

3SS Pz 10-0	12SS 8-0	500 2 ⁵ 3	Gross 12 ⁴ 6	10 ⁴ 3	3 ⁴ 3	3 ⁴ 3	3Pz 12 ² 3 ²	27 4 ³ 6	9 3 ³ 3
11PG	11 14 ³ 3 ³	23 7 ⁵ 6	24 7 ⁵ 6	11 3 ⁵ 8	11 4 ⁵ 6	11 5 ⁵ 6	12 18 ² 3 ²	10 ³ 3	Brkdm 3 ³ 3
Kriegsmarine									
RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	217 (5) ² 0	227 (5) ² 0	239 (5) ² 0
RESERVE	16 4 ⁴ 3	18 4 ⁴ 3	3 3 ² 3	583 3 ² 3	584 3 ² 3	590 3 ² 3	Luettow 20 ² 4	Pr. Eugen 20 ² 4	712 (5) ² 0
Latvia									
RESERVE	6SS 6-0	6SS 14 ² 3 ²	4 16 ³ 3	4 14 ² 2	106 4 ³ 3	Brkdm 4 ³ 3	Brkdm 3 ² 2	2 8 ³ 3	3 10 ² 3
Brkdm 3 ² 3	3 10 ² 2	Brkdm 3 ² 2	1 3 ² 2	3 3 ² 2	5 3 ² 2	1 (2) ¹ 2	2 (2) ¹ 2	3 (2) ¹ 2	4 (2) ¹ 2
GD.PG	30 ³ 3	8 ⁵ 6	6 ⁵ 7	5 ⁵ 6	8 ⁵ 5	8 ⁵ 6	3 ⁵ 8	4 ⁵ 6	1 ^F 45
1 18 ² 3 ²	2 18 ² 3 ²	9 18 ² 3 ²	10 18 ² 3 ²	28 18 ² 3 ²	38 18 ² 3 ²	39 Pz 12 ² 3 ²	40 Pz 12 ² 3 ²	43 18 ² 3 ²	50 18 ² 3 ²
16A 16 ² 3 ²	18A 16 ² 3 ²	3PzA 8 ² 3 ²	Kief 12 ² 3 ²	Nar 8 ² 3 ²	3 30 ² 2	57 30 ² 2	70 30 ² 2	Nord (1) ² 5	Kief 5-0
Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3
Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3	Brkdm 4 ⁴ 3
Estonia									
Brkdm 3 ³ 2	Brkdm 3 ³ 2	Brkdm 3 ³ 2	4 14 ² 2	Brkdm 3 ² 2	2 3 ² 3	Res 3 ² 2	1 3 ² 2	P (2) ¹ 2	L.H (2) ¹ 2
Brkdm 3 ³ 2	Brkdm 3 ³ 2	Brkdm 3 ³ 2	2 3 ² 2	3 3 ² 2	4 3 ² 2	5 3 ² 2	6 3 ² 2	T (3) ¹ 2	S (3) ¹ 2

1

The book “Tragedy of the Faithful” is a very detailed look at 3rd SS Panzer Korps during this period. This book makes me think the abstracted Narva Front (north of Lake Peipus) would make for a really interesting game scaled at something lower than OCS. The 11th SS PzGr Division’s recon and tank battalions seemed to have been especially heroic. The latter was given the honorific title “Hermann von Salza” in honor of a legendary Teutonic Knight.

2

The trio of Korück units are amalgams of police and security battalions. KG Gott is a hypothetical arrival that fought south of the game map, but AGN had the 9th SS Regiment, two large KG’s of Latvians, and six security divisions. In 1944, such units were increasingly forced into the front lines.

3

The trio of Latvian KG’s (Osis, Krukenberg, and Knappe) formed the core of Polizeikampfgruppe Jeckeln, which would be formally disbanded in late July. Jeckeln, who commanded 6th SS Corps for the first half of our game, proved suprisingly effective as a combat commander, but is known mostly for directing the killing of more than 100,000 Jews, Slavs, and other “undesirables.”

4

The effectiveness of Tiger battalions (such as the one in GD PzGr Division) is somewhat difficult to model. It’s especially hard to show their staying power, and the rebuild cost is just 1 Eq because units aren’t really “destroyed” when placed in the Dead Pile by a combat result. This is in contrast to the Nashorns, which I’ve rated as non-rebuildable.

5

German artillery is mostly consolidated into somewhat abstracted groups at both corps and army levels. While not nearly as numerous as the Soviet guns, in this fight’s narratives the effectiveness of the German artillery was mentioned time and again. Their barrages are particularly useful if the Soviets start “overstacking” their rifle divisions (because of the table’s density shifts).

6

The Axis-ally Estonia “collapses” when the Soviets achieve their random-event breakthrough at Narva in September. This will cause most of the remaining Estonian units to disappear (many of these troops became partisans or went home to protect their families). The 20th SS would fight on more-or-less to the bitter end.

Baltic Gap Sheet 1R

6 Things To Know