

AMPHIBIOUS ASSAULT SCENARIO

LANDING NEAR MEREKÜLA

The Soviet victory at Leningrad in January 1944 had thrown the III SS-Panzerkorps back from the historic city. Stalin required the breakout to continue with a powerful offensive aimed at liberating Estonia from German control. The Wehrmacht established a strong defensive belt at the Estonian border using the Narva River to anchor its defence.

After futile attempts to break through the defences in head on assault, General Govorov of the Leningrad Front ordered a pincer attack to encircle the defensive line. A land force consisting of infantry and tanks would break through the weakened southern flank of the defences and drive north-west, while the 115th and 260th Naval Rifle brigades would land from the Gulf of Finland several kilometres west near Mereküla and drive south.

The landing took place on the night of 13 February, four days after the full moon. The Wehrmacht had learned of the planned landing from interrogating Soviet prisoners. It was resisted by a combined force of SS-Kampfgruppe Küste and SS Nordland's Norge Regiment.

Historically things did not go well for the Soviets. The assault from the south bogged down and never got near the meeting point designated for the landing force. The few radios the amphibious troops had were either lost in the landing or simply did not work. The Soviet navy circled impotently out of range of the shore fearing to fire in support or land additional troops without some definite contact with those already landed.

SOVIET FORCE:

The 260th Naval Rifle Brigade was typical of many brigades raised in the desperate times in 1941 and 1942. 'Surplus' naval officers and NCOs would be used to create what were essentially small infantry divisions. Usually up to 50% of the troops were also naval personnel with the remaining troops being conscripts. Each brigade had its own scouts, sappers, Machine-gun company and artillery assets. As these units had naval experience, they were an obvious choice for amphibious landing. Usually there were no dedicated landing craft available and the Soviet Navy would requisition civilian craft to land their troops. Because of the limits of these types of craft, no weapon heavier than a Maksim HMG or mortar could be landed with the troops.

All Soviet troops are Naval infantry from the Morskaya Pekhota Batalon on page 38 of Red Bear (Revised Edition).

'GERMAN' FORCE:

The beaches of Estonia were defended by SS-Kampfgruppe Küste. (Küste is German for coast.) The formation was unusual in two ways. First, there were almost no Germans in it. It was made up primarily of volunteers from various European nations, mostly Estonians, but also Norwegians, Danes and Dutch and other volunteers. Second, the Estnische SS-Freiwilligen Brigade (Estonia SS-Volunteer Brigade) was not indoctrinated or trained as an SS unit. It was SS in name only.

All troops from the 3. Estnische SS-Freiwilligen Brigade are rated Fearless Trained. Other SS troops are as marked (see following page).



FORCES

260TH NAVAL RIFLE BRIGADE

260th Naval Rifle Brigade HQ

260th Naval Rifle Brigade Company 1

260th Naval Rifle Brigade Company 2

260th Naval Rifle Brigade Company 3

Naval Artillery

MORSKAYA PEKHOTA BATTALION

Battalion HQ

Morskaya Sapper Company with 1 Sapper Platoon

1 Naval Artillery Observer

Morskaya Pekhota Company
3 Infantry Platoons, 1 Maxim HMG

Morskaya Pekhota Company
2 Infantry Platoons, 1 Maxim HMG

Morskaya Submachine-gun Company
2 Submachine-gun Platoons

Morskaya Mortar Company
2 Mortar Platoons

Scout Platoon
2 Scout Squads

Soviet Naval Artillery has the following characteristics:
Trained. Counts as 4 guns.
They use the "Across the Volga" artillery rules from page 225 of the rule book.

SS-KAMPFGRUPPE KÜSTE

3. Estnische SS-Freiwilligen Brigade

SS Nordland's Norge Regiment

503. SS-Werfer-Abteilung

RACING TO THE RESCUE

SS-Kampfgruppe Küste

3. Estnische SS-Freiwilligen Brigade

3. Estnische SS-Freiwilligen Brigade

SS-Panzer Abteilung 11

MIXED KAMPFGRUPPE

2 HMG Nests

Grenadier Platoon (Fearless Trained)
Command SMG + 6 Rifle/MG teams

SS-Mortar Platoon (Fearless Trained)
Command SMG, Observer + 4 8cm GW34 mortars

SS-Rocket Launcher Battery (Fearless Veteran)
1 Launcher Section, 2 Artillery Observers,
using Across the Volga rules.

RACING TO THE RESCUE:

Company HQ
Company Command SMG and
2iC Command SMG teams (Fearless Trained)

Grenadier Platoon (Fearless Trained)
Command SMG + 6 R/MG stands

Grenadier Platoon (Fearless Trained)
Command SMG + 6 R/MG stands

DELAYED RESERVES

3 StuG G (Fearless Trained)

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Soviet Naval Gun Fire	Off-table	80"/200cm	-	4	3+	
German HMG Nest	Immobile	24"/60cm	6	2	6	ROF 3 when pinned down.

SCENARIO



SPECIAL RULES:

Night Attack – The scenario uses the night rules on pages 272 to 273 of the rulebook, roll for dawn beginning on turn 5 with the attacker.

Sparse forest – The entire battlefield except the beach, sea, clearings, village and road provide Concealment and limit line of sight to 16"/40cm. Mortars may fire while in or near sparse forest.

Sea – The sea is rough terrain. Troops cannot go to ground or dig in while in the sea.

Racing to the Rescue – German troops racing to the rescue must deploy on any table edge at least 36"/90cm from the sea table edge.

Delayed reserves – deploy on the short table edge opposite of the sea.

DEPLOYMENT:

Two objectives are placed in a box formed from the centre line, 8"/20cm from either long table edge and 28"/70cm from the German short table edge. The German player places the first objective and the Soviet player places the second.

The Germans deploy anywhere except the beach (up to 12"/30cm from the Sea table edge).

Soviets move on the board on turn 1 starting in the sea. (Note: There may not be room for all Soviets to enter on turn 1. Up to half of the Soviet companies may wait and enter on turn 2.)

Soviets have first turn.

VICTORY:

The Soviet player wins by seizing an objective on or before turn 15. The Soviet player must also still have either their Company Command team or 2iC Command team still on the board (to call in reserves from the waiting fleet) at that time.

The German player wins by either killing both the Soviet Company Command team and 2iC Command team or preventing the Soviet player from capturing an objective by turn 15.

