addition to the normal Simulcast rules, mud reduces the MA of air and ground units to zero, so the only possible movement is by rail or sea. Also wait until both players have finished checking trace supply before changing any unit modes. This can cause the campaign to wind down quickly in October.

1.6c At the end of each Weather Phase in August, September, and October: make an Event Roll (per 1.4).

1.7 The Armies

The German player controls the Wehrmacht, Waffen-SS, Latvian, Estonian, Lithuanian, Luftwaffe, and navy units. **Collectively, these are called "German" units.**

German Units:
    German Army (Field Gray)
    SS units (Black)
    Luftwaffe (Light Blue)
    Kriegsmarine (Medium Blue)
    Estonian (Salmon)
    Latvian (Pale Green)
    Lithuanian (Gray)

Design Note: *"Foreign Volunteer" SS divisions from the Baltic States are dressed in Latvian/Estonian colors instead of the SS white-on-black.*

The Soviet player controls the Red Army, Guard, navy, and air, as well as Communist Lithuanian/Latvian/Estonian units. Collectively, these are called "Soviet units."

Russian Units:
    Red Army (Tan)
    Guards (Red-Tan)
    Navy (Red)
    Red Air Force (Orange-Tan)
    LRAF Aircraft (also a yellow frame)
    Guards Aircraft (also a red frame)
    Estonian (Salmon stripe)
    Latvian (Pale Green stripe)
    Lithuanian (Gray stripe)

Note that each side's reserve markers are available in several colors, but the color need not match the units placed in Reserve Mode.

Rebuild Lists. Use the Common Rebuild Table in the back of this booklet.

1.7a **Multi-Step Brigades and KG.** Two Wehrmacht brigades (101 and Von Werthern), two SS brigades (4 and Gross), and three Latvian *kampfgruppen* (Knappe, Krukenberg, and Osis) have more than one step. These are all handled as multi-step "divisions" of 2 or 3 RE.

1.7b **Artillery Divisions.** The eight Soviet artillery divisions in this campaign are presented as multi-step units with each RE representing one brigade. The 6-brigade divisions are divided into two independent division-sized units; for instance the 21st Breakthrough Artillery Division has a 21a and a 21b unit. Defense strength is the current RE value, and Barrage strength should be reduced in proportion to losses. For instance, an 84-factor, 3-RE division with 1 loss would have a Defense strength of 2 and a Barrage strength of 84 x 2/3 = 56.

1.7c **Breakdown/Consolidation Limits.** The Soviets have no breakdown regiments at all. German breakdown regiments are strictly limited to numbers provided by the counter mix. Use of these breakdowns is restricted to proper Action Rating, branch/nationality (SS, Latvian, etc.) and type

(infantry, police, etc.). Some multi-step units (such as security divisions and panzer brigades) have no available breakdowns due to these restrictions.

The German player cannot use the Consolidation series rule (13.9). The Soviets can use this rule.

1.7d Baltic Desertion. Each Estonian, Latvian, and Lithuanian unit (both German and Soviet) takes one step loss (from desertion) when crossing a border (by land, sea, or air) into a country that is not its home. See also 1.4f for Estonian Collapse.

1.7e Hip Shoots. German planes can Hip Shoot, but not Soviet planes.

1.7f Engineer Units. HQs have full engineer capabilities. A special rule (2.5) allows abstract hedgehog construction. The Soviet 9th Pontoon Brigade can bridge adjacent river hexsides when in Combat Mode, with the effect of creating a "track" across all adjacent river hexsides (major and minor). No other units have engineer capabilities.

1.7g Parachute Units. The German 500th SS Battalion is the only combat unit that can be air dropped.

Design Note: In late June, the 500th SS was rushed to Lithuania to defend Vilnius. After intense combat off the edge of our map, just 90 men are fit to answer an August call to join the action near Memel. The battalion fought on until it was withdrawn in October.

1.7h German and Soviet Minor Options. The pair of options below can be used to flavor the campaign to taste. They are historical, but proved hard to remember in testing.

Extra Flak. Flak assets were very rich in this campaign. The Germans had two Flak divisions (portions of which are shown as Garrisons per 2.5) and the Soviets were backed by more than sixty flak regiments. To reflect these, add 1 Flak modifier against all Barrage missions. Exception: don't apply this extra point against Trainbusting and anti-ship barrages.

Soviet Recruiting. Roll a die the first time each minor city is entered by a Soviet ground unit during the campaign. If the roll does **not** exceed the POP value, place 1x Pax in the Leningrad Box.

1.8 The V#

When setting up the game, players must agree to a Variable Number (V#) from 0-3. It is suggested that players set the V# at '0' for an historical campaign, or at '2' for a mostly historical campaign with a welcome touch of uncertainty (and a boost to the German side's fun). The V# governs Hypothetical Reinforcements (1.9d) and Soviet Reinforcement Delay (3.5), and has an effect on Victory Determination (4.0). When using Campaign Variants (2.8 and 3.9), each side has a unique V#.

The V# should always be '0' in non-campaign scenarios.

1.8a Victory Points & V#. On the 1st of every month, during the Reinforcement Phase, the Soviet player rolls a die and gets 1 VP if the roll doesn't exceed twice the V# (or doesn't exceed the combined V# if each side has a unique number per 2.8 and 3.8).

Example: If the V# is '2', on the 1st of every month a roll of 1-4 gives the Soviet player 1 VP. A roll of 5-6 means he does not get 1 VP.

1.9 Arrivals & Withdrawals

During the Reinforcement Phase, units enter and leave the game according to the arrival schedule and the variable reinforcement and supply tables. Remember that an Entry Hex with a rail line is detrainable, so arrivals at these can be shipped forward.

1.9a Reinforcements. Reinforcements normally arrive at a designated Entry Hex, but in some cases are placed in other locations, per the arrival schedule. Reinforcements *cannot* be blocked (a player can displace enemy units as needed, even if the only arrivals will be SP).

There are some special rules for arrivals of the German Baltic allies, and for Soviet reinforcements not arriving on Entry A, B, or C:

- The German player's Latvian, Estonian, and Lithuanian reinforcements and rebuilds must appear in a home nation POP location currently in trace supply. Otherwise units from these nations cannot be rebuilt, and scheduled reinforcements are delayed until a proper location is available.

- The Soviet player's reinforcements on the south and north edges, including SP, can also be placed at any Entry Hex on the same edge that is east of the listed location.

1.9b Entry Hexes. Several specific hexes can have the same Entry designation (for instance, there are three "Entry A" locations). These are interchangeable:

planes flying from a linked off-map air base and reinforcements can enter the map at any of the locations.

1.9c Withdrawals. When the arrival schedule calls for a withdrawal, immediately remove the unit (or one with identical factors) from play. Withdrawn units do not have to be full strength, and can even be taken from the Dead Pile. A withdrawn unit can only return to play if recalled by the arrival schedule.

1.9d Hypothetical Reinforcements. There are some German reinforcement groups that did not actually participate in this campaign. These are listed as "hypothetical" on the arrival chart. The player secretly rolls once for each hypothetical group on the turn it is scheduled to arrive, and this roll must be ≤ the V# for the group to shift from hypothetical to actual. Note that with a V# set at '0' there can be no hypothetical reinforcement arrivals.

Design Note: Some hypotheticals came close to reality, like the Herman Goering Division which was initially ordered to fight in this campaign. Others are far-fetched, such as deployment of Me-262s in this backwater or the creation of a Lithuanian national division (which never happened, due to their refusal to operate as SS volunteers). To purists, it may seem unrealistic to use hypothetical units, but keep in mind the compensating realism of an unpredictable arrival schedule.

1.10 Variable Reinforcements

Players roll for variable arrivals every turn during their Reinforcement Phase. These replacements cannot be saved for later arrival (take them now or not at all). Unless otherwise noted, Variable Reinforcements arrive at Entry A-C (Soviet) or G (German).

1.10a There are several types of Variable Reinforcements:

Arty. The Soviet player (only) will sometimes receive an Artillery Ammo marker (3.3).

Hogs. The German player (only) will sometimes receive free level-1 hedgehogs (2.4).

Garrison. The German player (only) receives one Garrison unit (2.5) every turn.

Eq and Pax Repl. These are taken from the generic, shared pool of these units. For rebuild purposes, the Leningrad and Königsberg boxes contain nominal HQs.

Steps. Receive a 1-step combat unit of the indicated Action Rating. It can be used to rebuild any type of combat unit — artillery, tank, infantry, etc. — the only restriction is the AR. The player has two options: 1) rebuild a destroyed unit, 2) take an available breakdown regiment as a reinforcement (German only) or increase the strength of a reduced multi-step unit (Soviet only) that is within two hexes of an HQ. Note that a rebuilt multi-step unit returns with a single step remaining.

Design Note: Some replacements are handled abstractly with the Steps result. This reduces map clutter and administrative load in a pretty intense campaign. The Steps approach also forces players to rebuild some inferior units, which is very appropriate in 1944.

Play Note: Breakdown regiments are available even if the logical parent isn't in play (either hasn't arrived yet or is a hypothetical unit that failed to arrive).

Planes. Flip over a reduced aircraft, or return one from the Dead Pile (at FULL strength) to any air base. Note that Eq cannot be used to rebuild planes in this game.

Partisans. Roll one die and divide by two (round fractions up). The result is how many Trainbusting markers (simulating partisan activity) are received. These Trainbusting markers are immediately placed in wooded bog hexes that do not contain enemy combat units. Soviet markers must be placed inside the USSR and German markers outside the USSR. See OCS 14.8 for Trainbusting effects and duration.

Design Note: There was little Baltic support for the Communists following their harsh rule in 1939-41, so classic Soviet bands did not operate here. (An anti-partisan campaign in the Polotsk area before our game begins further limited Communist activity.) And while anti-Soviet partisans were an annoyance (even into the 1950s), nothing suggests much military significance in 1944.

1.10b Fatherland in Danger! Soviet troops on German soil trigger an emergency response. If one or more Soviet combat units are in Germany, add '1' to the German player's variable replacement and supply table rolls.

1.11 Marginal Supply

Certain locations that don't qualify as full supply sources provide what is called marginal supply. They are:

A) ports with a current capacity of 1-3 tokens,

B) detrainable hexes that use a narrow-gauge rail connection back to a full supply source, and

C) map edge hexes within five of an Entry Hex that is currently a friendly supply source (per 2.1 and 3.1).

Two RE of combat units can receive trace supply from each source of marginal supply. Marginal supply can be received by direct draw or HQ throw. Units and HQs can draw marginal supply from sources in several different hexes, and also from more than one source in the same hex.

*Design Note: Marginal Supply, regardless of source, is informally called "Rigatoni" (with a nod to **Case Blue**'s "Sausage"). There are two areas dominated by narrow-gauge rails where marginal supply is vital: in Courland near Talsi, and in most of Estonia. A few regiments can also benefit from marginal supply when operating outside throw range of HQs in places like Utena and Braslav. Marginal supply also gives players a bit of a cushion for their trace supply drawn from along a map edge. This is intended to lessen the impact of a surprise thrust forward to capture an enemy Entry hex and help the 9th Corps stay supplied as it back-peddles toward Germany.*

Example 1: Mazirbe (W45.23) is a source for 2 RE if its minor port is functioning, and when connected to a full supply source its narrow-gauge detrainable hex can give trace supply to another 2 RE.

Example 2: It is 5 July so Entry E is a German supply source. As such, the Germans can draw marginal supply from map-edge hexes between E1.25 and E1.35. (These would still be potential sources of marginal supply even if Soviet units currently occupy Entry E.)

2.0 Axis Special Rules

2.1 German Supply

Entry G is always a German supply source. Entry D, E, F, H, and I are sometimes supply sources per 2.1a. Major ports with at least 1 SP capacity are supply sources. Keep in mind the effects of Saaremaa (1.5b) on port functioning, and that marginal supply (1.11) can be received from narrow-gauge rails and small ports, as well as certain map edge hexes.

The German player rolls for SP arrival every turn during the Reinforcement Phase, using the chart provided. The indicated SP will arrive at Entry G.

2.1a South and North Map Edges. Entry locations on these map edges begin the campaign as German supply sources. All except Entry G will permanently cease to function as such when they become Soviet supply sources (per the Soviet arrival chart and the Narva and Saaremaa Events).

2.2 Rail & Shipping Capacity

German Rail Cap varies by month per the charts accompanying this game. It decreases to reflect the steady loss of rolling stock and track. Sea Cap is set at 6 (but see 2.2a).

Rail Cap can only be used on rail lines connected to a supply source. Gauge restrictions (1.2) also apply.

Sea Cap can be used to ship cargo between functioning ports, with Saaremaa imposing special restrictions per 1.5b. Sea Cap can also be used to transport ground units that have been released from Narva (1.4b).

2.2a Refugees. When the Narva Event occurs, the German player must begin rolling a die every turn for the rest of the game to determine how many points of German Sea Cap are available. The rest of his normal Sea Cap is being used to abstractly evacuate civilian refugees from Baltic ports such as Tallinn, Riga, and Memel.

Design Note: Between the reduced shipping late in the game and the high POP values for ports, the German player is both rewarded and hindered by the abstracted evacuation of civilians.

2.3 Verbände von Strachwitz

This special formation marker can be used to pull a stack of independent Track MA units from the map, for concealment or ease of stacking. Units represented by the marker can either receive fuel individually or from

a fueled HQ (there isn't a "fueled" side to the Strachwitz marker).

Design Note: *Count Hyazinth Graf Strachwitz von Gross-Zauche commanded the panzer troops attached to* Nord. *He performed amazing deeds with a handful of panzers, and this rule allows him to assemble a* kampfgruppe *that is easily concealed and fueled. After his serious car crash on 23 August, consider the marker to represent the extraordinary command of Colonel Meinrad von Lauchert (who would go on to lead 2nd Panzer Division at the Bulge).*

2.4 Hogs

When the Repls Table yields a "Hogs" result, every German HQ immediately gets to place a level-one hedgehog in a hex within throw range (the distance traced as if throwing supply to the hex). These hogs can't be added to an existing hedgehog or placed next to a Soviet Attack-Capable unit. There is no supply cost, and normal requirements for a constructing unit are waived (the hex can be unoccupied).

See 1.1f and 1.1g for some other special hedgehog rules.

Design Note: *Engineers and civilian labor units worked throughout this campaign to build fortified lines. Their work is represented by giving the Germans these free hedgehogs. Expert tactical use of reserves and defensive artillery are also being indirectly shown under the umbrella of this rule.*

2.5 Garrison Units

There are nineteen Garrison units, ten Wehrmacht Alert and nine Luftwaffe Flak, all without unit designations. These should be mixed in an opaque cup when setting up the game. Draw one Garrison randomly during each Reinforcement Phase and place it in a German-controlled POP location that isn't next to a Soviet Attack-Capable unit.

Eliminated Garrison units are returned to the cup.

Design Note: *The 2nd and 6th Luftwaffe Flak Divisions backed up* Herresgruppe Nord *during this period, and some*

Garrisons represent elements of these divisions released to the front. Alert battalions also represent Volkssturm *(militia) and ad hoc formations combining rear-area units of variable quality. Sometimes a* kampfgruppe *mentioned in a narrative of this campaign are actually just breakdown regiments in game terms, but sometimes they should be thought of as one of the Garrisons. For instance, the 4 AR Alert unit represents the* Herresgruppe Nord *training school, superbly led by Colonel Maeder.*

2.6 Luftwaffe

German aircraft of a given type can have two different quality ratings based on their general level of pilot experience.

When setting up, half of the planes of each type (round fractions down) must be these low-rated aircraft. For example, on 26 June the Germans have one each of the inexperienced Fw-190 and Ju-87. (Note: there isn't an inexperienced Ju-52 type in the mix.)

Aside from the Me-262, hypothetical arrivals must always come from the supply of low-rated aircraft.
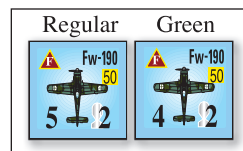
Design Note: *Germany's chronic lack of fuel made it hard to keep planes in the air and to train new pilots. The two flavors of air units, combined with the inability to use Consolidation (per 1.7c), shows the declining state of the Luftwaffe circa 1944.*

2.7 Coordination (optional)

Planning suffered from too many rival chains of command. To reflect this, ground units whose counters are different colors cannot attack together or make a combined barrage. Defending and spotting for barrage are not affected.

Exception: Allow SS, Lithuanian, Latvian, and Estonian units to "coordinate" with each other. (This is not meant to imply that all such units were commanded by the SS—it's just a simple way to put the largest of these units within the proper command hierarchy.)

2.8 Axis Variants (optional)

These variants are only appropriate for the full campaign. Suggested use is this: The German player rolls two dice in secret prior to the game. He chooses one of the dice to select one of the six numbered variants below (or he can take no variant, at his option). The other die divided by 2 (round up) is the German V# for this campaign. Only tell the Soviet player what he needs to know when he needs to know it.

1) **Free Set Up.** This Variant allows the German player to modify his initial deployment somewhat. Attack-Capable units that are to deploy in an HQ's grouping and on the map (not Narva or Kaunas) can setup with *any* HQ. Other units deploy normally.

2) **Surprise Counterattack.** There is no delay for German units deploying from the Kaunas Box.

3) **Change Coordination.** If using 2.7/3.7, eliminate the German restrictions. If not using 2.7/3.7, impose the Soviet restrictions. At the game's end, the Soviets are awarded 1 VP.

4) **Increased Trucks.** Add an empty organic truck to each panzer and panzer grenadier division when it arrives. (Normally they do not have organic trucks in this game.) At the game's end, the Soviets are awarded 1 VP.

5) **More Counterattack Support.** This option adds 1 to the German player's variable replacement and supply rolls in August (only). At the game's end, the Soviets are awarded 2 VP.

6) **Herresgruppe Nord Withdraws.** An intriguing what-if concerns Hitler okaying rapid German withdrawal to a line south of the Daugava River. The game changes in three ways: 1) the Narva event is rolled in July (instead of September), 2) the Saaremaa event is rolled in September (instead of October), and 3) after the Narva event occurs, Estonian POP locations are worth zero and the POP values of Lithuanian locations are doubled. Keep this a secret until Narva event occurs. At the game's end, the Soviets are awarded 2 VP.

3.0 Soviet Special Rules

3.1 Soviet Supply

Entry A, B, and C are always Soviet supply sources. Entry D, E, F, H, and I are sometimes supply sources per 3.1a. Major ports with at least 1 SP capacity are supply sources. Keep in mind the effects of Saaremaa (1.5b) on port functioning, and that marginal supply (1.11) can be received from narrow-gauge rails and small ports, as well as certain map edge hexes.

The Soviet player rolls for SP arrival every turn during the Reinforcement Phase using the chart provided. The same roll is used to determine how much new supply will arrive at Entry A-F and I.

3.1a <u>South and North Map Edges.</u> Entry locations on these map edges begin the campaign as German supply sources. All except Entry G will become Soviet supply sources during the campaign, per the arrival chart and the Narva and Saaremaa Events. **Before they are supply sources, ignore SP arrivals at these locations.**

Example: On 8 July the Soviet player rolls a '7' for supply. He receives 3 SP each at Entry A & B & C and 1 SP at Entry D for a total of 10 SP. He does not receive any supply at Entry E, F, & I since they are not yet supply sources. Note that if the reinforcements scheduled to arrive at Entry D are delayed (3.5), that supply would also be ignored.

3.2 Rail & Sea Capacity

<u>Rail Cap</u> varies by month per the charts accompanying this game. Sea Cap is set at 1.

<u>Rail Cap</u> can only be used on rail lines connected to a Soviet supply source. Gauge restrictions (1.2) also apply.

<u>Sea Cap</u> can be used to ship cargo between ports, with Saaremaa imposing special restrictions per 1.5b.

Design Note: The increasing Soviet Rail Cap reflects the slow repair of "scorched earth" damage. Primary instrument of that damage was the Wolfsangel, a small train pulling what was essentially an iron plow. As the train moved forward, the plow would cut the wooden railroad ties and make the line useless. These could rapidly destroy miles of track.

## 3.3 Artillery Ammo Markers

Arty Ammo markers are acquired from the Repl Table and placed in the Leningrad Box until used. There is no limit on how many can be acquired during the game, but further "Ammo" results are ignored when both of the provided markers are currently in the Leningrad Box.

An Arty Ammo marker can be "spent" (removing it from the Leningrad Box) during a Combat Phase. When this is done, during the current phase (only) a maximum of 4T is paid per artillery barrage if the supply is thrown by a Combat Mode HQ. For instance, a 48-factor barrage, which normally costs 6T, would have its cost reduced to 4T. Every Soviet HQ on the map uses the reduced barrage cost when an ammo marker is spent.

Design Note: The markers represent Soviet stockpiles of artillery ammo being hoarded for major offensives.

3.4 Soviet Air Force

There are three general types of Soviet air units: the normal aircraft, the elite Guards (that either have boosted air or barrage ratings), and the Long Range Air Force (which have basing and refit restrictions).

Regular	Guards	LRAF
La.5 48 **5** **3**	La.5 48 **5** **3**	IL.4 265 **(0)** **9**
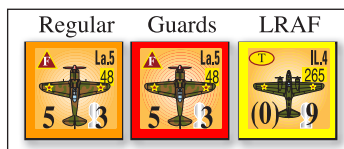
3.4a <u>LRAF.</u> Nine counters represent elements of the Long Range Air Force (LRAF), distinguished by a yellow border around the counter. These aircraft must be based at the LRAF Box (1.3a) and can only refit on the first turn of every month.

To reflect planning and usage restrictions, LRAF missions are restricted to the Movement Phase.

Design Note: The LRAF was mostly used in support of operations in Belorussia and Poland, so these planes are only available for one mission per month. Also note that some of the IL4 units are Guard formations, which explains the strength variation.

3.5 Reinforcement Delay

Operation Bagration went very well. But in this game the collapse of *Herresgruppe Mitte* is not always so swift or complete. In campaign games, the V# (1.8) imposes a possible delay on every group of Soviet reinforcements and withdrawals (a "group" being defined as all units scheduled to arrive or depart at the same Entry on the same turn). Roll one die on the scheduled turn, and if the roll is ≤ V# the group is delayed one turn (so if the V# = 0, there is no chance for delay). No group is ever delayed more than one turn.

Example: The V# = 2. On 26 June, the Soviet player rolls a die to see if the group including 43rd Army HQ arrives at Entry C, and gets a 2. Since the roll is not higher than the V#, the group is delayed. It will arrive on 29 June (there is no additional delay chance).

Play Note: *Do not apply this rule to Kaunas, Narva, and Saaremaa arrivals. Also keep in mind that a higher V# increases the chance for reinforcement delay. When using option 3.8, the Soviet player will probably want to use a low roll for his V#.*

3.6 Operational Restrictions

Soviet ground units can never enter hexes adjacent to Tilsit (W2.27) or cross the Nemen River. This area is a German safe haven.

Design Note: *The drive into the heart of East Prussia was a different campaign, so this rule (as well as 1.10b) helps keep the focus on the Baltic States.*

3.7 Coordination (optional)

Soviet command was rigid, even at the Red Army's peak in 1944. To reflect this, there are three restrictions:

1) An air mission can only include planes flown from a single base.

2) Only one non-divisional unit can attack from a hex. (No restrictions are placed on divisions and elements of multi-unit formations.)

3) Artillery units firing a barrage must be stacked in the same hex.

Play Note: *Restriction #2 is hard to remember and seems downright unnatural, but at the same time is the most important. The intent is to show the independent units were used to support rifle divisions, not to combine into ad hoc tank corps.*

3.8 Soviet Variants (optional)

These variants are only appropriate for the full campaign. Suggested use is this: The Soviet player rolls two dice in secret prior to the game. He then chooses one of the dice to select one of the six numbered variants below (or he can take no variant, at his option). Divide the other die by 2 (round up) to set the Soviet V# for this campaign. Only tell the German player what he needs to know when he needs to know it.

1) **More Support for the General Offensive.** This variant adds 1 to the Soviet player's variable replacement and supply rolls in September (only). At the game's end, the Germans are awarded 2 VP.

2) **Early Breakthrough at Narva.** Under this variant, the Kaunas Event also triggers the Narva Event. Roll for Saaremaa in September. At the game's end, the Germans are awarded 2 VP. (Ignore this variant entirely, including the VP award, if the German player is using the *Herresgruppe Nord* Withdraws variant.)

3) **Vasilevsky in Charge.** Initially, Marshal Aleksandr Vasilevsky directed 1st Baltic and 3rd Byelorussian Fronts; only later would he also control 2nd and 3rd Baltic Fronts. It would have been easier to coordinate operations had these been under his command all along. Under this variant, Entry hexes A, B, and C are interchangeable for reinforcement and supply arrivals (but Leningrad Box is still connected only to Entry A). At the game's end, the Germans are awarded 1 VP.

4) **Change Coordination.** If using 2.7/3.7, eliminate the Soviet restrictions. If not using 2.7/3.7, impose the German restrictions. At the game's end, the Germans are awarded 1 VP.

5) **Direct Arrival of 5th Guards Tank Army**. There is no delay for Soviet units released from the Kaunas Box.

6) **Partisan Enthusiasm.** The Soviet player does not halve his Partisan rolls (1.10c) and is allowed placement within two hexes of an appropriate wooded bog hex (this hex can be across a border).

4.0 Victory

At the end of each turn, make a Victory Point (VP) Check.

1. Count the number of POP under Soviet control (it's always Soviet control that is figured, not German).

2. Compare the Soviet POP count to the Target Number (found on the Turn Record Chart). If the count exceeds the Target Number, credit the Soviets with 1 VP; if it is less than the Target Number, credit the Germans with 1 VP. (No point is scored if the POP = Target Number.) **Use the VP marker to keep track of the current winner's lead.**

Example: On 26 July, the German player scores 1 VP because the Soviets fell short of the Target Number of 18 POP. The VP marker, which is currently in the '5' space, Soviet-side up, is moved back a space to show the Soviet lead is now '4'.

3. Some variants in 2.8 and 3.8 award VP to the other side. These VP are awarded at the end of the game.

4. If the V# is > 0, a check is made on the first turn of each month to see if the Soviets gain 1 VP per 1.8a.

5. If the Soviets scored a VP for POP count, the Germans get 1 SP at Entry G. If the German scored a VP for POP count, the Soviets get 2 SP at Entry A, B, or C. **Exceptions:** Halve the amounts in scenarios 5.2 & 5.3; give no extra supply at all in scenarios 5.6 & 5.8.

Design Note: *This seems to reward player failure, but keep in mind that Hitler and Stalin also have a stake in the outcome!*

The game ends after the 29 October turn (or when one side concedes). The winner is based on final VP tally. A lead of…

• 10 or more wins a Decisive Victory.

• 5 to 9 wins a Major Victory.

• 4 or less, the winner isn't based on the VP tally. Instead, count the game as a Marginal Victory **for the player who won the last VP scored for the POP count** (even if the other player has a small lead). So in close games, the final position matters most.

Play Note: *There are a total of 66 POP on the map, with 30 on East Map and 36 on West. Keep a running tally!*

5.0 Scenarios

Setup Notes—Important!

Sometimes a group of units can deploy within a certain radius of the hex listed. Multi-step units in such groups are allowed to detach breakdowns. Note if the side setting up first has deployed a combat unit in a hex, the other side cannot setup in that hex (nor trace radius through it).

Initial losses are sometimes noted as an extra task to perform during setup. Players will be asked to either randomly eliminate attack-capable units from multi-unit formations or choose how to implement losses on a group of units. In the "distribution" case, the indicated losses are spread among the units (they are **not** applied to each of the listed units).

The Soviet player is encouraged to use Consolidation (OCS 13.9) during setup for eligible units in the same hex.

The German player has some aircraft with low values. Unless otherwise indicated, when setting up, half of the planes of a given type (round fractions down) should be these "inexperienced" air units. See rule 2.6.

One counter per German mobile division in this game is a "hypothetical" that isn't normally used. For all but one, this is the organic truck which arrives only by the variant in 2.8 or the option in 5.6 (reflecting the severe shortage of transport and fuel in 1944). The 11th SS PG Division never had enough trucks to warrant an organic, but it does have a hypothetical panzer battalion (see 29 Aug arrivals) that was historically destroyed at Narva and never rebuilt.

To emphasize it once again, the German Organic Trucks are not normally used in this game.

To speed setup, players can just worry about designations for the HQs and multi-unit formations. For the rest, they only need to make sure the unit type and the factors are correct.

At the start of the various scenarios, neither side has any VP. Note also that each scenario might modify Victory (4.0) determination somewhat, but the general procedures for determining the winner stay the same.

5.1 The Full Campaign

On 22 June, Operation Bagration began to make quick work of Army Group Center. As part of the encirclement of Vitebsk (off-map a few hexes from E1.01), 1st Baltic Front came crashing through the section of the Panther Line defended by 9th Corps. After capturing the rail junction at Polotsk, the Soviets will be able to rapidly advance westward.

As our game begins on the 26th, Army Group North is braced for the onslaught. Its flank is now unanchored, with 9th Corps cast adrift beyond the Daugava River and too battered to block the enemy advance. Help is on the way, however, in the form of reinforcements drawn from the quiet sectors of North that will assemble at Glubokoye and Daugavpils. Such redeployments will slow the tide, but also leave the Panther Line thinly held when 2nd and 3rd Baltic Fronts join in a general offensive aimed at re-conquest of the Baltic States. There is no alternative, however, but to deal with one crisis at a time.

Soviet 43rd Army is the first of several reinforcing armies to arrive south of the Daugava. German fall-back planning must account for threats arriving as far west as Entry F. These reinforcements guarantee that Soviet spearheads will be on the West Map in late July, by which time the German line will resemble a giant letter J.

The Soviets have several advantages in the early going, not the least being their strong mobile forces. Operational goals must strike a balance between fueling the grand sweep on the left and hammering the German lines in the center and right. The German situation is grim, but not hopeless... welcome to 1944 on the Eastern Front.

General Information
Setup Order: Soviets first
First Player: Soviets are always First Player on 26 June
Weather: Automatically "flight" on 26 June
First turn: 26 June 1944
Last turn: 29 October 1944
Reinforcements: Use Campaign Arrival Schedules

Railroads
Narrow-gauge railroads never change gauge. Other railroads on or west of the printed Panther Line are German standard gauge. The rest are Soviet wide gauge.

Soviet Information
Dead Pile: None

Soviet Setup
First Baltic Front

E3.01:
10-3-3 Gd Inf Div (71 Gd)
(1)-0-0 Pontoon Bde (9)

Play Note: The bridge will be needed to connect troops operating south of the river with trace supply. The five Wagon Points that arrive with 43 Army (arriving 26 June at E2.01) will need to set up an Extender for the HQ to be supplied.

E5.02:
Level-1 Airbase

E5.03:
10-3-3 Gd Inf Div (51 Gd)

E7.01:
6 Gd Army HQ
9-3-8 Tank Bde (143)
9-4-8 Gd Tank Bde (34 Gd)
3-4-6 Gd AG Bn (333 Gd, 335 Gd)
26-1-2 Arty Bde (4)
(1)-0-3 RR Bde (1)
3x Truck Point
4 SP

E7.02:
10-3-3 Gd Inf Div (9 Gd)

E7.03:
10-3-3 Gd Inf Div (67 Gd)
5-5-3 Assault Bde (10)

E8.01:
10-4-3 Gd Inf Div (46 Gd)

E9.02:
8-2-2 Inf Div (166)
54-1-2 Arty Div (8)

E10.01:
144-1-1 Katy Div (2)

E10.02:
8-2-2 Inf Div (29)

E10.03:
8-2-2 Inf Div (270)

E11.02:
90-1-2 Arty Div (21a, 21b)

E11.04:
8-1-2 Inf Div (154)

E12.04:
10-2-2 Inf Div (200)

E13.04:
8-4-3 Lith Inf Div (16)
12-4-3 Inf Div (28)
14-4-3 Gd Inf Div (21 Gd)
26-1-2 Arty Bde (138)

E13.05:
8-2-2 Inf Div (360)

E14.02:
4 Shock Army HQ
(1)-0-3 RR Bde (4)
2x Truck Point
4 SP
Level-1 Airbase

E14.05:
10-2-2 Inf Div (332)

E15.05:
8-1-2 Inf Div (119)

E17.05:
5-3-3 Inf Bde (101)

E18.04:
(5)-1-1 UR Bde (155)

Second Baltic Front

E20.03:
8-1-2 Inf Div (325)

E21.05:
8-1-2 Inf Div (319)

E23.03:
22 Army HQ
3-2-8 Tank Bn (81)
26-2-2 Gd Arty Bde (36 Gd)
2 SP

E22.04:
8-3-3 Inf Div (115)

E23.04:
10-3-3 Gd Inf Div (30 Gd)

E24.03:
12-3-3 Gd Inf Div (29 Gd)

E25.04:
10-2-2 Inf Div (219)

E26.04:
10-3-3 Inf Div (379)

E27.03:
9-4-8 Gd Tank Bde (29 Gd)
2-2-8 AT Bn (1539)

E27.04:
8-3-3 Inf Div (171)

E28.02:
3 Shock Army HQ
26-1-2 Arty Bde (136)
5-5-3 Assault Bde (19)
2x Truck Point
Wagon Point
2 SP
Level-1 Airbase

E28.04:
8-1-2 Inf Div (207)

E29.04:
8-2-2 Inf Div (391)

E30.03:
8-1-2 Inf Div (150)

E31.03:
(5)-1-1 UR Bde (118)

E33.03:
12-4-3 Gd Inf Div (85 Gd)

E34.03:
12-3-3 Gd Inf Div (65 Gd)

E35.02:
10 Gd Army HQ
10-4-3 Gd Inf Div (7 Gd)
26-2-2 Gd Arty Bde (19 Gd)
Truck Point
2 SP
Level-1 Airbase

E35.03:
9-3-8 Tank Bde (78)
3-2-8 Tank Bn (37, 249)
2-2-8 AT Bn (1453)

E35.04:
10-3-3 Gd Inf Div (8 Gd)

E36.03:
10-4-3 Gd Inf Div (56 Gd)
42-1-1 Mort Bde (13)

E36.04:
10-3-3 Gd Inf Div (22 Gd)

E37.02:
(4)-3-3 Gd AT Bde (6 Gd)

E38.01:
10-4-3 Gd Inf Div (119 Gd)
Wagon Extender

__Play Note:__ The Wagon Extender is needed to put 10 Gd Army and 54 Army in trace supply (connecting to Porkhov).

Third Baltic Front

E37.05:
8-2-2 Inf Div (44)

E38.05:
8-2-2 Inf Div (229)

E38.06:
8-2-2 Inf Div (288)

E39.06:
10-3-3 Gd Inf Div (53 Gd)
42-1-1 Mort Bde (30)

E39.07:
8-2-2 Inf Div (225)

E40.05:
54 Army HQ
3-2-8 Tank Bn (258)
26-2-2 Gd Arty Bde (35 Gd)
1 SP

E40.07:
8-1-2 Inf Div (208)

E40.08:
8-2-2 Inf Div (26)

E40.09:
8-2-2 Inf Div (146)

E41.09:
(4)-2-2 AT Bde (18)
26-1-2 Arty Bde (137)

E41.10:
8-2-2 Inf Div (321)

E42.09:
10-4-3 Gd Inf Div (52 Gd)
84-1-2 Arty Div (27)

E42.10:
8-2-2 Inf Div (37)

E43.10:
10-3-3 Gd Inf Div (23 Gd)
8-2-2 Inf Div (282)

E44.09:
1 Shock Army HQ
9-3-8 Tank Bde (118)
3-2-8 Tank Bn (227, 239)
1 SP

E45.10:
10-2-2 Inf Div (182)

E46.08:
67 Army HQ
3-3-8 Gd Tank Bn (33 Gd)
3-2-8 Tank Bn (51, 511)
3-3-6 AG Bn (1433)
2-2-8 AT Bn (724)
Wagon Point
1 SP

__Play Note:__ The 67th HQ creates a detrainable hex to keep 1st Shock Army in trace. If this HQ moves, 1st Shock will need a Wagon Extender.

E46.09:
8-2-2 Inf Div (33)

E47.03:
8-2-2 Inf Div (326)
2x Truck Point
Level-1 Airbase

E47.09:
10-2-2 Inf Div (85)
26-1-2 Arty Bde (7)

E47.10:
8-2-2 Inf Div (291)

E48.10:
8-2-2 Inf Div (364)

E49.09:
10-3-3 Inf Div (86)
90-1-2 Arty Div (2a)

E49.10:
8-2-2 Inf Div (198)
90-1-2 Arty Div (2b)

E49.11:
8-2-2 Inf Div (56)

E49.12:
8-2-2 Inf Div (285)

E49.13:
8-3-3 Inf Div (376)

E49.14:
(5)-1-1 UR Bde (14)

E50.10:
8-2-2 Inf Div (245)

E50.12:
8-2-2 Inf Div (128)
26-1-2 Arty Bde (141)

E53.14:
42 Army HQ
1 SP

E57.15:
Level-1 Airbase

Play Note: The 2nd and 3rd Baltic Fronts should each loan a Truck Point to support the drive of 1st Baltic, which will be running off multiple Extenders by mid-July.

Kaunas Box:
5 Gd Tank Amy HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot, Organic Truck (full), 1436 SU, 1072 AT, 266 Mort)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot, Organic Truck (full), 1446 SU, 108 AT, 271 Mort)
4-4-6 Gd Tank Bn (14 Gd)
3-4-6 Gd AG Bn (376 Gd)
4-4-6 Gd MC Rgt (1 Gd)
18-1-2 Arty Bde (201)
3x Truck Point (loaded)
1x Reserve Marker

Narva Box:
1x Reserve Marker

Saaremaa Box:
8 Army HQ
10-3-3 Est Inf Div (7, 249)
8-2-2 Inf Div (72)
8-1-2 Inf Div (109)
9-3-8 Tank Bde (152)
3-2-8 Tank Bn (27, 45)
5-3-3 Mar Bde (260)
(5)-1-1 UR Bde (79)

3rd Air Army Box (fighters can also deploy at E5.02, E14.02):
Gd IL-2
4x IL-2
Li-2
2x Tu-2
2x Gd Yak-9
4x Yak-9

15th Air Army Box (fighters can also deploy at E23.03, E35.02):
2x IL-2
2x La-5
2x Yak-9

14th Air Army Box (fighters can also deploy at E47.03, E57.15):
IL-2
La-5
Li-2
Pe-2

Available:
4x Reserve Marker
Arty Ammo Marker

German Information
Dead Units:
None

German Setup
Third Panzer Army

E3.16:
16-4-3 Inf Div (212)
3-2-3 Koruck Rgt (590)
Truck Point
1 SP

Sixteenth Army

E8.02:
Trainbusting marker

E9.03:
Trainbusting marker

Design Note: These represent remnants of German resistance, slowing the Soviet movement on 26 June.

E9.04:
4-4-3 Breakdown Rgt

E9.05:
Level-1 Hedgehog
16-4-3 Inf Div (24)

E9.07:
Level-1 Airbase

E9.08, within 3 hexes:
1 Corps HQ
7-2-2 Sec Div (281)
6-5-6 PJ Bn (519)
4-4-6 AG Bn (226, 909)
Garrison unit (random)
18-2-2 Arty Grp (1)
Wagon Point
3 SP

E10.04:
16-4-3 Inf Div (205 less 1 step)

E11.05:
16-4-3 Inf Div (87 less 1 step)

E12.05:
16-4-3 Inf Div (389 less 1 step)

E13.06:
16-4-3 Inf Div (290 less 1 step)

E14.06:
4-4-3 Breakdown Rgt

E15.06:
4-4-3 Breakdown Rgt

E15.25:
3-2-2 Lat Bdr Rgt (1, 5)
4-4-6 AG Bn (393)
Truck Point
1 SP
Level-2 Airbase

E16.07, within 2 hexes:
10 Corps HQ
4-4-6 AG (202, 912)
18-2-2 Arty Grp (10)
Wagon Point
2 SP

E17.06:
(3)-3-3 PJ Bn (751)

E18.06:
4-4-3 Breakdown Rgt

E19.06:
4-4-3 Breakdown Rgt

E20.05:
16-4-3 Inf Div (263 less 2 steps)

E21.06:
4-4-3 Breakdown Rgt

E22.05:
16-4-3 Inf Div (81 less 1 step)

E23.05:
16-4-3 Inf Div (329 less 1 step)

E23.07:
Level-1 Airbase

E23.08, within 3 hexes:
2 Corps HQ
4-4-3 Breakdown Rgt
(5)-4-3 PJ Bn (666)
18-2-2 Arty Grp (2)
Wagon Point
2 SP

E24.04:
16-4-3 Inf Div (23 less 1 step)

E25.05:
2x 4-4-3 Breakdown Rgt

E25.19:
4-4-3 Assault Bn (16)
3-2-3 Koruck Rgt (584)
30-2-2 Werfer Rgt (3)
16-2-2 Arty Grp (16A)
Truck Point
1 SP

E25.30:
Level-1 Airbase

Eighteenth Army

E26.05:
10-2-2 Lat Bdr KG (Knap)

E27.05:
16-3-3 Lat Inf Div (15 SS less 1 step)

E27.34:
Level-1 Airbase

E28.05:
4-3-3 Lat Breakdown Rgt
3-2-3 Lat Pol Breakdown Rgt

E29.05:
10-2-3 Lat Pol KG (Kruk less 1 step)

E29.09, within 2 hexes:
6 SS Lat Corps HQ
4-3-6 PJ Bn (563)
3-2-2 Lat Bdr Rgt (3)
14-2-2 Lat Arty Grp (6 SS)
Wagon Point
2 SP

E30.04:
8-3-3 Lat Pol KG (Osis)

Design Note: *Knappe, Krukenberg, Osis, and the 3rd Latvian Police were building blocks of Polizeikampfgruppe Jeckeln, which would be formally disbanded in the last week of July. Jeckeln was an SS hack, but his force proved surprisingly effective.*

E31.04:
14-2-2 Lat Inf Div (19 SS less 1 step)

E32.03:
4-4-3 Breakdown Rgt

E32.04:
3-2-2 Lat Breakdown Rgt

E33.04:
2x 4-4-3 Breakdown Rgt

E34.04:
16-4-3 Inf Div (93 less 2 steps)

E34.07, within 2 hexes:
50 Corps HQ
4-4-6 AG Bn (261)
18-2-2 Arty Grp (50)
Wagon Point
2x SP

Play Note: *Care should be taken to deploy 6 SS and 50 HQs in locations where they can draw trace supply from either Idritsa or Ostrov.*

E35.05:
16-4-3 Inf Div (218 less 2 steps)

E35.15:
4-4-3 Assault Bn (18)
30-2-2 Werfer Rgt (70)
16-2-2 Arty Grp (18A)
Truck Point
1 SP

E36.05:
4-4-3 Breakdown Rgt
(3)-3-3 PJ Bn (757)

E36.24:
Level-1 Airbase

E37.06:
(2)-3-3 PJ Bn (753)

E37.07:
16-4-3 Inf Div (132 less 1 step)

E38.07:
16-4-3 Inf Div (83 less 1 step)

E39.08:
4-4-3 Breakdown Rgt

E39.09:
4-4-3 Breakdown Rgt

E39.10:
14-2-2 LW Div (21 Fld less 1 step)

E40.10:
4-4-3 Breakdown Rgt
3-2-2 LW Breakdown Rgt

E40.12, within 2 hexes:
38 Corps HQ
3-3-3 SS Pol Rgt (9)
18-2-2 Arty Grp (38)
Wagon Point
2 SP

E41.11:
16-4-3 Inf Div (32 less 1 step)

E42.11:
16-4-3 Inf Div (121 less 1 step)

E42.34:
Level-1 Airbase

E43.12:
3-2-3 Bicycle Rgt (3)
(5)-4-3 PJ Bn (667)

E44.11:
16-4-3 Inf Div (30 less 1 step)

E45.11:
2x 4-4-3 Breakdown Rgt

E46.10:
16-4-3 Inf Div (21 less 1 step)

E47.11:
16-4-3 Inf Div (215 less 1 step)

E47.12:
Garrison unit (random)
Level-2 Airbase

E47.18:
Level-1 Airbase

E46.13, within 2 hexes:
28 Corps HQ
8-5-5 Tgr Bn (502)
4-4-6 AG Bn (184)
18-2-2 Arty Grp (28)
Wagon Point
2 SP

E48.11:
16-4-3 Inf Div (126 less 1 step)

E48.12:
4-4-3 Breakdown Rgt
3-2-2 LW Breakdown Rgt
(3)-3-3 PJ Bn (752)

E48.13:
14-2-2 LW Div (12 Fld less 1 step)

E47.18:
3-2-2 Est Bdr Rgt (1)

E55.33:
3-2-2 Est Bdr Rgt (Res)
Level-1 Airbase

E56.24:
7-2-2 Sec Div (207)
1 SP
Level-2 Airbase

E60.30:
3-2-3 Koruck Rgt (583)

E61.22:
3-2-2 Est Bdr Rgt (5)

W2.28:
Level-2 Airbase

W4.05:
Level-1 Airbase

W12.08:
Level-1 Airbase

W13.34:
(5)-2-0 Navy Flak Bn (217)
1 SP
Level-2 Airbase

W16.16:
Level-2 Airbase

W26.34:
(5)-2-0 Navy Flak Bn (227)
1 SP
Level-3 Airbase

W28.26:
Level-1 Airbase

W32.10:
Level-3 Airbase

W32.13:
Level-1 Airbase

W33.10; within 2 hexes:
Klef HQ
12-2-2 Arty Grp (Klef)
3-5-7 Pz Bn (SvGZ)
Truck Point
1 SP

W33.11:
Level-2 hedgehog

W33.18:
Level-1 Airbase

W38.01:
Level-1 Airbase

W40.29:
(5)-2-0 Navy Flak Bn (239)
1 SP
Level-1 Airbase

W55.07:
(5)-2-0 Navy Flak Bn (712)
1 SP
Level-1 Airbase

Narva Box:
3 SS Pz Corps
11 SS PG Div (11 Arty, 23 PG, 24 PG)
10-4-3 SS Inf Bde (4 less 1 step)
12-2-2 SS Arty Grp (3 Pz)
16-4-3 Inf Div (11 less 2 steps)
8-2-2 Sec Div (285 less 1 step)
14-2-2 Est Inf Div (20 SS less 2 steps)
3-2-2 Est Bdr Rgt (2, 3, 4, 6)
Truck Point (loaded)
1x Reserve Marker

Kaunas Box:
39 Pz Corps HQ
40 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 7 Recon, 103 Arty, 33 Gr, 12 PG, 600 AG)
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 55 Recon, 116 Arty, 14 Gr, 13 PG)
14 Pz Div (I-36 Pz, III-36 AG, 126 Recon, 4 Arty, 103 Gr, 108 PG)
GD PG Div (I Pz, II Pz, III Pz, Recon, AG, Arty, PG, Gr)
6-2-2 Sec Div (52)
4-4-6 AG Bn (276, 904)
2-5-3 SS Para Bn (500)
30-2-2 Werfer Rgt (57)
12-2-2 Arty Grp (39 Pz, 40 Pz)
(1)-2-5 RR Rgt (Nord)
2x Truck Point (loaded)
2x Reserve Marker

Any German airfield (including Luft-flotte I Box):
2x Fw-190
He-111
2x Ju-52
2x Ju-87

Königsberg Box:
Prinz Eugen
Luetzow

Available:
6x Reserve Marker
SvGZ Marker

5.2 Deep Battle

As this scenario begins, the 1st Baltic Front is ready to drive through the Baltic Gap. Its rapid drive westward will culminate in the capture of Tukums on the Baltic coast, isolating Herresgruppe Nord. In August, two German panzer corps will attempt to recover some of the lost ground.

General Information
Setup Order: Soviets first
First Player: Soviets are always First Player on 8 July
Weather: Automatically "flight" on 8 July
First turn: 8 July 1944
Last turn: 29 August 1944
Reinforcements: Use special Arrival Schedules for this scenario

Special Rules
All hexes south of the Daugava River are in play (both maps). North of the river, hexes south of hex row 18.xx (inclusive) are in play, as well as the corridor of hexes north of the river along the multi-track RR from E19.26 to W33.09.

In addition to his regular sources, the Germans treat all hexes along the north play boundary as supply sources. When checking for variable supply, divide the number of SP by 2. Rail Cap is set at 2 for this scenario, and all 6 Sea Cap is available.

Each player rolls a third die to make a Diversion Check during the Reinforcement Phase: only if the roll is 4-6 are any Variable Replacements received this turn (otherwise they are considered to have been diverted elsewhere). Exception: Arty Ammo and Hogs are never diverted.

Soviet supply sources initially are Entry C and D; E and F become supply sources when reinforcements arrive there. Soviets receive the regular supply for these locations, rolling every turn. The Soviets cannot draw supply from railroads leading off the north edge. Rail Cap is set at 6 for this scenario.

At start, the Soviets control 3 POP. Victory Points are checked at the end of each turn by counting POP under Soviet control. POP Target for this scenario is the lower-left number on the Turn Record. The player with the most VP at the end of the game wins.

Important: The Soviets get 1 bonus VP at the end of the scenario if the Germans don't have 1x Pax and 1x Eq on the board.

Railroads

Narrow-gauge railroads never change gauge. The two rail lines running from Entry C to Polotsk have been converted to Soviet wide gauge. Other railroads are German standard gauge.

Soviet Information
Dead Units: None

Soviet Setup
E2.22, within 2 hexes:
43 Army HQ
3-2-8 Tank Bn (105)
9-4-8 Gd Tank Bde (10 Gd, 39 Gd)
3-4-6 Gd AG Bn (377 Gd)
(4)-2-2 AT Bde (17)
2 SP

E2.24, within 2 hexes:
12-3-3 Inf Div (179)
10-3-3 Inf Div (235, 306 distribute 1 step loss)
8-3-3 Inf Div (145)
8-2-2 Inf Div (204, 334, 357)
8-1-2 Inf Div (156)
42-1-1 Mort Bde (31)
26-2-2 Gd Arty Bde (37 Gd)

E3.16:
90-1-2 Arty Div (21a, 21b)

E3.20, within 2 hexes:
2 Gd Army HQ
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, Organic Truck (full), 1437 AT, 354 Gd SU, 108 Mort)
10-4-3 Gd Inf Div (2 Gd, 32 Gd)
12-3-3 Gd Inf Div (3 Gd, 24 Gd, 33 Gd)
10-3-3 Gd Inf Div (87 Gd)
10-3-3 Inf Div (126)
8-2-2 Inf Div (263, 346)
3-3-8 Gd Tank Bn (32 Gd)
(4)-2-2 AT Bde (14)
26-1-2 Arty Bde (150)
Truck Point
2 SP
Wagon Extender

E5.02:
Level-1 Airbase

E7.03:
9-3-8 Tank Bde (143)
9-4-8 Gd Tank Bde (34 Gd)
3-4-6 Gd AG Bn (333 Gd, 335 Gd)
144-1-1 Katy Div (2)

E7.18, within 2 hexes:
6 Gd Army HQ
10-3-3 Gd Inf Div (90 Gd less 1 step)
10-3-3 Inf Div (47, 51)
8-2-2 Inf Div (239, 311, 378)

10-3-6 Mech Bde (47)
5-5-3 Assault Bde (5, 9)
3-3-8 Gd Tank Bn (15 Gd)
4-4-6 Gd Tank Bn (64 Gd)
3-4-6 Gd AG Bn (336 Gd, 346 Gd)
(4)-2-2 AT Bde (35, 45, 48)
48-1-1 Katy Bde (10, 12)
(1)-0-0 Pontoon Bde (9)
3x Truck Point
2 SP

E9.07:
8-1-2 Inf Div (154)
54-1-2 Arty Div (8)
(1)-0-3 RR Bde (1, 4)
4 SP
Level-1 Airbase

E10.07:
10-4-3 Gd Inf Div (46 Gd)
5-5-3 Assault Bde (10)
26-1-2 Arty Bde (4)

E10.08:
10-3-3 Gd Inf Div (9 Gd)
8-2-2 Inf Div (29)

E10.12:
10-3-3 Gd Inf Div (71 Gd)

E11.05:
4 Shock Army HQ
5-3-3 Inf Bde (101)
26-1-2 Arty Bde (138)
2x Truck Point
2 SP

E11.08:
10-3-3 Gd Inf Div (51 Gd)
8-2-2 Inf Div (270)

E12.07:
10-3-3 Gd Inf Div (67 Gd less 1 step)
8-2-2 Inf Div (166)

E13.07:
12-4-3 Inf Div (28 less 1 step)
10-2-2 Inf Div (332)

E14.02:
Level-1 Airbase

E14.05:
14-4-3 Gd Inf Div (21 Gd)
8-2-2 Inf Div (360)

E14.06:
8-4-3 Inf Div (16 Lith)
10-2-2 Inf Div (200)

E15.05:
8-1-2 Inf Div (119)

E17.05:
(5)-1-1 UR Bde (155)

E18.01:
2x Truck Point

Play Note: The 2nd and 3rd Baltic Fronts have each loaned a Truck Point to support the drive of 1st Baltic.

Kaunas Box:
5 Gd Tank Amy HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot, Organic Truck (full), 1436 AT, 1072 AT, 266 Mort)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot, Organic Truck (full), 1446 AT, 108 AT, 271 Mort)
4-4-6 Gd Tank Bn (14 Gd)
3-4-6 Gd AG Bn (376 Gd)
4-4-6 Gd MC Rgt (1 Gd)
18-1-2 Arty Bde (201)
3x Truck Point (loaded)
1x Reserve Marker

3rd Air Army Box or any of the on-map bases:
Gd IL-2
6x IL-2 less 1 step
2x Gd La-5
2x La-5
Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9
4x Yak-9

The 14th and 15th Air Army Boxes are not available in this scenario.

LRAF Box:
3x B-25
3x Gd IL-4
IL-4
2x Li-2

LRAF planes are still available for their one mission each during July.

Available:
3x Reserve Marker
Arty Ammo Marker

Soviet Arrival Schedule
All transport points arrive loaded. Also remember the special exception for the south edge in 1.9.

12 July, Entry E:
51 Army HQ
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, Organic Truck (full), 1823 AT, 129 Mort)

19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, Organic Truck (full), 8 Gd Tank, 867 AT, 179 Mort)
12-3-3 Inf Div (279)
10-2-2 Inf Div (77, 91, 257, 347, 417)
8-2-2 Inf Div (87, 267)
4-4-6 Gd Tank Bn (2 Gd)
3-3-8 Gd Tank Bn (3 Gd)
90-1-2 Arty Div (20a, 20b)
26-1-2 Arty Bde (151)
1x Reserve Marker
2x Truck Point

Entry E changes to a Soviet Supply source

15 July, Withdraw:
5-3-3 Inf Bde (101)

19 July, Entry F:
39 Army HQ
12-3-3 Gd Inf Div (17 Gd)
10-3-3 Gd Inf Div (19 Gd, 91 Gd)
10-3-3 Inf Div (158, 262)
10-2-2 Inf Div (164, 251)
9-4-8 Gd Tank Bde (28 Gd)
26-1-2 Arty Bde (139)
1x Reserve

Entry F changes to a Soviet Supply source

1 August:
Roll for Kaunas Release every Weather Phase. For this scenario, modify the rolls by -2 (to make the release earlier in the month).

The LRAF (3x B-25, 1x Li-2, 3x IL-4), is available for one mission each this month.

5 August, Withdraw:
Yak-9

15 August, Entry C:
10-3-3 Inf Div (344)
8-2-2 Inf Div (32, 70)

15 August, Entry F:
8-2-2 Inf Div (338)
(5)-1-1 UR Bde (152)

15 August, Withdraw:
3-2-8 Tank Bn (37, 227, 239)

19 August, Entry F:
(4)-2-2 AT Bde (25, 39)

22 August, Entry F:
3-4-6 Gd AG Bn (380 Gd)
5-3-3 Inf Bde (101)
(4)-2-2 AT Bde (36, 43)

German Information
Dead Units:
4-4-6 AG Bn (277)

German Setup
E1.30:
4-4-3 Breakdown Rgt

E2.29:
16-4-3 Inf Div (212 less 1 step)

E2.31, within 4 hexes:
9 Corps HQ
10-3-2 Inf Div (ka.D)
4-4-6 AG Bn (245)
18-2-2 Arty Grp (9)
Wagon Point
2 SP

E5.30:
6-2-2 Sec Div (201)

E6.29:
16-4-3 Inf Div (252 less 2 steps)
Level-1 Hedgehog

E9.22:
4-4-3 Breakdown Rgt

E9.33:
3-2-3 Koruck Rgt (590)

E10.26:
16-4-3 Inf Div (205 less 1 step)

E10.28:
4-4-6 AG Bn (393)

E12.21:
16-4-3 Inf Div (215 less 1 step)

E12.24, within 2 hexes:
Level-1 Hedgehog
2 Corps HQ
4-4-6 AG (912)
3-2-2 Lat Bdr Rgt (1, 5)
(3)-3-3 PJ Bn (751)
18-2-2 Arty Grp (2)
Wagon Point
2 SP

Note: When fanning out, the two Latvian regiments must stay in Latvia!

E12.27:
4-4-6 AG Bn (226)

E13.08:
4-4-3 Breakdown Rgt

E13.09:
16-4-3 Inf Div (87 less 2 steps)

E13.10:
16-4-3 Inf Div (389 less 2 steps)

E13.11:
16-4-3 Inf Div (24 less 2 steps)

E13.12:
16-4-3 Inf Div (290 less 2 steps)

E13.17:
16-4-3 Inf Div (81 less 1 step)

E14.07:
4-4-3 Breakdown Rgt

E14.14:
6-5-6 PJ Bn (519)

E14.20:
16-4-3 Inf Div (132 less 2 steps)

E14.25:
8-5-5 Tgr Bn (502)
4-4-6 AG Bn (202)

E15.25:
Level-1 Hedgehog
4-4-3 Breakdown Rgt
30-2-2 Werfer Rgt (3)
Truck Point
2 SP
Level-2 Airbase

E16.07:
7-2-2 Sec Div (281)

E16.10, within 3 hexes:
1 Corps HQ
4-4-6 AG Bn (909)
3x 4-4-3 Breakdown Rgt
18-2-2 Arty Grp (1)
Wagon Point
2 SP

E17.14:
Level-1 Hedgehog

E25.30:
Garrison unit (random)
Level-1 Airbase

E27.34:
Level-1 Airbase

W02.28:
Level-2 Airbase

W4.05:
Garrison unit (random)
Level-1 Airbase

W12.08:
3-2-3 Lith Pol Rgt (1)
Level-1 Airbase

W13.34:
(5)-2-0 Navy Flak Bn (217)
1 SP
Level-2 Airbase

W16.16:
Level-2 Airbase

W26.34:
(5)-2-0 Navy Flak Bn (227)
1 SP
Level-3 Airbase

W27.13:
(5)-3-1 PJ Bn (1060)

W28.26:
Level-1 Airbase

W32.10:
Level-3 Airbase

W32.13:
Level-1 Airbase

W33.10, within 2 hexes:
Klef HQ
3-5-7 Pz Bn (SvGZ)
12-2-2 Arty Grp (Klef)
2x Truck Point
4 SP

W33.11:
Level-2 hedgehog

W33.18:
Level-1 Airbase

W40.29:
(5)-2-0 Navy Flak Bn (239)
1 SP
Level-1 Airbase

At Daugavpils, Krustpils, Koknese, and/or Riga:
43 Corps HQ
16-4-3 Inf Div (58, 61, 225)
11 SS PG Div (11 Recon)
18-2-2 Arty Grp (43)
Wagon Point
1 SP

Kaunas Box:
39 Pz Corps HQ
40 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 7 Recon, 103 Arty, 33 Gr, 12 PG, 600 AG)
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 55 Recon, 116 Arty, 14 Gr, 13 PG)
14 Pz Div (I-36 Pz, III-36 AG, 126 Recon, 4 Arty, 103 Gr, 108 PG)
GD PG Div (I Pz, II Pz, III Pz, Recon, AG, Arty, PG, Gr)

6-2-2 Sec Div (52)
4-4-6 AG Bn (276, 904)
2-5-3 SS Para Bn (500)
12-2-2 Arty Grp (39 Pz, 40 Pz)
30-2-2 Werfer Rgt (57)
(1)-2-5 RR Rgt (Nord)
2x Truck Point (loaded)
2x Reserve Marker

Any German airfield (including Luft-flotte I Box):
Fw-190
He-111
Ju-52
Ju-87

Königsberg Box:
Prinz Eugen
Luetzow
2 SP

Available:
4x Reserve Marker
SvGZ Marker

German Arrival Schedule

Units arrive at Entry G unless otherwise noted. All transport points arrive loaded. Also remember the special arrival locations for Latvian and Lithuanian units (1.9).

12 July:
14-3-2 Inf Div (ka.H)
4-4-5 PJ Bn (731)

22 July:
10-4-6 Pz Bde (101)
(2)-1-2 Lat HD Rgt (1, 2)
1x Pax
1x Eq

26 July, Withdraw:
4-4-6 AG Bn (226)

29 July:
7 Pz Div (I-25 Pz, II-25 Pz, 37 Recon, 42 PJ, 78 Arty, 7 Gr, 6 PG)
12 Pz Div (II-29 Pz, 12 PJ, 23 Recon, 2 Arty, 25 Gr, 5 PG)
16-4-3 Inf Div (69)
5-2-2 Sec Div (390)
8-2-2 Arty Grp (3PzA)

Randomly select one Attack-Capable unit from each of the panzer divisions above and place it in Dead Pile.

1 August:
Roll for Kaunas Release every Weather Phase. For this scenario, modify each roll by -2 (to make the arrivals earlier in the month).

5 August:
Bf-109
Fw-190
2x Ju-87 (one inexperienced)
Ju-88

8 August, at any functioning port in Latvia:
16-4-3 Inf Div (122)
12-4-6 SS Pz Bde (Gross)

12 August:
16-4-3 Inf Div (1)
14-3-2 Inf Div (548)
1x Pax
1x Eq

15 August:
8-5-5 Tgr Bn (510)
4-4-6 AG Bn (232)

19 August:
14-3-2 Inf Div (551)

26 August:
12 SS Corps HQ
18-2-2 SS Arty Grp (12)
Wagon Point
1x Reserve Marker

5.3 Attrition Battle

The 2nd and 3rd Baltic Fronts were initially tasked with pinning German Army Group North in place. This would help protect the exposed flank of 1st Baltic Front as it drove westward. As the campaign evolved, the goal became total control of the Baltics and the destruction of the German Army Group. This scenario explores the first six weeks of the general offensive toward Riga.

General Information
Setup Order: Soviets first
First Player: Soviets are always First Player on 8 July
Weather: Automatically "flight" on 8 July
First turn: 8 July 1944
Last turn: 29 August 1944
Reinforcements: Use special Arrival Schedules for this scenario

Special Rules
Only the portion of East Map north of hex row 19.xx (inclusive) is used. (Exception: German rail transport can use rail connections along the western edge to "loop" cargo, for instance between E27.35 and E37.35.)

In addition to his regular source at Entry I, the Germans treat all hexes along the west and south play boundaries as supply sources. When checking for variable supply, divide the number of SP by 2. Replacements, reinforcements, and supplies can appear at any POP location that doesn't have enemy combat units adjacent. German Rail Cap is set at 2 for this scenario.

Each player rolls a third die to make a Diversion Check during the Reinforcement Phase: only if the roll is 4-6 are any Variable Replacements received this turn (otherwise they are considered to have been diverted elsewhere). Exception: Arty Ammo and Hogs are never diverted.

Soviet supply sources are Entry A and B. Soviets receive the regular supply for these locations, rolling every turn. Soviet Rail Cap is set at 6 for this scenario, and the Sea Cap of 1 is available on Lake Peipus.

At start, the Soviets control 0 POP. Victory Points are checked at the end of each turn by counting POP under Soviet control. POP Target is the lower-right number on the Turn Record. The player with the most VP at the end of the game wins.

Important: The Soviets get 1 bonus VP at the end of the scenario if the Germans don't have 1x Pax and 1x Eq on the board.

Player's Note: This scenario is a good learning experience for the campaign, but the German side is really hampered by the inability to react strategically to a crisis (by railing in reinforcements, etc.). It's easier said than done, but don't allow your troops to get pocketed because there are just too few armored units to form anything like a real reserve.

Railroads
Narrow-gauge railroads never change gauge. Other railroads on or west of the printed Panther Line are German standard gauge. The rest are Soviet wide gauge.

Soviet Information
Dead Units: None

Soviet Setup
E20.03:
8-1-2 Inf Div (150)

E21.05:
8-2-2 Inf Div (391)

E22.04:
8-1-2 Inf Div (207)

E23.03:
3 Shock Army HQ
5-5-3 Assault Bde (19)
26-1-2 Arty Bde (136)
Truck Point
6 SP
Level-1 Airbase

E23.04:
8-3-3 Inf Div (171)

E24.02:
9-4-8 Gd Tank Bde (29 Gd)
2-2-8 AT Bn (1539)

E24.03:
10-3-3 Inf Div (379)

E25.04:
10-2-2 Inf Div (219)

E26.04:
8-1-2 Inf Div (325)

E27.04:
8-1-2 Inf Div (319)

E28.02:
22 Army HQ
3-2-8 Tank Bn (81)
26-2-2 Gd Arty Bde (36 Gd)
Wagon Point
6 SP

E28.04:
8-3-3 Inf Div (115)

E29.04:
10-3-3 Gd Inf Div (30 Gd)

E30.03:
12-3-3 Gd Inf Div (29 Gd)

E31.03:
(5)-1-1 UR Bde (118)

E33.03:
12-4-3 Gd Inf Div (85 Gd)

E34.03:
12-3-3 Gd Inf Div (65 Gd)

E35.02:
10 Gd Army HQ
10-4-3 Gd Inf Div (7 Gd)
26-2-2 Gd Arty Bde (19 Gd)
Truck Point
6 SP
Level-1 Airbase

E35.03:
9-3-8 Tank Bde (78)
3-2-8 Tank Bn (37, 249)
2-2-8 AT Bn (1453)

E35.04:
10-3-3 Gd Inf Div (8 Gd)

E36.01:
10-4-3 Gd Inf Div (119 Gd)

E36.03:
42-1-1 Mort Bde (13)
10-4-3 Gd Inf Div (56 Gd)

E36.04:
10-3-3 Gd Inf Div (22 Gd)

E37.05:
8-2-2 Inf Div (44)

E38.01:
(4)-3-3 Gd AT Bde (6 Gd)
Wagon Extender

E38.05:
8-2-2 Inf Div (229)

E38.06:
8-2-2 Inf Div (288)

E39.06:
10-3-3 Gd Inf Div (53 Gd)
42-1-1 Mort Bde (30)

E39.07:
8-2-2 Inf Div (225)

E40.05:
54 Army HQ
3-2-8 Tank Bn (258)
26-2-2 Gd Arty Bde (35 Gd)
3 SP

E40.07:
8-1-2 Inf Div (208)

E40.08:
8-2-2 Inf Div (26)

E40.09:
8-2-2 Inf Div (146)

E41.09:
(4)-2-2 AT Bde (18)
26-1-2 Arty Bde (137)

E41.10:
8-2-2 Inf Div (321)

E42.09:
84-1-2 Arty Div (27)

E42.10:
8-2-2 Inf Div (37)

E43.11:
10-3-3 Gd Inf Div (23 Gd)
8-2-2 Inf Div (282 less 1 step)

E44.09:
1 Shock Army HQ
9-3-8 Tank Bde (118)
3-2-8 Tank Bn (227, 239)
3 SP

E44.11:
10-4-3 Gd Inf Div (52 Gd)

E45.11:
8-2-2 Inf Div (33)

E45.12:
10-2-2 Inf Div (182)

E46.08:
67 Army HQ
8-2-2 Inf Div (326)
3 SP

Play Note: The 67th HQ creates a detrainable hex to keep 1st Shock Army in trace. If this HQ moves, 1st Shock will need a Wagon Extender.

E46.10:
8-2-2 Inf Div (291)

E47.03:
3-3-8 Gd Tank Bn (33 Gd)
3-2-8 Tank Bn (51, 511)

3-3-6 AG Bn (1433)
2-2-8 AT Bn (724)
Truck Point
Wagon Point
Level-1 Airbase

E47.09:
10-2-2 Inf Div (85)
26-1-2 Arty Bde (7)

E47.10:
8-2-2 Inf Div (364)

E48.10:
8-2-2 Inf Div (198)

E49.09:
10-3-3 Inf Div (86)
90-1-2 Arty Div (2a)

E49.10:
90-1-2 Arty Div (2b)

E49.11:
8-2-2 Inf Div (56)

E49.12:
8-2-2 Inf Div (285)

E49.13:
8-3-3 Inf Div (376)

E49.14:
(5)-1-1 UR Bde (14)

E50.10:
8-2-2 Inf Div (245)

E50.12:
8-2-2 Inf Div (128)
26-1-2 Arty Bde (141)

E53.14:
42 Army HQ
3 SP

E57.15:
Level-1 Airbase

14th Air Army Box (fighters can also deploy at E47.03 or E57.15):
IL-2
La-5
Li-2
Pe-2

15th Air Army Box (fighters can also deploy at E23.03 or E35.02): 2x IL-2
2x La-5
2x Yak-9

The 3rd Air Army Box and the LRAF are not available in this scenario.

Available:
2x Reserve Marker
Arty Ammo Marker

Soviet Arrival Schedule
All transport points arrive loaded.

8 July, Entry B:
8-3-3 Inf Div (308 Lat)
3-4-6 Gd AG Bn (373 Gd)
90-2-2 Gd Arty Div (6a Gd, 6b Gd)

8 July:
2x IL-2
3x Yak-9

12 July, Entry A:
8-2-2 Inf Div (196, 216, 374)
3-4-6 Gd AG Bn (326 Gd, 332 Gd)
22-1-2 Arty Bde (5 C)

12 July:
2x IL-2
3x Yak-9

12 July, Entry B:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, Organic Truck (full), 1261 AT, 277 Mort)
48-1-1 Katy Bde (14, 21)
12-4-3 Lat Inf Div (43 Lat Gd)
(1)-0-3 RR Bde (8)
1x Reserve Marker

15 July, Entry A:
9-3-8 Tank Bde (16, 122)
(1)-0-3 RR Bde (26)
1x Reserve Marker

15 July, Entry B:
4-4-6 Gd Tank Bn (13 Gd)
3-4-6 Gd Tank Bn (48 Gd)

15 July, Withdraw:
2-2-8 AT Bn (1539)

1 August, Entry A:
10-3-3 Inf Div (377)
8-2-2 Inf Div (11, 265)
8-1-2 Inf Div (201)
3-4-6 Gd AG Bn (379 Gd)
84-2-2 Gd Arty Div (2a Gd, 2b Gd)

5 August:
2x Pe-2

5 August, Entry B:
10-3-3 Inf Div (268)
8-2-2 Inf Div (2, 123, 168)

5 August, Withdraw:
2x Yak-9

12 August:
3x IL-2

12 August, Entry A:
10 Tank Corps (178 Tank, 183 Tank, 186
   Tank, 11 Mot, Organic Truck (full), 1450
   AT, 287 Mort)

15 August, Leningrad Box:
Flotilla

15 August, Withdraw:
3-2-8 Tank Bn (227)

German Information
Dead Units:
4-4-6 AG Bn (277)

German Setup
E20.06:
4-4-3 Breakdown Rgt

E21.06:
4-4-3 Breakdown Rgt

E22.05:
16-4-3 Inf Div (263 less 1 step)

E22.10:
4-4-3 Assault Bn (16)
3-2-3 Koruck Rgt (584)
16-2-2 Arty Grp (16A)
Truck Point
1 SP

E23.05:
16-4-3 Inf Div (329 less 1 step)

E23.07:
Level-1 Airbase

E23.08, within 3 hexes:
10 Corps
(5)-4-3 PJ Bn (666)
18-2-2 Arty Grp (10)
Wagon Point
2 SP

E24.04:
16-4-3 Inf Div (23 less 1 step)

E25.05:
2x 4-4-3 Breakdown Rgt

E25.30:
Level-1 Airbase

E26.05:
10-2-2 Lat Bdr KG (Knap)

E27.05:
16-3-3 Lat Inf Div (15 SS less 1 step)

E27.34:
Level-1 Airbase

E28.05:
4-3-3 Lat Breakdown Rgt
3-2-3 Lat Pol Breakdown Rgt

E29.05:
10-2-3 Lat Pol KG (Kruk less 1 step)

E29.09, within 2 hexes:
6 SS Lat Corps HQ
4-3-6 PJ Bn (563)
3-2-2 Lat Bdr Rgt (3)
14-2-2 Lat Arty Grp (6 SS)
Wagon Point
2 SP

E30.04:
8-3-3 Lat Pol KG (Osis)

E31.04:
14-2-2 Lat Inf Div (19 SS less 1 step)

E32.03:
4-4-3 Breakdown Rgt

E32.04:
3-2-2 Lat Breakdown Rgt

E33.04:
2x 4-4-3 Breakdown Rgt

E34.04:
16-4-3 Inf Div (93 less 2 steps)

E34.07, within 2 hexes:
50 Corps HQ
4-4-6 AG Bn (261)
18-2-2 Arty Grp (50)
Wagon Point
2 SP

*__Play Note:__ Care should be taken to deploy
6th SS and 50th HQs in locations where
they can draw trace supply from either
Idritsa or Ostrov.*

E35.05:
16-4-3 Inf Div (218 less 2 steps)

E36.05:
4-4-3 Breakdown Rgt
(3)-3-3 PJ Bn (757)

E36.11:
Level-1 Hedgehog

E36.24:
Level-1 Airbase

E37.06:
(2)-3-3 PJ Bn (753)

E37.07:
4-4-3 Breakdown Rgt

E37.11:
Level-1 Hedgehog
Garrison unit (random)
1 SP

E38.07:
4-4-3 Breakdown Rgt

E38.35:
Level-1 Airbase

E39.08:
16-4-3 Inf Div (83 less 2 steps)

E39.09:
4-4-3 Breakdown Rgt
3-2-2 LW Breakdown Rgt

E39.10:
14-2-2 LW Div (21 Fld less 1 step)
1 SP

E40.10:
2x 4-4-3 Breakdown Rgt

E40.12, within 2 hexes:
38 Corps HQ
4-4-3 Assault Bn (18)
4-4-3 Breakdown Rgt
18-2-2 Arty Grp (38)
16-2-2 Arty Grp (18A)
Wagon Point
2 SP

E41.11:
16-4-3 Inf Div (32 less 2 steps)

E41.14:
Level-1 Hedgehog
3-3-3 SS Pol Rgt (9)

E42.11:
16-4-3 Inf Div (121 less 2 steps)

E42.34:
Level-1 Airbase

E43.12:
3-2-3 Bicycle Rgt (3)
(5)-4-3 PJ Bn (667)

E44.12:
16-4-3 Inf Div (30 less 2 steps)

E44.13:
30-2-2 Werfer Rgt (70)

E45.13:
2x 4-4-3 Breakdown Rgt

E46.11:
Level-1 Hedgehog
16-4-3 Inf Div (21 less 2 steps)

E46.12:
2x 4-4-3 Breakdown Rgt

E46.14, within 2 hexes:
28 Corps HQ
4-4-6 AG Bn (184)
18-2-2 Arty Grp (28)
Wagon Point
2 SP

E46.29:
3-2-2 Est Bdr Rgt (Res)
Truck Point
2 SP

E47.11:
2x 4-4-3 Breakdown Rgt

E47.12:
4-4-3 Breakdown Rgt
Garrison unit (random)
Level-2 Airbase

E47.18:
3-2-2 Est Bdr Rgt (1)
Level-1 Airbase

E47.22:
3-2-3 Koruck Rgt (583)

E48.11:
16-4-3 Inf Div (126 less 1 step)

E48.12:
3-2-2 LW Breakdown Rgt
(3)-3-3 PJ Bn (752)

E48.13:
14-2-2 LW Div (12 Fld less 1 step)

E55.33:
Level-1 Airbase

E56.24:
7-2-2 Sec Div (207)
1 SP
Level-2 Airbase

E61.22:
3-2-2 Est Bdr Rgt (5)

Any German airfield:
Fw-190
Ju-87
Ju-52

All of these aircraft have the inexperienced values (see 2.6).

Available:
3x Reserve Marker.

German Arrival Schedule
All transport points arrive loaded. Also remember the special arrival locations for Latvian and Estonian units (1.9).

12 July:
3-2-3 Est Pol Rgt (2)

15 July, Entry I:
16-4-3 Inf Div (227)

22 July:
(2)-1-2 Lat HG Rgt (4)
1x Pax
1x Eq

26 July:
4-4-6 AG Bn (226)

12 August:
16-4-3 Inf Div (122)
1x Pax
1x Eq

15 August:
14-3-2 Inf Div (31)
(3)-1-2 Est HG Rgt (T, S)
(2)-1-2 Est HG Rgt (P, L-H)

15 August, At Entry I:
11 SS PZ Gr Div (11 AG Bn)
3-4-3 SS Inf KG (5)
4-3-6 PJ Bn (27)
8-2-2 Arty Grp (Nar)

5.4 The Baltic Gap

This scenario combines the previous two scenarios into an abbreviated campaign game.

General Information
Setup Order: Soviets first
First Player: Soviets are always First Player on 8 July
Weather: Automatically "flight" on 8 July
First turn: 8 July 1944
Last turn: 29 August 1944

Special Scenario Rules
Both maps are in play. Use 5.2 and 5.3 for initial forces on both sides (exception: the Soviets just have one Arty Ammo marker, not two). Use the Campaign Arrival Schedules (7.0).

Ignore the special scenario rules given in 5.2 and 5.3.

At start, the Soviets control 3 POP. Victory Points are checked per section 4 of the game rules. The player with the most VP at the end of the game wins.

5.4a Keeping Busy Version. Play 5.2 in parallel with scenario 5.3, with each player running the Germans in one of the games and the Soviets in the other game. This keeps both players busy and allows them to get a feel for the campaign from both sides of the table. Use the same initiative roll for both games, with the player winning initiative choosing whether the Soviets will move first or second.

5.4b Alternate Campaign Start. Players can use this scenario to skip the first four turns of the 26 June Campaign. The advantage in multi-player games is that everyone gets to start "shooting" right away. If players want to have a V# greater than 0, roll for the "pre-game" hypothetical groups and then add any that are triggered as free-deployment additions to the German setup (the Soviet player gets to "see" all the extra units and where they are being placed). Remember to setup the Narva and Saaremaa Boxes per 5.1 when using this as an alternate campaign start.

If playing as a campaign start (5.4b), add these German units at Parnu: (5)-2-0 Navy Flak Bn (712), 1 SP, and Level-1 Airbase.

5.5 August Campaign

The first phase of the campaign is now over. Herresgruppe Nord has been isolated by the rapid Soviet advance, but a powerful relief force is being assembled to re-open a land route to Riga. 1st Baltic must fight a defensive battle for the time being, but 2nd and 3rd Baltic will continue their relentless advance on Riga and Tartu.

General Information
Setup Order: Soviets first
First Player: Germans are always First Player on 1 August
Weather: Automatically "Limited Flight" on 1 August
First turn: 1 August 1944
Last turn: 29 October 1944
Reinforcements: Use the Campaign Arrival Schedules

Special Rules
At start, the Soviets control 25 POP.

Railroads
Narrow-gauge railroads never change gauge. The lines running east from the four RR brigades (at Postavy, E16.24, Zilupe, and Pskov) have been converted. Other railroads are German standard gauge.

Soviet Information
Dead Units:
Randomly select one Attack-Capable unit from 1st and 19th Tank and 3rd Guard Mech and place those units in the Dead Pile. Pick one of the four 5-5-3 Assault Brigades (player's choice) to begin in Dead Pile.

Play Note: The Soviets are really low on supply as this scenario begins. Build up a supply cushion before resuming the offensive, and prepare for the German counterattack threat as best you can.

W2.09, within 3 hexes:
39 Army HQ
12-3-3 Gd Inf Div (17 Gd less 1 step)
10-3-3 Gd Inf Div (19 Gd, 91 Gd)
10-3-3 Inf Div (158, 262 distribute 1 step loss)
10-2-2 Inf Div (164, 251)
9-4-8 Gd Tank Bde (28 Gd)
26-1-2 Arty Bde (139)

W4.05:
Level-1 Airbase

W12.07, within 2 hexes:
10-3-3 Gd Inf Div (71 Gd, 90 Gd distribute 1 step loss)
10-3-3 Inf Div (51)
9-4-8 Gd Tank Bde (39 Gd)
4-4-6 Gd Tank Bn (2 Gd, 64 Gd)
4-4-6 Gd AG Bn (333 Gd, 335 Gd)
10-3-6 Mech Bde (47)
9-3-8 Tank Bde (143)
3-2-8 Tank Bn (105)
5-5-3 Assault Bde (10)
90-1-2 Arty Div (20a, 20b)
48-1-1 Katy Bde (12)
(1)-0-0 Pontoon Bde (9)
3x Truck Point
3 SP
Truck Extender

Play Note: The 2nd and 3rd Baltic Fronts have each loaned a Truck Point to support the drive of 1st Baltic.

W12.08:
Level-1 Airbase

W14.03, within 3 hexes:
43 Army HQ,
12-3-3 Inf Div (179 less 1 step)
10-3-3 Inf Div (235, 306)
8-3-3 Inf Div (145)
8-2-2 Inf Div (204, 216, 334, 357 distribute 1 step loss)
8-1-2 Inf Div (156)
9-4-8 Gd Tank Bde (10 Gd)
3-4-6 Gd AG Bn (377 Gd)
5-5-3 Assault Bde (5)
(4)-2-2 AT Bde (17)
42-1-1 Mort Bde (31)
26-2-2 Gd Arty Bde (37 Gd)

W14.15, within 3 hexes:
2 Gd Army HQ
1 Tank Corps (108 Mort, 89 Tank, 117 Tank, 159 Tank, 44 Mot, 354 Gd SU, 1437 SU, Organic Truck (full))
10-4-3 Gd Inf Div (2 Gd, 32 Gd distribute 1 step loss)
12-3-3 Gd Inf Div (3 Gd, 24 Gd, 33 Gd distribute 1 step loss)
10-3-3 Gd Inf Div (87 Gd)
10-3-3 Inf Div (126)
8-2-2 Inf Div (263, 346)
3-4-6 Gd AG Bn (346 Gd)
3-3-8 Gd Tank Bn (32 Gd)
(4)-2-2 AT Bde (14)
26-1-2 Arty Bde (150)
Wagon Extender

W16.16:
Level-2 Airbase

W18.11, within 3 hexes:
51 Army HQ
8-4-3 Lith Inf Div (16)
12-3-3 Inf Div (279 less 1 step)
10-2-2 Inf Div (77, 91, 257, 347, 417 distribute 2 step losses)
8-2-2 Inf Div (87, 267)
3-4-6 Gd AG Bn (336 Gd)
3-3-8 Gd Tank Bn (3 Gd, 15 Gd)
(4)-2-2 AT Bde (45)
54-1-2 Arty Div (8)
26-1-2 Arty Bde (151)

W21.14:
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, Organic Truck (full), 8 Gd Tank, 867 AT, 179 Mort)

W27.13, W27.17, and W33.18:
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, 129 Mort, 1823 SU, Organic Truck (full)).

One Attack-Capable unit must be in each location; player's choice with rest.

W33.18:
Level-1 Airbase

E2.22:
(1)-0-3 RR Bde (1)

E5.02:
Level-1 Airbase

E9.07:
Level-1 Airbase

E14.02:
Level-1 Airbase

E14.25, within 2 hexes:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, 277 Mort, 1261 SU, Organic Truck (full))
3-4-6 Gd Tank Bn (48 Gd)
5-5-3 Assault Bde (19)
48-1-1 Katy Bde (14, 21)

E15.25:
Level-2 Airbase

E16.26, within 3 hexes:
4 Shock Army HQ
14-4-3 Gd Inf Div (21 Gd less 1 step)
12-4-3 Inf Div (28)
10-2-2 Inf Div (200, 332)
8-2-2 Inf Div (239, 311, 360, 378 distribute 1 step loss)
8-1-2 Inf Div (119)
(5)-1-1 UR Bde (155)
26-1-2 Arty Bde (138)
2x Truck Point
2 SP

E16.24:
(1)-0-3 RR Bde (4)

E16.32, within 3 hexes:
6 Gd Army HQ,
10-4-3 Gd Inf Div (46 Gd less 1 step)
10-3-3 Gd Inf Div (9 Gd, 51 Gd, 67 Gd
   distribute 1 step loss)
10-3-3 Inf Div (47)
8-2-2 Inf Div (29, 166, 270)
8-1-2 Inf Div (154)
9-4-8 Gd Tank Bde (34 Gd)
144-1-1 Katy Div (2)
90-1-2 Arty Div (21a, 21b)
26-1-2 Arty Bde (4)

E22.23, within 3 hexes:
22 Army HQ
12-4-3 Lat Inf Div (43 Gd less 1 step)
8-3-3 Inf Div (115)
8-3-3 Lat Inf Div (308)
10-2-2 Inf Div (182)
8-2-2 Inf Div (26 less 1 step)
8-1-2 Inf Div (208, 319, 325)
9-3-8 Tank Bde (118)
3-2-8 Tank Bn (81)
(4)-2-2 AT Bde (18)
90-2-2 Gd Arty Div (6a Gd, 6b Gd)
26-2-2 Gd Arty Bde (36 Gd)
2x Wagon Point
2 SP

E23.03:
Level-1 Airbase

E23.07:
Level-1 Airbase

E24.13:
(1)-0-3 RR Bde (8)

E25.19, within 3 hexes:
3 Shock Army HQ
10-3-3 Inf Div (379 less 1 step)
8-3-3 Inf Div (171)
10-2-2 Inf Div (219)
8-2-2 Inf Div (391)
8-1-2 Inf Div (150, 207 distribute 1 step
   loss)
9-4-8 Gd Tank Bde (29 Gd)
3-4-6 Gd AG Bn (373 Gd)
3-2-8 Tank Bn (227, 239)
26-1-2 Arty Bde (136)
2x Truck Point
2 SP

E30.16, within 3 hexes:
10 Gd Army HQ
12-4-3 Gd Inf Div (85 Gd less 1 step)
10-4-3 Gd Inf Div (7 Gd, 56 Gd, 119 Gd)
12-3-3 Gd Inf Div (29 Gd, 65 Gd distribute
   1 step loss)
10-3-3 Gd Inf Div (8 Gd, 22 Gd, 30 Gd
   distribute 1 step loss)

8-2-2 Inf Div (37)
9-3-8 Tank Bde (78)
4-4-6 Gd Tank Bn (13 Gd)
3-2-8 Tank Bn (37, 249)
2-2-8 AT Bn (1453)
(4)-3-3 Gd AT Bde (6 Gd)
(5)-1-1 UR Bde (118)
84-1-2 Arty Div (27)
42-1-1 Mort Bde (13)
26-2-2 Gd Arty Bde (19 Gd)
2x Wagon Point
2 SP

E35.02:
Level-1 Airbase

E35.15, within 3 hexes:
54 Army HQ
8-2-2 Inf Div (225, 229, 245, 288, 321,
   374 distribute 2 step losses)
3-2-8 Tank Bn (511)
(4)-2-2 AT Bde (35)
26-2-2 Gd Arty Bde (35 Gd)
22-1-2 Arty Bde (5 C)
Wagon Point
1 SP

E40.12, within 3 hexes:
1 Shock Army HQ
10-4-3 Gd Inf Div (52 Gd less 1 step)
10-3-3 Gd Inf Div (23 Gd)
10-2-2 Inf Div (85)
8-2-2 Inf Div (33, 56, 146, 196, 282, 285,
   364 distribute 2 step losses)
9-3-8 Tank Bde (16, 122)
5-5-3 Assault Bde (9)
3-4-6 Gd AG Bn (326 Gd, 332 Gd)
3-3-8 Gd Tank Bn (33 Gd)
3-2-8 Tank Bn (51, 258)
2-2-8 AT Bn (724)
(4)-2-2 AT Bde (48)
90-1-2 Arty Div (2a, 2b)
48-1-1 Katy Bde (10)
42-1-1 Mort Bde (30)
26-1-2 Arty Bde (137)
Truck Point
1 SP

E47.03:
Level-1 Airbase

E47.11, within 3 hexes:
67 Army HQ
10-3-3 Inf Div (86 less 1 step)
8-3-3 Inf Div (376)
8-2-2 Inf Div (44, 128, 291, 326 distribute
   1 step loss)
(5)-1-1 UR Bde (14)
26-1-2 Arty Bde (7, 141)
Wagon Point
1 SP

E47.12:
10-3-3 Gd Inf Div (53 Gd less 1 step)
8-2-2 Inf Div (198)
3-3-6 AG Bn (1433)
(1)-0-3 RR Bde (26)
Level-2 Airbase

E53.14:
42 Army HQ
Wagon Point
1 SP

E57.15:
Level-1 Airbase

Kaunas Box:
5 Gd Tank Amy HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank,
   19 Gd Tank, 2 Gd Mot, Organic Truck
   (full), 1436 SU, 1072 AT, 266 Mort)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank,
   53 Gd Mot, Organic Truck (full), 1446
   SU, 108 AT, 271 Mort)
4-4-6 Gd Tank Bn (14 Gd)
3-4-6 Gd AG Bn (376 Gd)
4-4-6 Gd MC Rgt (1 Gd)
18-1-2 Arty Bde (201)
3x Truck Point (loaded)
1x Reserve Marker

Narva Box:
1x Reserve Marker

Saaremaa Box:
8 Army HQ
10-3-3 Est Inf Div (7, 249)
8-2-2 Inf Div (72)
8-1-2 Inf Div (109)
9-3-8 Tank Bde (152)
3-2-8 Tank Bn (27, 45)
5-3-3 Mar Bde (260)
(5)-1-1 UR Bde (79)

**3rd Air Army Box or E5.02, E9.07,
E14.02, E15.25, W4.05, W12.08, W16.16:**
Gd IL-2
6x IL-2 distribute 1 step loss
2x Gd La-5
2x La-5
Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9 distribute 1 step loss
4x Yak-9

**15th Air Army Box or E23.03, E23.07,
E35.02:**
4x IL-2
2x La-5
5x Yak-9 distribute 1 step loss

14th Air Army Box or E47.03, E47.12, E57.15:
3x IL-2
La-5
Li-2
Pe-2
3x Yak-9

LRAF Box:
3x B-25
3x Gd IL-4
IL-4
2x Li-2

LRAF planes are available for their one mission each during August.

Available:
9x Reserve Marker

German Information
Dead Units:
3-2-2 Lat Bdr Rgt (3)
4-4-6 AG Bn (245, 277)
6-5-6 PJ Bn (519)
(5)-3-1 PJ Bn (1060)
(2)-3-3 PJ Bn (753)

Randomly select one Attack-Capable unit from both the 7th and 12th Pz divisions and add them to the Dead Pile.

Put one of the two 4-4-3 Assault Bn in the Dead Pile (player's choice).

German Setup
Third Panzer Army

W2.21:
3-2-3 Koruck Rgt (590)

W2.28:
Level-2 Airbase

W5.12, within 4 hexes and west of the Nevezis River:
16-4-3 Inf Div (69 less 1 step)
14-3-2 Inf Div (ka.H)
10-3-2 Inf Div (ka.D)
Garrison unit (random)

W5.25:
5-2-2 Sec Div (390)
Truck Point

W7.19, within 2 hexes:
16-4-3 Inf Div (212, 252 distribute 2 step losses)

W8.21, within 3 hexes:
Level-1 Hedgehog
9 Corps HQ

7 Pz Div (I-25 Pz, II-25 Pz, 42 PJ, 6 PG, 7 Gr, 37 Recon, 78 Arty)
12 Pz Div (II-29 Pz, 12 PJ, 23 Recon, 2 Arty, 25 Gr, 5 PG)
18-2-2 Arty Grp (9)
8-2-2 Arty Grp (3PzA)
Wagon Point
2 SP

W13.28:
6-2-2 Sec Div (201)

W13.34:
(5)-2-0 Navy Flak Bn (217)
1 SP
Level-2 Airbase

W17.25:
3-2-3 Lith Pol Rgt (1)

Sixteenth Army

W20.05:
16-4-3 Inf Div (61 less 1 step)

W22.24:
4-4-4 Alert Bn

W23.10, within 2 hexes:
16-4-3 Inf Div (81, 215 distribute 2 step losses)

W24.02, within 3 hexes:
Level-1 Hedgehog
43 Corps HQ
16-4-3 Inf Div (58, 225, 290 distribute 1 step loss)
4-4-6 AG Bn (184, 202, 393)
18-2-2 Arty Grp (43)
30-2-2 Werfer Rgt (3)
Wagon Point
2 SP

W26.06, within 3 hexes:
Level-1 Hedgehog
1 Corps HQ
8-5-5 Tgr Bn (502)
4-4-6 AG Bn (226)
Garrison unit (random)
18-2-2 Arty Grp (1)
Wagon Point
2 SP

W26.34:
(2)-1-2 Lat HD Rgt (4)
(5)-2-0 Navy Flak Bn (227)
1 SP
Level-3 Airbase

W27.12:
7-2-2 Sec Div (281)

W28.12:
16-4-3 Inf Div (93 less 1 step)

W28.23:
10-4-6 Pz Bde (101)

W28.26:
Level-1 Airbase

W29.08:
11 SS Div (11 Recon)

W32.04:
16-3-3 Lat Inf Div (15 SS less 2 steps)

W32.10:
Level-3 Airbase

W32.13:
4-4-5 PJ Bn (731)
3-5-7 Pz Bn (SvGZ)
Level-1 Airbase

W33.10, within 3 hexes:
3x Level-1 Hedgehog
Klef HQ
8-3-3 Lat Pol KG (Osis)
4-4-3 Assault Bn (16)
3-3-3 SS Pol Rgt (9)
3-2-3 Bicycle Rgt (3)
4-4-6 AG Bn (909)
Garrison unit (random)
12-2-2 Arty Grp (Klef)
16-2-2 Arty Grp (16A)
30-2-2 Werfer Rgt (70)
2x Truck Point
2 SP

W33.11:
Level-2 hedgehog

W38.01:
(2)-1-2 Lat HD Rgt (2)
Level-1 Airbase

W40.29:
(2)-1-2 Lat HD Rgt (3)
(5)-2-0 Navy Flak Bn (239)
1 SP
Level-1 Airbase

W55.07:
(5)-2-0 Navy Flak Bn (712)
1 SP
Level-1 Airbase

E22.33, within 3 hexes:
Level-1 Hedgehog
2 Corps HQ
16-4-3 Inf Div (24, 87, 132, 205 distribute 2 step losses)
10-2-2 Lat Bdr KG (Knap)
(5)-4-3 PJ Bn (666)
18-2-2 Arty Grp (2)
Wagon Point
2 SP

E25.30:
Level-1 Airbase

E25.31, within 3 hexes:
Level-1 Hedgehog
10 Corps HQ
16-4-3 Inf Div (23, 389 distribute 2 step
  losses)
3-2-2 Lat Bdr Rgt (1, 5)
(3)-3-3 PJ Bn (751)
4-4-6 AG Bn (912)
Garrison unit (random)
18-2-2 Arty Grp (10)
Wagon Point
2 SP

E26.25, within 2 hexes:
16-4-3 Inf Div (263, 329 distribute 2 step
  losses)

E27.34:
3-2-3 Koruck Rgt (584)
Level-1 Airbase

Eighteenth Army

E31.28, within 3 hexes:
Level-1 Hedgehog
6 SS Lat Corps HQ
10-2-3 Lat Pol KG (Kruk)
4-3-6 PJ Bn (563)
14-2-2 Lat Arty Grp (6 SS)
Wagon Point
2 SP

E32.24, within 2 hexes:
16-4-3 Inf Div (126)
14-2-2 Lat Inf Div (19 SS less 2 steps)

E35.20, within 2 hexes:
16-4-3 Inf Div (83, 218 distribute 2 step
  losses)

E36.24:
Level-1 Airbase

E36.24, within 3 hexes:
Level-1 Hedgehog
50 Corps HQ
Garrison unit (random)
(3)-3-3 PJ Bn (757)
18-2-2 Arty Grp (50)
Wagon Point
2 SP

E40.19:
16-4-3 Inf Div (227 less 1 step)

E40.21, within 2 hexes:
16-4-3 Inf Div (32)
14-2-2 LW Div (21 Fld less 1 step)

E41.18:
16-4-3 Inf Div (21 less 1 step)

E42.17:
16-4-3 Inf Div (121 less 1 step)

E42.24, within 3 hexes:
Level-1 Hedgehog
38 Corps HQ
4-4-6 AG Bn (261)
(5)-4-3 PJ Bn (667)
18-2-2 Arty Grp (38)
Truck Point
Wagon Point
2 SP

E42.34:
(2)-1-2 Lat HD Rgt (1)
Level-1 Airbase

E43.17:
4-4-3 Breakdown Rgt

E45.15:
4-4-3 Breakdown Rgt

E46.14:
16-4-3 Inf Div (30 less 1 step)

E46.29:
3-2-2 Est Bdr Rgt (Res)

E47.15:
14-2-2 LW Div (12 Fld less 2 steps)
(3)-3-3 PJ Bn (752)

E47.18:
Level-1 Airbase

E47.19, within 3 hexes:
Level-1 Hedgehog
28 Corps HQ
3-2-2 LW Brkdwn Rgt
3-2-3 Est Pol Rgt (2)
4-4-3 Assault Bn (18)
18-2-2 Arty Grp (28)
16-2-2 Arty Grp (18A)
Truck Point
Wagon Point
2 SP

E47.22:
3-2-2 Est Bdr Rgt (5)

E55.33:
Level-1 Airbase

E56.24, within 2 hexes:
7-2-2 Sec Div (207)
3-2-3 Koruck Rgt (583)
3-2-2 Est Bdr Rgt (1)
Level-2 Airbase

Königsberg Box:
Prinz Eugen
Luetzow

Narva Box:
3 SS Pz Corps
11 SS PG Div (11 Arty, 23 PG, 24 PG)
10-4-3 SS Inf Bde (4 less 1 step)
3-4-3 SS Inf KG (6)
16-4-3 Inf Div (11 less 2 steps)
8-2-2 Sec Div (285 less 1 step)
14-2-2 Est Inf Div (20 SS less 2 steps)
3-2-2 Est Bdr Rgt (2, 3, 4, 6)
12-2-2 SS Arty Grp (3 Pz)
Truck Point (loaded)
1x Reserve Marker

Kaunas Box:
39 Pz Corps HQ
40 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 7 Recon,
  103 Arty, 33 Gr, 12 PG, 600 AG)
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 55 Recon,
  116 Arty, 14 Gr, 13 PG)
14 Pz Div (I-36 Pz, III-36 AG, 126 Recon,
  4 Arty, 103 Gr, 108 PG)
GD PG Div (I Pz, II Pz, III Pz, Recon,
  AG, Arty, PG, Gr)
6-2-2 Sec Div (52)
4-4-6 AG Bn (276, 904)
2-5-3 SS Para Bn (500)
30-2-2 Werfer Rgt (57)
12-2-2 Arty Grp (39 Pz, 40 Pz)
(1)-2-5 RR Rgt (Nord)
2x Truck Point (loaded)
2x Reserve Marker

**Any German airfield (including Luft-
flotte I Box):**
2x Fw-190 distribute 1 step loss
He-111
2x Ju-52
2x Ju-87

Available:
7x Reserve Marker
SvGZ Marker

5.6 Doppelkopf

This 5-turn scenario explores the German "Double Side" counterattack in August.

General Information
Setup Order: Germans first
First Player: Germans are always First Player on 15 August
Weather: Automatically "flight" on 15 August
First turn: 15 August 1944
Last turn: 29 August 1944
Reinforcements: Use special Arrival Schedules for this scenario

Special Scenario Rules
Only part of the West Map is used, and the East Map isn't used at all. Hexes south of the Daugava River are in play, as well as the strip of hexes just north of the river (from W34.10 to W27.02).

German supply sources are Entry G, W27.01, and ports. Make no rolls for supply or variable replacements. The Germans receive 4 SP per turn at Entry G. German Rail and Sea Cap are set at 4.

Soviet supply sources are W16.01 and Entry F. Narrow-gauge railroads leading off the east edge provide marginal supply (1.11). Make no rolls for supply or variable replacements. Each turn the Soviets receive 1 SP at Entry F and 5 SP at W16.01. The Soviet Rail Cap is 5 in this scenario.

Victory Points are awarded for POP locations that have changed control at the end the scenario (for example, the Germans get 2 VP for capturing Siauliai, which begins under Soviet control). Give the Soviets one extra VP for having units across the Daugava River at game's end. The player with the most VP at the end of the game wins.

Less Historical/More Fun Version: Give the Germans their optional organic trucks (loaded). Give the Soviets an extra 1 SP every turn at W16.01. The extra SP let both players do more rocking & rolling, and is the recommended way to play this small scenario.

Railroads
Narrow-gauge railroads never change gauge. The only rail hex that has been converted to Soviet wide gauge is W16.01. The rest are German standard gauge.

German Information
Dead Units:
Randomly select one Attack-Capable unit from each panzer and panzergrenadier division and add the units to the Dead Pile.

German Setup
W2.16:
16-4-3 Inf Div (69 less 2 steps)

W2.21, within 3 hexes:
Level-1 Hedgehog
9 Corps HQ
10-3-2 Inf KG (ka.D less 1 step)
4-4-5 PJ Bn (731)
18-2-2 Arty Grp (9)
8-2-2 Arty Grp (3PzA)
Wagon Point
2 SP

W2.28:
Level-2 Airbase

W3.16:
14-3-2 Inf Div (ka.H less 1 step)

W5.25, within 3 hexes:
40 Panzer Corps HQ
GD PG Div (I Pz, II Pz, III Pz, Recon, AG, Arty, PG, Gr)
7 Pz Div (I-25 Pz, II-25 Pz, 37 Recon, 42 PJ, 78 Arty, 7 Gr, 6 PG)
5-2-2 Sec Div (390)
12-2-2 Arty Grp (40 Pz)
Truck Point
4 SP

W6.17:
16-4-3 Inf Div (212 less 1 step)

W7.19:
Level-1 Hedgehog
16-4-3 Inf Div (252 less 2 steps)

W10.19:
14-3-2 Inf Div (548)

W13.34:
6-2-2 Sec Div (201)
(5)-2-0 Navy Flak Bn (217)
1 SP
Level-2 Airbase

W17.21:
16-4-3 Inf Div (1)

W17.25, within 3 hexes:
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 55 Recon, 116 Arty, 14 Gr, 13 PG)
14 Pz Div (I-36 Pz, III-36 AG, 126 Recon, 4 Arty, 103 Gr, 108 PG)
30-2-2 Werfer Rgt (57)

W21.23:
4-4-4 Alert Bn (from the pool)

W22.24, within 3 hexes:
39 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 7 Recon, 103 Arty, 33 Gr, 12 PG, 600 AG)
12 Pz Div (II-29 Pz, 12 PJ, 23 Recon, 2 Arty, 25 Gr, 5 PG)
12-2-2 Arty Grp (39 Pz)
Truck Point
4 SP

W23.10:
16-4-3 Inf Div (215 less 1 step)

W24.02:
16-4-3 Inf Div (225 less 1 step)

W24.06:
16-4-3 Inf Div (61 less 2 steps)

W24.07:
16-4-3 Inf Div (290 less 2 steps)

W25.04:
16-4-3 Inf Div (58 less 1 step)

W26.08, within 3 hexes:
2x Level-1 Hedgehog
1 Corps HQ
16-4-3 Inf Div (81 less 2 steps)
8-5-5 Tgr Bn (502)
4-4-6 AG Bn (184, 202, 226, 393)
Garrison unit (random)
18-2-2 Arty Grp (1)
Wagon Point
2 SP

W26.34:
(5)-2-0 Navy Flak Bn (227)
1 SP
Level-3 Airbase

W26.03, within 3 hexes:
2x Level-1 Hedgehog
43 Corps HQ
3-2-3 Koruck Rgt (584)
Garrison unit (random)
18-2-2 Arty Grp (43)
Wagon Point
2 SP

Play Note: *Position the HQ to bridge the river and draw supply from W27.01.*

W27.12:
7-2-2 Sec Div (281)

W28.12:
16-4-3 Inf Div (93 less 1 step)

W28.23:
10-4-6 Pz Bde (101)
2T

W28.26:
6-2-2 Sec Div (52)
Level-1 Airbase

W32.10:
Level-3 Airbase

W33.10, within 3 hexes:
4x Level-1 Hedgehog
Klef HQ
11 SS PG Div (11 Recon)
4-4-6 AG Bn (909, 912)
Garrison unit (random)
(2)-1-2 Lat HD Rgt (3)
12-2-2 Arty Grp (Klef)
3 SP

W32.13:
Garrison unit (random)
Level-1 Airbase

W33.11:
Level-2 hedgehog

W33.27:
(2)-1-2 Lat HD Rgt (4)

W35.22:
3-2-2 Lat Breakdown Rgt
3-5-7 Pz Bn (SvGZ)

W37.22:
12-4-6 SS Pz Bde (Gross)
2 SP

W40.29:
(5)-2-0 Navy Flak Bn (239)
1 SP
Level-1 Airbase

Any German airfield (including Luft-flotte I Box):
Bf-109
3x Fw-190 distribute 1 step loss
He-111
2x Ju-52
4x Ju-87 distribute 1 step loss
Ju-88

Königsberg Box:
2x Truck Point
Prinz Eugen
Luetzow

Available:
4x Reserve Marker
SvGZ Marker.

German Arrival Schedule
All arrive at Entry G. Transport points arrive loaded.

15 August:
14-3-2 Inf Div (31)
8-5-5 Tgr Bn (510)
4-4-6 AG Bn (232, 276, 904)
2-5-3 SS Para Bn (500)
(1)-2-5 RR Rgt (Nord)

19 August:
14-3-2 Inf Div (551)

26 August:
12 SS Corps HQ
18-2-2 SS Arty Grp (12)
Truck Point
Wagon Point
1x Reserve Marker

Soviet Information
Dead Units:
Randomly select one Attack-Capable unit from each Tank and Mech Corps and place them in the Dead Pile.

Soviet Setup
W1.14:
10-2-2 Inf Div (251)

W2.15:
10-3-3 Gd Inf Div (19 Gd)

W3.15:
12-3-3 Gd Inf Div (17 Gd less 1 step)

W4.05:
Level-2 Airbase

W4.15:
10-3-3 Gd Inf Div (91 Gd)

W5.12, within 3 hexes:
39 Army HQ
9-4-8 Gd Tank Bde (28 Gd)
26-1-2 Arty Bde (139)
2 SP

W6.16:
10-3-3 Inf Div (262)

W8.17:
12-3-3 Gd Inf Div (24 Gd less 1 step)

W9.03:
Level-3 Airbase

W9.11:
10-2-2 Inf Div (164)

W9.18:
10-3-3 Gd Inf Div (87 Gd)

W10.15:
12-3-3 Gd Inf Div (3 Gd less 1 step)

W12.08:
10-3-3 Inf Div (158)
10-3-6 Mech Bde (47)
(1)-0-0 Pontoon Bde (9)
Level-2 Airbase

W12.17:
10-4-3 Gd Inf Div (2 Gd less 1 step)

W13.13, within 3 hexes:
5 Guard Tank Army HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot Inf, Organic Truck (full), 266 Mortar, 1072 AT, 1436 SU)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot Inf, Organic Truck (full), 271 Mortar, 108 AT, 1446 SU)
4-4-6 Gd Tank Bn (14 Gd)
4-4-6 Gd MC Rgt (1 Gd)
3-4-6 Gd AG Bn (376 Gd)
18-1-2 Arty Bde (201)
3x Truck Point
2 SP

W14.03:
Level-3 Airbase

W14.15, within 3 hexes:
2 Guard Army HQ
3-3-8 Gd Tank Bn (32 Gd)
3-4-6 Gd AG Bn (346 Gd)
(4)-2-2 AT Bde (14)
90-1-2 Arty Div (20a, 20b)
26-1-2 Arty Bde (150)
Truck Point
2 SP

W14.18:
10-4-3 Gd Inf Div (32 Gd)

W15.19:
12-3-3 Gd Inf Div (33 Gd)

W16.01:
10-3-3 Inf Div (344 less 1 step)
(1)-0-3 RR Bde (1)

W16.16:
8-4-3 Lith Inf Div (16 less 1 step)
Level-2 Airbase

W17.20:
10-3-3 Inf Div (126)

W18.08, within 3 hexes:
43 Army HQ
8-2-2 Inf Div (334)
9-4-8 Gd Tank Bde (10 Gd, 34 Gd)

9-3-8 Tank Bde (143)
4-4-6 Gd Tank Bn (2 Gd)
3-4-6 Gd AG Bn (377 Gd)
26-2-2 Gd Arty Bde (37 Gd)
2 SP

W18.11:
8-2-2 Inf Div (204, 216 distribute 1 step loss)
Wagon Extender

W18.15:
8-2-2 Inf Div (29, 270 distribute 1 step loss)
8-1-2 Inf Div (154)

W19.15:
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, Organic Truck (full), 129 Mortar, 1823 AT)

W20.01:
8-2-2 Inf Div (70)

W20.02:
8-2-2 Inf Div (32)

W20.05, within 2 hexes:
6 Guards Army HQ
5-5-3 Assault Bde (5)
3-4-6 Gd AG Bn (335 Gd)
144-1-1 Katy Div (2)
26-1-2 Arty Bde (4)
Truck Point
2 SP

W20.20:
8-2-2 Inf Div (263)

W21.04:
10-3-3 Gd Inf Div (51 Gd)

W21.07:
10-3-3 Gd Inf Div (71 Gd less 1 step)

W21.08:
8-2-2 Inf Div (357)

W21.14:
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot Inf, Organic Truck (full), 179 Mortar, 8 Gd Tank, 867 AT)

W22.05:
10-3-3 Gd Inf Div (67 Gd)

W22.06:
10-3-3 Gd Inf Div (9 Gd less 1 step)

W22.08:
12-3-3 Inf Div (179 less 1 step)

W22.09:
10-3-3 Inf Div (306)

W22.10:
10-3-3 Inf Div (235)

W23.06:
10-3-3 Inf Div (47 less 1 step)

W23.11:
8-3-3 Inf Div (145)

W23.17:
10-2-2 Inf Div (257)

W23.17, W27.17, and W33.18, within 3 hexes:
51 Army HQ
4-4-6 Gd Tank Bn (64 Gd)
3-3-8 Gd Tank Bn (3 Gd, 15 Gd)
3-4-6 Gd AG Bn (336 Gd)
(4)-2-2 AT Bde (17, 45)
90-1-2 Arty Div (21a, 21b)
26-1-2 Arty Bde (151)
2x Truck Point
2 SP

Play Note: HQ should be placed within draw range of the Wagon Extender at W18.11.

W24.11:
8-1-2 Inf Div (156)

W24.13:
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot Inf, Organic Truck (full), 108 Mortar, 354 Gd SU, 1437 AT)

W25.12:
10-2-2 Inf Div (91 less 1 step)

W25.20:
8-2-2 Inf Div (87)

W26.12:
10-2-2 Inf Div (77)

W27.13:
12-3-3 Inf Div (279 less 1 step)

W27.17:
8-2-2 Inf Div (267)

W29.14:
10-2-2 Inf Div (347)

W32.15:
8-2-2 Inf Div (346)

W33.18:
10-2-2 Inf Div (417 less 1 step)
Level-1 Airbase

At any Soviet airbase:
Gd IL-2
6x IL-2 distribute 1 step loss
Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9 distribute 1 step loss
3x Yak-9 distribute 1 step loss

The 3rd, 14th, and 15th Air Army Boxes are not available in this scenario. The LRAF is not available in this scenario.

Available:
5x Reserve Marker
Soviet Arrival Schedule
All transport points arrive loaded.

15 Aug, Entry F:
8-2-2 Inf Div (338)
(5)-1-1 UR Bde (152)

19 Aug, Entry F:
(4)-2-2 AT Bde (25, 39)

22 Aug, Entry F:
3-4-6 Gd AG Bde (380 Gd)
5-3-3 Inf Bde (101)
(4)-2-2 AT Bde (36, 43)

5.7 September Campaign

The first two acts of this drama are now over. Herresgruppe Nord was isolated by a rapid Soviet advance, and a powerful relief force then managed to re-open a tenuous land route to Riga. In mid-September, the Soviets will begin their final advance on Riga and will soon isolate Nord in the strategic backwater of Courland.

General Information

Setup Order: Soviets first
First Player: Soviets are always First Player on 1 August
Weather: Automatically "flight" on 1 August
First turn: 12 September 1944
Last turn: 29 October 1944
Reinforcements: Use the Campaign Arrival Schedules

Special Rules

The Narva Event is automatically triggered during the initial Weather Phase. Roll for delay, then implement losses and Estonian Collapse.

At start, the Soviets control 34 POP.

Railroads

Narrow-gauge railroads never change gauge. All track on or east of rail line running between Entry A and Entry E has been converted to Soviet wide gauge, as have the spurs west from there to the following: Sheduva, Livani, Vilani, Gulbene, and Petseri. The section of track between Entry F and Kedainiai is also converted. Other railroads are German standard gauge.

Soviet Information

Dead Units:
Randomly select two Attack-Capable units from each Tank and Mech Corps and place them in the Dead Pile. Exception: 5th and 10th Tank Corps begin with one loss each.

Pick two of the four 5-5-3 Assault Brigades (player's choice) to begin in Dead Pile.

Soviet Setup
Third Byelorussian Front

W3.14, within 3 hexes:
39 Army HQ
12-3-3 Gd Inf Div (17 Gd less 1 step)
10-3-3 Gd Inf Div (19 Gd, 91 Gd)
10-3-3 Inf Div (262 less 1 step)
8-2-2 Inf Div (338)
9-4-8 Gd Tank Bde (28 Gd)
(5)-1-1 UR Bde (152)
26-1-2 Arty Bde (139)
2 SP

W4.05:
Level-2 Airbase
1 Baltic Front

W9.15, within 3 hexes:
2 Gd Army HQ
10-4-3 Gd Inf Div (2 Gd, 32 Gd distribute 1 step loss)
8-4-3 Lith Inf Div (16)
12-3-3 Gd Inf Div (3 Gd, 24 Gd, 33 Gd distribute 1 step loss)
10-3-3 Gd Inf Div (87 Gd)
10-3-3 Inf Div (126 less 1 step)
3-3-8 Gd Tank Bn (32 Gd)
3-4-6 Gd AG Bn (346 Gd)
(4)-2-2 AT Bde (14, 25)
90-1-2 Arty Div (20a)
26-1-2 Arty Bde (150)
Truck Point
3 SP

W12.07, within 3 hexes:
10-3-3 Inf Div (344 less 1 step)
8-2-2 Inf Div (32, 70)
10-3-6 Mech Bde (47)
(4)-2-2 AT Bde (39)
(1)-0-0 Pontoon Bde (9)

W12.08:
Level-2 Airbase

W13.13:
(1)-0-3 RR Bde (1)

W16.15, within 3 hexes:
6 Gd Army HQ
10-3-3 Gd Inf Div (9 Gd, 51 Gd, 67 Gd, 71 Gd distribute 2 step losses)
10-3-3 Inf Div (47)
8-2-2 Inf Div (29, 263, 270 distribute 1 step loss)
8-1-2 Inf Div (154)
3-4-6 Gd AG Bn (335 Gd)
5-5-3 Assault Bde (5)
144-1-1 Katy Div (2)
90-1-2 Arty Div (21a)
26-1-2 Arty Bde (4)
3x Truck Point
5 SP

W16.16:
Level-2 Airbase

W22.15, within 3 hexes:
5 Gd Tank Army HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot, Organic Truck (full), 1436 SU, 1072 AT, 266 Mort)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot, Organic Truck (full), 1446 SU, 108 AT, 271 Mort)
4-4-6 Gd Tank Bn (14 Gd)
3-4-6 Gd AG Bn (376 Gd)

4-4-6 Gd MC Rgt (1 Gd)
18-1-2 Arty Bde (201)
3x Truck Point
5 SP

W24.13, within 3 hexes:
51 Army HQ
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, Organic Truck (full), 1823 SU, 129 Mort)
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, Organic Truck (full), 1437 SU, 354 Gd SU, 108 Mort)
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, Organic Truck (full), 8 Gd Tank, 867 SU, 179 Mort)
12-3-3 Inf Div (279 less 1 step)
10-2-2 Inf Div (77, 91, 257, 347, 417 distribute 1 step loss)
8-2-2 Inf Div (87, 204, 216, 267, 334, 346 distribute 2 step losses)
4-4-6 Gd Tank Bn (64 Gd)
3-4-6 Gd AG Bn (336 Gd, 380 Gd)
3-3-8 Gd Tank Bn (3 Gd, 15 Gd)
5-5-3 Assault Bde (10)
(4)-2-2 AT Bde (17, 36, 43, 45)
90-1-2 Arty Div (20b, 21b)
54-1-2 Arty Div (8)
26-1-2 Arty Bde (151)
2x Truck Point
4 SP

W23.10, within 3 hexes:
43 Army HQ
12-3-3 Inf Div (179)
10-3-3 Inf Div (158, 235, 306 distribute 2 step losses)
8-3-3 Inf Div (145)
10-2-2 Inf Div (164, 251 distribute 1 step loss)
8-2-2 Inf Div (357)
8-1-2 Inf Div (156)
9-4-8 Gd Tank Bde (10 Gd, 34 Gd)
9-3-8 Tank Bde (143)
4-4-6 Gd Tank Bn (2 Gd)
3-4-6 Gd AG Bn (377 Gd)
26-2-2 Gd Arty Bde (37 Gd)
4 SP

With any HQ of 1st Baltic Front:
Wagon Extender
5 SP

Play Note: Try putting the Extender at W21.14 to keep the armies in that area in trace supply. Note that some of the other HQs will need to take care to deploy within draw range of the converted RR.

2nd Baltic Front

W20.05, within 3 hexes:
4 Shock Army HQ
10-4-3 Gd Inf Div (46 Gd less 1 step)
10-3-3 Gd Inf Div (90 Gd)
10-3-3 Inf Div (51)
10-2-2 Inf Div (332 less 1 step)
8-2-2 Inf Div (166, 239, 311, 360, 378
   distribute 1 step loss)
8-1-2 Inf Div (119)
9-4-8 Gd Tank Bde (39 Gd)
3-4-6 Gd AG Bn (333 Gd)
3-2-8 Tank Bn (105)
42-1-1 Mort Bde (31)
26-1-2 Arty Bde (138)
Truck Point
4 SP

E5.02:
Level-1 Airbase

E9.07:
Level-1 Airbase

E14.02:
Level-1 Airbase

E15.25:
Level-2 Airbase

E22.33, within 3 hexes:
22 Army HQ
12-4-3 Lat Inf Div (43 Gd less 1 step)
8-3-3 Lat Inf Div (308)
10-2-2 Inf Div (182)
8-2-2 Inf Div (26 less 1 step)
8-1-2 Inf Div (208)
9-3-8 Tank Bde (118)
(5)-1-1 UR Bde (155)
(4)-2-2 AT Bde (18)
26-2-2 Gd Arty Bde (36 Gd)
2 SP

E23.03:
Level-1 Airbase

E23.07:
Level-1 Airbase

E23.27, within 2 hexes:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank,
   5 Mot, Organic Truck (full), 1261 SU,
   277 Mort)
3-4-6 Gd Tank Bn (48 Gd)
3-2-8 Tank Bn (81)
5-5-3 Assault Bde (19)
90-2-2 Gd Arty Div (6a Gd, 6b Gd)
48-1-1 Katy Bde (14, 21)

E23.28:
(1)-0-3 RR Bde (4)

E25.30:
Level-1 Airbase

E25.31, within 2 hexes:
3 Shock Army HQ
14-4-3 Gd Inf Div (21 Gd less 1 step)
12-4-3 Inf Div (28)
8-3-3 Inf Div (115, 171)
10-2-2 Inf Div (200 less 1 step)
8-1-2 Inf Div (150, 207, 319, 325 distribute
   1 step loss)
26-1-2 Arty Bde (136)
Truck Point
4 SP

E28.27, within 3 hexes:
42 Army HQ
10-3-3 Inf Div (268, 379 distribute 1
   step loss)
10-2-2 Inf Div (219)
8-2-2 Inf Div (2, 48, 123, 168, 256, 391
   distribute 2 step losses)
26-1-2 Arty Bde (141)
2 SP

E32.24, within 3 hexes:
10 Gd Army HQ
12-4-3 Gd Inf Div (85 Gd less 1 step)
10-4-3 Gd Inf Div (7 Gd, 56 Gd, 119 Gd
   distribute 1 step loss)
12-3-3 Gd Inf Div (29 Gd, 65 Gd)
10-3-3 Gd Inf Div (8 Gd, 22 Gd, 30 Gd
   distribute 1 step loss)
8-2-2 Inf Div (37)
9-4-8 Gd Tank Bde (29 Gd)
4-4-6 Gd Tank Bn (13 Gd)
9-3-8 Tank Bde (78)
3-2-8 Tank Bn (249)
2-2-8 AT Bn (1453)
(4)-3-3 Gd AT Bde (6 Gd)
(5)-1-1 UR Bde (118)
84-1-2 Arty Div (27)
42-1-1 Mort Bde (13)
26-2-2 Gd Arty Bde (19 Gd)
Truck Point
4 SP

With any HQ of 2nd Baltic Front:
4x Wagon Point
8 SP

E35.02:
Level-1 Airbase

3rd Baltic Front

E36.23, within 3 hexes:
54 Army HQ
8-2-2 Inf Div (198, 225, 229, 285, 364,
   374 distribute 2 step losses)
26-2-2 Gd Arty Bde (35 Gd)
2 SP

E36.24:
(1)-0-3 RR Bde (8)
Level-1 Airbase

E40.21, within 3 hexes:
61 Army HQ
14-4-3 Gd Inf Div (12 Gd)
12-3-3 Gd Inf Div (75 Gd)
10-2-2 Inf Div (23)
8-2-2 Inf Div (55, 82, 356, 397, 415)
10-1-2 Inf Div (212)
26-2-2 Gd Arty Bde (38 Gd)
2 SP

E42.24, within 3 hexes:
1 Shock Army HQ
10-4-3 Gd Inf Div (52 Gd less 1 step)
10-3-3 Gd Inf Div (23 Gd, 53 Gd)
8-3-3 Inf Div (376 less 1 step)
8-2-2 Inf Div (44, 56, 245, 288, 321 dis-
   tribute 1 step loss)
3-3-8 Gd Tank Bn (33 Gd)
3-2-8 Tank Bn (51, 258)
3-4-6 Gd AG Bn (332 Gd)
84-2-2 Gd Arty Div (2a Gd, 2b Gd)
42-1-1 Mort Bde (30)
48-1-1 Katy Bde (10)
26-1-2 Arty Bde (137)
22-1-2 Arty Bde (5C)
Truck Point
5 SP

E47.03:
Level-1 Airbase

E47.12:
Level-2 Airbase

E47.18:
Level-1 Airbase

E47.22, within 2 hexes:
10 Tank Corps (178 Tank, 183 Tank, 186
   Tank, 11 Mot, Organic Truck (full), 1450
   AG, 287 Mort)
10-2-2 Inf Div (191 less 1 step)
8-2-2 Inf Div (11, 33, 265 distribute 1
   step loss)
8-1-2 Inf Div (201)
3-4-6 Gd AG Bn (379 Gd)
9-3-8 Tank Bde (122)
5-5-3 Assault Bde (9)

E47.18:
(1)-0-3 RR Bde (26)

E47.26, within 2 hexes:
67 Army HQ
10-3-3 Inf Div (377 less 1 step)
10-2-2 Inf Div (85)
8-2-2 Inf Div (43, 98, 189, 196 distribute
   1 step loss)
3-4-6 Gd AG Bn (326 Gd)

3-3-6 AG Bn (1433)
3-2-8 Tank Bn (511)
26-1-2 Arty Bde (7)
2 SP

E53.27, within 2 hexes:
10-3-3 Inf Div (86 less 1 step)
8-2-2 Inf Div (128, 146, 282, 291, 326
distribute 1 step loss)
9-3-8 Tank Bde (16)
3-4-6 Gd AG Bn (361 Gd)
2-2-8 AT Bn (724)
(4)-2-2 AT Bde (35, 48)
(5)-1-1 UR Bde (14)
90-1-2 Arty Div (2a, 2b)
48-1-1 Katy Bde (12)

*Design Note: This is the Group of Forces
of the Northern Combat Sector. I decided
the temporary formation wasn't worthy
of an HQ.*

E57.15:
Level-1 Airbase

With any HQ of 3rd Baltic Front:
3x Wagon Point
9 SP

Leningrad Front

**E55.24, within 3 hexes (must deploy
south of the river):**
2 Shock Army HQ
10-4-3 Inf Div (125 less 1 step)
10-3-3 Gd Inf Div (45 Gd, 63 Gd, 64 Gd
distribute 1 step loss)
10-2-2 Inf Div (131)
8-2-2 Inf Div (120)
3-4-6 Gd Tank Bn (31 Gd)
3-2-8 Tank Bn (98)
2-2-8 AT Bn (1811)
(5)-1-1 UR Bde (9, 16)
26-1-2 Arty Bde (161)
Truck Point
5 SP

E56.24:
Level-2 Airbase

Leningrad Box:
Flotilla

Narva Box:
1x Reserve Marker.
Saaremaa Box:
8 Army HQ
10-3-3 Est Inf Div (7, 249)
8-2-2 Inf Div (72)
8-1-2 Inf Div (109)
9-3-8 Tank Bde (152)
3-2-8 Tank Bn (27, 45)
5-3-3 Mar Bde (260)
(5)-1-1 UR Bde (79)

**3rd Air Army Box or E5.02, E9.07,
E14.02, E15.25, W4.05, W12.08, W16.16:**
Gd IL-2
6x IL-2 distribute 1 step loss
2x Gd La-5
2x La-5
Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9 distribute 1 step loss
3x Yak-9.

**15th Air Army Box or E23.03, E23.07,
E25.30, E35.02, E36.24:**
4x IL-2 distribute 1 step loss
2x La-5
2x Pe-2
4x Yak-9 distribute 1 step loss

**14th Air Army Box or E47.03, E47.12,
E47.18, E57.15:**
6x IL-2 distribute 1 step loss
La-5
Li-2
Pe-2
4x Yak-9 distribute 1 step loss

LRAF Box:
3x B-25
3x Gd IL-4
IL-4
2x Li-2

LRAF planes are available for their one
mission each during September.

Available:
11x Reserve Marker
Arty Ammo Marker

German Information
Dead Units:
8-3-3 Lat Pol KG (Osis)
6-2-2 Sec Div (52)
6-5-6 PJ Bn (519)
(5)-3-1 PJ Bn (1060)
4-4-6 AG Bn (245, 277, 904)
3-2-3 Est Pol Rgt (2)
(3)-1-2 Est HD Rgt (T)
3-2-3 Bicycle Rgt (3)
3-2-2 Lat Bdr Rgt (1, 3, 5)

Randomly eliminate two Attack-Capable
units from each panzer and panzergrena-
dier division and add them to the Dead Pile.
Exception: 11th SS begins with no losses.

Put one of the two 4-4-3 Assault Bn in the
Dead Pile (player's choice).

German Setup
Third Panzer Army

W1.29:
16-3-3 Lat Inf Div (15 SS)
14-3-2 Inf Div (ka.H)
10-3-2 Inf Div (ka.D)
4-4-6 AG Bn (276)

*Play Note: These units are withdrawn on
12 September.*

W2.21:
4-4-3 Breakdown Rgt

W2.28:
Truck Point
Level-2 Airbase

W3.19:
Level-1 Hedgehog
16-4-3 Inf Div (69 less 2 steps)

W4.19:
Level-1 Hedgehog
16-4-3 Inf Div (1 less 2 steps)

W.5.25, within 3 hexes:
9 Corps HQ
4-4-6 AG Bn (232)
(2)-1-2 Lith HD Rgt (FDF)
18-2-2 Arty Grp (9)
8-2-2 Arty Grp (3PzA)
Wagon Point
2 SP

W6.20:
4-4-3 Breakdown Rgt

W7.19:
Level-1 Hedgehog
16-4-3 Inf Div (212 less 2 steps)

W11.20, within 3 hexes:
Level-1 Hedgehog
7 Pz Div (I-25 Pz, II-25 Pz, 42 PJ, 6 PG,
7 Gr, 37 Recon, 78 Arty)
16-4-3 Inf Div (252 less 2 steps)
14-3-2 Inf Div (548)

W13.28, within 3 hexes:
Level-1 Hedgehog
12 SS Corps HQ
5-2-2 Sec Div (390)
18-2-2 SS Arty Grp (12)
Wagon Point
2 SP

W13.34:
3-2-3 Koruck Rgt (590)
(5)-2-0 Navy Flak Bn (217)
Truck Point
1 SP
Level-2 Airbase

W17.20, within 2 hexes:
Level-1 Hedgehog
14-3-2 Inf Div (551)

W17.25, within 3 hexes:
Level-1 Hedgehog
40 Pz Corps HQ
8-5-5 Tgr Bn (510)
3-2-3 Lith Pol Rgt (1)
12-2-2 Arty Grp (40 Pz)
30-2-2 Werfer Rgt (57)
2 SP

W21.23, within 3 hexes:
Level-1 Hedgehog
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 55 Recon, 116 Arty, 14 Gr, 13 PG)
12 Pz Div (II-29 Pz, 12 PJ, 23 Recon, 2 Arty, 25 Gr, 5 PG)
6-2-2 Sec Div (201)

W25.20, within 3 hexes:
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 7 Recon, 103 Arty, 33 Gr, 12 PG, 600 AG)
GD PG Div (I Pz, II Pz, III Pz, Recon, AG, Arty, PG, Gr)

Sixteenth Army

W26.03, within 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (58, 225 distribute 2 step losses)

W26.34:
(2)-1-2 Lat HD Rgt (4)
(5)-2-0 Navy Flak Bn (227)
Truck Point
1 SP
Level-3 Airbase

W27.17, within 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (81, 93 distribute 3 step losses)
4-3-3 Lat Breakdown Rgt

W28.23, within 3 hexes:
Level-1 Hedgehog
39 Pz Corps HQ
12-2-2 Arty Grp (39 Pz)
30-2-2 Werfer Rgt (3)
(1)-2-5 RR Bn (Nord)
2 SP

W28.26:
2-5-3 SS Para Bn (500)
Level-1 Airbase

W29.08, within 3 hexes:
3x Level-1 Hedgehog
1 Corps HQ
16-4-3 Inf Div (215, 290 distribute 3 step losses)
7-2-2 Sec Div (281)
Garrison unit (random)
(5)-4-3 PJ Bn (666)
18-2-2 Arty Grp (1)
Wagon Point
2 SP

W31.11, within 3 hexes:
4x Level-1 Hedgehog
10-2-3 Lat Pol KG (Kruk less 1 step)
10-2-2 Lat Bdr KG (Knap less 1 step)
4-4-3 Assault Bn (16)
3x 4-4-3 Breakdown Rgt Rgt
3-2-3 Koruck Rgt (584)
(2)-1-2 Lat HD Rgt (2)
16-2-2 Arty Grp (16A)
Truck Point

W32.10:
Level-3 Airbase

W32.13:
3-3-3 SS Pol Rgt (9)
Level-1 Airbase

W32.15, within 3 hexes:
Level-1 Hedgehog
Klef HQ
4-4-6 AG Bn (202, 909, 912)
4-4-5 PJ Bn (731)
Garrison unit (random)
(2)-3-3 PJ Bn (753)
30-2-2 Werfer Rgt (70)
12-2-2 Arty Grp (Klef)
2 SP

W33.04, within 3 hexes:
4x Level-1 Hedgehog
43 Corps HQ
10-4-6 Pz Bde (101)
Garrison unit (random)
(3)-3-3 PJ Bn (751)
18-2-2 Arty Grp (43)
Wagon Point
2 SP

W33.11:
Level-2 hedgehog

W33.18:
Level-1 Airbase

W40.29:
(2)-1-2 Lat HD Rgt (3)
(5)-2-0 Navy Flak Bn (239)
Truck Point
1 SP
Level-1 Airbase

E27.34:
Level-1 Airbase

E27.35, within 3 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (205, 389 distribute 2 step losses)

E32.32, within 4 hexes:
2x Level-1 Hedgehog
10 Corps HQ
16-4-3 Inf Div (24, 121, 122, 126, 132, 329 less 12 steps)
8-5-5 Tgr Bn (502)
4-4-6 AG Bn (226)
Garrison unit (random)
18-2-2 Arty Grp (10)
Wagon Point
2 SP

Eighteenth Army

E32.28, within 2 hexes:
Level-1 Hedgehog
14-2-2 Lat Inf Div (19 SS less 2 steps)
16-4-3 Inf Div (32, 263 distribute 2 step losses)

E36.27, within 2 hexes:
16-4-3 Inf Div (23, 218 distribute 3 step losses)

E36.30, within 3 hexes:
2x Level-1 Hedgehog
6 SS Lat Corps HQ
4-4-6 AG Bn (261)
4-3-6 PJ Bn (563)
Garrison unit (random)
14-2-2 Lat Arty Grp (6 SS)
Wagon Point
2 SP

E37.35, within 3 hexes:
2x Level-1 Hedgehog
50 Corps HQ
14 Pz Div (I-36 Pz, II-36 Pz, 4 PJ, 126 Recon, 4 Arty, 103 Gr, 108 PG)
4-4-6 AG Bn (184)
Garrison unit (random)
(3)-3-3 PJ Bn (757)
18-2-2 Arty Grp (50)
Wagon Point
2 SP

E38.35:
Level-1 Airbase

E40.30, within 3 hexes:
38 Corps HQ
2x Level-1 Hedgehog
16-4-3 Inf Div (61, 83, 227 distribute 4
    step losses)
14-2-2 LW Div (21 Fld less 1 step)
Garrison unit (random)
(5)-4-3 PJ Bn (667)
18-2-2 Arty Grp (38)
Wagon Point
2 SP

E42.34:
(2)-1-2 Lat HD Rgt (1)
Level-1 Airbase

E46.29, within 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (21 less 1 step)
14-3-2 Inf Div (31 less 1 step)

E48.34, within 3 hexes:
28 Corps HQ
3-2-3 Koruck Rgt (583)
Garrison unit (random)
(3)-3-3 PJ Bn (752)
18-2-2 Arty Grp (28)
Wagon Point
2 SP

E50.30:
Level-1 Hedgehog
16-4-3 Inf Div (30 less 1 step)
14-2-2 LW Div (12 Fld less 1 step)

W51.02:
14-3-2 Inf Div (563)
Army Detachment Narwa

W55.07:
(2)-1-2 Est HD Rgt (P)
(5)-2-0 Navy Flak Bn (712)
Truck Point
1 SP
Level-1 Airbase

E55.33:
3-2-2 Est Bdr Rgt (Res)
(3)-1-2 Est HD Rgt (S)
Truck Point
Level-1 Airbase

E57.24, within 3 hexes:
2x Level-1 Hedgehog
11 SS PG Div (11 AG, 11 Recon)
12-4-6 SS Pz Bde (Gross)
3-4-3 SS Inf KG (5)
4-3-6 SS PJ Bn (27)
7-2-2 Sec Div (207)
3-2-2 Est Bdr Rgt (1, 5)
8-2-2 Arty Grp (Nar)

E57.28:
16-4-3 Inf Div (87 less 2 steps)

E60.30, within 4 hexes:
2 Corps HQ
4-4-3 Assault Bn (18)
3-5-7 Pz Bn (SvGZ)
4-4-6 AG Bn (393)
Garrison unit (random)
(2)-1-2 Est HD Rgt (L-H)
18-2-2 Arty Grp (2)
16-2-2 Arty Grp (18A)
Wagon Point
2 SP

Narva Box:
3 SS Pz Corps
11 SS PG Div (11 Arty, 23 PG, 24 PG)
10-4-3 SS Inf Bde (4 less 1 step)
3-4-3 SS Inf KG (6)
16-4-3 Inf Div (11 less 2 steps)
14-3-2 Inf Div (563)
8-2-2 Sec Div (285 less 1 step)
14-2-2 Est Inf Div (20 SS less 2 steps)
3-2-2 Est Bdr Rgt (2, 3, 4, 6)
12-2-2 SS Arty Grp (3 Pz)
Truck Point (loaded)
1x Reserve Marker

**Any German airfield (including Luft-
flotte I Box):**
Bf-109
3x Fw-190 distribute 1 step loss
He-111
4x Ju-87 distribute 1 step loss
Ju-88
2x Ju-52 distribute 1 step loss

Königsberg Box:
Prinz Eugen
Luetzow

Available:
10x Reserve Marker
SvGZ Marker

5.8 Courland Pocket

This 8-turn scenario covers the game's final
Soviet offensive, which captured Riga and
created the Courland Pocket.

General Information

Setup Order: Germans first
First Player: Soviets are always First
Player on 5 October
Weather: Automatically "flight" on 5
October
First turn: 5 October 1944 (only Soviet
half of turn; the Germans have already
moved)
Last turn: 29 October 1944
Reinforcements: Use the Campaign Ar-
rival Schedules

Special Rules

The East Map is not used, with these
exceptions: the Soviet LRAF (45 hexes
from the east edge of West Map) and Len-
ingrad boxes can be used. In this scenario,
consider Entry A/B/C/D/E/I to jointly be
W16.01, W37.01, and/or W27.01; Entry
F and H are unchanged. Soviet supply
sources are these five Entry hexes. Other
than these changes, play this as if it were
a campaign game (with regular supply,
replacement rolls, etc.).

Saaremaa Event is automatically triggered
on 5 October.

Check to see which side controls Riga at
the end of each turn. If the Germans do,
the Soviets immediately get 2 SP at either
W6.01, W27.01, or W37.01. If the Soviets
do, give the Germans 1 SP at Entry G.

Victory in this scenario is figured by
counting the number of POP under Ger-
man control at the conclusion of the game.
It's a draw if 8 POP are controlled. The
Soviets win if the number is under 8; the
German win if over 8.

Railroads

Narrow-gauge railroads never change
gauge. A large loop has been converted to
Soviet wide gauge running from Entry F
to Shiauliai to Jelgava and then off-map at
W25.01. In addition, W27.01 and W38.01
have been converted.

German Information

Dead Units:
10-2-3 Lat Pol KG (Kruk)
8-3-3 Lat Pol KG (Osis)
3-2-2 Lat Bdr Rgt (1, 3, 5)
(2)-1-2 Lat HD Rgt (4)
16-4-3 Inf Div (252)

7-2-2 Sec Div (285)
4-4-3 Assault Bn (16, 18)
4-4-6 AG Bn (245, 277)
(5)-3-1 PJ Bn (1060)
Naval (5)-2-0 Flak Bn (712)
(3)-3-3 PJ Bn (757)
3-5-7 Pz Bn (SvGZ)
4-3-6 SS PJ Bn (27)

Each 4-step infantry division begins the game with two losses. Exception: up to six of these divisions can begin with one loss if matching divisions begin with three losses.

Randomly select two Attack-Capable units from each multi-unit formation and add them to the Dead Pile. Exception: GD PG begins with three losses.

German Setup

W2.21:
(2)-1-2 Lith HD Rgt (FDF)

W2.28:
2x Truck Point
Level-2 Airbase

W3.19:
Level-1 Hedgehog
W3.20, within 2 hexes:
16-4-3 Inf Div (69)

W4.19:
Level-1 Hedgehog

W5.25, within 2 hexes:
9 Corps HQ
4-4-6 AG Bn (232)
18-2-2 Art Grp (9)
8-2-2 Arty Grp (3PzA)
Wagon Point
2 SP

W7.19:
Level-1 Hedgehog
16-4-3 Inf Div (21)

W7.32:
(5)-3-1 PJ Bn (1065)

W11.20:
Level-1 Hedgehog
4-4-6 AG Bn (303)

W13.18, within 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (95)
14-3-2 Inf Div (548)
12-4-6 SS Pz Bde (Gross)
Garrison unit (random)

W13.32:
3-2-3 Lith Pol Rgt (1)

W13.34:
3-2-3 Koruck Rgt (590)
Garrison unit (random)
(5)-2-0 Navy Flak Bn (217)
Truck Point
1 SP
Level-2 Airbase

W16.28:
5-2-2 Sec Div (390)

W17.21:
Level-1 Hedgehog
14-3-2 Inf Div (551)

W17.25, within 2 hexes:
Level-1 Hedgehog
40 Pz Corps HQ
7 Pz Div (I-25 Pz, II-25 Pz, 37 Recon, 42 PJ, 78 Arty, 7 Gr, 6 PG)
2-5-3 SS Para Bn (500)
12-2-2 Arty Grp (40 Pz)
30-2-2 Werfer Rgt (57)
2 SP

W20.20, within 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (212)

W22.24:
Level-1 Hedgehog
28 Corps HQ
(3)-3-3 PJ Bn (752)
18-2-2 Arty Grp (28)
Wagon Point
2 SP

W25.20, within 2 hexes:
GD PG Div (I Pz, II Pz, III Pz, Recon, AG, Arty, PG, Gr)
12 Pz Div (II-29 Pz, 12 PJ, 23 Recon, 2 Arty, 25 Gr, 5 PG)
Garrison unit (random)

W26.34:
Level-1 Hedgehog
Garrison unit (random)
(5)-2-0 Navy Flak Bn (227)
Truck Point
1 SP
Level-3 Airbase

W27.17, within 2 hexes:
Level-1 Hedgehog
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 7 Recon, 103 Arty, 33 Gr, 12 PG, 600 AG)
11 SS PG Div (11 Arty, 23 PG, 24 PG, 11 Recon, 11 AG)
10-4-3 SS Inf Bde (4)

W28.14:
(5)-4-3 PJ Bn (667)

W28.15:
Level-1 Hedgehog
16-4-3 Inf Div (81)

W28.16:
(5)-4-3 PJ Bn (666)

W28.18:
3 SS Pz Corps HQ
8-5-5 Tgr Bn (510)
12-2-2 SS Arty Grp (3 Pz)
Truck Point
2 SP

W28.23:
39 Pz Corps HQ
12-2-2 Arty Grp (39 Pz)
30-2-2 Werfer Rgt (3)
2 SP

W28.26:
(2)-1-2 Lat HD Rgt (2)
Level-1 Airbase

W29.07:
16-4-3 Inf Div (58)

W29.08:
Level-1 Hedgehog
16-4-3 Inf Div (225)

W29.09:
Level-1 Hedgehog
16-4-3 Inf Div (11)

W29.10:
16-4-3 Inf Div (290)

W29.11:
16-4-3 Inf Div (263)

W29.12:
Level-1 Hedgehog
16-4-3 Inf Div (93)

W29.13:
7-2-2 Sec Div (281)

W30.05:
Level-1 Hedgehog
16-4-3 Inf Div (215)

W30.06:
16-4-3 Inf Div (205)

W31.05:
Level-1 Hedgehog
16-4-3 Inf Div (389)

W31.09:
50 Corps HQ
4-4-6 AG Bn (184, 393)
18-2-2 Arty Grp (50)
Wagon Point
2 SP

W31.10:
Level-1 Hedgehog
Garrison unit (random)

W31.11:
Level-1 Hedgehog
Garrison unit (random)

W31.17, within 2 hexes:
2x Level-1 Hedgehog
Klef HQ
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 55 Recon,
    116 Arty, 14 Gr, 13 PG)
4-4-6 AG Bn (912)
Garrison unit (random)
(2)-1-2 Lat HD Rgt (3)
12-2-2 Arty Grp (Klef)
30-2-2 Werfer Rgt (70)
2 SP

W32.04:
Level-1 Hedgehog
16-4-3 Inf Div (24)

W32.05:
4-4-3 Breakdown Rgt

W32.07:
43 Corps HQ
4-4-5 PJ Bn (731)
(3)-3-3 PJ Bn (751)
18-2-2 Arty Grp (43)
Wagon Point
2 SP

W32.09, within 3 hexes:
2x Level-1 Hedgehog
1 Corps HQ
14 Pz Div (I-36 Pz, III-36 AG, 126 Recon,
    4 Arty, 103 Gr, 108 PG)
3-3-3 SS Pol Rgt (9)
(2)-1-2 Lat HD Rgt (1)
18-2-2 Arty Grp (1)
16-2-2 Arty Grp (16A)
(1)-2-5 RR Bn (Nord)
Wagon Point
2 SP

W32.10:
Level-3 Airbase

W32.13:
3-2-3 Koruck Rgt (584)
Level-1 Airbase

W33.05:
16-4-3 Inf Div (32)

W33.06:
16-4-3 Inf Div (329)

W33.09:
16-4-3 Inf Div (121)

W33.10, within 2 hexes:
2x Garrison unit (random)
2x Truck Point

W33.11:
Level-2 hedgehog

W33.18:
Level-1 Airbase

W33.27:
6-2-2 Sec Div (52)

W34.04:
Level-1 Hedgehog
16-4-3 Inf Div (132)

W34.06, within 2 hexes:
2x Level-1 Hedgehog
10 Corps HQ
3-2-3 Koruck Rgt (583)
8-5-5 Tgr Bn (502)
4-4-6 AG Bn (226, 261)
(2)-3-3 PJ Bn (753)
18-2-2 Arty Grp (10)
Wagon Point
2 SP

W35.04:
14-3-2 Inf Div (31)

W35.07:
6 SS Lat Corps HQ
4-3-3 Lat Inf Rgt (106)
14-2-2 Lat Arty Grp (6 SS)
1 SP

W35.09:
2 Corps HQ
4-3-6 PJ Bn (563)
18-2-2 Arty Grp (2)
Wagon Point
2 SP

W36.04:
Level-1 Hedgehog
16-4-3 Inf Div (122)

W36.06:
10-2-2 Bdr KG (Knap)

W37.04:
14-2-2 Lat Inf Div (19 SS)

W37.05:
16-4-3 Inf Div (126)

W37.08:
38 Corps HQ
18-2-2 Arty Grp (38)
16-2-2 Arty Grp (18A)
Wagon Point
2 SP

W38.04:
16-4-3 Inf Div (83)

W38.05:
16-4-3 Inf Div (227)

W38.06:
4-4-3 Breakdown Rgt

W38.07:
16-4-3 Inf Div (30)

W39.05:
14-2-2 LW Div (21 Fld)

W39.08:
7-2-2 Sec Div (207)

W40.05:
16-4-3 Inf Div (61)

W40.06:
Level-1 Hedgehog
14-2-2 LW Div (12 Fld)

W40.07:
Level-1 Hedgehog
14-3-2 Inf Div (563)

W40.08:
16-4-3 Inf Div (87)

W40.29:
Level-1 Hedgehog
(5)-2-0 Navy Flak Bn (239)
Truck Point
1 SP
Garrison unit (random)
Level-1 Airbase

Available:
9x Reserve Marker
SvGZ Marker

Any German airfield (including Luft-flotte I Box):
2x Fw-190
Bf-109
2x Ju-52
2x Ju-87

Königsberg Box:
Prinz Eugen
Luetzow

Soviet Information

Dead Units:
Randomly select two Attack-Capable units from each Tank and Mech Corps and place them in the Dead Pile. Exception: 10th Tank Corps begins with one loss.

Pick three of the 5-5-3 Assault Brigades (player's choice) to begin in Dead Pile.

Before play begins, have the German player roll a die and eliminate 4x that number of steps (his choice) from the combat units in Saaremaa. Move the eliminated units to the Dead Pile.

W3.15, within 3 hexes:
39 Army HQ
12-3-3 Gd Inf Div (17 Gd less 1 step)
10-3-3 Gd Inf Div (19 Gd, 91 Gd)
10-3-3 Inf Div (262 less 1 step)
10-1-2 Inf Div (192 less 1 step)
8-2-2 Inf Div (338)
9-4-8 Gd Tank Bde (28 Gd)
2-2-8 AT Bn (927)
(5)-1-1 UR Bde (152)
26-1-2 Arty Bde (139)
Wagon Point
2 SP

W4.05:
Level-2 Airbase

W9.03:
2 SP
Level-3 Airbase

W9.15, within 3 hexes:
2 Gd Army HQ
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, Organic Truck (full), 1437 AT, 354 Gd SU, 108 Mort)
12-3-3 Gd Inf Div (3 Gd, 24 Gd, 33 Gd distribute 2 step losses)
10-4-3 Gd Inf Div (2 Gd, 32 Gd distribute 1 step loss)
10-3-3 Gd Inf Div (87 Gd)
10-3-3 Inf Div (126 less 1 step)
8-4-3 Lith Inf Div (16)
8-3-3 Inf Div (115 less 1 step)
8-2-2 Inf Div (263)
8-1-2 Inf Div (319, 325 distribute 1 step loss)
9-4-8 Gd Tank Bde (39 Gd)
3-3-8 Gd Tank Bn (32 Gd)
3-4-6 Gd AG Bn (346 Gd)
(4)-2-2 AT Bde (14, 25)
42-1-1 Mortar Bde (31)
26-1-2 Arty Bde (150)
Wagon Point
2 SP

W12.08:
Level-2 Airbase

W13.13, within 2 hexes:
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, Organic Truck (full), 1823 AT, 129 Mort)
4-4-6 Gd Tank Bn (64 Gd)
3-4-6 Gd AG Bn (380 Gd)
(4)-2-2 AT Bde (43)
Wagon Point
2 SP

W14.03:
Level-3 Airbase

W13.15, within 3 hexes:
43 Army HQ
12-3-3 Inf Div (179 less 1 step)
10-3-3 Inf Div (235, 306, 344 distribute 1 step loss)
10-2-2 Inf Div (182 less 1 step)
8-3-3 Inf Div (145)
8-2-2 Inf Div (26, 32, 70, 357 distribute 2 step losses)
8-1-2 Inf Div (156, 208 distribute 1 step loss)
5-5-3 Assault Bde (10)
9-4-8 Gd Tank Bde (10 Gd)
4-4-6 Gd Tank Bn (2 Gd)
3-4-6 Gd AG Bn (336 Gd, 377 Gd)
26-2-2 Gd Arty Bde (37 Gd)
144-1-1 Katy Div (2)
90-1-2 Arty Div (21a, 21b)
54-1-2 Arty Div (8)
Wagon Point
2 SP

W17.15, within 3 hexes:
5 Gd Tank Army HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot, Organic Truck (full), 1436 SU, 1072 AT, 266 Mort)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot, Organic Truck (full), 1446 SU, 108 AT, 271 Mort)
10-3-6 Mech Bde (47)
4-4-6 Gd Tank Bn (14 Gd)
3-4-6 Gd AG Bn (376 Gd)
18-1-2 Arty Bde (201)
2x Truck Point
8 SP

W16.16:
(1)-0-3 RR Bde (1, 4)
Level-1 Airbase

W19.17, within 3 hexes:
6 Gd Army HQ
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, Organic Truck (full), 8 Gd Tank, 867 AT, 179 Mort)
10-4-3 Gd Inf Div (46 Gd less 1 step)
10-3-3 Gd Inf Div (9 Gd, 51 Gd, 67 Gd, 71 Gd, 90 Gd distribute 2 step losses)
10-3-3 Inf Div (47, 51 distribute 1 step loss)
8-2-2 Inf Div (29, 166, 270 distribute 2 step losses)
8-1-2 Inf Div (154)
9-4-8 Gd Tank Bde (34 Gd)
9-3-8 Tank Bde (143)
5-5-3 Assault Bde (5)
(4)-2-2 AT Bde (36)
90-1-2 Arty Div (20a, 20b)
26-1-2 Arty Bde (4)
2x Truck Point
8 SP

W23.17, within 3 hexes:
4 Sh Army HQ
10-3-3 Inf Div (158 less 1 step)
10-2-2 Inf Div (164, 251, 332 distribute 1 step loss)
8-2-2 Inf Div (239, 311, 360, 378 distribute 2 step losses)
8-1-2 Inf Div (119)
3-4-6 Gd AG Bn (333 Gd)
3-2-8 Tank Bn (105)
26-1-2 Arty Bde (138)
Truck Point
4 SP

W24.13, within 3 hexes:
51 Army HQ
12-3-3 Inf Div (279 less 1 step)
10-2-2 Inf Div (77, 91, 257, 347, 417 distribute 2 step losses)
8-2-2 Inf Div (87, 204, 216, 267, 334, 346 distribute 3 step losses)
3-3-8 Gd Tank Bn (3 Gd, 15 Gd)
3-4-6 Gd AG Bn (335 Gd)
(4)-2-2 AT Bde (17, 33, 39, 45)
26-1-2 Arty Bde (151)
2x Truck Point
8 SP

W26.03:
Level-1 Airbase

W26.06, within 2 hexes:
22 Army HQ
12-4-3 Lat Inf Div (43 Gd less 1 step)
10-3-3 Inf Div (379)
10-2-2 Inf Div (219 less 1 step)
8-3-3 Lat Inf Div (308)
8-2-2 Inf Div (37, 391 distribute 1 step loss)
9-3-8 Tank Bde (118)
(4)-2-2 AT Bde (18)
(5)-1-1 UR Bde (155)
26-2-2 Gd Arty Bde (36 Gd)
Wagon Point
2 SP

W26.09, within 2 hexes:
3 Sh Army HQ
14-4-3 Gd Inf Div (21 Gd less 1 step)
12-4-3 Inf Div (28)
10-2-2 Inf Div (200 less 1 step)
8-3-3 Inf Div (171)
8-1-2 Inf Div (150, 207 distribute 1 step
    loss)
26-1-2 Arty Bde (136)
Truck Point
4 SP

W27.01:
(1)-0-3 RR Bde (8)

W27.02, within 2 hexes:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank,
    5 Mot, Organic Truck (full), 1261 AT,
    277 Mort)
5-5-3 Assault Bde (19)
3-4-6 Gd Tank Bn (48 Gd)
(1)-0-0 Pontoon Bde (9)
48-1-1 Katy Bde (21)

W29.03, within 2 hexes:
10 Gd Army HQ
12-4-3 Gd Inf Div (85 Gd less 1 step)
12-3-3 Gd Inf Div (29 Gd, 65 Gd distribute
    1 step loss)
10-4-3 Gd Inf Div (7 Gd, 56 Gd, 119 Gd
    distribute 1 step loss)
10-3-3 Gd Inf Div (8 Gd, 22 Gd, 30 Gd
    distribute 1 step loss)
9-3-8 Tank Bde (78)
3-2-8 Tank Bn (249)
2-2-8 AT Bn (1453)
4-4-6 Gd Tank Bn (13 Gd)
(4)-3-3 Gd AT Bde (6 Gd)
26-2-2 Gd Arty Bde (19 Gd)
84-1-2 Arty Div (27)
42-1-1 Mortar Bde (13)
2 SP

W33.01, within 3 hexes:
54 Army HQ
8-2-2 Inf Div (225, 229, 285, 374 distribute
    2 step losses)
26-2-2 Gd Arty Bde (35 Gd)
2 SP

W36.01, within 2 hexes:
10 Tank Corps (178 Tank, 183 Tank, 186
    Tank, 11 Mot, Organic Truck (full), 1450
    AT, 287 Mort)
8-2-2 Inf Div (198, 265, 364 distribute
    1 step loss)
9-3-8 Tank Bde (122)
5-5-3 Assault Bde (9)
3-4-6 Gd AG Bn (326 Gd)
90-1-2 Arty Div (2a, 2b)
48-1-1 Katy Bde (10)

W38.01:
(1)-0-3 RR Bde (26)
Level-1 Airbase

W40.01, within 3 hexes:
61 Army HQ
14-4-3 Gd Inf Div (12 Gd less 1 step)
12-3-3 Gd Inf Div (75 Gd)
10-2-2 Inf Div (23 less 1 step)
10-1-2 Inf Div (212)
8-2-2 Inf Div (55, 82, 356, 397, 415 dis-
    tribute 2 step losses)
3-2-8 Tank Bn (51, 258)
26-2-2 Gd Arty Bde (38 Gd)
2 SP

W43.02, within 2 hexes:
42 Army HQ
10-3-3 Inf Div (268 less 1 step)
8-2-2 Inf Div (2, 48, 123, 168, 256 dis-
    tribute 2 step losses)
9-4-8 Gd Tank Bde (29 Gd)
(5)-1-1 UR Bde (118)
48-1-1 Katy Bde (14)
26-1-2 Arty Bde (141)
84-2-2 Gd Arty Div (2a Gd, 2b Gd)
2 SP

W44.04, within 3 hexes:
1 Shock Army HQ
10-4-3 Gd Inf Div (52 Gd less 1 step)
10-3-3 Gd Inf Div (23 Gd, 53 Gd distribute
    1 step loss)
8-3-3 Inf Div (376)
8-2-2 Inf Div (11, 33, 43, 44, 146, 245,
    288 distribute 3 step losses)
3-4-6 Gd AG Bn (332 Gd)
3-3-8 Gd Tank Bn (33 Gd)
48-1-1 Katy Bde (12)
42-1-1 Mortar Bde (30)
26-1-2 Arty Bde (137)
22-1-2 Arty Bde (5 C)
Truck Point
4 SP

W44.08, within 3 hexes:
67 Army HQ
10-3-3 Inf Div (377 less 1 step)
10-2-2 Inf Div (85, 191 distribute 1 step
    loss)
8-2-2 Inf Div (56, 98, 189, 196 distribute
    2 step losses)
8-1-2 Inf Div (201)
9-3-8 Tank Bde (16)
3-2-8 Tank Bn (511)
3-4-6 Gd AG Bn (361 Gd, 379 Gd)
2-2-8 AT Bn (724)
26-1-2 Arty Bde (7)
2 SP

W44.04:
Wagon Extender

W51.02:
Level-3 Airbase

W55.07:
Level-2 Airbase

Saaremaa Box:
8 Army HQ
10-3-3 Gd Inf Div (45 Gd, 63 Gd, 64 Gd)
10-3-3 Est Inf Div (7, 249)
8-2-2 Inf Div (72)
8-1-2 Inf Div (109)
3-4-6 Gd Tank Bn (31 Gd)
9-3-8 Tank Bde (152)
3-2-8 Tank Bn (27, 45, 98)
2-2-8 AT Bn (1811)
5-3-3 Mar Bde (260)
(5)-1-1 UR Bde (9, 14, 16, 79)
26-1-2 Arty Bde (161)
2x Wagon Point

Leningrad Box:
Flotilla

Any Soviet Air Base or Base Box:
Gd IL-2
16x IL-2 less 2 steps
2x Li-2
3x Gd Pe-2 less 1 step
6x Pe-2 less 1 step
2x Tu-2
4x Gd Yak-9 less 1 step
11x Yak-9 less 2 steps

The 3rd, 14th, and 15th Air Army Boxes
are not available in this scenario.

LRAF Box:
3x B-25
3x Gd IL-4
IL-4
2x Li-2

LRAF planes are available for their one
mission each during October.

Available:
10x Reserve Marker
Arty Ammo Marker

6.0 Campaign Arrivals

Soviet Arrival Schedule
[Note: All transport points arrive loaded.]

26 June, Hex E2.01:
43 Army HQ
12-3-3 Inf Div (179)
10-3-3 Inf Div (235, 306)
8-3-3 Inf Div (145)
8-2-2 Inf Div (204, 334, 357)
8-1-2 Inf Div (156)
9-4-8 Gd Tank Bde (10 Gd, 39 Gd)
3-4-6 Gd AG Bn (377 Gd)
3-2-8 Tank Bn (105)
(4)-2-2 AT Bde (17)
42-1-1 Mort Bde (31)
26-2-2 Gd Arty Bde (37 Gd)
5x Wagon Point

29 June, Hex E2.01:
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, Organic Truck (full), 1437 AT, 354 Gd SU, 108 Mort)
10-3-3 Gd Inf Div (90 Gd)
10-3-3 Inf Div (47, 51)
8-2-2 Inf Div (239, 311, 378)
10-3-6 Mech Bde (47)
5-5-3 Assault Bde (5, 9)
3-3-8 Gd Tank Bn (15 Gd)
4-4-6 Gd Tank Bn (64 Gd)
3-4-6 Gd AG Bn (336 Gd, 346 Gd)
(4)-2-2 AT Bde (35, 45, 48)
48-1-1 Katy Bde (10, 12)

1 July, LRAF Box:
3x B-25
3x Gd IL-4
IL-4
2x Li-2

The LRAF is available for one mission each during the month.

1 July, V# Check:
Roll a die, and give the Soviet player 1 VP if the roll doesn't exceed twice the V# (or doesn't exceed the combined V# if each side has a unique number).

5 July, Entry D:
2 Gd Army HQ
10-4-3 Gd Inf Div (2 Gd, 32 Gd)
12-3-3 Gd Inf Div (3 Gd, 24 Gd, 33 Gd)
10-3-3 Gd Inf Div (87 Gd)
10-3-3 Inf Div (126)
8-2-2 Inf Div (263, 346)
3-3-8 Gd Tank Bn (32 Gd)
(4)-2-2 AT Bde (14)
26-1-2 Arty Bde (150)
Truck Point
1x Reserve Marker

Entry D is now a Soviet Supply source.

5 July, any air base:
2x IL-2
2x Gd La-5
2x La-5
3x Gd Pe-2
2x Gd Yak-9

Historically, part of 3rd Air Army.

8 July, Entry B:
8-3-3 Inf Div (308 Lat)
3-4-6 Gd AG Bn (373 Gd)
90-2-2 Gd Arty Div (6a Gd, 6b Gd)

8 July, any air base:
2x IL-2
3x Yak-9

Historically, part of 15th Air Army.

12 July, Entry A:
22-1-2 Arty Bde (5 C)
8-2-2 Inf Div (196, 216, 374)
3-4-6 Gd AG Bn (326 Gd, 332 Gd)

12 July, Entry B:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, Organic Truck (full), 1261 AT, 277 Mort)
12-4-3 Lat Inf Div (43 Lat Gd)
(1)-0-3 RR Bde (8)
48-1-1 Katy Bde (14, 21)
1x Reserve Marker

12 July, any air base:
2x IL-2
3x Yak-9

Historically, part of 14th Air Army.

12 July, Entry E:
51 Army HQ
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, Organic Truck (full), 1823 AT, 129 Mort)
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, Organic Truck (full), 8 Gd Tank, 867 AT, 179 Mort)
12-3-3 Inf Div (279)
10-2-2 Inf Div (77, 91, 257, 347, 417)
8-2-2 Inf Div (87, 267)
4-4-6 Gd Tank Bn (2 Gd)
3-3-8 Gd Tank Bn (3 Gd)
90-1-2 Arty Div (20a, 20b)
26-1-2 Arty Bde (151)
1x Reserve Marker
2x Truck Point

Entry E is now a Soviet Supply source.

15 July, Entry A:
9-3-8 Tank Bde (16, 122)
(1)-0-3 RR Bde (26)
1x Reserve Marker

15 July, Entry B:
4-4-6 Gd Tank Bn (13 Gd)
3-3-6 Gd Tank Bn (48 Gd)

15 July, Withdraw:
5-3-3 Inf Bde (101)
2-2-8 AT Bn (1539)

19 July, Entry F:
39 Army HQ
12-3-3 Gd Inf Div (17 Gd)
10-3-3 Gd Inf Div (19 Gd, 91 Gd)
10-3-3 Inf Div (158, 262)
10-2-2 Inf Div (164, 251)
9-4-8 Gd Tank Bde (28 Gd)
26-1-2 Arty Bde (139)
1x Reserve Marker

Entry F is now a Soviet Supply source.

1 August, V# Check:
Roll a die, and give the Soviet player 1 VP if the roll doesn't exceed twice the V# (or doesn't exceed the combined V# if each side has a unique number).

1 August, LRAF Box:
The LRAF is available for one mission each during the month.

1 August, Entry A:
10-3-3 Inf Div (377)
8-2-2 Inf Div (11, 265)
8-1-2 Inf Div (201)
3-4-6 Gd AG Bn (379 Gd)
84-2-2 Gd Arty Div (2a Gd, 2b Gd)

5 August, Entry B:
10-3-3 Inf Div (268)
8-2-2 Inf Div (2, 123, 168)

5 August, any air base:
2x Pe-2

Historically, part of 15th Air Army.

5 August, Withdraw:
3x Yak-9

12 August, Entry A:
10 Tank Corps (178 Tank, 183 Tank, 186 Tank, 11 Mot, Organic Truck (full), 1450 AT, 287 Mort)

12 August, any air base:
3x IL-2

Historically, part of 14th Air Army.

15 August, Entry A:
10-2-2 Inf Div (191)
3-4-6 Gd AG Bn (361 Gd)

15 August, Entry C:
10-3-3 Inf Div (344)
8-2-2 Inf Div (32, 70)

15 August, Entry F:
8-2-2 Inf Div (338)
(5)-1-1 UR Bde (152)

15 August, Leningrad Box:
Flotilla

15 August, Withdraw:
3-2-8 Tank Bn (37, 227, 239)
3-4-6 Gd AG Bn (373 Gd)

19 August, Entry F:
(4)-2-2 AT Bde (25, 39)

22 August, Entry F:
3-4-6 Gd AG Bn (380 Gd)
(4)-2-2 AT Bde (36, 43)

Early Narva Event: Note that variants in 2.8 and 3.8 may change the timing of the Narva Event. In the case of an early event, immediately add the 2nd Shock Army group (normally a 29 August reinforcement) to the Narva Box. These units will arrive after the normal delay (1.4d).

29 August, Narva Box or within 3 hexes of E57.15:
2 Shock Army HQ
10-4-3 Inf Div (125)
10-3-3 Gd Inf Div (45 Gd, 63 Gd, 64 Gd)
10-2-2 Inf Div (131)
8-2-2 Inf Div (43, 48, 98, 120, 189, 256)
3-4-6 Gd Tank Bn (31 Gd)
3-2-8 Tank Bn (98)
2-2-8 AT Bn (1811)
(5)-1-1 UR Bde (9, 16)
26-1-2 Arty Bde (161)

Play Note: Historically, 2nd Shock crossed the narrows between the lakes, using the wagons below as an Extender. The alternative is to have all or part of this army arrive after the Narva Event occurs at Entry I.

29 August, Withdraw:
5x Wagon Point and 2x Truck Point are removed from their current location (first unload any supply they carry). The Truck Points are withdrawn from play; the Wagon Points are placed in either the Narva Box or hex E57.15.

1 September, V# Check:
Roll a die, and give the Soviet player 1 VP if the roll doesn't exceed twice the V# (or doesn't exceed the combined V# if each side has a unique number).

1 September, LRAF Box:
The LRAF is available for one mission each during the month.

1 September, Entry A:
61 Army HQ
14-4-3 Gd Inf Div (12 Gd)
12-3-3 Gd Inf Div (75 Gd)
10-2-2 Inf Div (23)
8-2-2 Inf Div (55, 82, 356, 397, 415)
10-1-2 Inf Div (212)
26-2-2 Gd Arty Bde (38 Gd)
1x Reserve Marker

8 September, any air base:
2x Yak-9

Historically, part of 14th Air Army.

15 September, Entry E:
10-1-2 Inf Div (192)
2-2-8 AT Bn (927)

19 September, Entry E:
(4)-2-2 AT Bde (33)

29 September, Withdraw:
2 Shock Army HQ
10-3-3 Inf Div (86)
8-2-2 Inf Div (120, 128, 282, 291, 321, 326)
3-2-8 Tank Bn (81)
3-3-6 AG Bn (1433)
(4)-2-2 AT Bde (35, 48)
84-2-2 Gd Arty Div (2a Gd, 2b Gd)
4x Truck Point
2x Reserve Marker

29 September, Withdraw to Saaremaa Box:
10-3-3 Gd Inf Div (45 Gd, 63 Gd, 64 Gd)
3-4-6 Gd Tank Bn (31 Gd)
3-2-8 Tank Bn (98)
(5)-1-1 UR Bde (9, 14, 16)
2x Wagon Point

If dead units are withdrawn, just leave them in the Dead Pile.

1 October, LRAF Box:
The LRAF is available for one mission each during the month.

1 October, V# Check:
Roll a die, and give the Soviet player 1 VP if the roll doesn't exceed twice the V# (or doesn't exceed the combined V# if each side has a unique number).

1 October, any air base:
3x Pe-2

Historically, part of 3rd Air Army.

12 October, Leningrad Box:
Flotilla

15 October, Withdraw:
54 Army HQ
10-4-3 Gd Inf Div (56 Gd)
8-2-2 Inf Div (225, 285)
(4)-2-2 AT Bde (43)
26-2-2 Gd Arty Bde (35 Gd)
2x Wagon Point
2x Reserve Marker

19 October, Withdraw:
3x Yak-9

German Arrival Schedule

Don't forget that Latvian/Estonian/Lithuanian arrivals are at any home nation POP location in trace supply (1.9a). All other arrivals are at Entry G, unless otherwise noted. Hypothetical arrivals are conditional on a die roll (see 1.9d). All transport points arrive loaded.

26 Jun, Entry D:
9 Corps HQ
16-4-3 Inf Div (252 less 2 steps)
10-3-2 Inf Div (ka.D)
6-2-2 Sec Div (201)
4-4-6 AG Bn (245)
18-2-2 Arty Grp (9)
Wagon Point

9 Corps must delay the sweep of 1st Baltic Front along the south map edge as best it can, but not get trapped doing so!

26 June, Hex E35.15 (hypothetical):
12 Pz Div (2 Arty, 25 Gr, 5 PG, II-29 Pz, 12 PJ, 23 Recon)

The division will arrive 29 July if the roll fails.

Historically, the under-strength 12th Panzer was sent to Herresgruppe Mitte and did not return until August, but the great what-if of this campaign is Nord retaining its fire brigade.

26 June, Hex E29.09 (hypothetical):
16-4-3 Inf Div (69)

The division will arrive 29 July if the roll fails. Historically, 69th Division was sent to Herresgruppe Mitte from 16th Army reserves. This roll determines if it deploys on-map.

29 June, Entry E (hypothetical):
10-3-3 SS Pol KG (Gott)

This unit is not used if this roll fails.

29 June, Entry I (hypothetical):
16-4-3 Inf Div (170)

This unit is not used if this roll fails.

29 June (hypothetical, any air base):
Bf-109 (inexperienced)
He-111 (inexperienced)

These units are not used if this roll fails.

The above trio of hypotheticals represent some interesting what-ifs that might have helped close the gap between Mitte and Nord. The 3rd Panzer Army's SS police were committed south of our game map, as was the 170th Division, which was sent from Narva to reinforce Mitte in late June. The aircraft represent a heightened effort by the Luftwaffe.

1 July:
1x Pax
1x Eq

1 July (hypothetical):
14-2-2 Lith Inf Div (SK)

This unit is not used if this roll fails.

Historically, Lithuania wanted a national army, and refused to form a volunteer SS division serving Germany. Diplomatic efforts came close to producing a division in June of '44.

5 July:
3-2-3 Lith Pol Rgt (1)
(5)-3-1 PJ Bn (1060)

5 July, At Entry I:
43 Corps HQ
16-4-3 Inf Div (58, 61, 225)
11 SS PG Div (11 Recon)
18-2-2 Arty Grp (43)
Wagon Point
1x Reserve Marker

8 July (hypothetical):
12-5-6 PG Bde (vWerth)

This unit is not used if this roll fails.

8 July (hypothetical):
4-4-6 AG Bn (277)

Place unit in Dead Pile if this roll fails.

Historically, the "Fuhrer Escort Brigade" and 277 StuG Bn were rushed forward from East Prussia and attached to IX Corps, holding ground just south of our map until the situation at Kaunas was stabilized. They could easily have been used in the Baltic Gap area.

12 July:
14-3-2 Inf Div (ka.H)
4-4-5 PJ Bn (731)
3-2-3 Est Pol Rgt (2)

15 July, Entry I:
16-4-3 Inf Div (227)

15 July (hypothetical):
3-4-3 SS Inf KG (6)

Place this unit in Narva Box if this roll fails. Historically, the hastily rebuilt 6th SS arrived at Narva in mid-July, but could have been sent to Riga.

22 July:
10-4-6 Pz Bde (101)
(2)-1-2 Lat HD Rgt (1, 2, 3, 4)
1x Pax
1x Eq

26 July (hypothetical):
1.HG Pz Div (Recon, II Pz, III PJ, I Flak, II Flak, III Flak, Arty, I PG, II PG)

This division is not used if this roll fails. If the roll succeeds, make another roll to see where the division is placed: 1-2 = Now, 3-4 = Kanus Box, 5-6 = Narva Box. The division always appears at Entry Area G, even if released by Narva Event, and arrives with losses equal to the roll of one die (player's choice as to which units arrive in the Dead Pile). Ignore 1.4d and 1.4e for this division.

HG Panzer was sidetracked in Poland, but came very close to seeing action here. The division was not fully formed when it entered combat near Warsaw in August. Unlike other panzer divisions, it does not have an optional Organic Truck.

29 July:
7 Pz Div (I-25 Pz, II-25 Pz, 37 Recon, 42 PJ, 78 Arty, 7 Gr, 6 PG)
12 Pz Div (II-29 Pz, 12 PJ, 23 Recon, 2 Arty, 25 Gr, 5 PG)
16-4-3 Inf Div (69)
5-2-2 Sec Div (390)
8-2-2 Arty Grp (3PzA)

Randomly select one Attack-Capable unit from each of the panzer divisions and place it in Dead Pile. Note the 12th panzer and/or 69th infantry might already be in play, per the 26 June hypothetical reinforcements, in which case the listing here should be ignored.

1 August:
Roll for Kaunas Event every Weather Phase.

5 August, any air base:
Bf-109
Fw-190
2x Ju-87 (one inexperienced)
Ju-88

5 August (hypothetical):
9-5-4 Tgr Bn (501)

This unit is not used if this roll fails. *Historically, the 501st and 505th King Tiger battalions (see 12 September) fought south of our game map.*

8 August, at different functioning ports in Latvia:
16-4-3 Inf Div (122)
12-4-6 SS Pz Bde (Gross)

The division is arriving by sea from Finland. The brigade is forming from SS units (training battalions, a flak company, etc.) in Courland.

12 August:
16-4-3 Inf Div (1)
14-3-2 Inf Div (548)
1x Pax
1x Eq

15 August:
14-3-2 Inf Div (31)
8-5-5 Tgr Bn (510)
4-4-6 AG Bn (232)
(3)-1-2 Est HD Rgt (T, S)
(2)-1-2 Est HD Rgt (P, L-H)

Abbreviations stand for Tartumaa, Sakalamaa, Parnumaa, and Laane-Harju.

15 August, At Entry I:
11 SS PZ Gr Div (11 AG Bn)
3-4-3 SS Inf KG (5)
4-3-6 SS PJ Bn (27)
8-2-2 Arty Grp (Nar)

19 August:
14-3-2 Inf Div (551)

22 August (hypothetical, any air base):
Fw-190 (inexperienced)
Ju-88 (inexperienced)

This represents a heightened effort to support Doppelkopf.

26 August (hypothetical):
14-3-2 Inf Div (563)

Place this unit in Narva Box if this roll fails.

Historically, the 563rd reinforced Narva in late August, but could have instead been sent to Riga.

26 August:
12 SS Corps HQ
18-2-2 SS Arty Grp (12)
Wagon Point
1x Reserve Marker

29 August, Entry I (hypothetical):
11 SS PG Div (11 Pz)

This unit is not used if this roll fails.

The "Herman von Salza" battalion was virtually destroyed in the Narva battles and was never brought back to strength, but with a few more tanks it could have bolstered the defense of Tartu and/or Riga.

September:
Roll for Narva Event every Weather Phase.

1 September:
(2)-1-2 Lith HG Rgt (FDF)
1x Pax
1x Eq

12 September:
16-4-3 Inf Div (95)
4-3-3 Lat Inf Rgt (106)
4-4-6 AG Bn (303)

12 September, Withdraw:
16-3-3 Lat Inf Div (15 SS)
14-3-2 Inf Div (ka.H)
10-3-2 Inf Div (ka.D)
4-4-6 AG Bn (276)

12 September (hypothetical):
9-5-4 Tgr Bn (505)

15 September:
Up to two cruiser steps can be rebuilt (representing the possible arrival of the pocket battleship Admiral Scheer) if any German ships are currently damaged or sunk.

19 September (hypothetical, any air base):
Me-262

22 September:
1x Pax
1x Eq

22 September, Withdraw:
12 SS HQ
18-2-2 SS Arty Grp (12)
10-4-6 PG Bde (101)
3-4-3 SS Inf KG (6)
2x Wagon Point
2x Reserve Marker

October:
Roll for Saaremaa Event every Weather Phase.

1 October:
(5)-3-1 PJ Bn (1065)

1 October, Withdraw:
16-4-3 Inf Div (1, 23, 218)
4-4-6 AG Bn (202, 904)

The Soviet forces in Saaremaa Box suffer 4 losses for each German step in this group (not the group below!) that is actually withdrawn from the map (not Dead Pile). German player gets to allocate the losses!

1 October, Withdraw:
7-2-2 Sec Div (201)
6-5-6 PJ Bn (519)
4-4-6 AG Bn (909)
3-4-3 SS Inf KG (5)
He-111
Fw-190
2x Ju-87
Ju-88

One of the Ju-87 withdrawals must be one of the better "good-pilot" units, but the rest of the aircraft withdrawn are German player's choice.

12 October:
1x Pax
1x Eq

15 October, Withdraw:
40 Pz Corps HQ
30-2-2 Werfer Rgt (57)
12-2-2 Arty Grp (40 Pz)
14-3-2 Inf Div (548)
2-5-3 SS Para Bn (500)
2x Truck Point
2x Wagon Point
2x Reserve Marker

Early Narva Event: Note that variants in 2.8 and 3.8 may change the timing of the Narva Event. In the case of an early event, immediately add any regular reinforcements scheduled for later arrival at Entry I to the Narva Box. Likewise, the hypothetical units scheduled to arrive on 15 July, 26 Aug, and 29 Aug have their possible arrivals pushed forward to the current turn. Those units added to the Narva Box will arrive after the normal delay (1.4d).

Strategy Notes

This campaign starts 26 June, one turn after the Soviets have ripped the seam between Army Groups Center and North. The inevitability of this breakthrough is cemented by the various reinforcing armies that arrive on the south edge of the map. Players are advised to compare the 26 June and 8 July starts to brace themselves for how things look after four turns of game action—this also gives the German player a fair idea of how many units should be shifted to defend the hanging right flank.

Comparing these setups also shows how little action occurs in the center and north areas of the front those first few turns. Essentially what happens there is the Germans transfer a few units to Daugavpils and the Soviets gather supply for a big offensive that will kick off 8 July.

The main German worry in July is the timing of the withdrawal of 16th Army, which is complicated by the lack of roads and rails west from Opochka and the lack of cover west of Osveya. The German player needs to make good use of Rail Cap to transport some infantry back quickly, and as such the Soviet player should Trainbust the important routes. In the center of the map, Soviet spearheads from 1st Baltic Front will threaten the retreat through Ludza, and the road to Ostrov can also be cut by the advance of 2nd Baltic Front without much warning. I suggest having some wagons ready to setup an extender that ties into Karsava, just in case. The German right is generally a mess, and it's wise to have a Stug force ready to pounce on any Soviet tanks trying to pocket your infantry as it runs for Rezekne.

2nd Baltic Front should probably concentrate on an initial breakthrough near Novorzhev. A direct attack at Idritsa is tempting, but the combination of bogs and hogs makes that tough. The goal should be nothing fancy, just attrition at a decent exchange of steps.

3rd Baltic Front's main objective is Pskov and an advance into Estonia. Two alternatives are given: make the main push at Ostrov (or south of there) and try to outflank Pskov by crossing the Velikaya upstream, or else shift some good AR divisions northward for a direct assault on the city.

August is dominated by the arrival of the panzer divisions. It will take the entire average supply arrival, six SP, to fuel them, so try and save an SP here and there to prepare for the big counterattack!

There are two uses for these panzers. The first is to try and clear the road from East Prussia to Riga. Siauliai dominates this road, something both players need to keep in mind as the deep operation peaks in late July. Given the potential for the panzers to do real harm, in team games the Soviets will need to make a communal effort to reinforce 1st Baltic Front with infantry, armor, and supply from the other two fronts.

The Germans will want to shift a panzer division or two east of Riga, either upon arrival or after the counteroffensive has petered out. Here there is another critical highway to keep clear: the road from Pskov. The mere threat of a hidden panzer division is enough to keep the Soviets at bay somewhat, but you'll definitely want something in the area when they call your bluff.

As the German left collapses toward Riga, that area becomes really packed on both sides of the front. It's at about this point in the campaign that the Soviets shifted the axis of their assault from Riga to Memel. This worked very well historically, so both players should keep that in mind. An early drive on Memel is discouraged by a couple of things, the arrival of the panzers very close to there, and the "Fatherland in Danger!" rule.

Baltic Gap requires something fairly unique in this series from the German player: sustained, careful, painstaking defensive action. Historically, Army Group North withdrew under heavy pressure to its final resting place at Courland, and the same challenge awaits players in this game.

Campaign Overview

The historical pace of the Soviet advance was this:

1 July. Polotsk.

8 July. 2nd Baltic Front begins major offensive.

12 July. 3rd Baltic Front begins major offensive.

22 July. Pskov, Ostrov, Ukmerge & Panevezys.

26 July. Daugavpils and Siauliai.

29 July. Jelgava & Tukums. Tukums was retaken by the Germans in August.

22 August: Tartu.

5 October: Landings on Saaremaa. Memel is pocketed.

12 October: Riga.

Soviet Research Notes

Here follow some notes compiled by Charles Sharp in 1994 and attached to his OB commissioned for the game. I've edited his remarks slightly, and where appropriate have added some italicized paragraphs of my own commentary.

Rifle Units: The Rifle Division standard is almost irrelevant, because there was no attempt to keep any unit up to full strength. There was a standard way of conserving manpower, and that was to reduce the number of rifle sub-units while keeping all the heavy weapons possible. Thus a rifle division with 5,000-7,000 men would start by disbanding the 3rd rifle company in its rifle battalions, or the 3rd rifle platoon in as many companies as necessary. Eventually, it would start disbanding rifle battalions — by December 1944 there were a number of rifle divisions with 7 or fewer rifle battalions. But, for as long as they possibly could, all rifle divisions would have the artillery regiment and as many of the heavy mortars as they could man.

I have to note the "Nationalist" units in the Baltic: the Latvian Corps (130th), Estonian Corps (8th) and the Lithuanian Division (16th Rifle). The Estonian Rifle Corps was the last Guards Rifle unit designated in the war, in June 1945, along with both its divisions (7th, 249th Rifle). The 16th Lithuanian Rifle Division was nicknamed the "Jewish Division" in the Red Army, because about half its manpower came from Lithuanian Jews who had fled ahead of the Nazis in 1941. The unit was used as an assault division throughout the war, and by 1944 was doing some serious score-settling with the Germans. The 43rd (Latvian) Guards Division was another "assault" division: in 1943 the division went through over 15,000 replacements!

The Guards Rifle Divisions had officially started receiving SU-76 battalions (12x SU-76) in place of their antitank battalions in June 1944. However, by 1945 only about 40% of the divisions had actually received them, and I have no evidence that any of the Guards rifle units in the Baltic had theirs before December 1944. By this stage of the war, there was very little difference in tactical competence between 'ordinary' rifle divisions and Guards rifle divisions. There were units of both types with excellent reputations in defense or attack.

The game shows a substantial quality gap between Guards and ordinary units that isn't really supported by Sharp. I was

guided by a list of divisions receiving the Order of the Red Banner award during the campaign, but mostly fell back on the old equation Guards = Quality.

Fortified Sectors (UR). These were each authorized 5 artillery-machinegun battalions, and had lots of heavy MG, AT gun and AT rifle, and light mortar firepower, but virtually no riflemen. They were primarily used to hold ground so someone else could be free to attack.

Tank & Mechanized Units. All of the Tank Brigades were authorized 65x T-34 tanks, or Lend-Lease equivalents (Sherman, etc.). The separate Tank Regiments (39x T-34) were designed for direct infantry support duties, and so were much more likely to have Lend-Lease tanks in them — they also had a much lower priority for getting T-34/85 tanks, except for the Guards Tank Regiments, which were pretty well-equipped. The Heavy Tank Regiments represent 21 tanks. Mass production of the IS-II started in February-April 1944, but there were still a lot of older KV-85 or even KV-1S or KV-1 tanks around. Also, the tank units in the Baltic and Leningrad Fronts did not have priority for the new tanks, which mostly went into the Belorussian Fronts building up for the Bagration Offensive, or to the Ukrainian Fronts facing the bulk of the panzer units in the south.

SU Regiments were also authorized 21 vehicles by May 1944. The ISU-122 was the premier "Tiger Hunter" in the Soviet Army, able to kill the cat at over 1,000m range. The ISU-152 had much less AT ability, but was considered perfect for pounding enemy strongpoints and positions.

Another source suggested the 152's were just as good as the 122's in the Tiger Hunter role, and I didn't want either type of battalion to have more than '3' factors, so I gave units of both stripes the same ratings.

Guards Mortar Brigades represent 48x M-31 launchers. Each launcher had 24 rails on the ground. Some brigades were being equipped with BM-31-12 by June 1944: 12 rails mounted on a big US truck, with much improved mobility and speed of fire and setup. Alas, no indications that any of these were in the Baltic before the end of 1944.

By 1944, about 75% of all antitank guns were 76mm. Most of the 45mm left were in rifle regiments, while the rest of the antitank regiments and brigades had 57mm (which actually had a better AT kill-ratio than the 76mm), and by fall 1944 some of the antitank brigades were replacing one regiment with an SU Regiment of 21x SU-85. As far as I know, none appeared in the Baltic brigades until after the period of the game.

Assault Engineer-Sapper Brigades had 5 battalions of combat engineers, with flamethrower, demolition, minesweeping capabilities. Some of them were starting to get engineer-tank regiments (each 39 tanks, about 1/2 were mine-rollers) and/or flamethrower tank regiments (40 tanks, including 18 with flamethrowers) assigned. Normally, they'd be parceled out to assaulting rifle units as support.

NKVD Units. The "Border regiments" of the NKVD was the code used to indicate the infamous "Retreat-Blocking" units. Roughly, each regiment contained 1,000-1,500 men and covered the rear area of 1 or more armies, depending on how fierce the fighting was. They were well-armed with automatic weapons up to heavy MGs, but no artillery. By late 1944 they were basically running out of things to do, since there were few instances where Soviet units were in danger of retreating very far any more. In November 1944 the Red Army's own rear area security units were officially disbanded, and in December 1944 many of the NKVD regiments were withdrawn and used to form Divisions for rear-area security duty in 'liberated' countries: one each for East Prussia, Hungary, Rumania, and Czechoslovakia, two for Poland (which shows how much the Russians trusted the Polish Home Army!).

I decided not to include the dozen Border Regiments that Sharp identified. There are an awful lot of units in the game as it is, and the need for these had long past.

Trucks. Alas, the Soviets didn't often give designations of the non-combat support units. However, by this stage of the war they had a significant advantage over the Axis from the Lend-Lease transport the US provided. By mid-1944, each Front had a Truck Brigade with 3 regiments and each army had a separate Truck Regiment. Each regiment could motorize one rifle division, or provide about 2,000 tons of supply lift. When 2nd Shock Army was shifted from the Narva region to Tartu on 3-16 September, it was done using Front truck regiments and massing truck units of the individual armies.

Briefly during testing the game had rules to motorize rifle divisions using trucks. In the end I decided Strat Mode did pretty much the same thing without the need for

another special rule. Using truck points to motorize infantry units would have allowed the "Forward Detachments" (described below) to be shown more directly, but the problem with giving the Soviets the wild card of extra mobility is that a crafty player could use that mobility to form ersatz mech corps that might break the game. So after a few false starts, I opted for a conservative representation of standard OCS mobility choices based on mode.

Tactics & Operations. By mid-1944, the Soviet Army had matured considerably, and was not operating the same way it had operated in the early years of the war. The basis for Soviet offensive operations was the Forward Detachment. I highly recommend David Glantz's book The Soviet Conduct of Tactical Maneuver which, in 100 pages (Chapter 6) covers the use and effects of the Forward Detachments in detail. Basically, a Soviet divisional unit with an objective would "front load" its combat power into a regiment/brigade-sized unit which would race ahead to seize and hold the objective ahead of the main unit. Tank and Mechanized Corps regularly formed detachments around a tank of mech brigade with attached SU, AA, AT, and Engineer battalions or regiments as needed for the mission. Rifle Divisions or Corps also formed "Mobile" detachments, by mounting ordinary rifle units on SU regiments or separate tank regiments/brigades, and attaching whatever mobile units were available: Guards Mortar, AT regiments, etc. From late 1943 on, they were also not adverse to taking a Truck Regiment or Battalion (see above), mounting infantry in it and using that as the basis for a Forward Detachment.

Since Forward Detachments were invariably composed of a regular unit (rifle regiment, tank brigade, etc.) with additional support, they're very hard to represent with standard unit counters. Also, especially in the armored forces, they frequently "put the strongest unit forward" — if a tank corps was short of tanks because of combat losses, they would add extra tank companies from the other brigades to the Forward Detachment, so that unit would be at full strength for its mission. This sometimes resulted in the brigade-sized forward detachment having almost all the tanks in a Tank Corps, while the rest of the corps trailed behind with mostly support units and riflemen!

By mid-1944, Forward Detachments regularly operated 10-100 km ahead of the bulk of their parent unit (division or corps). In the Bagration Operation in late

June 1944, in fact, some Forward Detachments were up to 150 km ahead of their support. This makes it important to show these units in a game that tries to show divisional-level operations in 1944-45, but it isn't easy to show the flexibility of formation with standard unit cardboard. The only saving grace is that successful Forward Detachments were rarely formed in the middle of an operation: they were set up before an assault started for specific tasks and missions.

Don't bother double-checking the counter sheets, because there aren't any overt representations of Forward Detachments. Ultimately, I decided they were just too fiddly for a game of this counter density. Furthermore, there are already some rifle divisions that move faster than others, so you do get the effect of a staggered advance (just not to the degree reported by Sharp). Certainly a case could be made for giving the Soviets some breakdown regiments that can "ride" on a tank brigade (or whatever), but that's an option for creative types to explore with house rules.

Red Banner Fleet. While the Baltic Fleet still had one battleship, two cruisers, and 12 destroyers available, they never used any surface vessels larger than a patrol boat in operations in 1944. The official reason was 'the adverse mine situation in the Gulf of Finland'—the Axis had been mining the straits between Hango and Talinin since 1941, and the Soviet navy was woefully lacking minesweeping ability. I suspect that another potent reason was that most of the larger vessels had been stripped of all but their gunnery crews to provide personnel for the naval and marine brigades fighting in the defense of Leningrad 1941-1943. In none of the naval or general histories is there any indication that the Baltic Fleet ever recruited or received replacements for the 87,000+ men sent into the ground forces.

The fleet was tied up completely supporting operations against the Finns (two amphibious operations plus coastal bombardment) until mid-July. After that date, various cutters and tenders were available for coastal operations out of Kronstadt and Leningrad. These 126 small ships could "lift" about 10,000 men and their equipment (up to divisional artillery, not above 122mm howitzers or 85mm cannon), and they managed to rig a few of the larger boats to carry T-34 tanks and a handful of SU-100s — not even in battalion strength, but they overawed the defenders on the islands. The biggest problem was that they had trouble operating at distances. Based

at Kronstadt they could mount operations beyond Tallinin, but they could not reach the Moon Island archipelago (Gulf of Riga) without bases near Narva and Tallinin.

In June the Chudskoye Flotilla (on what the Germans and most westerners insist on calling Lake Peipus) was re-established with River Craft Brigades 23 and 25. These totaled 19 patrol boats, 8 rocket-firing launches, and 20 tenders. The lot could ferry about 6,500 men across the lake for a landing, which they did on 16-19 August with elements of the 128th and 191st Rifle Divisions. It may be an artificial designation, but you might want to specify those as "amphibious-capable" to limit the number of amphib operations attempted.

As originally designed, this game featured two amphibious operations, the crossing of Lake Peipus and the capture of Saaremaa. Testing determined explicit coverage required quite a bit of extra rules weight and a delicate balance that seemed very hard to achieve.

The relationship between Saaremaa and the port of Riga is so important that the island sideshow seemed to be a potential game-breaker, so I decided it made a better game just to turn that into a random event. The Germans still have the option, when making those 1 October withdrawals, to make an abstract "fight" for the island, but the outcome is inevitable.

The reverse seemed true of the Peipus crossing: it was usually inconsequential, in some games the Soviets had already "turned the corner" west of Pskov, and in others the ALT invasions by those amphib-rifle divisions were quickly defeated (too weak to really do much). As a practical matter, the crossing arrows point the route by which any serious crossing must come anyway. So what the Soviets end up with are those flotilla units, but no landing craft.

Designer's Notes

The Destruction of Army Group Center was an S&T issue game from my first year as a subscriber. My opinion of the East Front in the summer of '44—or at least of Operation Bagration, the Soviet offensive that knocked the Germans out of Byelorussia—was quickly formed: too unbalanced to be interesting to game. Given this lesson from my formative gaming years, that I would design a game on what could be called The Destruction of Army Group North is nothing short of amazing.

Bagration's central objective was Mink, a city far south of our map, and the northern arm of this massive attack came crashing through Vitebsk. 1st Baltic Front was tasked with protecting the exposed right flank of the operation, with a course pointed southwest toward Kaunas. The initial rupture in the defensive line between Vitebsk and Polotsk was followed by a textbook "deep operation" westward, and this quickly resulted in a forty-mile separation—what the Germans called "the Baltic Gap" — between Center and North. Complicating the German position was the fact that Army Group North was pinned in place by a combination of holding attacks by 2nd and 3rd Baltic Fronts and Hitler's disinclination to allow any voluntary retreats. It would be asked to hold the current line while simultaneously stretching its right flank to re-establish contact with Center.

As the Soviet penetration developed during the last week of June, the commander of 1st Baltic Front, I.K. Bagramyan, became reluctant to veer away from his right flank protection, 2nd Baltic Front, and also recognized the seeds had been sown for the destruction of Army Group North. By this point in the war, Soviet command was sufficiently nimble to revise the initial plan on the fly: Bagramyan's axis of advance was tilted to run due west and he would attempt the envelopment of an entire German army group and the recapture of the Baltic States.

It took about a week for Operation Bagration to wreck Army Group Center. After a month, Soviet spearheads were all the way to the outskirts of Warsaw. The pacing of events in the Baltics is superficially quite similar, in that by July's end 3rd Guards Mech Corps had reached Tukums and isolated Army Group North. There were crucial differences: North had given ground, but was not yet defeated, and after its rapid 300-mile advance 1st Baltic Front was tired, spread thin, and

vulnerable. Enter Grossdeutchland and five German panzer divisions, a familiar plot twist in the long-running East Front drama. But the August counterattack would meet stalemate instead of glory, and by summer's end Army Group North was pushed into the Courland Pocket.

Why did this counterattack fail? Chances for success actually looked pretty good on paper, even with the panzers nowhere near full strength, because the Soviets didn't have a local superiority in tanks when Operation Doppelkopf began. Two factors stand out: the panzers no longer had a decisive performance advantage and were also a bit late onto the field. By mid-August Bagramyan was prepared for the blow; two weeks earlier, this would not have been the case. Without question, better luck and timing would have allowed the counterattack to recover more ground and grind more of the enemy to dust, but in the long run the Germans didn't have enough of a tactical edge to make up for the overall inferiority in numbers. What they could still do is pounce on Soviet mistakes—for instance, slam into a tank or rifle corps that's on the move—and use the panzer threat to bring the Soviet spearheads to bay.

The Baltic Campaign of '44 contains all the elements that make a game worth playing. This was a very mobile battle with both sides taking a turn on the offensive, and these are the situations in which OCS really shines. Historically, the Soviets would prevail in the Baltics, but I don't think it was preordained. There is also fertile ground for alternate histories to take root, such as "what if Army Group North had retained its one panzer division as a strategic reserve?" The high command guessed wrong when it kept so many panzer divisions near the old **Hube's Pocket** battleground in anticipation of the summer battle, and it is not beyond the pale to imagine a more balanced distribution of reserves leading to something short of "destruction of Army Group Center."

No plausible what-if would have allowed Germany to turn the tables and retake the strategic initiative in 1944, but Army Group North was in a decent position to meet certain modest goals, with survival topping the list. Hitler complicated this mission, since he also wanted North to hang onto the Baltic coast to ensure certain resources flowed into German factories and well-trained submarine crews flowed out to the Atlantic. For that reason, voices calling for a retreat to the south bank of the Daugava River were silenced. How-

ever much sense it made to shorten the line (and to take steps to avoid getting trapped outside Germany), there was no way to fit that into a war-winning strategy (however far-fetched such strategies may have become).

Baltic Gap also grew from a simple conceit: that the OCS model is so inherently interesting that virtually any WWII-era campaign can be turned into a good game. Hans Mielants designed an OCS game on this subject in 1992 that collected a decade of dust because no one was motivated to develop his submission. Fresh off a rewarding experience testing Rod Miller's excellent **Korea** game before it was released, I decided to give Hans' game a long look. After a few months of background reading, I signed on to create a revised version of the project.

The most obvious change is in scope. I decided to enlarge the playing field from 22x34 to 44x34, which required new maps to be drawn, mainly from the 1:500,000 scale maps (circa 1977) that Dean has stockpiled for much of the world. From these I made a general terrain analysis: hills, woods, bogs (and "wooded bogs" where those last two overlapped). Rivers were eventually drawn from encyclopedia maps circa 1960 that seemed to show about the right "density" of waterways (the more detailed maps show every stream and river). For villages and towns, I wanted to use actual population as a primary factor, so a 1952 gazetteer of the world was an important arbiter when debating to call a place a reference point or village, with 2,000 being the approximate boundary. To be classed a city, a different authority was consulted: some US Army Engineer maps (1:250,000), drawn in the early 1950's, that distinguished between built-up areas (cities) and lesser settlements. The two smallest cities (Heydekrug and Valmeira) had a shade under 10,000 people, and the three largest villages (Rezekne, Taurage, and Viljandi) nudged past that, but generally speaking this turned out to be the dividing line. Roads and railroads were also taken from the Corps of Engineers maps, with additional research taken from the internet (where, for instance, I found excellent articles on Baltic railroads and airfields during this period).

The orders of battle underwent a similarly thorough revision. The Gamers had commissioned two researchers, Charles Sharp and Thomas Burke, to check the Soviet OB back in 1992, and their documents made this game click—I never could have checked the Soviet OB with the resources

at my disposal. Each worked up a detailed study that included notes on unit sizes and equipment. That's why **Baltic Gap** can show distinct Soviet assault gun units, for instance — from Sharp's report I knew which had SU-85s, 122s, or 152s. (The few dozen SU-76 regiments were used as infantry support weapons, so those aren't explicitly shown.) I cannot over-stress my debt to these top-flight historians.

Although Sharp & Burke helped build a more accurate order of battle and arrival, Hans Mielants is the one who created the variations in the Soviet rifle divisions; with just a few exceptions, I went with his decisions for which were stronger or weaker than the norms.

The German OB was also a collaboration. I'm especially grateful to Roland LeBlanc and Hans Mielants. Roland helped nail down some of the small Axis units and their equipment, and Hans gave me a framework. (By the way, his submission broke the infantry divisions down to regiments, which would have been interesting and definitely "something new," but I couldn't get that level of detail to fit within the counter sheet limit.)

Both sides took heavy losses in the twelve months preceding **Baltic Gap**. The difference was in the ability to replace those losses. Germany went into its fourth Russian summer leaner than it had ever been, while the Soviet military continued to expand. The disparities in guns, tanks, and planes were growing most rapidly, and the newest generation of Soviet leaders was top-notch.

It was a challenge to assign units appropriate action ratings, strengths, and step values. Neither army was operating anywhere near full paper strength. The Soviets continued to add units (they employed 138 rifle divisions in this campaign!) but 5,000-man divisions were common among the veteran formations, so it wasn't just for game balance that the bedrock of the Red Army is now reduced to an 8-point division. Essentially what I've done here is take what would on paper be 3-step divisions with 14-18 factors and re-calibrate them as if one step was already lost. So the best Guards divisions would thus be 12's, and so on.

Tank units also show subtle variations in movement, combat, and AR to reflect a variety of factors, not the least being my desire, as a player, to have a battalion of StuGs be different from one of Marders. As previously mentioned, the SU-76s aren't shown by counters. Instead they've been

"added" to infantry units that were generally part of the same formation (corps or army). The divisions with an SU-76 have two points added to their strength (which is why the strongest rifle divisions ended up as 14's).

Generally, the late-war German army has become slower. Partially this reflects enemy air superiority and generalized "train-busting" beneath the layer of simulation, but the heart of the problem was a literal shortage of trucks. Panzer divisions don't get organic trucks (unless playing with the "increased trucks" variant) because deep operations just weren't possible in 1944.

It is difficult to maintain an offensive without artillery support. This will naturally slow the game's pace, since artillery groups are slow and unwieldy and their ammo costs are high. The Soviets must be patient, as the wait (to build up dumps and deploy the guns) will be worth it. One account of the campaign gives special praise to German use of firepower, and unlike some OCS games defensive artillery barrages can be very important here—especially if the Soviets routinely start packing several divisions into attacking hexes. Both players face some hard decisions with respect to artillery use: supply is limited, but the chances of combat success are closely linked to the enemy being in DG mode.

The air game is very one-sided, and the Luftwaffe is going to get pounded. But "free" step replacements are fairly common, so don't be afraid to fly. Soviet air losses can actually be harder to replace over time, since they do so many air barrages that flak losses will steadily accumulate. Some players like to bomb the German ports and airfields, others stick mostly to close air support missions, but one thing all players find is that even the huge Soviet air force cannot do everything.

A general theme from my reading was that Hitler would order attacks to close the gap between Center and North that used driblets, not mass. Every few days he would demand a reinforced infantry division to smash into the flank of 6th Guards Army, and needless to say the handful of actions that weren't canceled ended poorly. Army Group North was on its third commander—the first two were sacked/transfered for reluctance to follow orders transmitted from the Wolf's Lair—in less than a month when the meddling finally stopped (mainly because of the failed assassination attempt, but in part because its new leader, Ferdinand Schörner, was a trusted Nazi). Making individual rifle divisions pretty weak means that ad hoc attacks

against those divisions (especially when caught in Move Mode) will sometimes make sense, so I think the game works fine as a simulation without any overt "Hitler Rule." The VP Checks put just enough outside pressure on the German player to hold the important ground without making him a mere puppet on a string.

There are no books (at least in English) devoted to this campaign, but chapters can be found in several good sources. Erickson's Road to Berlin, Glantz's Clash of Titans, and Ziemke's Stalingrad to Berlin are the best of the general accounts. Newton's Retreat From Leningrad has a tighter focus, and while it contains a nugget here and there, it's mostly just a disconnected mess of German post-war debriefings that really need better annotation. Best of the bunch is Crumbling Empire, by Samuel Mitcham. He only covers the action from the German perspective, but the chapter on this campaign made me realize that there really was a game to be made.

It was frustrating while I was doing research, but I must say the lack of narrative material (at least in terms of accessible English-language sources) made my first solo game quite a revelation. We all enjoy using games to teach us about a campaign, but to me it was fascinating to realize that OCS was teaching lessons that I had not consciously "designed" into the game. I hope the rest of you experience a similar thrill of discovery.

Baltic Gap was sharpened over the course of three years of development. Especially valuable were some intense games at conventions, where we were able to string together several long days. Larry & Monte here in Iowa, and Dave's group in Ohio, are deserving of special thanks for helping with the fine-tuning. The playtest games revealed a situation with lots of turmoil and excitement. The action surrounding German attempts to fight their way out of encirclements seemed especially intense—for example, I know that I'll never forget the convention action near "Veerman's bridge" (E41.14). This is what makes replays of the campaign so very rewarding to both sides. Army Group North's dramatic ending at Courland Pocket turned out to be a great deal more than merely the story of its destruction.

Unit Designation Notes

Several units have abbreviated designations, either on the counters or the scenario lists.

AG	Assault Gun
AT	Anti-tank
Bde	Brigade
Bdr	Border
Bn	Battalion
Brkdwn	Breakdown
Est	Estonian
FDF	Fatherland Defense Force
Flak	Anti-aircraft
Fld	Field
G	Guards
GD	Grossdeutschland
GM	Guards Mortar (katyusha)
Gr	Grenadier (German infantry)
HD	Home Defense (militia)
HG	Herman Goering
ka	Korpsabteilung (D and H)
Katy	Soviet rocket artillery (katyusha)
Klef	Divisiongruppe von Kleffel
Knap	Knappe
Kor	Miscellaneous security (Koruck)
Kruk	Krukenberg
L-H	Laane-Harju
LW	Luftwaffe
Lat	Latvian
Lith	Lithuanian
M	Mechanized
P	Parnumaa
PJ	German anti-tank unit (panzerjager)
PG	Mech Infantry (panzergrenadier)
Pio	Pioneer
Pol	Police
Pr	Prince
Pz	German tank (panzer)
Rgt	Regiment
RR	Railroad
S	Sakalamaa
SS	Schutzstaffel
SK	Schutzkorps (Lithuanian hypothetical)
StuG	German assault gun unit
SU	Soviet assault gun unit
SvGZ	Strachwitz von Gross-Zauche
T	Tartumaa
Tank	Tank
Tgr	Tiger heavy tanks
UR	Soviet Fortified Sector
Werfer	German rocket artillery
vWerth	von Werthern

POP Locations

14- Estonian POP locations:
    4- Parnu (W55.07)
    2- Petseri (E47.18)
    4- Tartu (E56.24)
    2- Valga (E46.29)
    2- Viljandi (E55.33)

3- German POP locations:
    2- Memel (W13.34)
    1- Heydekrug (W07.32)

26- Latvian POP locations:
    1- Cesis (W38.01)
    2- Daugavpils (E15.25)
    1- Griva (E14.25)
    1- Gulbene (E36.24)
    1- Jekabpils (E25.31)
    2- Jelgava (W27.13)
    1- Koknese (E27.34)
    1- Krustpils (E25.30)
    1- Kuldiga (W33.27)
    3- Liepaja (W26.34)
    1- Ludza (W26.17)
    1- Rezekne (E25.19)
    4- Riga (W33.10)
    1- Skrunda (W28.26)
    1- Sloka (W32.13)
    1- Tukums (W33.18)
    1- Valmeira (E42.34)
    2- Ventspils (W40.29)

14- Lithuanian POP locations:
    1- Birzhai (W19.05)
    1- Kedainiai (W05.12)
    1- Mazeikiai (W22.34)
    2- Panevezhys (W12.08)
    1- Radviliskis (W14.15)
    1- Raseiniai (W07.19)
    2- Shiauliai (W16.16)
    1- Shvenchionys (E3.28)
    1- Taurage (W05.25)
    1- Telsiai (W17.25)
    1- Ukmerge (W04.05)
    1- Utena (E09.33)

9- USSR POP locations:
    1- Glubokoye (E03.16)
    1- Idritsa (E23.07)
    1- Opochka (E29.09)
    1- Ostrov (E40.12)
    2- Polotsk (E09.07)
    2- Pskov (E47.12)
    1- Sebezh (E22.10)

Place Names

The game map mostly uses Slavic and Baltic geographic terms for places. Those of you reading accounts of the campaign oriented from the German perspective will encounter different names. Here is a "translation list" that should prove useful, with a semicolon dividing the German from the Slavic/Baltic term:

    Autz; Auce
    Doblen; Dobele
    Dorpat; Tartu
    Dunaburg; Daugavpils
    Duna/Dvina River; Daugava River
    Eckau; Jekava
    Frauenburg; Saldus
    Kowno; Kaunas
    Libau; Liepaja
    Memel; Klaypeda
    Mittau; Jelgava
    Moon (island); Muhu
    Osel (island); Saaremaa
    Lake Peipus; Lake Chud
    Pleskau; Pskov
    Schaulen; Siauliai
    Schwanenburg; Gulbene
    Segewold; Seguida
    Walk; Valga
    Windau River; Venta River
    Windau; Ventspils
    Wolmar; Valmeira

Kurland; Courland is (roughly speaking) the part of Latvia that is west of the Daugava River.

House Rules

Here are four more options.

1. Rigid Soviet Fronts. Until Riga is captured, Soviet SP must remain within its Front Boundary, as defined below. Note SP can be drawn and thrown across these boundaries, and can be "looped" around boundaries when being transported (just so long as it doesn't end a phase in the wrong zone).

    3rd Baltic: from 36.xx to 62.xx
    2nd Baltic: from 21.xx to 35.xx
    1st Baltic: from 1.xx to 20.xx

2. More Flexible Entry. To prevent "walling off" of reinforcements, modify the last paragraph of 1.9a. "The Soviet player's reinforcements on the south and north edges, including SP, can also be placed in the five edge hexes immediately east of the listed Entry (for example, Entry E arrivals can now appear between E1.25 and E1.30, inclusive). Displace enemy units in this band of hexes as needed."

3. More Flexible "Steps". Change the "Steps" replacement type in 1.10a to allow a combat unit of that AR or less to be rebuilt.

4. Port VPs. The strategic focus was on ports. When the Soviets first capture a major port, they roll a die. If the roll is ≤ 2x the port's full (undamaged) capacity, they gain 1 VP. Other rolls have no result.

v2 Notes

Generally speaking, I was very happy with the way **Baltic Gap** turned out. There were far too many mistakes that needed correcting, though — the kind I fear are related to being in my 50s. Regardless of why, once the errata sheet tipped past a crammed full page I began thinking about how to generate a nice v2 rulebook. The vague impulse became a reality after I volunteered to do page layout for **The Blitzkrieg Legend**.

I think most of the errata is related to what one might describe as clarifications and minor fixes, but a few are substantial:

- The August and Courland Pocket scenarios needed some revisions. They simply had not been tested enough.

- The Victory Conditions seemed to work very well with test groups, but almost immediately there were cries that one side or the other couldn't win. This was probably partly due to a combination of skill and strategy differences, and since there was such a sharp divide of opinion it was hard to tell whether the Germans or the Soviets needed help. This led to what I think is a pretty clever balancing mechanism: when one side gets a VP, the other side gets some SP (to help it catch up).

- On a related note, I decided to get rid of Sudden Death after seeing too many problematical outcomes. I had envisioned Sudden Death as a way for games to end early with dignity — avoiding the "I can't win so let's start over" song and dance — but it turned out to be a rule that also led to "Hold Panevezhys at all costs and we'll win the war" nonsense.

Many thanks to those of you who have been so supportive. I hope you all enjoy this revised rules set.

Common Rebuild Table

"Armor" (all Yellow-symbol) Combat Types:

Any Bn	1 Eq

"Mech" (all Red-symbol) Combat Types:

Bde or Rgt	1 Eq and 1 Pax per RE*
Bn	1 Eq

"Other" Combat Types:

Alert Bn	Return to Pool (no rebuild)
Artillery (any type)	2 Eq per RE*
Breakdown Rgt	Return to Pool (no rebuild)
Eq or Pax	Return to Pool (no rebuild)
AT or Flak	1 Eq
HQ	1 Eq and 1 Pax
UR Bde	1 Eq
Other	2 Pax per RE*

Non-Combat Types:

Truck Pt	1 Eq (see OCS 13.5e)
Others	Return to Pool (no rebuild)

Planes:

All types	See 1.10a

Ships:

Cruisers & Destroyers	No rebuild or repair
Other ships	1 Eq per step

* Multi-step units can be rebuilt to less than full strength.

Shipping Capacities

Rail	Soviet	German
Jun	6	6
Jul	9	5
Aug	12	4
Sep	15	3
Oct	18	2
Sea	1	6*

* Roll a die for points after Narva Event

Soviet Supply Table

(two dice)

	East	South	North
Roll:	A,B,C	D*,E*,F*	I*
2-3	1	0	1
4-5	2	1	1
6-8	3	1	2
9-10	4	2	2
11-12	5	2	3

* only when in Soviet control.

Event Table (two dice)

Date	Event	No Event
1st	2-4	5-12
5th	2-6	7-12
8th	2-8	9-12
12th	2-10	11-12
15th	2-12	-

Kaunas in August
Narva in September
Saaremaa in October

German Supply Table

(two dice)

Roll:	Entry G
2-3	2
4-5	4
6-8	6
9-10	8
11-12	10

+1 if Fatherland in Danger

Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x2]	[x2]	x 1
Hills	Close	1	2	1	x1	x1	x 1
Woods	Close	2	3	1	x1	x 1	x 1
Bog	Close	3	4	2	x1/2	x 1	x 1
Wooded Bog	V. Close	P	P	3	x1/2*	x1/2*	x 1
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	V. Close	ot	ot	ot	x1/2	[x1/2]	x 1
Sec. Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Major River	ot	P	P	All	[x1/4]	[x1/3]	[x1/2]
Minor River	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
All-Lake Hexside	ot	P	P	P	[x1/3]*	[x1/2]*	[x1/2]*

"Crossing arrows" are crossed like Major Rivers.

[x#]	Attack times multiple; Defend at x 1.
*	Via Road, Railroad, or Track only.
P	Movement prohibited.
na	Combat not allowed.
ot	Dependent on Other Terrain in Hex.

Weather Table (one die)

Month	Mud	Limited	Normal
Jun-Jul	-	1	2-6
Aug-Sep	-	1-2	3-6
Oct	1	2-3	4-6

German Repl Table

(two dice)

Roll:	Repls
2-5	Partisans, Gar
6	AR2, Gar
7	AR3, Gar
8	AR4, Gar, Plane
9-12	2x Eq, Pax, Hogs, Gar, Plane

+1 if Fatherland in Danger

Soviet Repl Table

(two dice)

Roll:	Repls
2-5	Partisans
6	AR1, Eq, Plane
7	AR2, Eq, Plane
8	AR3, Eq, Plane
9	AR4, Eq, Plane
10-12	2x Eq, Pax, Arty, Plane

Scenario Index

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Repl Table Notes (for both tables, see 1.10a):

Pax/Eq enter at G or A-C as appropriate

AR# = One step of the listed Action Rating

Plane = Flip one damaged Plane or return one Plane (at Full Strength) from the Dead Pile

Partisan = 1-3 markers

Hogs = Each HQ can create one level within its Throw range

Arty = One Artillery marker

Gar = One Alert or Flak unit