

Baltic Gap Scenario Pack (09/03/2012)

Introduction

Here are seven new scenarios for Baltic Gap. The first six present a subset of one of the printed campaign starts, designed to be played using a smaller map area or fewer turns. A new addition to this packet is an extreme variation on the full campaign.

These are designed to be played using the latest game errata, which is found at:

<http://www.gamersarchive.net/theGamers/archive/balticgap.htm>

— John W. Kisner

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5.1A: Polotsk

Map Area: East Map, rows 1-18.

Set Up Order: Soviet, German

First Player on Turn 1: Soviet

First Turn: 26 Jun 44

Last Turn: 5 Jul 44

Game Length: 4

Weather: Always “normal” on first turn.

Soviet Information

Reserve Markers: 4

Supply Sources: Entry C

Supply Table and Repl Table: Roll for each normally each turn.

Reinforcements: Per Campaign schedule with one exception: the LRAF can't be used.

Railcap: set at 6 during scenario

Initial Dead Pile: None.

Soviet Set Up: Per 5.1, but only units setting up south of E18.xx (inclusive). Only use 3rd Air Army planes and that air box. One arty ammo marker is available.

There is one important addition: 2 Trucks (loaded) at E18.01.

German Information

Reserve Markers: 4

Supply Sources: Entry D and E, plus Daugavpils and E18.11. Railroads leading off-map are all considered “connected” to a supply source.

Supply Table and Repl Table: Roll supply normally each turn, but halve the resulting number of SP (so a roll of ‘8’ on the Supply Table will yield 3 SP). Repl Table is used normally. Variable arrivals that normally appear at Entry G are instead placed at Daugavpils or E18.11.

Reinforcements: Per special schedule below

Railcap: set at 1 during scenario

Initial Dead Pile: None

German Set Up: Per 5.1, but only units setting up south of E18.xx (inclusive). No German ships or planes are used in this scenario.

Victory Determination

Use the standard rule for point scoring. Whoever has the most VP at the end of 5 July turn wins.

If the Soviets control E18.11 at the end of this scenario they get 1 bonus VP.

German Reinforcements

26 June, Entry D:

9 Corps HQ

16-4-3 Inf Div (252 less 2 steps)

10-3-2 Inf Div (ka.D)

6-2-2 Sec Div (201)

4-4-6 AG Bn (245)

18-2-2 Arty Gp (9)

Wagon Point

During this turn's movement phase the 10 Corps HQ and arty group have the option to “teleport” (using all MA) to Daugavpils for no fuel or rail cost.

29 June, Daugavpils:

16-4-3 Inf Div (81 less 1 step)

30-2-2 Werfer Rgt (3)

1 July, Daugavpils:

16-4-3 Inf Div (132 less 1 step)

4-4-6 AG Bn (184)

5 July, Daugavpils:

16-4-3 Inf Div (215 less 1 step)

8-5-5 Tgr Bn (502)

5 July, Utena or Shvenchionys:

3-2-3 Lith Pol Rgt (1)

Design Note: A mini-Polotsk scenario was cut from the published game because it seemed too small. I've since heard from players who want short scenarios, so this one was a natural to bring back. It brings the action to the 8 July starting point used for the next round of scenarios, and is excellent practice for the full campaign.

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5.2A: Truncated Deep Battle

This is just an abbreviated version of existing 5.2, with the game ending at the conclusion of the 29 July turn (so a total of 7 turns). The player with the most VP at the end of the game wins.

5.3A: Truncated Attrition

This is just an abbreviated version of existing 5.3, with the game ending at the conclusion of the 29 July turn (so a total of 7 turns). The player with the most VP at the end of the game wins.

5.4A: Truncated Baltic Gap

This is just an abbreviated version of existing 5.4, with the game ending at the conclusion of the 29 July turn (so a total of 7 turns). The player with the most VP at the end of the game wins.

Design Note: Ending this trio of scenarios on 29 July brings players to the historical peak of the first Soviet offensive of the summer. The ending point makes for excellent solitaire fare, in that the Soviets hold the initiative throughout.

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5.5A: Truncated August

This is just an abbreviated version of existing 5.5, with the game ending at the conclusion of the 8 September turn (so a total of 12 turns). The player with the most VP at the end of the game wins.

Design Note: This scenario covers Dopppekopf as well as 3rd Baltic's push toward Tartu, so you get The Big Picture that is cropped out of the short Dopppekopf scenario. Both sides have some interesting decisions to make, with Army Group North having no rail connection to Germany at the start of the scenario (it is drawing trace supply from the port of Riga when the game begins).

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5.7A: Truncated September

This is just an abbreviated version of existing 5.7, with the game ending at the conclusion of the 1 October turn (so a total of 7 turns). The player with the most VP at the end of the game wins.

Design Note: This scenario covers the Narva Event and a period of fairly intense Soviet attacks directed toward Riga.

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Design-Your-Own

I have limited my truncated scenarios to four end-points (5 July, 29 July, 8 September, and 1 October) because those make the most sense to me as breaks in the historical campaign.

Those of you looking for an abbreviated **Baltic Gap** experience can adapt what I've done above to create your own truncated campaigns. For example, the August Campaign allows players to begin at the moment when the "events" start occurring and also shortens the game by eleven turns, so it may prove to be a popular starting point. But if players need to wrap things up early, they could easily agree to settle it on VPs at an earlier date. I'd suggest 1 October — effectively halving the full campaign to a more manageable 19-turn scenario while using a "logical" stopping point — but if 22 September is what fits better into your time budget, then that works too.

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6.9: Full-Bore in 1944

This scenario is pure fantasy. It explores an alternate starting point for this campaign, one in which the Germans were in a much better strategic position for the summer of 1944. The idea here is that a more elastic defensive posture had been adopted during the previous twelve months, the result being that the Soviet victory at Vitebsk is less decisive.

First turn: 26 June.

Last turn: 29 September.

Germans setup first. The weather is automatically “flight” and the Soviets are always the First Player on 26 June.

Special Scenario Rules

Both maps are in play. Initial forces are the same as in 6.1, with one important exception: all non-hypothetical reinforcements listed in 7.0 for both sides are added. These “pre-game reinforcements” can be deployed as follows:

- Soviets within 3 hexes of Entry A, B, or C.

Exceptions: 39th Army and 51st Army (and all units arriving with these HQs) are added to the Kaunas Box. 2nd Shock Army and 61st Army (and all units arriving with these HQs) are added to the Narva Box. Make a separate delay roll for each HQ-group in these boxes.

- Germans within 3 hexes of any POP locations *not* in the USSR.

Exception: Hypotheticals are not deployed initially, but can enter the game according to the regular mechanics per 1.9.

- Ignore all Withdrawals (there are none in this campaign).
- Trucks and wagons that are “pre-game reinforcements” begin the game loaded with SP.

In this campaign, the South and North map-edge supply sources change from German to Soviet as the game’s three events are triggered. The Kaunas Event changes Entry D (and this is also where the Soviet Player’s Kaunas Box reinforcements now arrive); Narva Event changes Entry E and Entry I; Saaremaa Event changes Entry F and Entry H.

The timing of the game’s three events is also changed. Roll for Kaunas in July, Narva in August, and Saaremaa in September.

German SP arrivals are increased by 50% (for example, a roll of ‘7’ would now result in 9 SP).

Soviet SP arrivals are also handled differently. On turns in which Entry D-F and I are not under Soviet control, the full SP allotment for those areas still arrives — just add them to the arrivals at Entry A, B, or C. This means the Soviets will get between 4 and 24 SP per turn on every turn of the game (depending on the roll).

Upgrade the off-map Soviet 14th and 15th Air Army airbases to level-3.

The V# should always be ‘2’ in this game. Don’t use any of the minor variants.

Finally, the normal method of victory determination is altered fairly radically. In this game, whichever side controls the majority of POP at game’s end wins.