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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at www.worldatwarmagazine.com/waw/e-rules

1.0 INTRODUCTION

Baltic Offensive: Fall 1944 is a simulation of the Soviet offensive in the Baltic countries in the autumn of 1944. The Soviets must conquer as much territory as possible within a limited time frame, while the Germans must try to delay the Soviet advance as much as possible. The Soviets have a positional advantage and numerical superiority, but they have a tight timetable to clear the Baltic countries so that the Red Army can return to the decisive direction of the war: the Vistula-Oder-Berlin Strategic Offensive Operation.

1.1 Game Scale

Each game turn represents 10 days. Each hexagon is 10 miles (16 kilometers) from side to opposite side. Units are corps, divisions, brigades or equivalents, and some specialized smaller units.

2.0 COMPONENTS

A complete game of **Baltic Offensive** includes a 22×34-inch game mapsheet, rule set, and 175 5/8-inch counters. Players must provide one six-sided die (1d6) to resolve combat and other random game issues, and an opaque container for use with Random Events markers.

2.1 Map

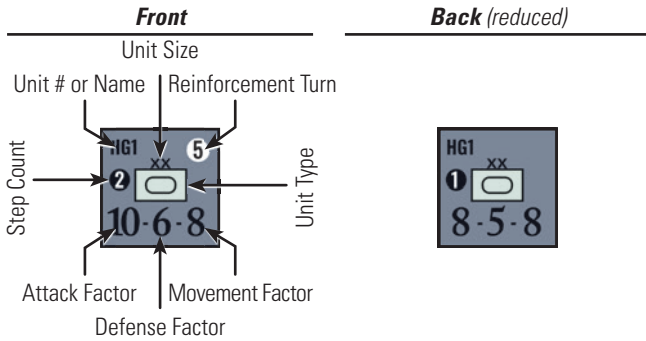
The map shows the Baltic countries and adjoining areas based on pre-war (1939) borders. The dotted red line depicts the frontline in mid-September 1944. A hexagonal grid has been superimposed over the terrain features on the map to regularize the movement and positioning of the playing pieces. The hexagons are called "hexes" in the game rules.

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2.2 Counters

The counters are referred to as “units” for military units, and “markers” for informational pieces. There are three types of counters: combat units, support units, and markers.

2.3 Combat Units



2.3.1 Combat Unit Types

- Tank/Panzer** (Mechanized)
- Mechanized Infantry/Panzer Grenadier** (Mechanized)
- Infantry**
- Cavalry**

HQs :



2.3.2 Unit Sizes

- XXXXX: Front (HQs Only)
- XXXX: Army (HQs Only)
- XXX: Corps
- XX: Division
- X: Brigade

2.3.3 Contingents and Abbreviations

Soviet Regulars & Soviet Guards	
AA: Air Army	E: Estonian
BALT: Baltic Front	L: Latvian
BEL: Belorussian Front	Leningr: Leningrad Front
German	
A: <i>Armee</i> (Army)	Nd: <i>Nordland</i> (Scandinavian volunteers)
G: Grenadier	Ned: <i>Nederland</i> (Dutch volunteers)
GD: <i>Grossdeutschland</i>	Pz.A: <i>Panzerarmee</i> (Panzer Army)
HG: <i>Hermann Göring</i>	S: <i>Sicherung</i> (Security)
Kriegsmarine: German Navy	SS: <i>Schutzstaffel</i> (Waffen-SS)
LF: <i>Luftflotte</i> (Air Fleet)	VGD: <i>Volksgrenadier Division</i>
Lgm: <i>Langemark</i> (Flemish volunteers)	Wall: <i>Wallonien</i> (Belgian volunteers)
LFD: Luftwaffe Field Division	ZV: <i>zur besondere Verwendung</i> (special duties)

2.4 Support Units

- Air** (front & back)
- German Naval Support** (*Kriegsmarine*) front & back
- German Heavy Armor** (front & back)
- Soviet Naval Support** (Baltic Fleet) front & back

2.5 Markers

- Soviet Beach Head**
- Soviet Front** (front & back)
- Maskirovka** (front & back)
- Out of Supply**
- Random Event** (front & back)
- Game Turn** front & back (Soviet & German)

2.6 Charts and Tables

These include a Terrain Effects Chart (TEC) and Terrain Key, Turn Record Track (TRT), Combat Results Table (CRT), Random Events Table, Foreign Armies East Table, and Replacements Track (on the TRT).

3.0 SET UP & HEX CONTROL

- Set up proceeds according to the following general rules.
- Following the Pre-Setup Phase (3.1) the German player sets up first, followed by the Soviet player.
- During setup, place all Random Events markers in an opaque container (6.0).

3.1 Pre-Setup Phase

- The Soviets must place all Front markers on frontline hexes. Front markers are placed on any Soviet-controlled frontline hex showing their “Front?” face. The Soviets are allowed to verify which markers are actual Front HQs and which are *Maskirovka* (deception). The Germans cannot examine the markers during this sub-phase.

Example: Hex 1917 is a frontline hex.


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- No more than one *Front?* marker may be placed per hex.
- After all *Front?* markers have been deployed, the Germans may attempt to determine if markers are actual Front HQs or *Maskirovka*.
 - 1) The Germans roll one die (1d6) and refer to the Foreign Armies East Table.
 - 2) On a DR of 1–3: there is No Effect.
 - 3) On a DR of 4–5: one *Front?* marker may be turned to reveal the reverse side.
 - 4) On a DR of 6: two *Front?* markers are turned to the reverse side.
 - 5) If the reverse is “Front”, the marker(s) remains on the map; if the reverse is “*Maskirovka*”, the marker(s) is removed.
- When using the Foreign Armies East Table the Germans may use one air marker, which provides a +1 die roll modifier (DRM) (16.1.1).
 - 1) After obtaining a result on the Foreign Armies East Table, the Germans must roll 1d6.
 - 2) On a DR of 1–4: the air marker will not be available for use on GT 1 but will instead enter the game as a reinforcement on GT 3.
 - 3) On a DR of 5–6: the air marker remains available on GT 1.

3.2 German Setup

- **Initial Forces**
 - 1) Deploy all at-start German units on a frontline hex west and/or north of the frontline with the exception of five divisions or brigades which may deploy anywhere on German-controlled hexes.
 - 2) At least 15 German divisions or brigades must deploy on frontline hexes in Estonia.


Important: All hexes on the German side of the frontline must be either occupied by, or in the zone of control (ZOC) of, a German unit.

- **HQs:** The three German HQs must deploy as follows:
 - 1) **18 Armeekorps:** on any German-controlled frontline hex within two hexes of hex 2008.
 - 2) **16 Armeekorps:** on any German-controlled frontline hex within two hexes of hex 1818.
 - 3) **3 Panzer Armeekorps:** on any German-controlled frontline hex within two hexes of hex 0823.
 - 4) German HQs deploy in support mode (movement factor of 2).
-  **Reinforcements:** Place all German reinforcement units (reinforcement units have a turn number in their upper right corner) in the corresponding box of the TRT.
- **Air/Naval/Armor Support:** Set aside all German air, heavy armor, and naval (*Kriegsmarine*) support units.

3.3 Soviet Set Up

- **Front Markers/HQs**
 - 1) The Soviets reveal all Front markers, replacing all “real” Front markers with “real” Front HQs.
 - 2) Front HQs deploy in support mode (movement factor of 0).
 - 3) “*Maskirovka*” markers are withdrawn from the map.

Important: Front HQs allow units stacked with them or adjacent to increase stacking limits (15.3.1).

- **Initial Forces:** Deploy all at-start Soviet units on a frontline hex east and/or south of the frontline, or in any Soviet-controlled hex within 3 hexes of any Front HQs unit.
-  **Reinforcements:** Place all Soviet reinforcement units (reinforcement units have a turn number in their upper right corner) in the corresponding box of the TRT.
- **Air/Naval Support:** Set aside all Soviet air and naval (Baltic Fleet) support units, along with the Soviet beachhead marker.

Example: The Soviets place *Front?* markers in hexes 0929, 1026, 0922, 0921, 1917, 1919, 2209, and 2704. The Germans roll 1d6 on the Foreign Armies East Table, using an air unit for a +1 DRM. The result of the DR, with the DRM, is 5, so one *Front?* marker may be examined. The marker at 2209 is selected and revealed as a “*Maskirovka*” marker, which is then removed from the map. The Germans roll 1d6 for availability of the air unit on GT 1, and may then deploy units (3.2).

The Soviets then reveal which *Front?* markers are real Front HQs and which are “*Maskirovka*”, placing Front HQs units in the hexes occupied by Front markers. The Soviets then deploy units (3.3).

Units stacked or adjacent to a “real” Front HQs increase their stacking limit (15.3.1). If, for example, the 2nd Baltic Front HQs is deployed at hex 1917, the Soviets can stack up to 5 units with the 2nd Baltic Front HQs or in Soviet controlled hexes adjacent to hex 1917.

3.4. Hex Control

Keeping track of who controls each hex is important to trace supply and other game functions. Control of a hex is attributed to the last side which entered that particular hex. The Germans initially control all hexes west of the frontline, while the Soviets control all hexes east of the frontline.

4.0 SEQUENCE OF PLAY

- **Baltic Offensive: Fall 1944** is divided into 10 game turns (GT), proceeding from September III 1944 until November IV 1944.
- Each complete GT is divided into a series of sequenced phases, with each action taken by either side carried out in order during the appropriate phase.
- The Operations Phase is further divided into Soviet and German Segments.

4.1 The Turn Sequence

Each GT consists of the following phases, which are conducted in the order given. The Soviets always have the initiative and begin each phase.

Exception: Strategic/Naval Movement (7.11, 7.12).

Important: GT 1 begins with the Soviet Combat sub-phase.

- **Random Events Phase:**
 - 1) The Soviets draw a Random Event marker, check the Random Events table, and apply any results (6.0, 18.0).
 - 2) On GTs 2–3, the Germans check for Withdrawal Authorization (17.0).
- **Reinforcements Phase:** Reinforcements scheduled for entry during that GT are received (13.0).
- **Replacements Phase:** Check the TRT for the number of replacement points available for that GT and use them to rebuild/replenish units (13.0).

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- **Strategic/Naval Movement Phase:** The Germans may move units via Strategic Movement, and by sea to and from Baltic Sea islands and ports via Naval Movement (7.11, 7.12).
- **Operations Phase**
 - 1) **Soviet Segment**
 - a) Determine HQ status (move/support) (15.1)
 - b) Movement sub-phase (7.0)
 - c) Combat sub-phase (10.0)
 - d) Supply sub-phase (14.0)
 - 2) **German Segment**
 - a) Determine HQ status (move/support) (15.1)
 - b) Movement sub-phase (7.0)
 - c) Combat sub-phase (10.0)
 - d) Supply sub-phase (14.0)

5.0 VICTORY CONDITIONS

The game is won by accruing Victory Points (VP).

5.1 Victory Points

- At the end of GT 10 (November IV 1944) total the number of VP from Soviet-controlled VP hexes.
- The VP hex must be able to trace a line of supply (LOS) to a Soviet supply hex (14.1)
- German-controlled VP hexes that cannot trace a LOS to a German supply source yield half of their printed VP total (rounded up).

Example: Gumbinnen (0531) is worth 2 VP. If the Soviets isolate Gumbinnen from all German supply sources as shown in the diagram but it remains under German control, the Soviets would earn 1 VP (14.2).



5.2 Victory Conditions

After totaling VP:

- **If the Soviets have 10 VP or more:** the Soviets win a Strategic Victory.
- **If the Soviets have 9 VP:** the Soviets win a General Victory.
- **If the Soviets have 8 VP or less:** the Germans win.

6.0 RANDOM EVENTS

Random Events depict a variety of real world and chance incidents which could (and sometimes did) impact the campaign.

6.1 Event Selection

- At the beginning of each GT the Soviets randomly select one marker and apply the appropriate effects as described on the Random Events Table (18.0).

Important: A Random Events marker is not selected on GT 1.

- Certain markers may only be played once and are removed from play after being picked. These markers are annotated as well as noted in the Random Events Table (18.0).

7.0 MOVEMENT

During the Movement sub-phase, as many units as desired may be moved up to the limits of their respective Movement Factors (MF).

7.1 General

- Each unit has a printed MF, comprised of movement points (MP).

Example: A German panzer division with a printed MF of 8 would have eight MP.

- A unit is moved by tracing a path of contiguous hexes through the hex grid until all MP are expended or a decision is made to cease moving the unit, whichever comes first.
- As each unit enters a hex it pays one or more MP from its MF. Consult the Terrain Effects Chart (TEC) printed on the mapsheet for further details.
- No enemy movement takes place during a friendly segment.

7.2 Restrictions

- Unused MP may not be accumulated from GT to GT, nor may they be transferred from one unit to another.
- Germans also have movement restrictions prior to Withdrawal Authorization (7.12, 17.0)

7.3 Minimum Movement

- All units are generally guaranteed the ability to always move at least one hex in each friendly Movement sub-phase.

Exception: (9.4.2).

- Units may never enter an enemy-occupied hex or hexes containing prohibited terrain.

Exception: (11.0).

7.4 Advance and Retreat after Combat

Advance and/or retreat after combat are considered combat results and do not expend MP (12.0).

7.5 Terrain

- To enter any given hex a unit must spend the number of MP designated by the TEC for the type of terrain in the hex.
- When the TEC calls for a MP expenditure to cross a hexside, such as a river, that cost is in addition to the cost for entering the hex.

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- If there is more than one terrain type in a hex, use the highest single movement cost from among all the terrain involved.

Exception: If there is a railroad or bridge in a hex, use the railroad movement rate regardless of any other terrain in that hex (7.6).

7.6 Railroads and Bridges

- A unit that moves from one railroad hex directly into an adjacent railroad hex through a hex side traversed by that railroad expends 1/2 of an MP per hex entered.
- A river hexside crossed by a railroad is considered a bridge hex. Bridges negate the effects of rivers on movement for units crossing such hexsides. Bridges are indestructible for game purposes.

7.7 River, Lake, & Sea Hexsides

- Units pay the movement cost of other terrain in a hex when crossing a river or lake hexside. That cost is in addition to the cost of entering the next hex.
- Soviet units can move across the Pskov-Peipus isthmus (hexes 2609–2509). Moving across the isthmus costs half of that unit's MF, rounded up.

Important: German units may never move across the isthmus.

- Units generally may never move across sea hexsides.

Exception: The Germans may use Naval Movement (7.12).

7.8 Baltic Islands

- German units may move to Muhu (hex 1007) from hex 1106, and from Muhu to hex 0907 by expending half of their MF, rounded up. German units may also retreat to and from these hexes.
- Soviet units may move to Muhu (hex 1007) from hex 1106, and from Muhu to hex 0907 on Saaremaa on any GT after both hexes have been cleared of German units (11.0). Muhu and hex 0907 cannot be in an enemy zone of control (EZOC). Units conducting such movement expend half their MF, rounded up.

7.9 Operational Movement

- Units beginning a Movement sub-phase outside of EZOC and moving entirely across friendly-controlled hexes may triple their MF.
- Units conducting Operational Movement may not end the movement in an EZOC (9.3).
- Operational Movement can be combined with railroad movement (7.6).

7.10 Strategic Movement

Strategic Movement simulates the intra-theater movement of German units.

- During the Strategic/Naval Movement Phase of each GT the Germans may move up to three units of any type and size (brigades, divisions, or HQs) by Strategic Movement.
- Units using Strategic Movement are moved across any number of friendly-controlled hexes to another friendly-controlled hex.
- The moving unit(s) cannot begin nor end the move in an EZOC.
- The three-unit limit is in addition to Naval Movement limits (7.11).

Example: During the Strategic/Naval Movement Phase, two German units of any size may move via Naval Movement, and up to three units may move via Strategic Movement.

- Units which move via Strategic Movement may move normally in the Movement sub-phase of the same GT.
- Soviet units may never move via Strategic Movement.

7.11 Naval Movement

Naval Movement simulates the seaborne movement of German units garrisoning Baltic ports and islands.

- During the Strategic/Naval Movement Phase of each GT, up to two German units of any size can be moved from one German-controlled port on the Baltic Sea (Gulf of Finland and/or Gulf of Riga) or German-controlled island (Saaremaa, Hiiumaa, Muhu) to another German-controlled Baltic port or island.

Important: Ports are any town or city on a coastal hex. Riga (hex 1416) and Tallinn (hex 1502) are also considered ports.

- German units utilizing Naval Movement must begin the Strategic/Naval Movement Phase in a port hex.

Important: The Germans may not conduct Naval Movement into or out of Riga if the Soviets occupy hexes 1315 or 1316.

- HQs are considered divisions for the purposes of this movement.

7.12 Movement Restrictions

German and Soviet units may generally operate anywhere on the map. There are certain restrictions, however, which apply to both sides.

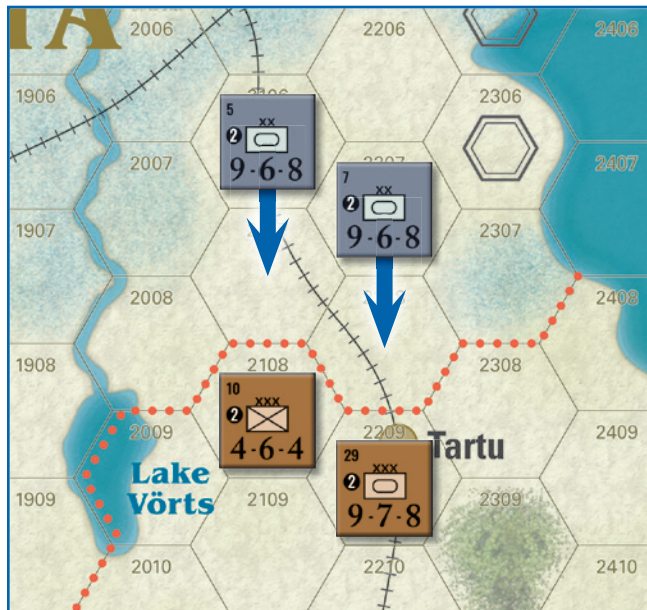
- On GT 1, no more than five German divisions or brigades in frontline hexes may move more than one hex AWAY from frontline hexes. All other German units in frontline hexes cannot move more than one hex away from the frontline.

Important: This restriction does not include retreat after combat (12.2). However, German frontline units which retreat prior to Withdrawal Authorization being granted may not move during the subsequent German Segment (17.0).

- Units that begin the game more than one hex away from a frontline hex may move freely across the map. However, should any of these units enter a frontline hex, they are then subject to the same restrictions as other German units.
- Beginning on GT 2, the Germans roll for Withdrawal Authorization which, when granted, allows all German units to move freely (17.0).

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Example: On GT 1 two German panzer divisions move towards frontline hexes 2107 and 2208 near Tartu. Once in these hexes and/or adjacent to the Soviet units in hexes 2108 and 2209, the panzer divisions cannot move more than one hex away from the front unless they are moved as part of the five units that can move away from the front.



- Soviet units may operate freely anywhere on the map. However, Soviet Front HQs in support mode cannot move (15.3.1).

8.0 STACKING

Having more than one friendly unit in a hex at the same time is called stacking.

- Stacking limits vary by terrain type and are given on the TEC in terms of units.
- Each unit in the game, no matter its nominal organizational size, is considered a single unit for stacking purposes.

8.1 Stacking Limits

- Stacking limitations apply for all units of both sides at the end of each Movement and Combat sub-phase.
- Friendly units may move through hexes occupied by other friendly units at no extra cost, but may never enter a hex containing an enemy unit or stack.
- There is no limit on the number of friendly units that may pass through a single hex or cross a single hexside in one Movement sub-phase.
- If at the end of any friendly or enemy Reinforcement Phase, and Movement or Combat sub-phase, one or more hexes is over-stacked, the excess units must be eliminated by the owning side.

8.2 Free-Stacking Units

- Air, naval, and heavy armor units have no stacking values and may be added to any hex as long as the particular rules for their use are observed (16.0).
- Under certain circumstances, air units may be placed in a hex containing enemy units, and vice versa (16.0).

8.3 Stack Movement

- To move as a stack, units must begin the Movement sub-phase already stacked.
- Units are not required to move together because they started the Movement sub-phase in the same hex, but may move together, individually, or in smaller sub-stacks.
- Stacks move only as fast as the slowest unit in the stack, although slower units may be left behind.
- A moving stack may halt temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original stack may then resume their own movement, to include splitting off other units and sub-stacks.
- Once a unit or stack starts moving, all its movement must be completed before that of another unit or stack is begun.

8.4 Soviet Front HQs

Soviet units adjacent to Front HQs in support mode increase their stacking limits in clear and rough terrain (15.3.1).

9.0 ZONES OF CONTROL

The six hexes immediately surrounding a unit's hex constitute that unit's zone of control (ZOC).

- Hexes into which a unit exerts a ZOC are called controlled hexes.
- ZOC stop enemy movement and block enemy supply lines.
- ZOC also affect retreats after combat (12.2).

9.1 Units Possessing a ZOC

- All combat units exert a ZOC at all times, regardless of the phase or game turn.

Important: Air, naval, and heavy armor units are support units and do not exert ZOC (16.0).

- A unit's ZOC does not extend into hexes that unit is prohibited from entering.
- EZOC are not negated by other units, enemy or friendly.

Exceptions: (12.2, 14.1).

9.2 Multiple ZOC

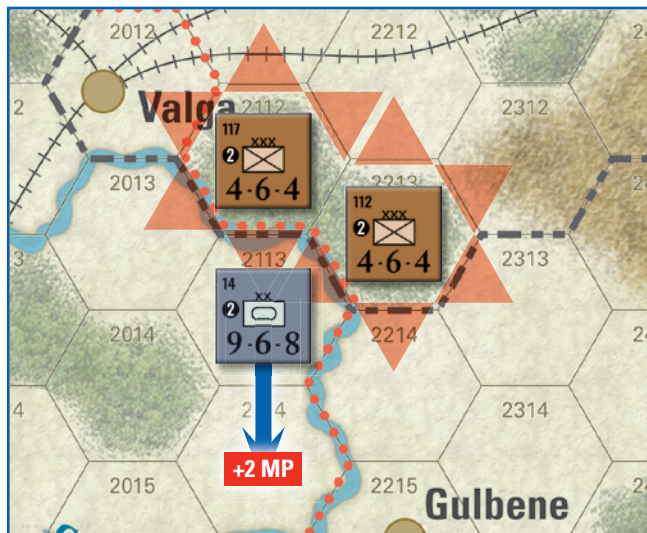
Both friendly and enemy units may simultaneously exert ZOC into the same hexes. If a given unit is in an EZOC, that enemy unit is also in its ZOC.

9.3 Effects of Enemy Zones of Control (EZOC)

- Units must stop movement when entering an EZOC and may not move any farther during that Movement sub-phase.
- Units which begin the Movement sub-phase in an EZOC may exit the EZOC by expending 2 additional MP, plus the MP cost of the terrain being entered.
- Soviet units may not move directly from one EZOC to another, but may enter another EZOC after first moving through a hex free of EZOC.
- German units may move directly from one EZOC to another, but must stop upon entering the new EZOC. The presence of friendly units negate EZOC for this purpose.

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Example: A German panzer division in an EZOC in hex 2113 may enter hex 2114 by expending 2 MP to leave the EZOC, along with 1 MP to enter hex 2114.



- Soviet tank/mechanized units conducting Front Breakthrough, and Soviet tank/mechanized/cavalry units conducting Exploitation movement may ignore EZOC (10.5, 10.5.1).

10.0 COMBAT

Combat takes place between opposing units during the Combat sub-phases of every GT. Attacking is always voluntary.

10.1 Attack Sequencing

- There is no limit on the number of attacks which may occur during a single Combat sub-phase.
- Attacks do not need to be declared in advance and are resolved in the order chosen by the attacker as long as the resolution of one attack is completed before the next attack is begun.
- Once an attack has been declared it may not be called off.
- While attacking is always voluntary, a defending unit may never decline combat if attacked.

10.2 Multiple Attacks/Defenses

- No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.
- No attacking unit may have its attack factor divided and used in more than one battle, and no defending unit may have part of its defense factor attacked by enemy unit(s) while another part of the defense factor is attacked by other enemy units.
- An enemy-occupied hex may be attacked in one Combat sub-phase by as many units as can be brought to bear from one, some or all of the surrounding hexes.
- No more than one hex may be the object of a single attack.

10.3 Stacks Attacking

Units in a stack do not need to participate in the same attack. Some units may attack into one hex while others attack different hexes or choose not to attack at all.

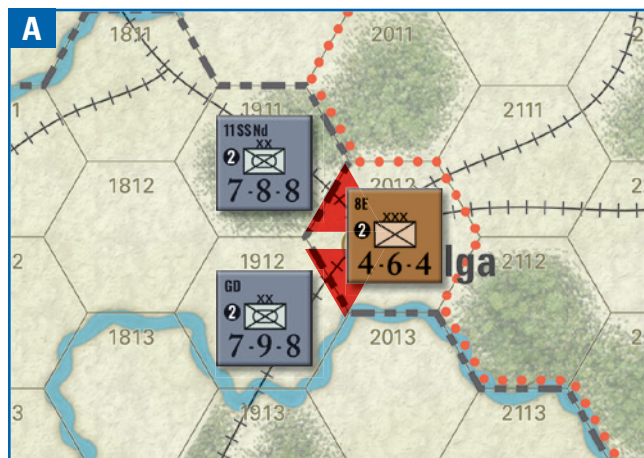
10.4 Combat Result Table

The Combat Results Table (CRT) is used to determine combat results.

10.4.1 Combat Results

- In the CRT, the numbers signify the number of steps each side must eliminate from their units involved in a particular battle. The number to the left of the slash is the attacker's combat result; the number to the right is the defender's.

Example: Two German panzergrenadier divisions attack a Soviet division in Valga (hex 2112) at 2:1 odds (A). On a combat DR of two, the combat result is 2/1. The Germans would eliminate 2 steps (not units) from the units involved, while the Soviets would eliminate 1 step (B).



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- Attacker losses are always removed before defender losses in each battle.
- Losses can be distributed among ground units at the discretion of the owning side, but no unit may be eliminated until every two-step unit involved in the combat, even if they are attacking from different hexes, has absorbed one step loss.

10.4.2 Combat Modifiers

Combat odds can be modified, or shifted, via several methods.

- Air, naval, and heavy armor support units provide odds shifts or die roll modifications (16.0).
- Terrain in the defender's hex provides odds column shifts per the TEC.

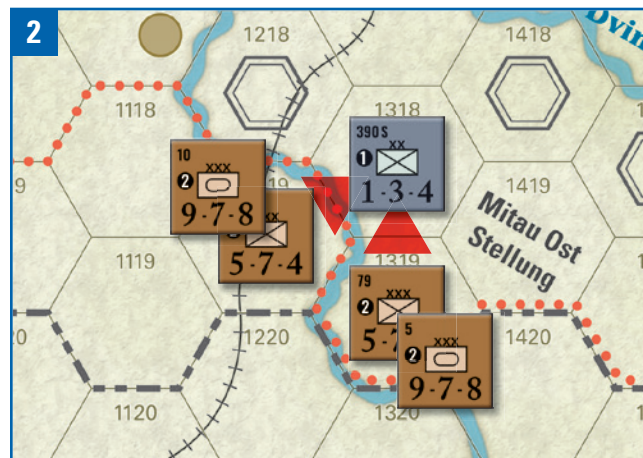
Important: Units defending across a river receive the 1L column shift only if at least half of the attacking combat factors are across the river. Also, only German units receive the 1L column shift for defending in a fortified hex—these hexes are considered destroyed upon being occupied by a Soviet unit and any subsequent defensive shifts are based on other terrain in that hex.

- Certain events on the Random Events Table provide odds column shifts.
- Concentric attacks (attacks from three sides or more against a single defending hex) receive a +1 DRM.
- All applicable modifiers are cumulative and are applied prior to resolving combat.
- Combat odds are initially calculated based on the actual odds. After all shifts are applied, combat odds less than 1:3 or greater than 7:1 are resolved as 1:3 or 7:1, respectively.

Example 1: Soviet units attack German units in Tallinn (hex 1502) at 8:1 odds; the Germans receive a 2L shift for defending in a city, and employ naval support for an additional 1L shift, resulting in a net 3L shift. Combat would be resolved on the 5:1 column on the CRT.



Example 2: Soviet units attack a German unit defending in the fortified hex at hex 1318 at 9:1 odds. The Germans receive a 1L shift for the fortified hex, resulting in 8:1 odds. This is greater than 7:1 odds, so combat would be resolved on the 7:1 column on the CRT.



10.5 Front Breakthrough

- If a Soviet attack inflicts step losses in excess of German steps in the defending hex, the excess step losses are transformed into bonus MP referred to as a Front Breakthrough.
- Only Soviet tank and/or mechanized infantry units that participated in the attack can move during a Front Breakthrough.
- When executing a Front Breakthrough, the first hex entered must be the hex just attacked/vacated. Units may subsequently use the bonus MP to move into any hex not occupied by German units and which could be entered during normal movement.
- EZOC may be ignored by units executing a Front Breakthrough (9.3).

Important: Entering the vacated hex does NOT count against any bonus MP obtained through excess step losses; it is considered advance after combat (12.1).

- Units may move up to the number of bonus MP generated by the excess step losses.

Important: Units conducting Front Breakthrough movement must spend the number of MP designated by the TEC for the terrain in the hex being entered. Units may not use the railroad movement bonus when conducting a front Breakthrough (7.6).

10.5.1 Exploitation

- If Soviet units achieve a Front Breakthrough and there are tank, mechanized infantry, or cavalry units not in EZOCs AND which did not participate in combat that GT, those units can perform Exploitation Movement.

Important: A Soviet unit may only perform Exploitation Movement once per GT.

- After performing Front Breakthrough movement, the Soviets declare that Exploitation Movement will be conducted.

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- A unit which performs an Exploitation Movement may use half of its MF, rounded up. Movement must pass through the hex vacated by the Front Breakthrough.
- During Exploitation Movement EZOC are ignored. However, Soviet units may conduct combat if entering, or stopping in, an EZOC (9.3, 10.0).
- Soviet units conducting Exploitation Movement pay the normal movement costs, per the TEC, for each hex entered during the move.
- Exploitation Movement may be conducted into and through all terrain into which a unit could normally move.

Important: Units may not use the railroad movement bonus when conducting Exploitation Movement (7.6).

Example: Two Soviet tank corps attack a German division in hex 0824 at 8:1 odds (9:1, minus a 1L shift for attacking across a river) (A). The attack is resolved on the 7:1 column on the CRT; a DR of 6 results in no Soviet losses but four German step losses. The German division is a one-step unit and is eliminated, leaving three excess step losses which are converted to bonus MP for the Soviet units to use via Front Breakthrough. The Soviet units advance into hex 0824 at no MP cost, and then use the bonus MP to move as shown in (B).



In addition, two Soviet Guards tank corps and a Guards mechanized corps, which did not participate in the original attack, conduct Exploitation Movement. The MF of all three units is halved to 4, so all three units move to hex 0923, then cross the river (expending an additional MP and ignoring the EZOC) into hex 0824, and then use their final MP as shown in (B). The tank corps in hex 0825 and the mechanized corps in hex 0723 may conduct combat during the current Combat sub-phase.



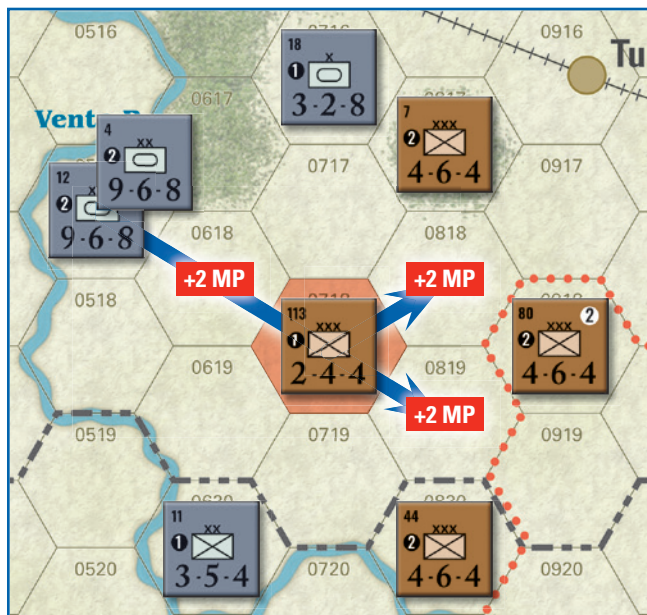
10.6 Mobile Assault

German panzer and panzergrenadier units can conduct a Mobile Assault during the German Movement sub-phase.

- To conduct a Mobile Assault the units launching the attack must begin the Movement sub-phase stacked together. They do not need to begin the sub-phase adjacent to the hex being attacked.
- The units move adjacent to the defending hex and declare a Mobile Assault on that hex. Units pay the normal MP cost of the hex per the TEC plus an additional two MP. Combat is then resolved with a 2L column shift on the CRT.
- If the defending hex is vacated by step losses, the German units may continue to move and/or launch additional mobile assaults provided they have enough MP remaining to do so.
- Mobile Assaults can receive air, naval, and heavy armor support.

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Example: Two German panzer divisions conduct a Mobile Assault on the reduced Soviet division in hex 0718 by moving adjacent to the Soviet unit and expending an additional two MP. Combat odds would be 2:1 (4:1, minus a 2L column shift for the Mobile Assault). If the Soviet unit is eliminated, the panzer divisions could advance into the vacated hex and then conduct additional Mobile Assaults from either hex 0818 or 0819 by expending an additional two MP.



11.0 AMPHIBIOUS ASSAULTS

The Soviets may launch amphibious assaults against the Baltic Sea islands (Saaremaa, Hiiumaa, and Muhu).

- Only Soviet infantry (not mechanized infantry) units may conduct amphibious assaults.
- Only one amphibious assault, with no more than two infantry units, may be conducted in a single GT.
- Soviet units may launch amphibious assaults against any hex on Saaremaa, Hiiumaa, and Muhu by beginning their Movement sub-phase in any of hexes 1005, 1104, 1105, 1106, 1107, and/or 1108 in Estonia.
- If Soviet units land in an empty hex, a Beachhead marker is placed and the landing units may move up to half of their MF, rounded up.
- Soviet units may conduct combat in the Combat sub-phase after this movement.
- Units are considered to be in supply as long as they can trace a LOS to the Beachhead marker. The Beachhead marker is removed if German units subsequently occupy the hex containing the marker.
- If the designated landing hex is occupied by German units, those German units receive a 2L odds column shift in addition to any other modifiers (10.4.2).
- If the hex is cleared of German units, a Beachhead marker is placed and Soviet units may advance after combat into the hex.
- Air and naval support units may be used.

Example 1: Two Soviet infantry corps move to hex 1008 on Saaremaa from hex 1107. There are no German units in hex 1008, so the Soviet units and a Beachhead marker are placed at hex 1008. The Soviet units can move up to half of their MF and attack any German units in the island.



Example 2: Two Soviet Guards infantry corps located in Haapsalu (hex 1105) launch an assault against a German infantry division in hex 0905 on the island of Hiiumaa. The attack would be conducted at 2:1 odds (4:1, minus a 2L odds column shift for the amphibious assault). If the German division is eliminated or chooses to retreat, the Soviet units may advance into the vacated hex and a Beachhead marker is placed.



- Soviet units, including tank and mechanized units, may move to Muhu (hex 1007) from either hex 1106 or 1107, and from Muhu to hex 0907 on Saaremaa on any GT after both hexes have been cleared of German units. Units conducting such movement expend half their MF, rounded up.

12.0 ADVANCE & RETREAT

Units may advance after combat as a result of a hex being vacated by the elimination or retreat of all defending units. German units may also opt to retreat after combat to absorb a step loss.

12.1 Advances

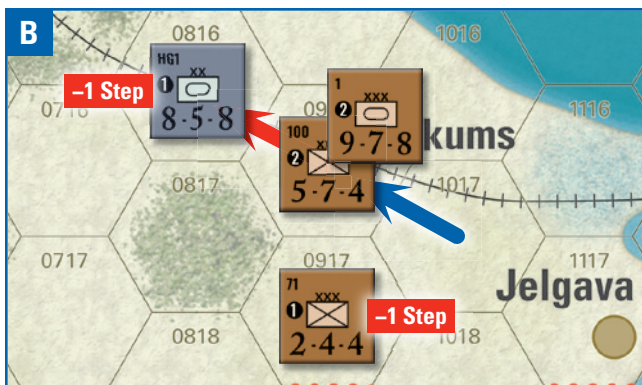
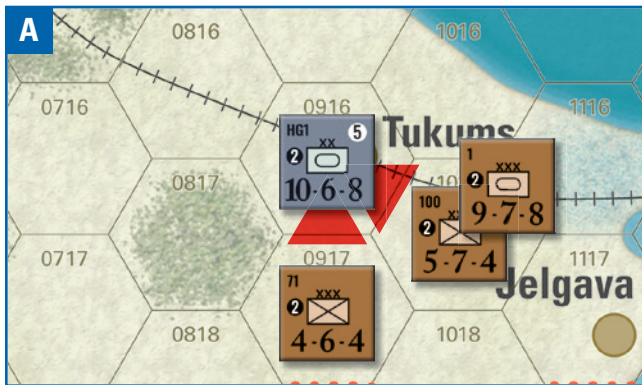
- If all defending units in a hex are eliminated, or if German units opt to retreat, attacking units may advance into the vacated hex.
- Advancing units may ignore EZOC (9.3).
- If a Soviet attack inflicts more step losses on German units than are present in the hex and the attack was conducted by Soviet tank/mechanized infantry units, then Front Breakthrough rules apply (10.5)

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12.2 Retreats

- German units may opt to retreat one hex to absorb a step loss. Units must be able to retreat to a hex not in an EZOC. Otherwise, they must absorb all step losses.

Example: Three Soviet corps attack a full-strength German panzer division at 3:1 odds (A). The die roll result is 1/2. The Soviet units absorb one step loss. The German unit absorbs 1 step loss and withdraws one hex, thus absorbing the second step loss. The Soviets then may advance into the hex vacated by the German unit (B).



- German units may retreat on GTs prior to German Withdrawal Authorization but may not move during the subsequent German Segment (17.0).
- Retreating German units must always retreat towards the nearest supply source hex.
- Other German units negate EZOC for retreat purposes.
- German units may retreat into a hex containing friendly units in an EZOC but must observe stacking limits.

Important: German units may retreat an additional hex to avoid overstacking.

- Soviet units may never retreat after combat and must absorb all step losses.

13.0 REINFORCEMENTS AND REPLACEMENTS

Both sides can replenish/rebuild units and receive reinforcements.

13.1 Replacements

- All eliminated units can be rebuilt with Replacement Points (RP).
- RP are received each GT during the Replacement Phase. The number of RP received by each side per GT is indicated on the TRT.
- RP may not be accumulated from GT to GT. Unused RP are forfeited.
- Units may return to play at full strength (two steps) or reduced (one step).

Exception: Eliminated German panzer and panzer grenadier divisions may only return initially as reduced (one-step) units; they may be restored to full strength on subsequent GT.

- Two-step units which have suffered a step loss may also be replenished with RP.
- The cost for replacing eliminated units or replenishing depleted units is 1 RP per step loss. Eliminated HQs units may be replaced with 2 RP.
- Rebuilt units return to play as if they were reinforcements (13.3).
- To be replenished, a depleted unit must be able to trace a LOS to a supply source hex (14.2). Units out of supply may not be replenished (14.4).
- Depleted units in an EZOC may be replenished.

13.2 Reinforcements

Reinforcements enter the game on the GT indicated by the number in the white circle in the upper right corner of the counter (3.2).

13.3 Reinforcement and Rebuilt Unit Placement

- An unlimited number of German reinforcements or rebuilt units can be placed in each supply source hex that can trace a LOS to the supply source hexes (hexes 0127–032) in Germany (East Prussia).
- An unlimited number of German units may also be placed on any west edge hex in Germany (East Prussia) which is not in an EZOC.
- Up to two German reinforcements or rebuilt units can be placed in each supply source hex that cannot trace a LOS to the supply source hexes in Germany (East Prussia).

Example: If Riga (hex 1416) cannot trace a LOS to any of the supply source hexes in Germany as shown in the above diagram, then during the Reinforcement Phase no more than two German units can be deployed at Memel.



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- Soviet reinforcements and rebuilt units are placed in any Soviet supply source hex (14.2).
- Reinforcements and rebuilt units may not overstack when deploying. If units cannot deploy without violating hex stacking limits, they must enter on any subsequent GT when stacking limits may be met (8.1).
- Reinforcements may not be placed on a supply source hex which has been previously occupied or passed through by enemy units (14.2).

13.4 Estonian and Latvian Recruits

- On the GT after both Tallinn (hex 1502) and Pärnu (hex 1409) fall under Soviet control, the Soviets receive 2 additional RP.
- On the GT after both Riga (hex 1416) and Valga (hex 2012) fall under Soviet control, the Soviets receive 2 additional RP.
- These additional RP are a one-time addition to the RP normally received for that particular GT.

Important: Both pairs of cities do not need to come under Soviet control on the same GT.

Example: If Tallinn comes under Soviet control on GT 5, and Pärnu on GT 6, then the Soviets would receive the additional RP during the Replacement Phase of GT 7.

Historical Note: This represents the forced recruitment of Estonians and Latvians into Soviet units which by that stage of the war were running out of manpower. The recruits, although of poor quality and morale, provided badly needed manpower (i.e., cannon fodder) to the Red Army.

14.0 SUPPLY

Supply is needed in order to move and fight at full effectiveness.

14.1 Lines of Supply

- Units trace lines of supply (LOS) to supply sources.
- To be judged in supply a unit must be able to trace a LOS to a friendly supply source, marked on the map with a logistics symbol (🚚).
- The LOS must pass through friendly-controlled hexes and be clear of EZOC.
- Friendly units negate EZOC for the purpose of tracing a LOS.
- Terrain does not block LOS.

Exceptions: LOS may not be traced through all-sea hexsides, nor may a LOS pass through more than two EZOC negated by friendly units.

14.2 Sources of Supply

- German units trace LOS to any of the eleven supply source hexes marked on the German side of the frontline.
- Coastal supply sources which are also VP hexes (Tallinn, Pärnu, Riga, Ventspils (hex 0313), and Memel (hex 0122)) may never be isolated for the purpose of obtaining partial VPs (5.1).
- Soviet units trace LOS to any of the three Soviet supply source hexes (hexes 2803, 2811, and 2819) marked on the Soviet side of the frontline.
- Supply sources are considered destroyed and may no longer be used after an enemy unit occupies or passes through the hex.
- Neither side may trace LOS to a supply source originally under the other side's control.

- Soviet units which enter a west edge hex in Germany (East Prussia) must stop and may move no farther for the remainder of the game.

Historical Note: This reflects the urgency placed on continued westward operations by Soviet forces.

14.3 Baltic Islands Supply

- German units on the Baltic islands of Saaremaa, Hiiumaa and Muhu are considered to be automatically in supply as long as Riga or Ventspils are under German control.
- German units on Muhu are considered out of supply (OOS) if both Saaremaa and Hiiumaa are controlled by the Soviets.
- Tallinn and Pärnu lose their status as supply sources if both locations remain German-controlled after the Soviets capture Saaremaa and Hiiumaa.

14.4 Out of Supply

- Supply is checked during the Supply sub-phase of the Operations Phase at the end of each player segment (4.1).
- Units judged to be out of supply (OOS) during this phase are marked with an OOS marker. This marker is withdrawn in subsequent Supply sub-phases if the unit is again in supply.

14.4.1 Out of Supply Effects

OOS units are affected as follows:

- Movement, attack, and defense factors are halved (rounded down).
- Cannot be replenished (13.1).
- German units cannot receive heavy armor support (16.1.3).
- OOS HQs cannot provide support (15.3).

15.0 HEADQUARTERS

Headquarters (HQs) units represent concentrations of artillery and corps/army level support units, as well as the logistical centers for respective armies and Fronts.

15.1 HQs Functions

- HQs have two sides: support and movement. During the Operations Phase, at the start of each Soviet and German segment, the owning side determines the mode for each HQ unit. If in movement mode, the HQs uses their MF to move. If in support mode, the HQs may provide support to units within range.

Important: German HQs may conduct limited movement while in support mode (15.3.2).

- HQs trace LOS like normal units.
- HQs have no attack factors but use their defense factors in combat and are treated as a regular ground unit. They are considered 1-step units when determining combat losses.
- HQs may never advance after combat, even if stacked with attacking units which clear a defending hex (12.1).

15.2 Movement Mode

- HQs in movement mode can use railroad movement.
- HQs in movement mode can neither provide offensive nor defensive support, nor activate heavy armor support markers (16.1.3).

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- On turns when two or more Soviet Front HQs are in movement mode, all Soviet attacks receive a 1L odds column shift on the CRT.
- All HQs are considered mechanized units on the TEC.

15.3 Support Mode

HQs in support mode provide a variety of combat and stacking benefits to units within range.

15.3.1 Soviet Front HQ Support

- Soviet Front HQs in support mode provide a 1R odds column shift for attacks by units stacked with or adjacent to them.
- Soviet Front HQs in support mode provide a +1 DRM when employing air support for units within two hexes.
- Soviet units adjacent to Soviet Front HQs in support mode can increase stacking limits by one unit in clear, rough, and forest hexes.
- On GT 1, attacks by Soviet units stacked with or adjacent to Front HQs in support mode receive an additional 1R odds column shift.
- On GT 1, units stacked with or adjacent to Soviet Front HQs in support mode receive an additional one unit stacking limit increase.
- Soviet units within support range of more than one Front HQs only receive the support of one HQ.
- Soviet Front HQs cannot move while in support mode.

15.3.2 German HQ Support

- German HQs in support mode provide a 1L odds column shift for defending units stacked with or adjacent to them, and a 1R shift for attacking units.
- German HQs in support may provide heavy armor support to German units within three hexes (16.1.3).
- German HQs in support mode can move up to two hexes towards a friendly supply source. They cannot move away from a supply source while in support mode.

16.0 AIR, NAVAL, AND ARMOR SUPPORT

Air, naval, and heavy armor units can provide defensive or offensive support to friendly forces.

16.1 Using Support Units

- When resolving regular combat, both sides may attempt to use air and/or naval units to add or decrease final combat odds (10.4.2).
- Units do not need to be within range of HQs in support mode to use air or naval units.
- Support units may never be used to absorb combat step losses (10.4.1)

Important: Aircraft, ship, and tank symbols on the respective support units are for historical purposes only and have no impact on game play.

16.1.1 Air Support

Air units may be used for combat support.

- The attacker must announce first if, and how many, air units will be used. The defender may then announce if, and how many, air units will be used.
- The following modifiers are applied when rolling for employment of air support:
 - 1)** -1 DRM if the other side is using more air units.
 - 2)** +1 DRM for Soviet air units operating within two or less hexes of a Soviet Front HQ in support mode.
 - 3)** +1 DRM for German air units.
- Roll 1d6 for each air unit being used.
 - On a die roll of 3–6:** the air unit is successfully employed and provides either a 1R or 1L shift to the final combat odds ratio, depending on if the unit is employed by the attacker or defender.
 - On a die roll of 1–2:** the air unit is unsuccessfully employed and no odds shift is obtained.
- If both sides employ air units, the odds shifts are cumulative.
- Each air unit may be used once during a GT, after which it is flipped to its "Used" (reverse) side (2.4)
- Air units may also be used by the Germans for recon during the Pre-Setup Phase (3.1).

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16.1.2 Naval Support

German and Soviet units defending from or attacking into coastal hexes can receive naval gunfire support.

- The attacker must first announce if naval support will be used, after which the defender may announce whether naval support will also be used.
- Soviet naval support (Baltic Fleet) provides a +1 DRM for attacks by Soviet units, and a -1 DRM for defending Soviet units.
- German naval support (*Kriegsmarine*) provides a 1R odds column shift for attacking German units, and a 1L shift for those defending.
- Each naval unit may be used once per GT, after which it is flipped to its "Used" (reverse) side (2.4).
- Any hex containing both sea and land is considered a coastal hex.

Example: Hex 1411 is a coastal hex.

16.1.3 Heavy Armor Support

Heavy armor units provide offensive and defensive support to German units.

- German HQs in support mode can provide heavy armor support for German units within three hexes. The heavy armor unit provides a +1 DRM for attacking German units, and a -1 DRM for those defending.
- Only one heavy armor unit may be used per each attack and/or defense.
- Each heavy armor unit may be used once per GT, after which it is flipped to its "Used" (reverse) side (2.4).
- German units which are OOS may not be supported by heavy armor (14.4.1).

Important: Heavy armor units may not be used on the Baltic islands.

17.0 GERMAN WITHDRAWAL AUTHORIZATION

Starting with GT 2, the Germans may attempt to lift movement restrictions (7.12).

- At the beginning of GT 2, the Germans roll 1d6.
On a roll of 4-6: the movement restrictions are permanently lifted (Withdrawal Authorization is granted) and all German units may move freely.
- If the GT 2 die roll did not grant Withdrawal Authorization, at the beginning of GT 3 the Germans again roll 1d6.
On a roll of 2-6: all movement restrictions are lifted.
- If neither die roll was successful, all movement restrictions are automatically lifted at the beginning of GT 4.

Historical Note: This simulates the political/military situation at the time in the region. German commanders were ordered to defend Estonia with no retreat allowed since Hitler believed the loss of Estonia could cause Finland to defect. There was also the danger of the German navy losing their Baltic Sea training ground.

18.0 RANDOM EVENTS TABLE

- **Stand Fast:** No German retreat after combat is allowed this GT. Return the marker to the pool.
 - **Aachen Surrender:** The first German city falls to the Allies. Germans receive 1 fewer RP than GT. Discard after use.
 - **Mandatory Offensive:** Hitler orders a counterattack.
Procedure:
 - 1) The Germans must attack with at least 5 or more divisions against any Soviet unit or stack. If a single attack by 5 or more divisions is not possible, multiple attacks by a total of 5 or more divisions must be conducted.
 - 2) Discard after use.
 - **Finnish Armistice:** The Finns sign an armistice with the Soviet Union.
Effects:
 - 1) German Withdrawal Authorization automatically goes into effect (17.0).
 - 2) Treat as "No Event" if drawn on GT 4 or later.
 - 3) Discard after use.
 - **Tactical Advantage:** If "Tactical Advantage German" is picked, the counter is handed to the Germans; if "Tactical Advantage Soviet" is picked, the counter is handed to the Soviets. The tactical advantage counter for each side provides a +1 DRM for attacking units and a -1 DRM for defending units for all combat involving units of that side during the GT. This marker must be used in the GT it is drawn, and is returned to the pool at the end of the GT.
 - **Festung:** Hitler declares that a town or city must be defended at all costs.
Procedure:
 - 1) The Soviets place the *Festung* event marker in any of the following towns or cities: Riga, Memel, Liepaja. The town or city designated "*Festung*" must be within four hexes of Soviet units.
 - 2) During their Movement sub-phase, the Germans must move at least three divisions of any type to the selected town or city. Units may be withdrawn from EZOC to fulfill this requirement without incurring the usual MP cost (9.3). These units must remain in the *Festung* city until eliminated and cannot retreat.
 - 3) If there are no Soviet units within four hexes of one of these cities, discard this event.
 - 4) Discard after use.
- Important:** If German units are already present in the designated town or city, the Germans may not exceed stacking limits when moving additional units for this event.
- **No Event:** Nothing happens. Return the marker to the pool.



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19.0 DESIGNERS' NOTES

Baltic Offensive: Fall 1944 poses a challenge to both players. The Soviets must conquer the Baltic countries, including two large islands, within two months so that the forces can concentrate for the winter offensive in Poland and East Prussia. The proper use of *Maskirovka* counters is crucial to outguess the German intelligence and launch a massive attack at a weak spot. These markers also provide re-playability to the game. The Soviet player has a number of options by which to attack the Germans: Cut off Riga? Isolate Estonia from Latvia? Drive towards Memel? The German player is defending a shallow position with a worn-out army that nonetheless included some of the finest formations of the *Wehrmacht*. While the infantry units are weakened, the German player still has powerful panzer and panzergrenadier formations that can launch strong counterattacks. The German must also fight “no retreat” and “*Festung*” orders from Berlin.

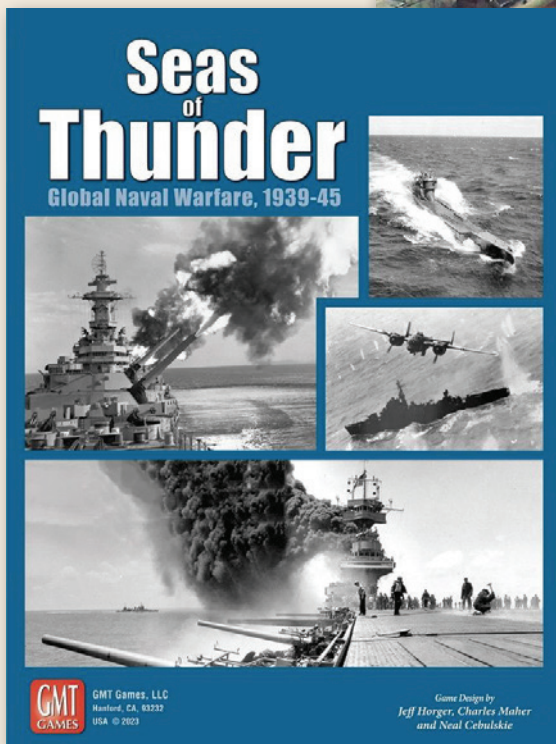
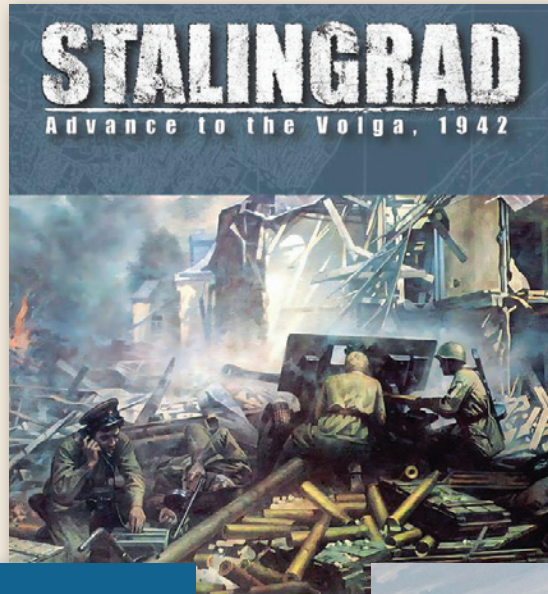
The game system reflects the operational differences of both armies. While the Germans can still launch mobile assaults, the Soviets can combine artillery, tanks, and infantry to open and exploit huge breaches at the front.

The Soviet Front HQ unit is a variation of an idea developed in some of my operational WW2 games such as **Hungary 44–45** or **August Storm: Manchuria 1945**. They can operate in two modes: support or movement. When moving, they cannot provide support, and vice versa. This simulates, in a simpler way, the operational pauses required to consolidate and resupply units after a period of offensive operations. The extra stacking limits for Soviet units adjacent to Soviet Fronts in support mode also simulates the accumulation of forces allowed by extra staff and logistical resources assigned to the Front HQs.

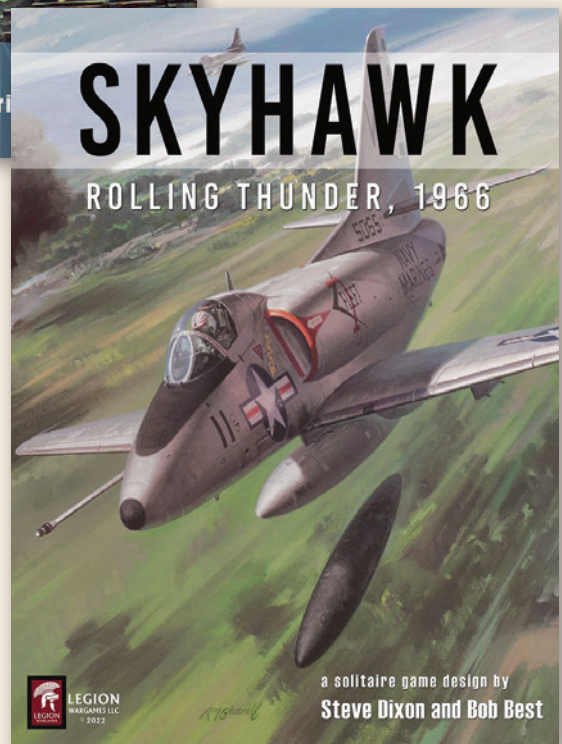
With the variable air support odds shifts I wanted to add some unpredictability (players never know if their air units will provide odds shifts, and how many). This accounts for factors beyond the control of players such as weather, basing, etc. The number of enemy air units also influences the odds die roll for air units, thus simulating air superiority in a simpler and faster way. The fact that Soviet air support has better chances of adding odds shifts when operating near a Front HQ is a handy way to simulate the enhanced operational tempo of the first days of an offensive.

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