

Baltic Gap Errata & House Rules

Components

1. There were some 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 (missing the entire "RE indicator") and Sheet 3's Soviet rifle divisions (missing just the yellow color). Move Mode sides are correct.
2. There is no significance in the two different shades of yellow appearing on the armor-class units (it's just a cosmetic mistake).
3. The map's Turn Record Track should refer to scenarios 5.2 and 5.3 (not 6.2 and 6.3).
4. Change the 115th Rifle Div counter to a 4-3-5 in Move Mode.
5. There are some potentially confusing hexsides where rivers run into lakes: E48.13/E48.14, E51.18/E52.18, and E56.20/E56.21 are meant to be all-lake.

Rules

1. The playtest credits should include Christophe Foley and Dominique Chupin.
2. It was left out of 1.1b that when control of Riga is split, the player controlling two hexes gets all 4 POP.
3. To clarify 1.3a and 1.3b, Königsberg and Entry G are the same location for rebuilds and cargo (both SeaCap and Air Transport from Luftflotte I). The same is true of Leningrad, Soviet Air Boxes, and their linked Entry Hexes.
4. To clarify 1.5a, Soviet flotillas are treated as LC for movement purposes, which means they can enter coastal hexes and move along estuaries (including the connection between Lake Peipus and Lake Pskov).
5. The last two paragraphs of 1.5b should read:

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

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

6. Amend 1.6b with the following: "In addition to the normal Simulcast rules, mud reduces the MA of air and ground units to zero, so the only possible movement is by rail or sea. Also wait until both players have finished checking trace supply before changing any unit modes."

7. In 2.8#3 the reference should be to 2.7/3.7. In 2.8#4, the added organic trucks should be *unloaded*.

8. The second paragraph of 3.1 and the example should both refer to supply arriving at A-F and I.

9. Add a new #5 to the list in rule 4.0: "When the Germans score a VP, immediately give the Soviets 2 SP at Entry A, B, or C. When the Soviets score a VP, immediately give the Germans 1 SP at Entry G. (In 5.2 and 5.3 give the Soviets 1 SP and the Germans 2T; don't give any SP in 5.6 and 5.8.)"

10. The Play Note in rule 4.0 says there are 37 POP on the West Map. The correct number is 36.

11. On Soviet Arrival Schedule on page 37, the 15 July entry for 48 Gd Tk Bn should be for a 3-4-6.

12. On the Terrain Effects Chart, add asterisks to the Special Modifiers for Armor and Mech across Major River.

13. On the Soviet Supply Table, **each** Entry Area listed receives the given number of SP. If there are multiple Entry Hexes in a given Entry Area, such as the pair of Entry C locations, the indicated SP can be split as desired between the hexes.

General Setup Corrections

1. 14th Panzer's III-36 AG Bn is incorrectly referred to in the setups as a Pz Bn. (It is a Stug Bn filling out the division's panzer regiment.)

2. German assault battalions (16 and 18) are incorrectly listed as 3-4-3's in all the scenarios. They are actually 4-4-3's (the counters are correct).

3. Step losses in the setups to air units are always "distributed". For example, in scenario 5.8 there is just 1 total loss on the 4x Gds Yak-9 (not 1 loss on each of the four counters).

4. The Red Estonian rifle divisions (7 and 249) that begin most scenarios in the Saaremaa Box are incorrectly listed as 8-3-3's. They are actually 10-3-3's (the counters are correct).

5. The relative starting positions of 22nd Army and 3rd Shock Army were inadvertently flipped. The 150th Division (E20.03) is on the far left of this pair of armies; the 29th Guards

Division (E30.03) is on the far right. To fix this error, in scenarios 5.1 and 5.3 exchange the five frontline divisions to the left of the 219th Division (E25.04) for the five to the right (player's choice on which division ends up where). Also switch the two HQ stacks (E23.03 and E28.02), and then move the 29th Tank Bde to a hex adjacent to the relocated 3rd Shock HQ. This change doesn't make much practical difference, but is more historically accurate.

Scenario 5.1

1. In E29.05 the Kruk Pol KG should set up with 1 loss.

Scenario 5.2

1. Shift the 3-2-2 Lat Bdr Rgts in E10.25 and E10.27 to the group at E12.24. When fanning out, these Latvians must stay in Latvia!

2. In E7.18 the 10 and 12 Katy Bde are actually 48-1-1. Counters are correct.

3. In E9.07 the 8 Arty Div is actually a 54-1-2. Counter is correct.

4. German reinforcements arrive at Entry G unless otherwise noted.

Scenario 5.4

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

Scenario 5.5

1. 12th Panzer Division (all units except the optional Truck) begins with the group at W8.21. It has an initial loss, per the scenario instructions.

2. The Germans should be First Player on 1 August (and deploy last).

3. The weather should be "No Flight" on 1 August.

Scenario 5.6

1. German reinforcements arrive at Entry G.

Scenario 5.7

1. 29 Tank Corps's mortar regiment (hex W22.15) should be the 271st (not 207th). Counter is correct.

2. 179 Rifle Div (hex W23.10) should be a 12-3-3 and sets up with no loss. Counter is correct.

3. 119 Rifle Div (hex W20.05) should be an 8-1-2 and sets up with no loss. Counter is correct.

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Scenario 5.8

1. Add 3-3-3 SS Pol Rgt (9) and (2)-1-2 Lat HD Rgt (1) to the group at W32.09.
2. In W32.07 the 731 PJ and 751 PJ are actually a 4-4-5 and (3)-3-3. Counters are correct.
3. In W4.19 the 9 Arty is actually a 18-2-2. Counter is correct.
4. In W35.04 the 31 Inf Div is actually a 14-3-2. Counter is correct.
5. There is a redundant listing for the German reserve markers and SvGZ marker.
6. The 1st Shock Army group can setup within 3 hexes of hex W44.04.
7. 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.
8. This scenario should begin in the second half of the 5 October turn. The Germans have already moved when the Soviet offensive begins.

House Rules (Use as Desired)

Rigid Soviet Fronts

Until Riga is captured, Soviet SP must remain within its Front Boundary, as defined below. Note SP *can* be drawn and thrown across these boundaries, and *can* be “looped” around boundaries when being transported (just so long as it doesn’t end a phase in the wrong zone).

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

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

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

John’s Grade: If Soviets are doing too well, this is one way to slow them down a bit.

More Flexible Entry

Modify the last paragraph of 1.9a. “The Soviet player’s reinforcements on the south and north edges, including SP, can also be placed in the five edge hexes immediately east of the listed Entry (for example, Entry E arrivals can now appear between E1.25 and E1.30, inclusive). Displace enemy units in this band of hexes as needed.”

John’s Comment: Prevents walling-off Soviet reinforcements.

No More Draws or Sudden Death

Don’t end a game when a 10 VP lead is reached. Keep playing until the bitter end or until one side concedes that defeat is inevitable.

If the game ends in the Draw range (that is, neither side has a 5 VP lead), count the game as a Marginal Victory for the player who won the last VP scored (even if the other side has the higher overall VP score).

John’s Comment: No more Sudden Death eliminates some odd tactics that used to make sense in the short run. The change to scoring a Draw situation is designed to make the game’s final situation the tie-breaker. Both require players to take a longer view.

More Flexible “Steps”

Change the “Steps” replacement type in 1.10a to allow a combat unit of that AR or less to be rebuilt.

John’s Comment: This helps the Soviets avoid some “I have nothing to rebuild” annoyances, and also lets the Germans get back their destroyed HQs more quickly.

And Try These Series House Rules:

4.5a ZOCs & Ports (Change)

As with Rail Transportation, create two categories of Port Operations with respect to ZOC. Handling of a port being used for Trace Supply is unchanged (negation is possible). But when Sea Cap is being used, a ZOC can no longer be negated.

John’s Comment: This is a nice middle ground between v3 and v4 handling of ports, and is recommended especially when upgrading older titles to v4.

5.8d Strat Mode Stacking Limit

Allow just one division-sized unit in Strat Mode to end a phase in a hex. There can be other units in the hex, in Strat Mode and/or other modes; this stacking restriction only seeks to prevent stacking multiple divisions in Strat Mode. Note a multi-unit formation counts as the “one division” for this purpose (even if only part of the formation is in the hex).

John’s Comment: Strat Mode isn’t important in very many games, but this rule prevents abuses where it does come into play.

12.5e HQ Fuel Markers

A fueled HQ loses its marker if it moves to a different hex.

John’s Comment: I think fuel markers, and the Stugs being fueled, become too powerful if the HQ is allowed to move and throw from a second location.

12.8e Breakout Mod

On the first turn a unit finds itself in a situation allowing Breakout, the restrictions in “a” and “b” are waved and the success chance is boosted to 4-6. Furthermore, wagons and trucks are now allowed to Breakout on the first turn (roll for each point separately) they are out of trace.

John’s Comment: Dean thinks this should be standard in OCS.

13.10 Tiger Tanks (New)

A Tiger battalion becomes DG at the end of any movement segment in during which it spent more than 1/2 its current movement allowance.

In combat or overrun, if the defender’s terrain choice is Clear...

a) a defending Tiger makes all attacking armor and mech x1.

b) an attacking Tiger makes all armor and mech in its hex x2 (regardless of defending AT).

John’s Comment: Probably too fiddly, but the Tigers are a very special case. I’ve never used this rule, but think it might be a good addition to this game.

14.4f Flak Resolution

If the modified roll is 13 or higher, after the loss is taken the strongest remaining plane is aborted away before the barrage table is consulted (so its factors don’t count).

John’s Comment: I started using this when playing around with Sicily under v4 (naval stacks have enough flak to warrant another layer of flak results). Seems like an ok option for all games.

19.0d Port Repair

Cost is changed to that of the current port capacity or 1 SP, whichever is the lesser amount. So for example if the current (damaged) capacity is 2T, it costs 2T to repair a level.

John’s Comment: Repair of small ports seems crazy at 1 SP per level, hence this option.