Operational Combat Series:

Baltic Gap (2.3a)

©2019. Multi-Man Publishing, Inc. All Rights Reserved.

Game Design: John Kisner and Hans Mielants.

Series Design: Dean Essig.

Research Assistance: John Bowen, Jim Broshot, Thomas Burke, Kevin Caldwell, Roland LeBlanc, Ernesto Sassot, Charles Sharp, and Ludwig van Schoor.

Playtesters: Johan Arve, Larry Barrett, Allen Beach, Andrea Brusati, John Buse, Dominique Chupin, John Collis, Dick Eichenlaub, Jeff Emde, Christophe Foley, Kurt Gillies, Montesaurus Gray, Carl Gruber, Morris Hadley, Mathias Hardel, Michael Junkin, Roland LeBlanc, Peter Lindahl, Andreas Lundin, Chuck McKenzie, Dave Mignerey, Linden Moore, Alan Murphy, Steve Olson, Steve Poitinger, Jay Potter, Jim Reasoner, Mike Riley, Dick Sauer, Matt Severns, Russell Stewart, Angela Sutton, Mark Veerman, Tom West, and Max Workman.

v2.3a Rules

The original rules have been corrected and clarified. Some of the highlights…

- A process was added to the Victory Conditions to make skill differences somewhat self-balancing.
- There are new "house rule" options on page 50.
- Significant tweaking was done in some scenarios (such as Courland Pocket).

Those interested in seeing the collected errata for the printed game, or wanting to download other support materials, should visit:

http://www.gamersarchive.net

Introduction

Baltic Gap depicts the Soviet drive into Latvia, Estonia, and Lithuania in the summer and fall 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. First 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.

Dedicated to the memory of our good friend Linden Moore.

1.0 General Rules

1.1 Map & Terrain

There are two maps, East (E) and West (W). A hex is identified by a map letter and number. For instance, on the East Map 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 with two of the three hexes gets credit for 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 & all-sea hexsides prohibit land movement except at the yellow crossing arrows near Rapina (E51.19). The yellow arrows reduce the terrain effects to that of a major river hexside.

© 2021 All Rights Reserved.

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 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 Special Hedgehog Reduction. A hedgehog is reduced by one level when captured. Exception: Rule 1.1f applies when reducing 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 OCS 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 cannot 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 a 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 & Entry hexes are detrainable (these are in addition to the terrain types listed in OCS 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 Air Box. 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 or air drop mission being 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 Königsberg and Leningrad. The Axis player's Königsberg Box is linked to Entry G. The Soviet player's Leningrad Box is linked to Entry A. These are holding boxes for ground units and ships.

In any friendly phase ground units are able to transfer between the Königsberg Box or Leningrad Box and a linked Entry hex (in either direction). This isn't considered movement, so even supply points can do this.

Example: In his Reinforcement Phase the Soviet player shifts an arriving Eq from Entry A back to the Leningrad Box and immediately uses that Eq to rebuild a tank battalion (there is a nominal HQ in the box). During his Movement Phase, the player then shifts the tank battalion to Entry A and has it move toward Pskov.

Leningrad and Königsberg have nominal HQs for unit rebuilds, and have 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 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 will eventually be forced to retreat from northern Estonia, falling back toward Riga. This in turn makes it possible for the Soviets to invade Saaremaa, which as a result will effectively bar German shipping from the Gulf of Riga.

Each of these off-map battles will be 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 Kaunas Event (August). 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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

at Entry G. Multi-unit formations take a loss (1.4e).

1.4b Narva Event (September). 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). Axis Sea Cap will be immediately reduced to reflect refugee evacuations (2.2a).

1.4c Saaremaa Event (October). 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 Delay. 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 (round fractions 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. September's Narva Event also triggers the 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 shipping points (aka Sea Cap) available. See the chart on the last page of these rules.

1.5a Ships. German naval units represent the named cruiser and destroyer escort. Soviet naval units are 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 sinks it.

1.5b Naval Movement. The German ships are restricted to Königsberg and the Baltic Sea. Soviet ships are restricted to Leningrad, the Baltic Sea, and the two big lakes, Peipus and Pskov.

The Saaremaa Event (1.4c) also controls further naval 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 (the Baltic is off-limits).
- After the event, German ships and shipping cannot move further east than Mazirbe (W45.24). Soviet ships and shipping can now be used in the Baltic Sea as far as Mazirbe, but can never operate west of that port.

During a friendly Movement Segment, a German ship can spend 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. A Port with at least 1 SP capacity is a supply source. 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: *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, such as Sloka in W32.13, 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

Use the Weather Chart to determine 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" (OCS 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 checked 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 (or Axis) player controls the Wehrmacht, Waffen-SS, Latvian, Estonian, Lithuanian, Luftwaffe, and navy units. **Collectively, these are called "German" units.**

The Soviet (or Russian) player controls the Red Army, Guard, navy, and air, as

© 2021 All Rights Reserved.

well as Communist Lithuanian/Latvian/Estonian units. **Collectively, these are called "Soviet 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.*

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.

Both sides use the Common Rebuild Table in the back of this booklet.

1.7a Multi-Step Brigades & KG. Two Wehrmacht brigades (Von Werthern and 101), two SS brigades (Gross and 4), 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. Eight Soviet artillery divisions 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 example, 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 and 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 Axis cannot use the Consolidation series rule (13.9). The Soviets can use Consolidation.

1.7d Baltic Desertion. Every Estonian, Latvian, and Lithuanian unit (both Axis 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 (2.4) allows abstract hedgehog construction.

The Soviet 9th Pontoon Brigade is a specialized unit that can bridge adjacent river hexsides, but not perform any other engineering tasks. When Engineer-Capable (OCS 13.8a), the Pontoon unit creates new bridges across all adjacent minor and major river hexsides (as if a "track" is crossing the river). There is no SP cost to do this. These bridges disappear if the Pontoon unit leaves the hex.

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 Minor Options. These have been moved to a new section (on page 50).

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). Note when using Campaign Variants (2.8 and 3.8), each side has a unique V#.

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

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

Example: The V# is '2', so on the 1st of July 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. In a change from OCS 13.6b, enemy units blocking reinforcements can be displaced as needed (even if the only arrivals are SP). Breakout returns arrive at Entry A-C (Soviet) or G (Axis).

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

- Axis Latvian, Estonian, and Lithuanian reinforcements and rebuilds must appear in a home nation POP location currently in trace supply. Otherwise, units from these nations

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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 more 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 (if Soviet) or G (if German).**

1.10a There are several types of Variable Reinforcements:

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

Hogs. The Germans (only) will sometimes receive free hedgehogs (2.4).

Garrison. The Germans (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 (Axis 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.

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

Design Note: *The Steps result abstracts some replacement activity, reducing 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.*

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.

Partisans. Roll one die and divide by two (round fractions up). The result is how many Trainbusting markers (simulating partisan activity) arrive. 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 very little Baltic support for communists following their harsh rule in 1939-41, so classic Soviet bands did not operate here. (Also 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) a port with a current capacity of 1-3 tokens,

B) a detrainable hex that must use a narrow-gauge rail to connect back to a full supply source, and

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

Two RE of combat units can get 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 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.*

© 2021 All Rights Reserved.

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 an Axis 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 an Axis 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 Hexes 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

Rail Cap varies by month per the charts accompanying this game. It decreases to reflect the steady loss of rolling stock and track. Rail Cap can only be used on rail lines connected to a supply source. Gauge restrictions (1.2) also apply.

Sea Cap is set at 6 (but see 2.2a). It can be used to move cargo between functioning ports (with the Saaremaa Event imposing special restrictions, per 1.5b). Note it 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 is a special formation marker that can be used to pull a stack of independent Track MA units from the map, for concealment or ease of stacking. Note units represented by the marker **cannot** receive fuel via the 'formation method' of OCS 12.5c.

Design Note: *Colorful Count Hyazinth Graf Strachwitz von Gross-Zauche was commander of 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 reflect the extraordinary ability of Colonel Meinrad von Lauchert (who would go on to lead 2nd Panzer Division at the Bulge).*

2.4 Hogs

When the Repl Table yields a "Hogs" result, every German HQ can immediately place a level-one hedgehog in a hex within throw range (the distance traced as if throwing supply). 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 Axis 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), none of which have designations. Mix them in an opaque cup and draw randomly when needed during setup or the Reinforcement Phase.

- Arriving Garrisons are put in any Axis POP location that isn't next to a Soviet Attack-Capable unit.
- Eliminated Garrisons 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 of variable quality. Sometimes a kampfgruppe mentioned in a campaign narrative is actually just a breakdown regiment 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.*

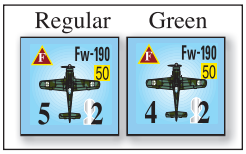
2.6 Luftwaffe

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.)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

Aside from the Me-262, any 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 and execution 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 all SS, Lithuanian, Latvian, and Estonian units to "coordinate" with each other. (This is not meant to imply that all Axis-allied units were commanded by the SS… it's just a simple way to put their largest 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 Axis 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 Axis player to modify his initial deployment. Attack-Capable units that are in an HQ's grouping and on the map (not Narva or Kaunas) can now shift to *any* HQ. Other units deploy normally.
2) **Surprise Counterattack.** There is no delay for Axis units deploying from the Kaunas Box.
3) **Change Coordination.** If using 2.7/3.7, eliminate all of the Axis restrictions. If not using 2.7/3.7, impose the Soviet restrictions. At the game's end, award the Soviets 1 VP.
4) **Increased Trucks.** Add an empty organic truck to each panzer and panzer grenadier division when it arrives. (Normally these organic trucks are not used.) At the game's end, award the Soviets 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, award the Soviets 2 VP.
6) **Herresgruppe Nord Withdraws.** This intriguing what-if has Hitler okaying a more rapid Axis withdrawal to a line below the Daugava River. The game changes in three ways: 1) roll the Narva event in July (not September), 2) roll the Saaremaa event in September (not October), and 3) after the Narva event occurs, Estonian POP locations are worth zero and the POP values in Lithuania are doubled. At the game's end, award the Soviets 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.

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 South and North Edges. Entry locations on these map edges are initially Axis 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

Rail Cap varies by month per the charts accompanying this game. It can only be used on rail lines connected to a Soviet supply source. Gauge restrictions (1.2) also apply.

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.*

Sea Cap is set at 1. It can be used to ship cargo between ports, with Saaremaa imposing special restrictions per 1.5b.

3.3 Artillery Ammo Markers

Arty Ammo is a Repl Table result. Store these markers in the Leningrad Box until they are used. While there is no limit on how many can be acquired during the game, 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)

© 2021 All Rights Reserved.

during a Combat Phase. During that phase (only), a maximum of 4T is paid per artillery barrage when the supply is thrown by a Combat Mode HQ. For instance, a 144-factor barrage, which normally costs 10T, would cost just 4T. Every Soviet HQ on the map can potentially use the reduced barrage cost in the phase 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).

3.4a LRAF. Nine counters represent elements of the Long Range Air Force (LRAF), marked with a yellow border around the counter. These aircraft…

A) must be based in the LRAF Box (never other air bases),

B) can only refit on the first turn of every month, and

C) can only perform missions in 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 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* (off-map to the south) might not be so swift or complete. Therefore, in campaign games the V# (1.8) imposes a possible delay on every group (a "group" being defined as all units scheduled to arrive or depart at the same Entry on the same turn) of Soviet reinforcements and withdrawals. 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 possible delay to Kaunas, Narva, and Saaremaa arrivals. Also keep in mind that a higher V# increases the chance for reinforcement delay. So 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 a hex 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 independent unit (OCS 3.2f) can attack from a hex. (No restrictions are placed on divisions and multi-unit formations.)

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

Play Note: *That #2 is hard to remember and sometimes 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 a numbered variant 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.** Add 1 to Soviet variable replacement and supply rolls in September (only). At the game's end, award the Germans 2 VP.

2) **Early Breakthrough at Narva.** The Kaunas Event also triggers the Narva Event. Roll for Saaremaa in September. At the game's end, award the Germans 2 VP. (Ignore this variant entirely, including the VP, if the Axis selects the *Herresgruppe Nord Withdraws* variant.)

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

4) **Change Coordination.** If using 2.7/3.7, eliminate all of the Soviet restrictions. If not using 2.7/3.7, impose the Axis restrictions. At the game's end, award the Axis 1 VP.

5) **Direct Arrival of the 5th Guards Tank Army**. Soviet units released from the Kaunas Box arrive immediately (no delay roll).

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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

4.0 Victory

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

1. Tally how many POP (1.1b) under Soviet control (it's always Soviet control that is figured, not Axis).
2. Find this turn's Target Number on the turn record chart. If the POP tally exceeds the Target Number, credit the Soviets with 1 VP; if the POP tally is less than the Target Number, credit the Axis with 1 VP. (No point is scored if the POP tally equals the 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 (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 earned a VP due to the POP tally, the Germans get 1 SP at Entry G. If the Germans scored a VP for the POP tally, 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 usually based on which side has the most VP. A lead of…

- 10 or more wins a Decisive Victory.
- 5 to 9 wins a Major Victory.
- 4 or less means the winner isn't based on the VP tally. Instead, score the game as a Marginal Win **for the player who won the last VP scored for the POP tally** (even if the other player has a small lead). So in close games the final position matters!

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!

A) Scenarios specify the first turn's weather and who sets up first and who moves first. Thereafter, use regular initiative/weather rolls.

B) Multi-step units that set-up "w/i X hexes" can deploy 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).

C) Initial losses are sometimes noted in setups. Players will be asked to either randomly eliminate one or more attack-capable units from a multi-unit formation or implement a certain number of losses. In the case of a group of units taking losses, the steps are spread among the units as desired (they are not applied to **each** of the listed units).

D) Optional Supply Cache markers are now included in the setups and arrival schedules. For more details see House Rule #8 (page 50).

E) Planes setup Active. Note some Axis aircraft have low values (see 2.6). Unless otherwise indicated, half of the planes of each model (round fractions down) should be "inexperienced" air units.

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

G) Soviet organic trucks **always** setup Full. German organic trucks are not normally used.

H) Reinforcements appear from the Order of Arrivals, Supply Tables, and Repl Tables.

I) One counter per German mobile division in this game is a "hypothetical" that isn't normally used. Usually this is the organic truck, which can arrive by variant 2.8 or option 5.6. Another division, the 11th SS, never had enough transport to warrant an organic, but has a hypothetical panzer battalion among the 29 August arrivals.

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

K) At the start of a scenario, neither side has any VP.

Scenario Index

5.1 The Full Campaign	pg 10
5.2 The Deep Battle	pg 15
5.3 The Attrition Battle	pg 18
5.4 The Baltic Gap	pg 22
5.5 August Campaign	pg 23
5.6 Doppelkopf	pg 27
5.7 September Campaign	pg 30
5.8 Courland Pocket	pg 35
6.0 Campaign Arrivals	pg 40

Component Errata

- There were printing errors related to the "RE indicators" to the left of the symbol boxes on the Combat Mode side. Affected are the three multi-step SS units and Sheet 3's Soviet rifle divisions. Move Mode sides are correct.
- There is no significance in the two different shades of yellow appearing on the armor-class units (it's just a cosmetic mistake).
- The map's Turn Record Track should refer to scenarios 5.2 and 5.3 (not 6.2 and 6.3).
- Change the 115 Rifle Div to 4-3-5 in Move Mode.

© 2021 All Rights Reserved.

5.1 The Full Campaign

On 22 June, Operation Bagration began to make quick work of Army Group Center. As the right pincer at Vitebsk (off-map a few hexes from E1.01), First 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.

Our game begins on 26 June, with Army Group North braced for the onslaught. Its flank is now unanchored, with Army Group Center's 9th Corps cast adrift beyond the Daugava 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 will also leave the Panther Line thinly held when Second and Third 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 many advantages in the early going, an important one being their strong mobile forces. Operational planning 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 on 26 June
Weather: "Flight" on 26 June
First turn: 26 June 1944
Last turn: 29 October 1944
Reinforcements: per 6.0 schedules

Railroads
The only rails converted to Soviet wide gauge are those east of the Panther Line.

Soviet Information
Dead Pile: None

1st Baltic Front
E3.01:
10-3-3 Gd Inf Div (71)
(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.*

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

E7.01:
6 Gd Army HQ
9-3-8 Tank Bde (143)
9-4-8 Gd Tank Bde (34)
3-4-6 Gd AG Bn (333, 335)
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)

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

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

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 Inf Div (16 Lith)
12-4-3 Inf Div (28)
14-4-3 Gd Inf Div (21)
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

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)

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

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

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

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

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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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

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)
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)
Wagon Point
2 SP

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)

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

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

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)

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

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

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

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

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

3rd 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)
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)
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)
84-1-2 Arty Div (27)

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

E43.10:
10-3-3 Gd Inf Div (23)
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)
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 will create 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

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)

© 2021 All Rights Reserved.

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

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

Available:
4x Reserve Marker
1x Arty Ammo Marker
1x Supply Cache (optional)

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

Narva Box:
1x Reserve Marker

Saaremaa Box:
8 Army HQ
10-3-3 Inf Div (7 Est, 249 Est)
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)

Level-1 Air Bases: E5.02, E14.02, E23.03, E35.02, E47.03, E57.15.

3rd Air Army Box (*):
1x Gd IL-2
4x IL-2
1x Li-2
2x Tu-2
2x Gd Yak-9
4x Yak-9

15th Air Army Box (*):
2x IL-2
2x La-5
2x Yak-9

14th Air Army Box (*):
1x IL-2
1x La-5
1x Li-2
1x Pe-2

* Fighters can also deploy on-map

German Information
Dead Units:
None

3rd Panzer Army
E3.16, w/i 1 hex:
16-4-3 Inf Div (212)
3-2-3 Koruck Rgt (590)
Truck Point
1 SP

Play Note: *Put a unit in E2.15 to prevent "walling off" of 9th Corps reinforcements!*

16th Army
E8.02 and E9.03 (each):
Trainbusting marker

Design Note: *These show remnants of Axis resistance, slowing the Soviet movement.*

E9.04:
4-4-3 Breakdown Rgt

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

E9.08, w/i 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, -1 step)

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

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

E13.06:
16-4-3 Inf Div (290, -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

E16.07, w/i 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, -2 steps)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

E21.06:
4-4-3 Breakdown Rgt

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

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

E23.08, w/i 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, -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

18th Army
E26.05:
10-2-2 Lat Bdr KG (Knap)

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

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

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

E29.09, w/i 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 Police were building blocks of Latvian 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, -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, -2 steps)

E34.07, w/i 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, -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)

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

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

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

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

E40.12, w/i 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, -1 step)

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

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

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

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

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

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

E47.12:
Garrison unit (random)

E46.13, w/i 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, -1 step)

© 2021 All Rights Reserved.

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, -1 step)

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

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

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

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

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

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

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

W33.10; w/i 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

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

Available:
6x Reserve Marker
SvGZ Marker
1x Supply Cache (optional)

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

Kaunas Box:
39 Pz Corps HQ
40 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 33 Gr, 12 PG, 600 AG, 7 Recon, 103 Arty)
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 14 Gr, 13 PG, 55 Recon, 116 Arty)
14 Pz Div (I-36 Pz, III-36 AG, 103 Gr, 108 PG, 126 Recon, 4 Arty)
GD PG Div (I Pz, II Pz, III Pz, AG, Fus PG, Gren PG, Recon, Arty)
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
2 SP
2x Reserve Marker

Königsberg Box:
Prinz Eugen
Luetzow

Level-1 Air Bases: E9.07, E23.07, E25.30, E27.34, E36.24, E42.34, E47.18, E55.33, E56.24, W4.05, W12.08, W28.26, W32.13, W33.18, W38.01, W55.07.
Level-2 Air Bases: E15.25, E47.12, W13.34, W2.28, W16.16.
Level-3 Air Bases: W26.34, W32.10.

Any Axis airfield or Luftflotte I Box:
2x Fw-190
1x He-111
2x Ju-52
2x Ju-87

5.2 Deep Battle

As this scenario begins, 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 and the isolation of 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 on 8 July
Weather: "Flight" on 8 July
First turn: 8 July 1944
Last turn: 29 August 1944
Reinforcements: given by 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 Axis player can treat all hexes along the north play boundary as supply sources. For variable supply arrivals, divide the number of SP by 2. Axis Rail Cap is set at 2, 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 consider them diverted elsewhere). Exception: Arty Ammo and Hogs are never diverted.

At start, the Soviet supply sources are Entry C and D. Entry E and F become Soviet 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. Soviet Rail Cap is set at 6 for this scenario.

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

The Soviets begin with control of 3 POP. Victory Points are checked at the end of each turn by counting POP under Soviet control. POP Target for this scenario

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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 game if the Germans don't have 1x Pax and 1x Eq saved.

Railroads
The only rails converted to Soviet wide gauge are the two lines that run from Entry C to Polotsk.

Soviet Information
Dead Units: None

1st Baltic Front
E2.22, w/i 2 hexes:
43 Army HQ
3-2-8 Tank Bn (105)
9-4-8 Gd Tank Bde (10, 39)
3-4-6 Gd AG Bn (377)
(4)-2-2 AT Bde (17)
2 SP

E2.24, w/i 2 hexes:
12-3-3 Inf Div (179)
10-3-3 Inf Div (235, 306; -1 step)
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)

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

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

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

E7.18, w/i 2 hexes:
6 Gd Army HQ
10-3-3 Gd Inf Div (90, -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)
4-4-6 Gd Tank Bn (64)
3-4-6 Gd AG Bn (336, 346)
(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

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

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

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

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)
8-2-2 Inf Div (270)

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

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

E14.05:
14-4-3 Gd Inf Div (21)
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.*

Available:
3x Reserve Marker
1x Arty Ammo Marker
2x Supply Cache (optional)

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

Level-1 Air Bases: E5.02, E9.07, E14.02.

LRAF Box (all are Active):
3x B-25
3x Gd IL-4
1x IL-4
2x Li-2

© 2021 All Rights Reserved.

3rd Air Army Box (*):
Gd IL-2
6x IL-2; -1 step
2x Gd La-5
2x La-5
1x Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9
4x Yak-9

* Fighters can also deploy on-map

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

12 July, Entry E:
51 Army HQ
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, 1823 AT, 129 Mort, Truck)
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, 8 Gd Tank, 867 AT, 179 Mort, Truck)
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)
3-3-8 Gd Tank Bn (3)
90-1-2 Arty Div (20a, 20b)
26-1-2 Arty Bde (151)
1x Reserve Marker
2x Truck Point

Entry E now 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)
10-3-3 Gd Inf Div (19, 91)
10-3-3 Inf Div (158, 262)
10-2-2 Inf Div (164, 251)
9-4-8 Gd Tank Bde (28)
26-1-2 Arty Bde (139)
1x Reserve

Entry F now a Soviet Supply source

1 August:
Roll for Kaunas Release every Weather Phase. For this scenario, modify the rolls by -2 (to make the event more likely).

The LRAF planes are available for one mission each this month.

2x Supply Cache (optional)

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)

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

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

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

3rd Panzer Army
E1.30:
4-4-3 Breakdown Rgt

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

E2.31, w/i 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, -2 steps)
Level-1 Hedgehog

E9.22:
4-4-3 Breakdown Rgt

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

16th Army
E10.26:
16-4-3 Inf Div (205, -1 step)

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

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

E12.24, w/i 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

Play 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, -2 steps)

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

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

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

E13.17:
16-4-3 Inf Div (81, -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, -2 steps)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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

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

E16.10, w/i 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)

W4.05:
Garrison unit (random)

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

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

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

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

W33.10, w/i 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

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

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

Available:
4x Reserve Marker
SvGZ Marker
1x Supply Cache (optional)

Kaunas Box:
39 Pz Corps HQ
40 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 33 Gr, 12 PG, 600 AG, 7 Recon, 103 Arty)
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 14 Gr, 13 PG, 55 Recon, 116 Arty)
14 Pz Div (I-36 Pz, III-36 AG, 103 Gr, 108 PG, 126 Recon, 4 Arty)
GD PG Div (I Pz, II Pz, III Pz, AG, Fus PG, Gren PG, Recon, Arty)
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
2 SP
2x Reserve Marker

Königsberg Box:
Prinz Eugen
Luetzow
2 SP

Level-1 Air Bases: E25.30, E27.34, W4.05, W12.08, W28.26, W32.13, W33.18, W40.29.
Level-2 Air Bases: E15.25, W2.28, W13.34, W16.16.
Level-3 Air Bases: W26.34, W32.10.

Any Axis airfield or Luftflotte I Box:
1x Fw-190
1x He-111
1x Ju-52
1x Ju-87

German Arrival Schedule
Units arrive at Entry G unless otherwise noted. All transport points arrive loaded. Also remember the special arrival locations for Latvians and Lithuanians (1.9a).

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, 42 PJ, 7 Gr, 6 PG, 37 Recon, 78 Arty)
12 Pz Div (II-29 Pz, 12 PJ, 25 Gr, 5 PG, 23 Recon, 2 Arty)
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 two panzer divisions and place it in Dead Pile.

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

2x Supply Cache (optional)

5 August:
1x Bf-109
1x Fw-190
2x Ju-87 (one inexperienced)
1x 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

© 2021 All Rights Reserved.

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 & 3rd Baltic Fronts were tasked initially with pinning in place Army Group North. 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 on 8 July
Weather: "Flight" on 8 July
First turn: 8 July 1944
Last turn: 29 August 1944
Reinforcements: given by scenario

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

The Luftflotte 1 Box, 3rd Air Army Box and LRAF Box are not available in this scenario.

In addition to his regular supply 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 Diversion Check die 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.

The Soviets begin with no POP under control. 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 in play.

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
The only rails converted to Soviet wide gauge are those east of the Panther Line.

Soviet Information
Dead Units: None

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

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

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

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

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

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

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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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

E27.03:
9-4-8 Gd Tank Bde (29)
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)
Wagon Point
6 SP

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)

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

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

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)

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

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

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

3rd Baltic Front

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

E38.01:
(4)-3-3 Gd AT Bde (6)
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)
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)
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)
8-2-2 Inf Div (282, -1 step)

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

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

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 will create 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)
3-2-8 Tank Bn (51, 511)
3-3-6 AG Bn (1433)
2-2-8 AT Bn (724)
Truck Point
Wagon Point

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)

© 2021 All Rights Reserved.

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

Available:
2x Reserve Marker
1x Arty Ammo Marker
2x Supply Cache (optional)

Level-1 Air Bases: E23.03, E35.02, E47.03, E57.15.

14th Air Army Box (*):
1x IL-2
1x La-5
1x Li-2
1x Pe-2

15th Air Army Box (*):
2x IL-2
2x La-5
2x Yak-9

* Fighters can also deploy on-map

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)
90-2-2 Gd Arty Div (6a, 6b)

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

12 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, 332)
22-1-2 Arty Bde (5 C)

12 July, Entry B:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, 1261 AT, 277 Mort, Truck)
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)
3-4-6 Gd Tank Bn (48)

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)
84-2-2 Gd Arty Div (2a, 2b)

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, 1450 AT, 287 Mort, Truck)

15 August, Leningrad Box:
Flotilla

15 August, Withdraw:
3-4-6 Gd AG Bn (373)
3-2-8 Tank Bn (37, 227, 239)

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

16th Army
E20.06:
4-4-3 Breakdown Rgt

E21.06:
4-4-3 Breakdown Rgt

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

E23.08, w/i 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, -1 step)

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

18th Army
E26.05:
10-2-2 Lat Bdr KG (Knap)

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

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

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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

E29.09, w/i 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, -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, -2 steps)

E34.07, w/i 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, -2 steps)

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

E36.11:
Level-1 Hedgehog

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

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

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

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

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

E40.12, w/i 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, -2 steps)

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

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

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

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

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

E46.14, w/i 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)

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, -1 step)

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

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

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

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

Available:
3x Reserve Marker
1x Supply Cache (optional)

Level-1 Air Bases: E23.07, E25.30, E27.34, E36.24, E38.35, E42.34, E55.33.
Level-2 Air Bases: E47.12, E56.24.

© 2021 All Rights Reserved.

Any German airfield:
1x Fw-190
1x Ju-87
1x Ju-52

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

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.

General Information
Setup Order: Soviets first
First Player: Soviets on 8 July
Weather: "Flight" on 8 July
First turn: 8 July 1944
Last turn: 29 August 1944
Reinforcements: per 6.0 schedules

Special Scenario Rules
Both maps are in play. Use 5.2 & 5.3 for initial forces on both sides. Exceptions: the Soviets just have one Arty Ammo marker (not two).

Ignore the special scenario rules given in 5.2 and 5.3.

The Soviets begin with control of 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 Axis 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 one initiative roll, with the player winning initiative choosing whether the Soviets will move first or second in both games.

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 Axis 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, 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 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. For the time being 1st Baltic Front must fight defensively, but the other fronts will continue their relentless advance.

General Information
Setup Order: Soviets first
First Player: Germans on 1 August
Weather: "Limited Flight" on 1 August
First turn: 1 August 1944
Last turn: 29 October 1944
Reinforcements: per 6.0 schedules

Special Rules
At start, the Soviets control 25 POP.

Railroads
The only rails converted to Soviet wide gauge are the four that run east from the RR brigades (at Postavy, E16.24, Zilupe, and Pskov).

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.

One of the four 5-5-3 Assault Brigades (player's choice) begins 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 counter-attack threat as best you can.*

3rd Belorussian Front
W2.09, w/i 3 hexes:
39 Army HQ
12-3-3 Gd Inf Div (17, -1 step)
10-3-3 Gd Inf Div (19, 91)
10-3-3 Inf Div (158, 262; -1 step)
10-2-2 Inf Div (164, 251)
9-4-8 Gd Tank Bde (28)
26-1-2 Arty Bde (139)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

1st Baltic Front

W12.07, w/i 2 hexes:
10-3-3 Gd Inf Div (71, 90; -1 step)
10-3-3 Inf Div (51)
9-4-8 Gd Tank Bde (39)
4-4-6 Gd Tank Bn (2, 64)
4-4-6 Gd AG Bn (333, 335)
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.*

W14.03, w/i 3 hexes:
43 Army HQ,
12-3-3 Inf Div (179, -1 step)
10-3-3 Inf Div (235, 306)
8-3-3 Inf Div (145)
8-2-2 Inf Div (204, 216, 334, 357; -1 step)
8-1-2 Inf Div (156)
9-4-8 Gd Tank Bde (10)
3-4-6 Gd AG Bn (377)
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)

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

W18.11, w/i 3 hexes:
51 Army HQ
8-4-3 Inf Div (16 Lith)
12-3-3 Inf Div (279, -1 step)
10-2-2 Inf Div (77, 91, 257, 347, 417; -2 steps)
8-2-2 Inf Div (87, 267)
3-4-6 Gd AG Bn (336)
3-3-8 Gd Tank Bn (3, 15)
(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, 8 Gd Tank, 867 AT, 179 Mort, Truck)

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, Truck).

At least one Attack-Capable unit must be in each location.

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

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

E16.32, w/i 3 hexes:
6 Gd Army HQ
10-4-3 Gd Inf Div (46, -1 step)
10-3-3 Gd Inf Div (9, 51, 67; -1 step)
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)
144-1-1 Katy Div (2)
90-1-2 Arty Div (21a, 21b)
26-1-2 Arty Bde (4)

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

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

2nd Baltic Front

E22.23, w/i 3 hexes:
22 Army HQ
12-4-3 Lat Inf Div (43, -1 step)
8-3-3 Inf Div (115)
8-3-3 Inf Inf Div (308 Lat)
10-2-2 Inf Div (182)
8-2-2 Inf Div (26, -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, 6b)
26-2-2 Gd Arty Bde (36)
2x Wagon Point
2 SP

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

E25.19, w/i 3 hexes:
3 Shock Army HQ
10-3-3 Inf Div (379, -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; -1 step)
9-4-8 Gd Tank Bde (29)
3-4-6 Gd AG Bn (373)
3-2-8 Tank Bn (227, 239)
26-1-2 Arty Bde (136)
2x Truck Point
2 SP

E30.16, w/i 3 hexes:
10 Gd Army HQ
12-4-3 Gd Inf Div (85, -1 step)
10-4-3 Gd Inf Div (7, 56, 119)
12-3-3 Gd Inf Div (29, 65; -1 step)
10-3-3 Gd Inf Div (8, 22, 30; -1 step)
8-2-2 Inf Div (37)
9-3-8 Tank Bde (78)
4-4-6 Gd Tank Bn (13)
3-2-8 Tank Bn (37, 249)
2-2-8 AT Bn (1453)
(4)-3-3 Gd AT Bde (6)
(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)
2x Wagon Point
2 SP

© 2021 All Rights Reserved.

3rd Baltic Front

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

E40.12, w/i 3 hexes:
1 Shock Army HQ
10-4-3 Gd Inf Div (52, -1 step)
10-3-3 Gd Inf Div (23)
10-2-2 Inf Div (85)
8-2-2 Inf Div (33, 56, 146, 196, 282, 285, 364; -2 steps)
9-3-8 Tank Bde (16, 122)
5-5-3 Assault Bde (9)
3-4-6 Gd AG Bn (326, 332)
3-3-8 Gd Tank Bn (33)
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

E47.11, w/i 3 hexes:
67 Army HQ
10-3-3 Inf Div (86, -1 step)
8-3-3 Inf Div (376)
8-2-2 Inf Div (44, 128, 291, 326; -1 step)
(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, -1 step)
8-2-2 Inf Div (198)
3-3-6 AG Bn (1433)
(1)-0-3 RR Bde (26)

E53.14:
42 Army HQ
Wagon Point
1 SP

Available:
9x Reserve Marker

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

Narva Box:
1x Reserve Marker

Saaremaa Box:
8 Army HQ
10-3-3 Inf Div (7 Est, 249 Est)
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)

Level-1 Air Bases: E5.02, E9.07, E14.02, E23.03, E23.07, E35.02, E47.03, E57.15, W4.05, W12.08, W33.18.
Level-2 Air Bases: E15.25, E47.12, W16.16.

3rd Air Army Box (*):
1x Gd IL-2
6x IL-2; -1 step
2x Gd La-5
2x La-5
1x Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9; -1 step
4x Yak-9

15th Air Army Box (*):
4x IL-2
2x La-5
5x Yak-9; -1 step

14th Air Army Box (*):
3x IL-2
1x La-5
1x Li-2
1x Pe-2
3x Yak-9

* Fighters can also deploy on-map except **not** at W33.18.

LRAF Box (all are Active):
3x B-25
3x Gd IL-4
1x IL-4
2x Li-2

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).

3rd Panzer Army

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

W5.12, w/i 4 hexes and west of the Nevezis River:
16-4-3 Inf Div (69, -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

W8.21, w/i 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, 25 Gr, 5 PG, 23 Recon, 2 Arty)
18-2-2 Arty Grp (9)
8-2-2 Arty Grp (3PzA)
Wagon Point
2 SP

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

W7.19, w/i 2 hexes:
16-4-3 Inf Div (212, 252; -2 steps)

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

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

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

16th Army
W20.05:
16-4-3 Inf Div (61, -1 step)

W22.24:
4-4-4 Alert Bn

W23.10, w/i 2 hexes:
16-4-3 Inf Div (81, 215; -2 steps)

W24.02, w/i 3 hexes:
Level-1 Hedgehog
43 Corps HQ
16-4-3 Inf Div (58, 225, 290; -1 step)
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, w/i 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

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

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

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

W29.08:
11 SS Div (11 Recon)

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

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

W33.10, w/i 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)

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

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

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

E26.25, w/i 2 hexes:
16-4-3 Inf Div (263, 329; -2 steps)

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

E25.31, w/i 3 hexes:
Level-1 Hedgehog
10 Corps HQ
16-4-3 Inf Div (23, 389; -2 steps)
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

18th Army
E31.28, w/i 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, w/i 2 hexes:
16-4-3 Inf Div (126)
14-2-2 Lat Inf Div (19 SS, -2 steps)

E35.20, w/i 2 hexes:
16-4-3 Inf Div (83, 218; -2 steps)

E36.24, w/i 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, -1 step)

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

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

E42.24, w/i 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

© 2021 All Rights Reserved.

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

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

E43.17:
4-4-3 Breakdown Rgt

E45.15:
4-4-3 Breakdown Rgt

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

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

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

E47.19, w/i 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)

E56.24, w/i 2 hexes:
7-2-2 Sec Div (207)
3-2-3 Koruck Rgt (583)
3-2-2 Est Bdr Rgt (1)

Available:
7x Reserve Marker
SvGZ Marker

Königsberg Box:
Prinz Eugen
Luetzow

Kaunas Box:
39 Pz Corps HQ
40 Pz Corps HQ
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ,, 33 Gr, 12 PG, 600 AG 7 Recon, 103 Arty)
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 14 Gr, 13 PG, 55 Recon, 116 Arty)
14 Pz Div (I-36 Pz, III-36 AG, 103 Gr, 108 PG, 126 Recon, 4 Arty)
GD PG Div (I Pz, II Pz, III Pz, AG, Fus PG, Gren PG, Recon, Arty)
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
2 SP
2x Reserve Marker

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

Level-1 Air Bases: W28.26 and W32.13, W38.01, W40.29, W55.07, E25.30, E27.34, E42.34, E36.24, E47.18, E55.33.
Level-2 Air Bases: W2.28, W13.34, E56.24.
Level-3 Air Bases: W26.34, W32.10.

Any Axis airfield or Luftflotte I Box:
2x Fw-190; -1 step
He-111
2x Ju-52
2x Ju-87

5.6 Doppelkopf

This short scenario explores the German "Double Side" counterattack in August.

General Information
Setup Order: Germans first
First Player: Germans on 15 August
Weather: "Flight" on 15 August
First turn: 15 August 1944
Last turn: 29 August 1944
Reinforcements: given by 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.

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

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 Axis those optional organic trucks (loaded). Give the Soviets an extra 1 SP every turn at W16.01. The extra supply lets both players do more rocking & rolling, and is the recommended way to play this small scenario.

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

Railroads
The only rails converted to Soviet wide gauge is hex W16.01.

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

3rd Panzer Army
W2.16:
16-4-3 Inf Div (69, -2 steps)

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

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

W5.25, w/i 3 hexes:
40 Panzer Corps HQ
GD PG Div (I Pz, II Pz, III Pz, AG, Fus PG, Gren PG, Recon, Arty)
7 Pz Div (I-25 Pz, II-25 Pz, 42 PJ, 7 Gr, 6 PG, 37 Recon, 78 Arty)
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, -1 step)

W7.19:
Level-1 Hedgehog
16-4-3 Inf Div (252, -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

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

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

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

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

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

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

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

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

16th Army
W23.10:
16-4-3 Inf Div (215, -1 step)

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

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

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

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

W26.08, w/i 3 hexes:
2x Level-1 Hedgehog
1 Corps HQ
16-4-3 Inf Div (81, -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

W26.03, w/i 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, -1 step)

W32.13:
Garrison unit (random)

W33.10, w/i 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

W33.11:
Level-2 hedgehog

© 2021 All Rights Reserved.

Available:
4x Reserve Marker
SvGZ Marker
2x Supply Cache (optional)

Königsberg Box:
2x Truck Point
Prinz Eugen
Luetzow

Level-1 Air Bases: W28.26, W40.29, W32.13.
Level-2 Air Bases: W2.28, W13.34.
Level-3 Air Bases: W26.34, W32.10.

Any Axis airfield or Luftflotte I Box:
1x Bf-109
3x Fw-190; -1 step
1x He-111
2x Ju-52
4x Ju-87; -1 step
1x Ju-88

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.

3rd Belorussian Front
W1.14:
10-2-2 Inf Div (251)

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

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

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

W5.12, w/i 3 hexes:
39 Army HQ
9-4-8 Gd Tank Bde (28)
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, -1 step)

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

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

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

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

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

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

W14.15, w/i 3 hexes:
2 Guard Army HQ
3-3-8 Gd Tank Bn (32)
3-4-6 Gd AG Bn (346)
(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)

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

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

W16.16:
8-4-3 Inf Div (16 Lith, -1 step)

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

W18.08, w/i 3 hexes:
43 Army HQ
8-2-2 Inf Div (334)
9-4-8 Gd Tank Bde (10, 34)
9-3-8 Tank Bde (143)
4-4-6 Gd Tank Bn (2)
3-4-6 Gd AG Bn (377)
26-2-2 Gd Arty Bde (37)
2 SP

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

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

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

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

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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

W20.05, w/i 2 hexes:
6 Guards Army HQ
5-5-3 Assault Bde (5)
3-4-6 Gd AG Bn (335)
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)

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

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

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

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

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

W22.08:
12-3-3 Inf Div (179, -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, -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, w/i 3 hexes:
51 Army HQ
4-4-6 Gd Tank Bn (64)
3-3-8 Gd Tank Bn (3, 15)
3-4-6 Gd AG Bn (336)
(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 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, 354 Gd SU, 1437 AT, 108 Mortar, Truck)

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

Available:
5x Reserve Marker
3x Supply Cache (optional)

Level-1 Air Bases: W33.18.
Level-2 Air Bases: W4.05, W12.08, W16.16.
Level-3 Air Bases: W9.03, W14.03.

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

Soviet Arrival Schedule

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)
5-3-3 Inf Bde (101)
(4)-2-2 AT Bde (36, 43)

© 2021 All Rights Reserved.

5.7 September Campaign

The first two acts of this drama are now over. Herresgruppe Nord was isolated by a rapid Soviet advance, and then a powerful relief force managed open a tenuous land route to Riga. Now begins the final push on Riga that will isolate Nord in a strategic backwater, Courland.

General Information
Setup Order: Soviets first
First Player: Soviets on 12 September
Weather: "Flight" on 12 September
First turn: 12 September 1944
Last turn: 29 October 1944
Reinforcements: per 6.0 schedules

Special Rules
The Narva Event happens after setup. Roll for delay, then implement losses and Estonian Collapse.

At start, the Soviets control 35 POP.

Railroads
All track on or east of rail line between E01.30 and E62.16 has been converted to Soviet wide gauge, as have the spurs from there westward to Sheduva, Livani, Vilani, Gulbene, and Petseri. The section of track between W01.09 and Kedainiai is also converted.

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.

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

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

1st Baltic Front
W9.15, w/i 3 hexes:
2 Gd Army HQ
10-4-3 Gd Inf Div (2, 32; -1 step)
8-4-3 Inf Div (16 Lith)
12-3-3 Gd Inf Div (3, 24, 33; -1 step)
10-3-3 Gd Inf Div (87)
10-3-3 Inf Div (126, -1 step)
3-3-8 Gd Tank Bn (32)
3-4-6 Gd AG Bn (346)
(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, w/i 3 hexes:
10-3-3 Inf Div (344, -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)

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

W16.15, w/i 3 hexes:
6 Gd Army HQ
10-3-3 Gd Inf Div (9, 51, 67, 71; -2 steps)
10-3-3 Inf Div (47)
8-2-2 Inf Div (29, 263, 270; -1 step)
8-1-2 Inf Div (154)
3-4-6 Gd AG Bn (335)
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

W22.15, w/i 3 hexes:
5 Gd Tank Army HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot, 1436 SU, 1072 AT, 266 Mort, Truck)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot, 1446 SU, 108 AT, 271 Mort, Truck)
4-4-6 Gd Tank Bn (14)
3-4-6 Gd AG Bn (376)
4-4-6 Gd MC Rgt (1)
18-1-2 Arty Bde (201)
3x Truck Point
5 SP

W24.13, w/i 3 hexes:
51 Army HQ
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, 1823 SU, 129 Mort, Truck)
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, 1437 SU, 354 Gd SU, 108 Mort, Truck)
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, 8 Gd Tank, 867 SU, 179 Mort, Truck)
12-3-3 Inf Div (279, -1 step)
10-2-2 Inf Div (77, 91, 257, 347, 417; -1 step)
8-2-2 Inf Div (87, 204, 216, 267, 334, 346; -2 steps)
4-4-6 Gd Tank Bn (64)
3-4-6 Gd AG Bn (336, 380)
3-3-8 Gd Tank Bn (3, 15)
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, w/i 3 hexes:
43 Army HQ
12-3-3 Inf Div (179)
10-3-3 Inf Div (158, 235, 306; -2 steps)
8-3-3 Inf Div (145)
10-2-2 Inf Div (164, 251; -1 step)
8-2-2 Inf Div (357)
8-1-2 Inf Div (156)
9-4-8 Gd Tank Bde (10, 34)
9-3-8 Tank Bde (143)
4-4-6 Gd Tank Bn (2)
3-4-6 Gd AG Bn (377)
26-2-2 Gd Arty Bde (37)
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 other HQs will need to take care to deploy within draw range of the converted RR.*

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

2nd Baltic Front

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

E22.33, w/i 3 hexes:
22 Army HQ
12-4-3 Lat Inf Div (43, -1 step)
8-3-3 Inf Div (308 Lat)
10-2-2 Inf Div (182)
8-2-2 Inf Div (26, -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)
2 SP

E23.27, w/i 2 hexes:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, 1261 SU, 277 Mort, Truck)
3-4-6 Gd Tank Bn (48)
3-2-8 Tank Bn (81)
5-5-3 Assault Bde (19)
90-2-2 Gd Arty Div (6a, 6b)
48-1-1 Katy Bde (14, 21)

E23.28:
(1)-0-3 RR Bde (4)

E25.31, w/i 2 hexes:
3 Shock Army HQ
14-4-3 Gd Inf Div (21, -1 step)
12-4-3 Inf Div (28)
8-3-3 Inf Div (115, 171)
10-2-2 Inf Div (200, -1 step)
8-1-2 Inf Div (150, 207, 319, 325; -1 step)
26-1-2 Arty Bde (136)
Truck Point
4 SP

E28.27, w/i 3 hexes:
42 Army HQ
10-3-3 Inf Div (268, 379; -1 step)
10-2-2 Inf Div (219)
8-2-2 Inf Div (2, 48, 123, 168, 256, 391; -2 steps)
26-1-2 Arty Bde (141)
2 SP

E32.24, w/i 3 hexes:
10 Gd Army HQ
12-4-3 Gd Inf Div (85, -1 step)
10-4-3 Gd Inf Div (7, 56, 119; -1 step)
12-3-3 Gd Inf Div (29, 65)
10-3-3 Gd Inf Div (8, 22, 30; -1 step)
8-2-2 Inf Div (37)
9-4-8 Gd Tank Bde (29)
4-4-6 Gd Tank Bn (13)
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)
(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)
Truck Point
4 SP

With any HQ of 2nd Baltic Front:
4x Wagon Point
8 SP

3rd Baltic Front

E36.23, w/i 3 hexes:
54 Army HQ
8-2-2 Inf Div (198, 225, 229, 285, 364, 374; -2 steps)
26-2-2 Gd Arty Bde (35)
2 SP

E36.24:
(1)-0-3 RR Bde (8)

E40.21, w/i 3 hexes:
61 Army HQ
14-4-3 Gd Inf Div (12)
12-3-3 Gd Inf Div (75)
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)
2 SP

E42.24, w/i 3 hexes:
1 Shock Army HQ
10-4-3 Gd Inf Div (52, -1 step)
10-3-3 Gd Inf Div (23, 53)
8-3-3 Inf Div (376, -1 step)
8-2-2 Inf Div (44, 56, 245, 288, 321; -1 step)
3-3-8 Gd Tank Bn (33)
3-2-8 Tank Bn (51, 258)
3-4-6 Gd AG Bn (332)
84-2-2 Gd Arty Div (2a, 2b)
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

E47.22, w/i 2 hexes:
10 Tank Corps (178 Tank, 183 Tank, 186 Tank, 11 Mot, 1450 AG, 287 Mort, Truck)
10-2-2 Inf Div (191, -1 step)
8-2-2 Inf Div (11, 33, 265; -1 step)
8-1-2 Inf Div (201)
3-4-6 Gd AG Bn (379)
9-3-8 Tank Bde (122)
5-5-3 Assault Bde (9)

E47.18:
(1)-0-3 RR Bde (26)

E47.26, w/i 2 hexes:
67 Army HQ
10-3-3 Inf Div (377, -1 step)
10-2-2 Inf Div (85)
8-2-2 Inf Div (43, 98, 189, 196; -1 step)
3-4-6 Gd AG Bn (326)
3-3-6 AG Bn (1433)
3-2-8 Tank Bn (511)
26-1-2 Arty Bde (7)
2 SP

E53.27, w/i 2 hexes:
10-3-3 Inf Div (86, -1 step)
8-2-2 Inf Div (128, 146, 282, 291, 326; -1 step)
9-3-8 Tank Bde (16)
3-4-6 Gd AG Bn (361)
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)

© 2021 All Rights Reserved.

Design Note: *This is the Group of Forces of the Northern Combat Sector. I decided the temporary formation wasn't worthy of an HQ.*

With any HQ of 3rd Baltic Front:
3x Wagon Point
9 SP

Leningrad Front
E55.24, w/i 3 hexes (and must deploy south of the river):
2 Shock Army HQ
10-4-3 Inf Div (125, -1 step)
10-3-3 Gd Inf Div (45, 63, 64; -1 step)
10-2-2 Inf Div (131)
8-2-2 Inf Div (120)
3-4-6 Gd Tank Bn (31)
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

Available:
11x Reserve Marker
Arty Ammo Marker
3x Supply Cache (optional)

Leningrad Box:
Flotilla

Narva Box:
1x Reserve Marker.

Saaremaa Box:
8 Army HQ
10-3-3 Inf Div (7 Est, 249 Est)
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)

Level-1 Air Bases: E5.02, E9.07, E14.02, E23.03, E23.07, E25.30, E35.02, E36.24, E47.03, E47.18, E57.15.
Level-2 Air Bases: W4.05, W12.08, W16.16, E15.25, E47.12, E56.24.

3rd Air Army Box (*):
1x Gd IL-2
6x IL-2; -1 step
2x Gd La-5
2x La-5
1x Li-2
3x Gd Pe-2
2x Tu-2
4x Gd Yak-9; -1 step
3x Yak-9.

15th Air Army Box (*):
4x IL-2; -1 step
2x La-5
2x Pe-2
4x Yak-9; -1 step

14th Air Army Box (*):
6x IL-2; -1 step
1x La-5
1x Li-2
1x Pe-2
4x Yak-9; -1 step

* Fighters can also deploy on-map.

LRAF Box (all are Active):
3x B-25
3x Gd IL-4
1x IL-4
2x Li-2

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 select two Attack-Capable units from each panzer and panzergrenadier division and add them to the Dead Pile. Exception: 11th SS begins with no losses.

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

3rd 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

W3.19:
Level-1 Hedgehog
16-4-3 Inf Div (69, -2 steps)

W4.19:
Level-1 Hedgehog
16-4-3 Inf Div (1, -2 steps)

W.5.25, w/i 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, -2 steps)

W11.20, w/i 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, -2 steps)
14-3-2 Inf Div (548)

W13.28, w/i 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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

W13.34:
3-2-3 Koruck Rgt (590)
(5)-2-0 Navy Flak Bn (217)
Truck Point
1 SP

W17.20, w/i 2 hexes:
Level-1 Hedgehog
14-3-2 Inf Div (551)

W17.25, w/i 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, w/i 3 hexes:
Level-1 Hedgehog
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 14 Gr, 13 PG, 55 Recon, 116 Arty)
12 Pz Div (II-29 Pz, 12 PJ, 25 Gr, 5 PG, 23 Recon, 2 Arty)
6-2-2 Sec Div (201)

W25.20, w/i 3 hexes:
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 33 Gr, 12 PG, 600 AG, 7 Recon, 103 Arty)
GD PG Div (I Pz, II Pz, III Pz, AG, Fus PG, Gren PG, Recon, Arty)

16th Army
W26.03, w/i 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (58, 225; -2 steps)

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

W27.17, w/i 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (81, 93; -3 steps)
4-3-3 Lat Breakdown Rgt

W28.23, w/i 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)

W29.08, w/i 3 hexes:
3x Level-1 Hedgehog
1 Corps HQ
16-4-3 Inf Div (215, 290; -3 steps)
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, w/i 3 hexes:
4x Level-1 Hedgehog
10-2-3 Lat Pol KG (Kruk, -1 step)
10-2-2 Lat Bdr KG (Knap, -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

W32.13:
3-3-3 SS Pol Rgt (9)

W32.15, w/i 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, w/i 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

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

E27.35, w/i 3 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (205, 389; -2 steps)

E32.32, w/i 4 hexes:
2x Level-1 Hedgehog
10 Corps HQ
16-4-3 Inf Div (24, 121, 122, 126, 132, 329; -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

18th Army
E32.28, w/i 2 hexes:
Level-1 Hedgehog
14-2-2 Lat Inf Div (19 SS, -2 steps)
16-4-3 Inf Div (32, 263; -2 steps)

E36.27, w/i 2 hexes:
16-4-3 Inf Div (23, 218; -3 steps)

E36.30, w/i 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, w/i 3 hexes:
2x Level-1 Hedgehog
50 Corps HQ
14 Pz Div (I-36 Pz, III-36 AG, 103 Gr, 108 PG, 126 Recon, 4 Arty)
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

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

© 2021 All Rights Reserved.

E40.30, w/i 3 hexes:
38 Corps HQ
2x Level-1 Hedgehog
16-4-3 Inf Div (61, 83, 227; -4 steps)
14-2-2 LW Div (21 Fld, -1 step)
Garrison unit (random)
(5)-4-3 PJ Bn (667)
18-2-2 Arty Grp (38)
Wagon Point
2 SP

E46.29, w/i 2 hexes:
Level-1 Hedgehog
16-4-3 Inf Div (21, -1 step)
14-3-2 Inf Div (31, -1 step)

E48.34, w/i 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, -1 step)
14-2-2 LW Div (12 Fld, -1 step)

W51.02:
3-3-2 Brkdwn Rgt

Army Detachment Narwa Setup
W55.07:
(2)-1-2 Est HD Rgt (P)
(5)-2-0 Navy Flak Bn (712)
Truck Point
1 SP

E55.33:
3-2-2 Est Bdr Rgt (Res)
(3)-1-2 Est HD Rgt (S)
Truck Point

E57.24, w/i 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, -2 steps)

E60.30, w/i 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

Available:
10x Reserve Marker
SvGZ Marker
2x Supply Cache (optional)

Königsberg Box:
Prinz Eugen
Luetzow

Level-1 Air Bases: W28.26, W32.13, W33.18, W40.29, W55.07, E27.34, E38.35, E42.34, E55.33
Level-2 Air Bases: W2.28, W13.34
Level-3 Air Bases: W26.34, W32.10

Any Axis airfield or Luftflotte I Box:
1x Bf-109
3x Fw-190; -1 step
1x He-111
4x Ju-87; -1 step
1x Ju-88
2x Ju-52; -1 step

Narva Box:
3 SS Pz Corps
11 SS PG Div (23 PG, 24 PG, 11 Arty)
10-4-3 SS Inf Bde (4, -1 step)
3-4-3 SS Inf KG (6)
16-4-3 Inf Div (11, -2 steps)
14-3-2 Inf Div (563)
8-2-2 Sec Div (285, -1 step)
14-2-2 Est Inf Div (20 SS, -2 steps)
3-2-2 Est Bdr Rgt (2, 3, 4, 6)
12-2-2 SS Arty Grp (3 Pz)
Truck Point
1 SP
1x Reserve 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: see Special Rules
Weather: "Flight" on 5 October
First turn: 5 October 1944
Last turn: 29 October 1944
Reinforcements: per 6.0 schedules

Special Rules
The Germans have already moved on 5 October. Start the scenario with the Soviet half of that turn.

The East Map is not used, with these exceptions: the Soviet LRAF (45 hexes from the east edge of West Map) and Leningrad 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 German 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
A 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.

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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)
3-2-3 Bicycle Rgt (3)
4-4-6 AG Bn (245, 277)
(5)-3-1 PJ Bn (1060)
8-2-2 Arty Grp (Nar)
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.

3rd Panzer Army

W2.21:
(2)-1-2 Lith HD Rgt (FDF)

W2.28:
2x Truck Point

W3.19:
Level-1 Hedgehog

W3.20, w/i 2 hexes:
16-4-3 Inf Div (69)

W4.19:
Level-1 Hedgehog

W5.25, w/i 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, w/i 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

W16.28:
5-2-2 Sec Div (390)

W17.21:
Level-1 Hedgehog
14-3-2 Inf Div (551)

W17.25, w/i 2 hexes:
Level-1 Hedgehog
40 Pz Corps HQ
7 Pz Div (I-25 Pz, II-25 Pz, 7 Gr, 6 PG, 37 Recon, 42 PJ, 78 Arty)
2-5-3 SS Para Bn (500)
12-2-2 Arty Grp (40 Pz)
30-2-2 Werfer Rgt (57)
2 SP

W20.20, w/i 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

16th Army

W25.20, w/i 2 hexes:
GD PG Div (I Pz, II Pz, III Pz, AG, Fus PG, Gren PG, Recon, Arty)
12 Pz Div (II-29 Pz, 12 PJ, 25 Gr, 5 PG, 23 Recon, 2 Arty)
Garrison unit (random)

W26.34:
Level-1 Hedgehog
Garrison unit (random)
(5)-2-0 Navy Flak Bn (227)
Truck Point
1 SP

W27.17, w/i 2 hexes:
Level-1 Hedgehog
4 Pz Div (I-35 Pz, II-35 Pz, 14 PJ, 33 Gr, 12 PG, 600 AG, 7 Recon, 103 Arty)
11 SS PG Div (23 PG, 24 PG, 11 AG, 11 Recon, 11 Arty)
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)

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)

© 2021 All Rights Reserved.

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, w/i 2 hexes:
2x Level-1 Hedgehog
Klef HQ
5 Pz Div (I-31 Pz, II-31 Pz, 5 PJ, 14 Gr, 13 PG, 55 Recon, 116 Arty)
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, w/i 3 hexes:
2x Level-1 Hedgehog
1 Corps HQ
14 Pz Div (I-36 Pz, III-36 AG, 103 Gr, 108 PG, 126 Recon, 4 Arty)
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

W32.13:
3-2-3 Koruck Rgt (584)

<u>18th Army</u>
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, w/i 2 hexes:
2x Garrison unit (random)
2x Truck Point

W33.11:
Level-2 hedgehog

W34.04:
Level-1 Hedgehog
16-4-3 Inf Div (132)

W34.06, w/i 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

W33.27:
6-2-2 Sec Div (52)

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)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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)

Available:
9x Reserve Marker
SvGZ Marker
3x Supply Cache (optional)

Königsberg Box:
Prinz Eugen
Luetzow

Level-1 Air Bases: W28.26, W32.13, W33.18, W40.29.
Level-2 Air Bases: W2.28, W13.34.
Level-3 Air Bases: W26.34, W32.10.

Any Axis airfield or Luftflotte I Box:
2x Fw-190
1x Bf-109
2x Ju-52
2x Ju-87

Soviet Information
Dead Units:
5x La.5
4-4-6 Gds MC Rgt (1)
Truck Point

Design Note: *The La.5s are on Map E, and must be "rebuilt" to enter play.*

Randomly select two Attack-Capable units from each Tank and Mech Corps and place them in the Dead Pile. Exception: 10th Tank Corps has 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. Place any eliminated units in the Dead Pile.

3rd Belorussian Front
W3.15, w/i 3 hexes:
39 Army HQ
12-3-3 Gd Inf Div (17, -1 step)
10-3-3 Gd Inf Div (19, 91)
10-3-3 Inf Div (262, -1 step)
10-1-2 Inf Div (192, -1 step)
8-2-2 Inf Div (338)
9-4-8 Gd Tank Bde (28)
2-2-8 AT Bn (927)
(5)-1-1 UR Bde (152)
26-1-2 Arty Bde (139)
Wagon Point
2 SP

W9.03:
2 SP

1st Baltic Front
W9.15, w/i 3 hexes:
2 Gd Army HQ
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, 1437 AT, 354 Gd SU, 108 Mort, Truck)
12-3-3 Gd Inf Div (3, 24, 33; -2 steps)
10-4-3 Gd Inf Div (2, 32; -1 step)
10-3-3 Gd Inf Div (87)
10-3-3 Inf Div (126, -1 step)
8-4-3 \ Inf Div (16 Lith)
8-3-3 Inf Div (115, -1 step)
8-2-2 Inf Div (263)
8-1-2 Inf Div (319, 325; -1 step)
9-4-8 Gd Tank Bde (39)
3-3-8 Gd Tank Bn (32)
3-4-6 Gd AG Bn (346)
(4)-2-2 AT Bde (14, 25)
42-1-1 Mortar Bde (31)
26-1-2 Arty Bde (150)
Wagon Point
2 SP

W13.13, w/i 2 hexes:
3 Gd Mech Corps (35 Gd Tank, 7 Gd Mech, 8 Gd Mech, 9 Gd Mech, 1823 AT, 129 Mort, Truck)
4-4-6 Gd Tank Bn (64)
3-4-6 Gd AG Bn (380)
(4)-2-2 AT Bde (43)
Wagon Point
2 SP

W13.15, w/i 3 hexes:
43 Army HQ
12-3-3 Inf Div (179, -1 step)
10-3-3 Inf Div (235, 306, 344; -1 step)
10-2-2 Inf Div (182, -1 step)
8-3-3 Inf Div (145)
8-2-2 Inf Div (26, 32, 70, 357; -2 step)
8-1-2 Inf Div (156, 208; -1 step)
5-5-3 Assault Bde (10)
9-4-8 Gd Tank Bde (10)
4-4-6 Gd Tank Bn (2)
3-4-6 Gd AG Bn (336, 377)
26-2-2 Gd Arty Bde (37)
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, w/i 3 hexes:
5 Gd Tank Army HQ
3 Gd Tank Corps (3 Gd Tank, 18 Gd Tank, 19 Gd Tank, 2 Gd Mot, 1436 SU, 1072 AT, 266 Mort, Truck)
29 Tank Corps (25 Tank, 31 Tank, 32 Tank, 53 Gd Mot, 1446 SU, 108 AT, 271 Mort, Truck)
10-3-6 Mech Bde (47)
4-4-6 Gd Tank Bn (14)
3-4-6 Gd AG Bn (376)
18-1-2 Arty Bde (201)
2x Truck Point
8 SP

W19.17, w/i 3 hexes:
6 Gd Army HQ
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, 8 Gd Tank, 867 AT, 179 Mort, Truck)
10-4-3 Gd Inf Div (46, -1 step)
10-3-3 Gd Inf Div (9, 51, 67, 71, 90; -2 steps)
10-3-3 Inf Div (47, 51; -1 step)
8-2-2 Inf Div (29, 166, 270; -2 steps)
8-1-2 Inf Div (154)
9-4-8 Gd Tank Bde (34)
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

© 2021 All Rights Reserved.

W16.16:
(1)-0-3 RR Bde (1, 4)

W23.17, w/i 3 hexes:
4 Sh Army HQ
10-3-3 Inf Div (158, -1 step)
10-2-2 Inf Div (164, 251, 332; -1 step)
8-2-2 Inf Div (239, 311, 360, 378; -2 steps)
8-1-2 Inf Div (119)
3-4-6 Gd AG Bn (333)
3-2-8 Tank Bn (105)
26-1-2 Arty Bde (138)
Truck Point
4 SP

W24.13, w/i 3 hexes:
51 Army HQ
12-3-3 Inf Div (279, -1 step)
10-2-2 Inf Div (77, 91, 257, 347, 417; -2 steps)
8-2-2 Inf Div (87, 204, 216, 267, 334, 346; -3 steps)
3-3-8 Gd Tank Bn (3, 15)
3-4-6 Gd AG Bn (335)
(4)-2-2 AT Bde (17, 33, 39, 45)
26-1-2 Arty Bde (151)
2x Truck Point
8 SP

W26.06, w/i 2 hexes:
22 Army HQ
12-4-3 Lat Inf Div (43, -1 step)
10-3-3 Inf Div (379)
10-2-2 Inf Div (219, -1 step)
8-3-3 Inf Div (308 Lat)
8-2-2 Inf Div (37, 391; -1 step)
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)
Wagon Point
2 SP

W26.09, w/i 2 hexes:
3 Sh Army HQ
14-4-3 Gd Inf Div (21, -1 step)
12-4-3 Inf Div (28)
10-2-2 Inf Div (200, -1 step)
8-3-3 Inf Div (171)
8-1-2 Inf Div (150, 207; -1 step)
26-1-2 Arty Bde (136)
Truck Point
4 SP

W27.01:
(1)-0-3 RR Bde (8)

W27.02, w/i 2 hexes:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, 1261 AT, 277 Mort, Truck)
5-5-3 Assault Bde (19)
3-4-6 Gd Tank Bn (48)
(1)-0-0 Pontoon Bde (9)
48-1-1 Katy Bde (21)

2nd Baltic Front
W29.03, w/i 2 hexes:
10 Gd Army HQ
12-4-3 Gd Inf Div (85, -1 step)
12-3-3 Gd Inf Div (29, 65; -1 step)
10-4-3 Gd Inf Div (7, 56, 119; -1 step)
10-3-3 Gd Inf Div (8, 22, 30; -1 step)
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)
(4)-3-3 Gd AT Bde (6)
26-2-2 Gd Arty Bde (19)
84-1-2 Arty Div (27)
42-1-1 Mortar Bde (13)
2 SP

W36.01, w/i 2 hexes:
10 Tank Corps (178 Tank, 183 Tank, 186 Tank, 11 Mot, 1450 AT, 287 Mort, Truck)
8-2-2 Inf Div (198, 265, 364; -1 step)
9-3-8 Tank Bde (122)
5-5-3 Assault Bde (9)
3-4-6 Gd AG Bn (326)
90-1-2 Arty Div (2a, 2b)
48-1-1 Katy Bde (10)

W38.01:
(1)-0-3 RR Bde (26)

W40.01, w/i 3 hexes:
61 Army HQ
14-4-3 Gd Inf Div (12, -1 step)
12-3-3 Gd Inf Div (75)
10-2-2 Inf Div (23, -1 step)
10-1-2 Inf Div (212)
8-2-2 Inf Div (55, 82, 356, 397, 415; -2 steps)
3-2-8 Tank Bn (51, 258)
26-2-2 Gd Arty Bde (38)
2 SP

W33.01, w/i 3 hexes:
54 Army HQ
8-2-2 Inf Div (225, 229, 285, 374; -2 steps)
26-2-2 Gd Arty Bde (35)
2 SP

3rd Baltic Front
W43.02, w/i 2 hexes:
42 Army HQ
10-3-3 Inf Div (268, -1 step)
8-2-2 Inf Div (2, 48, 123, 168, 256; -2 steps)
9-4-8 Gd Tank Bde (29)
(5)-1-1 UR Bde (118)
48-1-1 Katy Bde (14)
26-1-2 Arty Bde (141)
90-2-2 Gd Arty Div (6a, 6b)
2 SP

W44.04, w/i 3 hexes:
1 Shock Army HQ
10-4-3 Gd Inf Div (52, -1 step)
10-3-3 Gd Inf Div (23, 53; -1 step)
8-3-3 Inf Div (376)
8-2-2 Inf Div (11, 33, 43, 44, 146, 245, 288; -3 steps)
3-4-6 Gd AG Bn (332)
3-3-8 Gd Tank Bn (33)
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, w/i 3 hexes:
67 Army HQ
10-3-3 Inf Div (377, -1 step)
10-2-2 Inf Div (85, 191; -1 step)
8-2-2 Inf Div (56, 98, 189, 196; -2 steps)
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, 379)
2-2-8 AT Bn (724)
26-1-2 Arty Bde (7)
2 SP

W44.04:
Wagon Extender

Available:
10x Reserve Marker
Arty Ammo Marker
4x Supply Cache (optional)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

Saaremaa Box:
8 Army HQ
10-3-3 Gd Inf Div (45, 63, 64)
10-3-3 Inf Div (7 Est, 249 Est)
8-2-2 Inf Div (72)
8-1-2 Inf Div (109)
3-4-6 Gd Tank Bn (31)
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

Level-1 Air Bases: W16.16, W26.03, W38.01.
Level-2 Air Bases: W4.05, W12.08, W55.07.
Level-3 Air Bases: W9.03, W14.03, W51.02.

Any Soviet Air Base:
1x Gd IL-2
16x IL-2; -2 steps
2x Gd La.5
2x Li-2
3x Gd Pe-2; -1 step
6x Pe-2; -1 step
2x Tu-2
4x Gd Yak-9; -1 step
11x Yak-9; -2 steps

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

LRAF Box (all are Active):
3x B-25
3x Gd IL-4
1x IL-4
2x Li-2

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.

Campaign Overview

The historical pace of the Soviet advance:

1 July. Polotsk.

8 July. 2nd Baltic Front begins major offensive.

12 July. 3rd Baltic Front begins major offensive.

22 July. Pskov, Ostrov, Ukmerge and Panevezys.

26 July. Daugavpils and Siauliai.

29 July. Jelgava & Tukums. Tukums was retaken by the Germans in August.

22 August: Tartu.

5 October: Soviets land on Saaremaa. Memel is pocketed.

12 October: Riga.

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 arty (katyusha)
Klef	Divisiongruppe von Kleffel
Knap	Knappe
Kor	Security (Koruck)
Kruk	Krukenberg
L-H	Laane-Harju
LW	Luftwaffe
Lat	Latvian
Lith	Lithuanian
M	Mechanized
P	Parnumaa
PJ	German anti-tank (panzerjager)
PG	German 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

© 2021 All Rights Reserved.

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, 39)
3-4-6 Gd AG Bn (377)
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)
5x Wagon Point

29 June, Hex E2.01:
1 Tank Corps (89 Tank, 117 Tank, 159 Tank, 44 Mot, 1437 AT, 354 Gd SU, 108 Mort, Truck)
10-3-3 Gd Inf Div (90)
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)
4-4-6 Gd Tank Bn (64)
3-4-6 Gd AG Bn (336, 346)
(4)-2-2 AT Bde (35, 45, 48)
48-1-1 Katy Bde (10, 12)

1 July, LRAF Box (see 3.4a):
3x B-25
3x Gd IL-4
1x IL-4
2x Li-2

1 July, V# Check (1.8a):
The Soviets might gains 1 VP, depending on the V#.

5x Supply Cache optional (see p. 50)

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.

5 July, Entry D:
2 Gd Army HQ
10-4-3 Gd Inf Div (2, 32)
12-3-3 Gd Inf Div (3, 24, 33)
10-3-3 Gd Inf Div (87)
10-3-3 Inf Div (126)
8-2-2 Inf Div (263, 346)
3-3-8 Gd Tank Bn (32)
(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

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

8 July, any air base:
2x IL-2
3x Yak-9

Historically, part of 15th 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, 1823 AT, 129 Mort, Truck)
19 Tank Corps (79 Tank, 101 Tank, 202 Tank, 26 Mot, 8 Gd Tank, 867 AT, 179 Mort, Truck)
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)
3-3-8 Gd Tank Bn (3)
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

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, 332)

12 July, Entry B:
5 Tank Corps (24 Tank, 41 Tank, 70 Tank, 5 Mot, 1261 AT, 277 Mort, Truck)
12-4-3 Gd Inf Div (43 Lat)
(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.

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

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

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)
10-3-3 Gd Inf Div (19, 91)
10-3-3 Inf Div (158, 262)
10-2-2 Inf Div (164, 251)
9-4-8 Gd Tank Bde (28)
26-1-2 Arty Bde (139)
1x Reserve Marker

Entry F is now a Soviet Supply source

1 August, V# Check (1.8a):
The Soviets might gains 1 VP, depending on the V#.

5x Supply Cache optional (see p. 50)

1 August, LRAF:
Reset LRAF units to Active. See 3.4a.

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)
84-2-2 Gd Arty Div (2a, 2b)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

5 August, any air base:
2x Pe-2

Historically, part of 15th Air Army.

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

5 August, Withdraw:
3x Yak-9

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

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)

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)

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

22 August, Entry F:
3-4-6 Gd AG Bn (380)
(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 (normally a 29 August reinforcement) to the Narva Box. These units will arrive after the normal delay (1.4d).

29 August, Narva Box, or w/i 3 hexes of E57.15:
2 Shock Army HQ
10-4-3 Inf Div (125)
10-3-3 Gd Inf Div (45, 63, 64)
10-2-2 Inf Div (131)
8-2-2 Inf Div (43, 48, 98, 120, 189, 256)
3-4-6 Gd Tank Bn (31)
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)

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 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 (1.8a):
The Soviets might gains 1 VP, depending on the V#.

5x Supply Cache optional (see p. 50)

1 September, LRAF:
Reset LRAF units to Active. See 3.4a.

1 September, Entry A:
61 Army HQ
14-4-3 Gd Inf Div (12)
12-3-3 Gd Inf Div (75)
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)
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
10-4-3 Inf Div (125)
10-3-3 Inf Div (86)
10-2-2 Inf Div (131)
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, 2b)
4x Truck Point
2x Reserve Marker

29 September, Withdraw and put in Saaremaa Box:
10-3-3 Gd Inf Div (45, 63, 64)
3-4-6 Gd Tank Bn (31)
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:
Reset LRAF units to Active. See 3.4a.

1 October, V# Check (1.8a):
The Soviets might gains 1 VP, depending on the V#.

5x Supply Cache optional (see p. 50)

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)
8-2-2 Inf Div (225, 285)
(4)-2-2 AT Bde (43)
26-2-2 Gd Arty Bde (35)
2x Wagon Point
2x Reserve Marker

19 October, Withdraw:
3x Yak-9

© 2021 All Rights Reserved.

German Arrival Schedule

Latvians, Estonians, and Lithuanians arrive at any home nation POP location in trace supply (1.9a). **All other arrivals are at Entry G, unless otherwise noted.** All transport points arrive loaded. Planes arrive Active at any air base. Hypothetical arrivals are conditional on a die roll (1.9d).

26 Jun, Entry D:
9 Corps HQ
16-4-3 Inf Div (252, -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 (25 Gr, 5 PG, II-29 Pz, 12 PJ, 23 Recon, 2 Arty)

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)

29 June, Entry I (hypothetical):
16-4-3 Inf Div (170)

29 June (hypothetical):
1x Bf-109 (inexperienced)
1x He-111 (inexperienced)

None of the above trio of hypotheticals are used if these rolls fail. They represent some interesting what-ifs that would have helped narrow 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.

1 July:
1x Pax
1x Eq
2x Supply Cache optional (see p. 50)

1 July (hypothetical):
14-2-2 Lith Inf Div (SK)

This unit is not used if this roll fails. 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 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 here.

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 6th SS in Narva Box if this roll fails. Historically, the hastily rebuilt unit 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 (II Pz, III PJ, I Flak, II Flak, III Flak, I PG, II PG, Recon, Arty)

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 = Kaunas 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 and1.4e for this division.

Historically, 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, 42 PJ, 7 Gr, 6 PG, 37 Recon, 78 Arty)
12 Pz Div (II-29 Pz, 12 PJ, 25 Gr, 5 PG, 23 Recon, 2 Arty)
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:
Begin rolls for Kaunas Event (1.4a)

2x Supply Cache optional (see p. 50)

5 August (hypothetical):
9-5-4 Tgr Bn (501)

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

This King Tiger unit is not used if this roll fails. In the actual fight, the 501st and 505th battalions (see 12 September) fought south of our game map.

5 August:
1x Bf-109
1x Fw-190
2x Ju-87 (one inexperienced)
1x Ju-88

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

The division is sailing in from Finland. The brigade is forming from SS units (a flak company, training battalions, 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)

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).

22 August (hypothetical):
1x Fw-190 (inexperienced)
1x Ju-88 (inexperienced)

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

26 August, at any functioning port (hypothetical):
14-3-2 Inf Div (563)

If this roll fails, place the division in Narva Box (-1 step) and just a 3-3-2 Brkdwn in a port. Historically, the 563rd reinforced Narva in late August.

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.

1 September:
Begin rolls for Narva Event (1.4b)

2x Supply Cache optional (see p. 50)

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 (hypothetical):
9-5-4 Tgr Bn (505)

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)

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):
1x 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

1 October:
Begin rolls for Saaremaa Event (1.4c)

2x Supply Cache optional (see p. 50)

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)
1x He-111
1x Fw-190
2x Ju-87
1x Ju-88

One Ju-87 withdrawals must be one of the better "good-pilot" units, but the rest of the ai withdrawals 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

© 2021 All Rights Reserved.

Strategy Notes

This campaign starts 26 June, one turn after the Soviets ripped a seam between Army Groups Center and North. The inevitability of this breakthrough is fixed 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 16th Army's withdrawal, a problem complicated by the dearth 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 form an extender link 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 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 any counter-offensive 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 fighting. Historically, Army Group North withdrew under heavy pressure to a final resting place at Courland, and that same challenge awaits players in this game.

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: 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 by October. 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.

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

Baltic Gap 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 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 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. 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 a lot of flamethrower, demolition, and minesweeping capability. 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 would be parceled out to assaulting rifle units as support.

NKVD Units. The old "Border regiment" designation of the NKVD was code indicating the infamous "Retreat-Blocking" units. Regiments contained 1,000-1,500 men and covered the rear area of one or more armies, depending on how fierce the fighting was. They were 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 many of the NKVD regiments were withdrawn and used to form Divisions for rear-area security duty in 'liberated' countries: one each for Czechoslovakia, East Prussia, Hungary, and Rumania, and 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 three regiments and each army had a separate Truck Regiment. Each regiment could motorize a 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 a mass concentration of truck regiments.

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 us to directly show the "Forward Detachments" (described below), 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. David Glantz's book "The Soviet Conduct of Tactical Maneuver" (Chapter 6), covers the use and effects of the Forward Detachments in detail. Basically, a Soviet division 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 or mech brigade with attached SU, AA, AT, and Engineer units as needed for the mission. Rifle divisions and corps would also form "Mobile" detachments, by mounting ordinary rifle units on SU regiments or separate tank regiments/brigades, and attaching whatever mobile units were available (such as Guards Mortar and AT regiments). By late 1943, they were

© 2021 All Rights Reserved.

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.

Forward Detachments were invariably composed of a rifle regiment or tank brigade, plus with additional support, they're 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 low on tanks due to combat losses, they would add tank companies from the other brigades to the Forward Detachment so it would be 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 missions.

Don't bother double-checking the counter sheets, because there are no overt representations of Forward Detachments. 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. The Baltic Fleet still had one battleship, two cruisers, and twelve destroyers available, but it 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 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 Leningrad and Kronstadt). 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-formed 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. It may be an artificial designation, but you might want to specify that pair of divisions 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 that 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 the case in 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 fateful 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 Minsk, a city far south of our map, and the northern arm of this massive attack came crashing through Vitebsk. The 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 would call "the Baltic Gap" — between Center and North. Complicating the German position was the fact

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

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 deepened in the last week of June, the commander of 1st Baltic Front, I.K. Bagramyan, grew reluctant to veer away from his right flank protection, the 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 one week for Operation Bagration to wreck Army Group Center. After one month, Soviet spearheads were at 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: although North had given ground, it was not yet defeated, and after its rapid 300-mile advance 1st Baltic Front was tired, spread thin, and vulnerable. High summer brought the arrival of 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 at summer's end Army Group North was pushed into the Courland Pocket.

Why did the counterattack fail? Chances for success 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. However 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 had become).

Baltic Gap also grew from a simple conceit: the OCS model is so inherently interesting that virtually any WWII-era campaign can make 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 drawn from encyclopedia maps (circa 1960) that seemed to show about the right "density" of waterways (the more detailed maps show every stream and little river). For villages and towns, I used 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 confirm 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

© 2021 All Rights Reserved.

distinct Soviet assault gun regiments, 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, Hans Mielants is the one who provided 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 suffered heavy losses in the twelve months preceding **Baltic Gap**. They differed, however, 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, since neither army was operating anywhere near full paper strength. The Soviets continued to add units (they employed 138 rifle divisions during 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 "trainbusting" beneath the layer of simulation, but the heart of the problem was a literal shortage of trucks. Panzer divisions don't get organic trucks (except when 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 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 war is very one-sided, and the Luftwaffe is going to get pounded. But "free" step replacements are 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 stopped (mainly due to the failed assassination attempt, but in part because its new commander, 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 general accounts. You get a tighter focus from Newton's "Retreat From Leningrad", but aside from a few nuggets it is mostly just disconnected fragments of German postwar debriefings needing better annotation. Best of the bunch is "Crumbling Empire", by Samuel Mitcham. He only covers events 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 trying to do 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 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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

and 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" (in 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.

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 (and now 60s). 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 learning to do page layout for The Blitzkrieg Legend (and the rulebooks in the series that followed).

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, Sudden Death was killed after seeing too many problematical outcomes. It had been envisioned 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.
- On the next page is a compilation of House Rules for **Baltic Gap**. It was very tempting to make some of these standard and to toss some into the dumpster, but my thinking is that they work well as a stockpile of minor rules additions that players can feel free to use (or not).

Recently retired from Honcho chores, I decided it would be fun to update some of the game-specific rulebooks with the larger font we started using in **Tunisia II** and some extra polish. **Baltic Gap**, my first OCS project, is a suitable place to begin doing this.

Many thanks to those of you who have been so supportive. I hope you all enjoy this revised rules set.

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)

© 2021 All Rights Reserved.

7.0 House Rules

The following options can be used to flavor the campaign to taste. 'Extra Flak' and 'Soviet Recruiting' were included in the published game and the others were added later.

Generally speaking, the first eight could easily have been made standard rules of this game. But they are definitely non-essential chrome, and since Baltic Gap already has a lot of special rules I suggest players go easy on the extra seasonings.

The last of the house rules, 'Forward Detachments', is both the most interesting and most dangerous addition. It has not been tested enough for me to say for sure it works in the intended fashion and is potentially a too-powerful addition to the Soviet toolkit. I guess this is also my way to convey that those of you lacking that issue of *Special Ops* need not feel like you are missing an essential add-on.

Without further ado, here are Baltic Gap's House Rules:

1. Extra Flak. The Axis 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 point against Trainbusting and anti-ship barrages.

2. Soviet Recruiting. Roll a die the first time each **minor city** is entered by a Soviet ground unit during the campaign. If the roll ≤ the POP value, put 1x Pax in the Leningrad Box.

3. Rigid Soviet Fronts. On Map E, all Soviet SP must remain within the Front Boundaries defined below. Note SP are allowed to be drawn and thrown across these boundaries, so the effect is mild.

3rd Baltic: from 36.xx to 62.xx

2nd Baltic: from 21.xx to 35.xx

1st Baltic: from 1.xx to 20.xx

This restriction is lifted after the Kaunas Event occurs (1.4a), and never applies to SP (from 1st Baltic/3rd Belorussian) that is on Map W.

4. Flexible Steps. Change the "Steps" replacement in 1.10a to allow a combat unit of that AR **or less** to be rebuilt.

5. Flexible Entry. Modify the last paragraph of 1.9a. "Reinforcements on the south and north edges, including SP, can also be placed in the five edge hexes immediately east (for Soviets) or west (for Germans) of the listed Entry (for example, Soviet Entry E arrivals can now appear between E1.25 and E1.30, inclusive). Displace enemy units in this band of hexes as needed."

6. Effects of Losses. An Axis 4-step infantry division down to its last step attacks at x1/4 and defends at x1/2.

7. Port VPs. The strategic focus was on ports. When the Soviets first capture each of the six major ports, they roll a die. If the roll is ≤ 2x the port's full (undamaged) capacity, they gain 1 VP. Other rolls have no result. Here is a table showing the dieroll range needed to score the extra VP for each:

1-6 (auto) for Riga or Liepaja
1-4 for Ventspils or Memel
1-2 for Parnu or Jelgava

8. Supply Caches. Use of the Supply Cache option, new to the v4.3 series rules, is encouraged. This rules update introduces them as fixed (non-variable) reinforcements (see Arrival Charts) and adds them to the setups. If you don't have the official markers, use coins or poker chips!

9. Forward Detachments. Historically, an important component of the Soviet deep operation was the Forward Detachment (FD). An FD was a portion of a rifle division (plus some independent attachments) that was motorized so it could operate ahead of the main body. For a variety of reasons (see page 47), FD were not directly shown in the original game. A second chance to address these units came when OCS was given sixty counter slots in *Special Ops #3* (Summer 2012). If you have those counters, rules for using them have been revised from the original publication:

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

A. The number of FD available varies depending on the scenario (don't use them in the other scenarios):

5.1 = 8	5.2 or 5.4 = 4
5.5 = 2	5.7 = 1

B. The Soviet player should pick out the specific FD he will use before play begins. (A partial reflection of planning involved.)

C. FD are created and absorbed like a breakdown excepting of course for the fact that they have a specific parent division.

D. An FD's lunge forward required lots of trucks, and this diversion of assets was temporary. As such, an FD can only be in Move Mode on the turn it is created, and during every other Movement Phase they must stay in Combat Mode orientation (essentially staying that way until destroyed or absorbed).

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

Repl Table Notes
(see 1.10a):

AR#	Rebuild one step of the specified Action Rating at either Entry G or A-C (as appropriate). Alternately, a reduced Soviet division or an Axis breakdown unit can be rebuilt within 2 hexes of an HQ
Arty	Artillery Ammo marker
Eq	Entry G or A-C (as appropriate)
Gar	One Alert or Flak unit arrives at any POP location that is not next to a Soviet Attack-Capable unit
Hogs	Each HQ can place one Level-1 Hedgehog anywhere within its Throw Range
Partisan	1-3 markers
Pax	Entry G or A-C (as appropriate)
Plane	Flip one damaged air unit or else fully rebuild one air unit from the Dead Pile

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

*Axis also gets 1 SP at Entry G when the **Soviets** score a VP! See 4.0 #5.*

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

Common Rebuild Table

<u>"Armor" (all Yellow-symbol) Types</u>:	
Any Bn	1 Eq
<u>"Mech" (all Red-symbol) Types</u>:	
Bde or Rgt	1 Eq + 1 Pax *
Bn	1 Eq
<u>"Other" Types</u>:	
Alert Bn	No Rebuild †
Artillery (any type)	2 Eq *
Breakdown Rgt	No Rebuild †
Eq or Pax	No Rebuild †
AT or Flak	1 Eq
HQ	1 Eq + 1 Pax
UR Bde	1 Eq
Other	2 Pax *
<u>Miscellaeous Types</u>:	
Truck Pt	1 Eq (OCS 13.5e)
Others	No Rebuild †
Planes (all types)	See 1.10a
Cruisers	No rebuild/repair
Destroyers	No rebuild/repair
Other ships	1 Eq per step

* *This is cost per RE. Units can return at less than full strength*

† *Return to Pool*

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

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*

Example: On 8 July the Soviet player rolls a '7' for supply. He receives 3 SP <u>each</u> 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.

*Soviets also get 2 SP at Entry A, B, or C when the **Axis** scores a VP! See 4.0 #5.*

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.

Terrain Effects Chart

		Movement			Special Modifiers		
Feature	**Combat Line**	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]*

An All-Lake Hexside with a "Crossing arrow" (e.g., E52.19) is treated like Major River

[x#]	Attack times multiple; Defend at x 1
*	Attack needs a road if movement is 'P' (OCS 9.1f)
P	Movement prohibited
na	Combat not allowed
ot	Dependent on Other Terrain in Hex

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

The Gamers
Quality Wargames Since 1988

MMP
Multi-Man Publishing

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 SeaCap after Narva Event (2.2a)*

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

Multi-Man Publishing, Inc. 403 Headquarters Drive, Suite 7, Millersville MD 21108
© 2021 All Rights Reserved.