

BLACK DEATH

OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR A
SOVIET NAVAL INFANTRY BRIGADE MORSKAYA PEKHOTA BATALON



By Van Norton and Wayne Turner

FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME

NAVAL INFANTRY

Due to the nature of the war with Germany the Soviet Navy took a back seat during the Great Patriotic War (WWII). However, one of the areas they were able to contribute greatly was with personnel. Excess personnel was formed into either Naval Infantry (*Morskaya Pekhota*) battalions organised by the Red Navy or Naval Rifle (*Morskaya Strelkovy*) battalions formed by the Red Army. Large formations (regiments and brigades) were assembled from these.

During Naval Infantry's early battles in 1941 and 1942 they showed high morale by their sheer willingness to accept high casualties during the desperate fighting for their own naval bases. Their stubborn tenacity unnerved the Germans, leading them to be nicknamed the 'Black Death' by their German foes because of this and their black uniforms.

The Naval Rifle Brigades were raised in the desperate times of 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 scouts, sappers, a machine-gun company and artillery. As these units had naval experience, they were an obvious choice for amphibious landings. Usually there were no dedicated landing craft available and the Soviet Navy would requisition civilian craft to land their troops.

A number of these units were still fighting in 1944 to 1945. The following four examples relate to the Amphibious Assault scenario included in this PDF or in the recent **Objective: Festung Crimea** article found in the History section of the *Flames Of War* website.

83RD NAVAL INFANTRY BRIGADE

The 83rd Naval Infantry Brigade was formed in August 1942 at Novorossiysk from the 16th, 144th and 305th Naval Infantry

Battalions (*Morskaya Pekhota Batalons*). It was initially designated the 2nd Brigade, but was re-designated the 83rd during its formation.

During February 1943 the brigade took part in the amphibious operations to seize Novorossiysk and threaten the flank of the German troops in the Taman peninsula. The attack was ultimately unsuccessful, but did carve out a small beachhead across the bay from Novorossiysk and the main Soviet lines. The beachhead became famous as the '*Malaya Zemlya*' or 'Little Land' which Soviet troops held for almost seven months behind the German lines in 1943.

On 9 September 1943 another, this time successful, amphibious landing was made to take Novorossiysk. They took the city on 16 September. The landing was supported by artillery from across the bay and the brigade earned the honorific title '*Novorossiyskaya*' for their part in the action.

In November the 83rd Naval Infantry Brigade was part of the 18th Landing Army that made an amphibious landing on the Kerch Peninsula of the Crimea. The 18th Landing Army retook the peninsula and pushed the defending Axis troops back into the Crimea.

They took part in the furious fighting for the Crimea that followed in early 1944 as part of the Separate Coastal Army. In August 1944 they were transferred to the 3rd Ukrainian Front and operated on the Danube River in support of the offensives into Romania and Hungary.

The 83rd Naval Infantry Brigade preformed one of the last amphibious landings of the war in the east on the 26 March 1945 when the 144th battalion made an assault across the Danube into Budapest. The Danube Flotilla (formally the Volga Flotilla) landed them in the city with over 500 men, two 45mm guns, seven mortars, six heavy and 20 light



machine-guns where they took part in the final clearing of the city of Axis resistance.

By April 1945 they were attached to the 5th Guards Tank Army, riding tanks into the Czechoslovakian capital of Prague.

115TH NAVAL INFANTRY BRIGADE

Little information is available for this brigade, but it is likely that were formed from surplus Naval personnel from the Baltic Fleet in 1941. They took part in the amphibious landing near Merkula in early 1944 to out flank the German *III SS-Panzerkorps* on the Narva River (see Scenario in this PDF).

255TH NAVAL RIFLE BRIGADE

This brigade was formed in September 1942 from the 1st Naval Infantry Brigade by the Black Sea Fleet. It was formed with the independent 14th, 142nd and 322nd Naval Infantry Battalions and the 726th (Coast Defence) Artillery Battery. The 255th Brigade was the sister formation to the 83rd Naval Infantry Brigade. Both brigades were formed in Novorossiysk and later fought for the city and took part in the landings that formed the beachhead 'Malaya Zemlya' or 'Little Land' across the bay from Novorossiysk. For its part in the liberation it was honoured with the title 'Tamanskoi'.

The 255th Brigade also took part in the landings and fighting for the Crimea and fought alongside the 83rd during the liberation of the Crimean Peninsula.

After Crimea the 255th Brigade took part in operations in the western Black Sea to take Varna and Burgas in Bulgaria in 1944. It ended the war with the 37th Army in Bulgaria.

260TH NAVAL INFANTRY BRIGADE

The 260th Naval Infantry was formed in late 1942 from the 4th Naval Infantry Brigade by the Baltic Fleet. It contained the 304th, 306th and 314th Naval Infantry battalions, an artillery battalion, a mortar battalion, a sapper company, signals and medical units. Because the 260th Brigade was still under direct command of the Navy, like the 115th Brigade, the records of their service are patchy. However, in 1944 they spearheaded the amphibious assault to outflank the German *III SS-Panzerkorps* on the Narva River. They, along with the 115th Brigade, landed near Merkula on 14 February 1944 in the rear flank of the Germans defending the line on the Narva River, while the 2nd Shock Army advanced on the defenders front. Their landing was hampered by poor communications and the landing was unable to take full advantage of their flanking manoeuvre.

They were next recorded in action against the Finns taking part in an amphibious landing near Vyborg on 20 June 1944. From 27 September they spearheaded amphibious operations to clear the islands in the Gulf of Riga. There they fought alongside the Red Army's 8th and 109th Rifle Corps. Fighting on the gulf islands lasted until November 1944.

In April 1945 they took part in the last amphibious landings of Soviet forces on the eastern front. On 25-26 April the 260th Brigade formed a composite regiment with elements of the 13th Guards Rifle Corps and landed on Frischhe Nehrung, the low sandy lowlands to the west of Königsberg in East Prussia. The 260th Brigade still had troops clearing the area when the war ended in May 1945.

SPECIAL RULES

A Morskaya Pekhota Batalon uses all the Soviet Special rules on pages 249 to 252 of the Flames Of War rulebook.



МОРСКАЯ ПЕХОТА БАТАЛОН

NAVAL INFANTRY BATTALION

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Morskaya Pekhota
Batalon HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT COMPANIES

INFANTRY



Morskaya Pekhota
Company

INFANTRY



Morskaya Pekhota
Company

INFANTRY



Morskaya Pekhota
Company

MACHINE-GUNS



Morskaya Machine-gun
Company

ARTILLERY



Morskaya Mortar
Company

WEAPONS COMPANIES

ARTILLERY



Morskaya Heavy
Mortar Company

ANTI-TANK



Morskaya Anti-tank
Rifle Company

RECONNAISSANCE



Morskaya Scout Platoon

ANTI-TANK



Morskaya Anti-tank
Company

INFANTRY



Morskaya Submachine-
gun Company

INFANTRY



Morskaya Sapper
Company

ARTILLERY



Morskaya Artillery
Battalion

CORPS SUPPORT COMPANIES

ARMOUR



Tankovy Company

Guards Heavy Tank Company

ARMOUR



Guards Heavy Assault
Gun Company

Assault gun Company

Tank Killer Company

ANTI-TANK



Tank Destruction Company

INFANTRY



Strelkovy Company

ARTILLERY



Guards Rocket Mortar Battalion

ANTI-AIRCRAFT



Anti-aircraft Company

AIRCRAFT



Air Support

MOTIVATION AND SKILL

The men of a Morskaya Pekhota Batalon are the bravest of the brave. The 'Black Death' just kept coming when attacking, ignoring casualties and pressing home to assault the fascist defenders. A Morskaya Pekhota Batalon is **Fearless Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

MORSKAYA PEKHOTA BATALON HQ

HEADQUARTERS

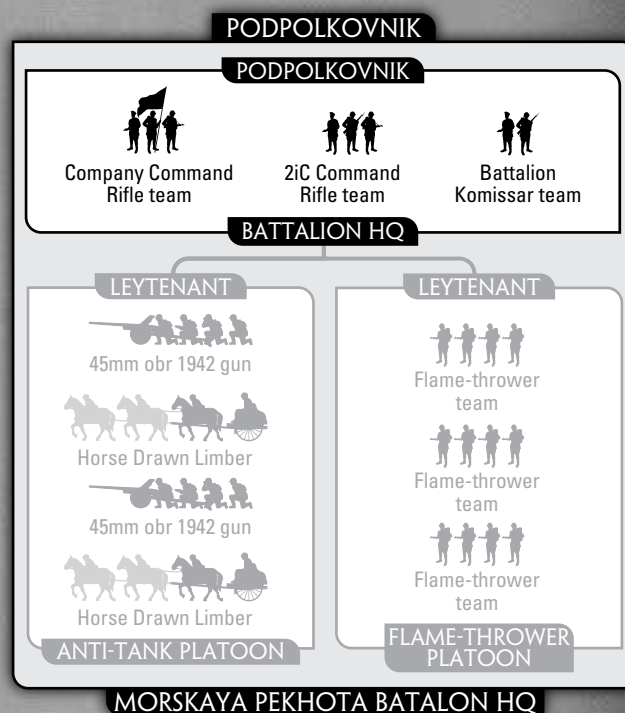
Battalion HQ 35 points

OPTIONS

- Add Anti-tank Platoon for +50 points.
- Add Flame-thrower teams for +45 points per team.
- Add up to three Sniper teams for +50 points per team.

Throughout the war Naval Infantry earned a reputation for high morale and a sheer willingness to accept casualties. Their ability to just keep coming unnerved the Germans who nicknamed them 'Black Death'.

The Battalion HQ Flame-thrower Platoon must make Combat Attachments to Morskaya Pekhota or Morskaya Submachine-gun with all of its Flames-thrower teams.



COMBAT COMPANIES

MORSKAYA PEKHOTA COMPANY

COMPANY

HQ Section with:

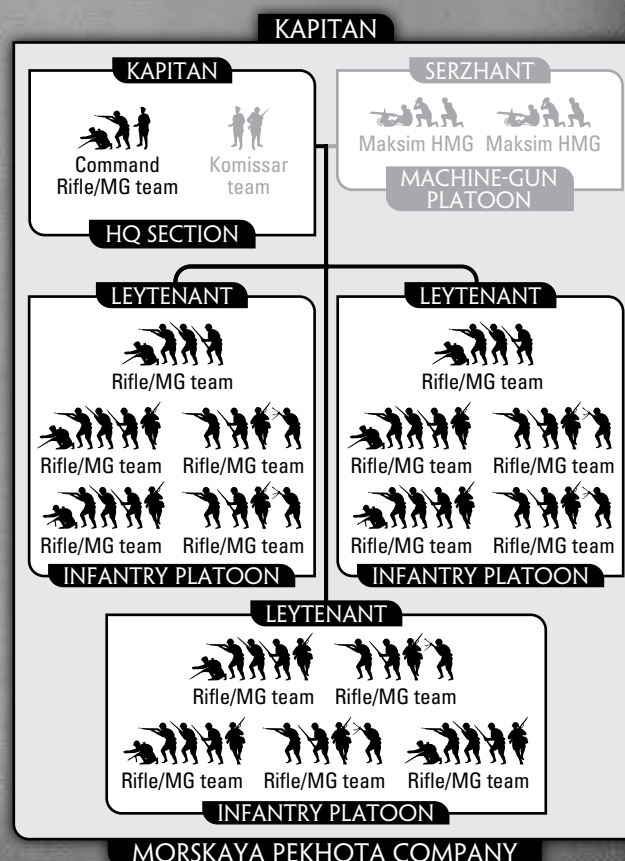
3 Infantry Platoons	305 points
2 Infantry Platoons	210 points
1 Infantry Platoon	115 points

OPTIONS

- Add Komissar team for +15 points.
- Add Maksim HMG team for +25 points each.
- Replace all Rifle/MG teams with SMG teams in one Rifle Platoon at no cost.

During the turbulent months of 1941 Naval manpower was pressed into service to halt the fascist tide. Naval Infantry Battalions (Morskaya Pekhota Batalon) were formed to provide the Red Army with additional fighting units and to defend Soviet Naval bases. Later these were formed into brigades of three or more battalions.

The separate Naval Infantry Battalions were formed on a organisation (or Shtaty) of the Navy's own devising. However, by 1944 the few Naval Infantry Brigades still operating are substantially reduced from their original strength.



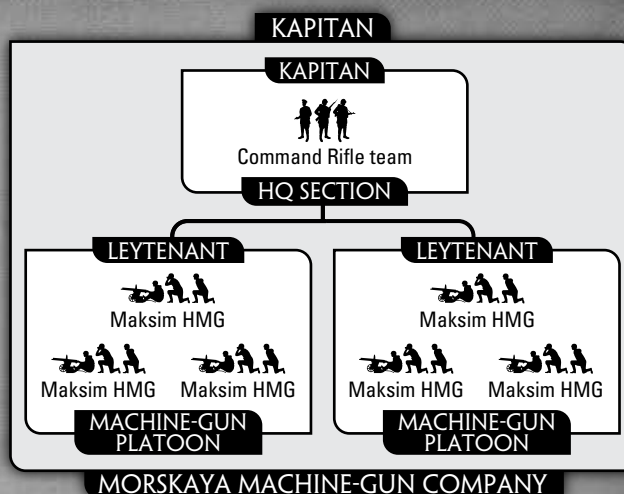
MORSKAYA MACHINE-GUN COMPANY

COMPANY

HQ Section with:

2 Machine-gun Platoons	170 points
1 Machine-gun Platoon	90 points

The reliable *Maksim* heavy machine-gun is an old friend of the *Frontovik*. Deploy them with your companies to lend support, or have them concentrate their fire as a single large machine-gun company and keep the enemy pinned down.



MORSKAYA MORTAR COMPANY

COMPANY

HQ Section with:

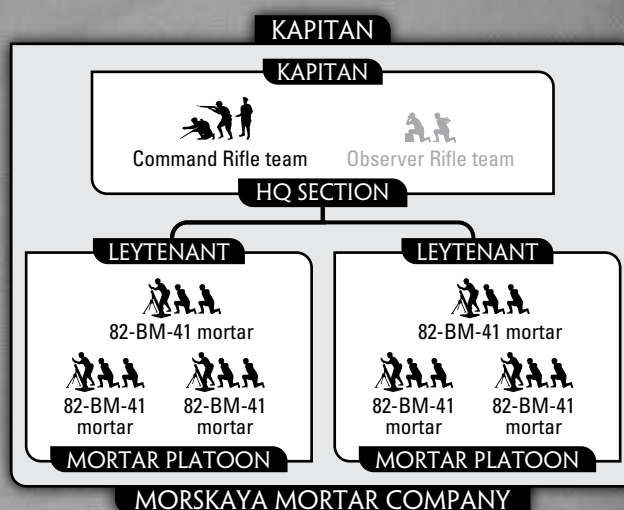
2 Mortar Platoons	110 points
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OPTION

- Add Observer Rifle team for +15 points.

The industrious mortar company provides your assault troops with instant artillery support without having to rely on divisional or corps artillery.

Mortars offer a steady rain of explosives over the heads of the enemy, allowing your brave assault troops to advance while the enemy stays pinned down in their pathetic foxholes.



WEAPONS COMPANIES

MORSKAYA HEAVY MORTAR COMPANY

COMPANY

HQ Section with:

3 Heavy Mortar Platoons	145 points
2 Heavy Mortar Platoons	105 points

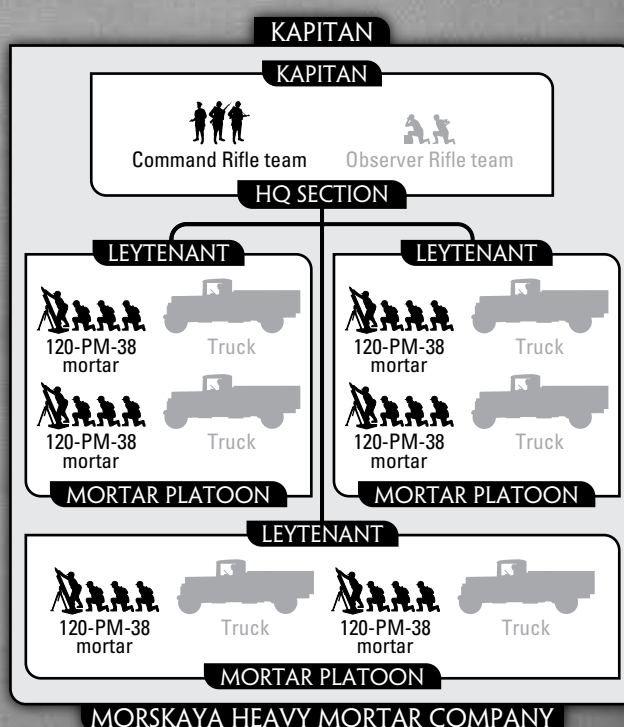
OPTIONS

- Add Trucks for +5 points for the company.
- Add Observer Rifle team for +15 points.

By landing rounds on a target quickly, the heavy mortars pin the enemy down and allow the tanks to manoeuvre.

Their heavy bombs are downright deadly. They have enough explosive to easily blow apart hastily-constructed defences and even work well against half-tracks and tank hunters.

In fact our heavy mortars are so good that the Fascists have copied the design of our socialist engineers and use it themselves!



MORSKAYA ANTI-TANK RIFLE COMPANY

COMPANY

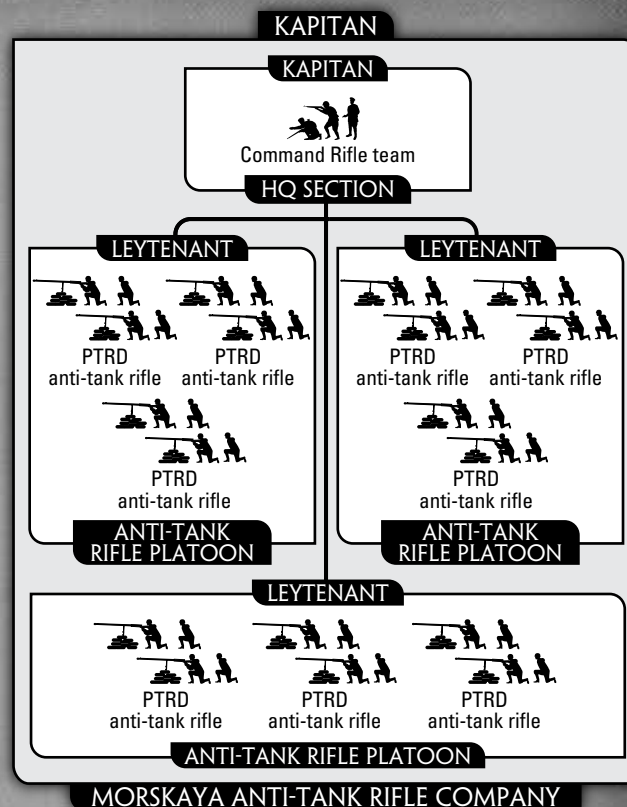
HQ Section with:

3 Anti-tank Rifle Platoons	105 points
2 Anti-tank Rifle Platoons	75 points
1 Anti-tank Rifle Platoon	40 points

A Morskaya Anti-tank Rifle Company may make Combat Attachments to Morskaya Pekhota Companies.

The Hitlerite Panzers sometimes make the mistake of thinking that because we have no tanks, we are defenceless. They don't get to make that mistake twice.

Fielded en masse, the PTRD-41 anti tank rifle can stop any but the heaviest of tanks, waiting until they reach point-blank range, then shooting them in their vulnerable sides and rear. The infantry then mop up the survivors.



MORSKAYA SCOUT PLATOON

PLATOON

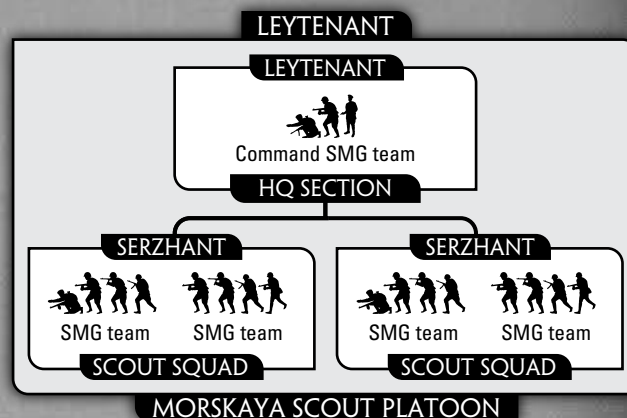
HQ Section with:

2 Scout Squads	165 points
1 Scout Squad	100 points

Your force may not contain more than one Morskaya Scout Platoon, even it has more than one Morskaya Pekhota Batalon.

The razvedki scouts are outstanding individuals chosen from throughout the brigade. Equipped with submachine-guns, camouflage smocks, and even skis in winter, they are used to gather 'tongues' before attacks, then either infiltrate behind enemy lines or reconnoitre routes along which they lead troops forward to launch a surprise attack.

Morskaya Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon.



A Morskaya Scout Platoon is rated as Fearless Veteran.

FEARLESS **VETERAN**

A Morskaya Scout Platoon is a Reconnaissance Platoons.

A Morskaya Scout Platoon is an Infiltration Platoon. They may Infiltrate a Morskaya Pekhota Company or Morskaya Submachine-gun Company, see the Infiltration rules on page 250 of the rulebook.

MORSKAYA ANTI-TANK COMPANY

COMPANY

HQ Section with:

4 45mm obr 1942	95 points
2 45mm obr 1942	45 points

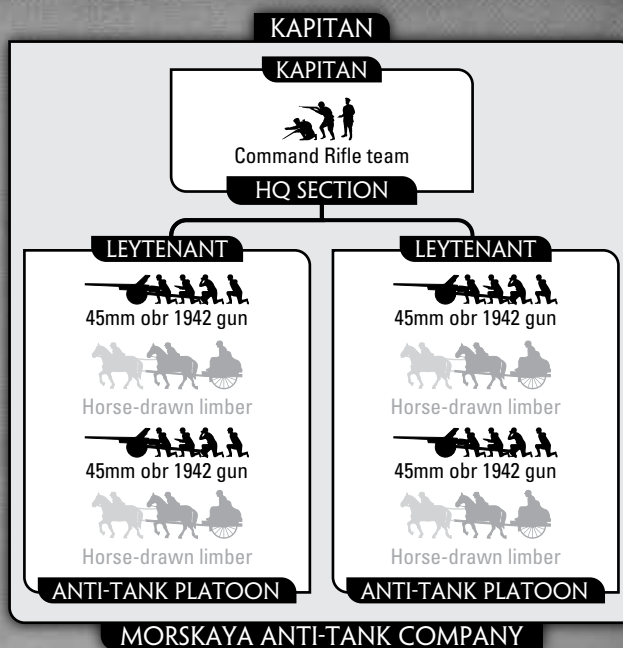
OPTION

- Add horse-drawn limbers for +5 points for the company.

With increasing production, there is no shortage of anti-tank guns in the Red Army. The long-barrelled 45mm obr 1942 is available in large numbers.

The trick is using them well. The guns are small and light, being easily concealed. Keep them concealed amongst your infantry, holding fire until the enemy come close enough to be destroyed.

Alternatively, wheel your guns into range of enemy trenches and use them as small infantry guns. Line them up on an enemy platoon and pin them to the bottom of their trenches.



MORSKAYA SUBMACHINE-GUN COMPANY

COMPANY

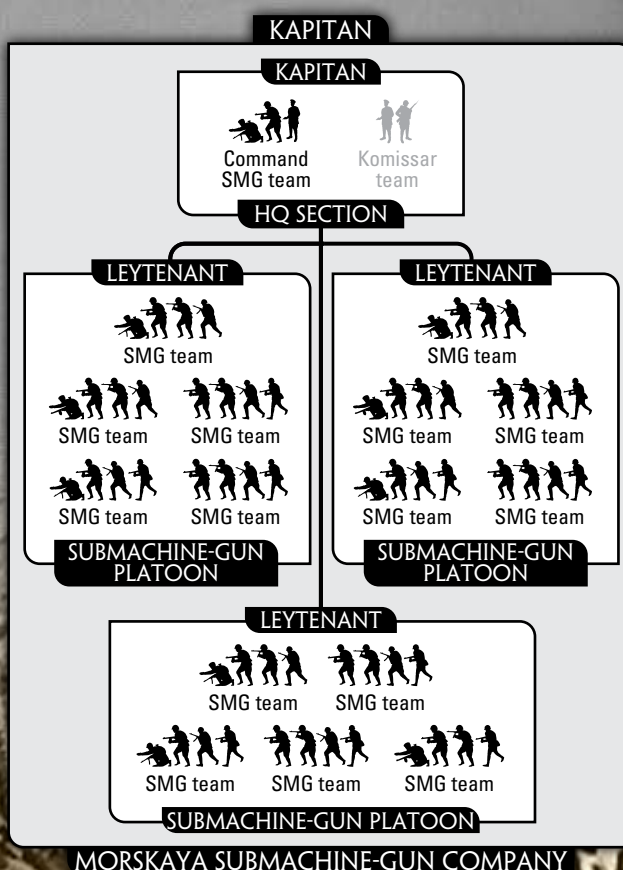
HQ Section with:

3 Submachine-gun Platoons	305 points
2 Submachine-gun Platoons	210 points
1 Submachine-gun Platoon	115 points

OPTIONS

- Add Komissar team for +15 points.

The forth battalion in a *Morskaya Pekhota Brigada* is armed with Submachine-guns. The Submachine-gunners are always at the head of any assault where their weapons are ideal in the thick of close-quarters combat.



MORSKAYA SAPPER COMPANY

COMPANY

HQ Section with:

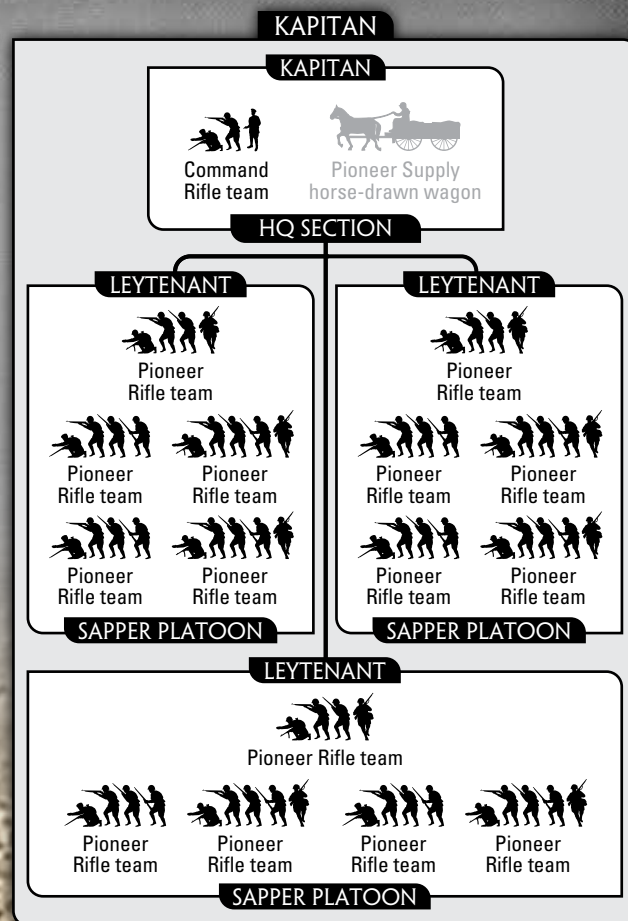
3 Sapper Platoons	325 points
2 Sapper Platoons	220 points
1 Sapper Platoon	115 points

OPTION

- Add Pioneer Supply horse-drawn wagon for +20 points, or a Pioneer Supply truck for +25 points.

No one can build field fortifications like the industrious Soviet sapper! The strong backs of our sappers can dig trenches, clear obstacles, remove mines and, if necessary, destroy enemy tanks with their explosives.

The sapper company can be put to work to help dig your infantry into prepared positions or build up your supply routes. They will also take on specialised assault tasks with their explosives. These are the brave comrades you most want at your side in the toughest assaults!



MORSKAYA ARTILLERY BATTALION

COMPANY

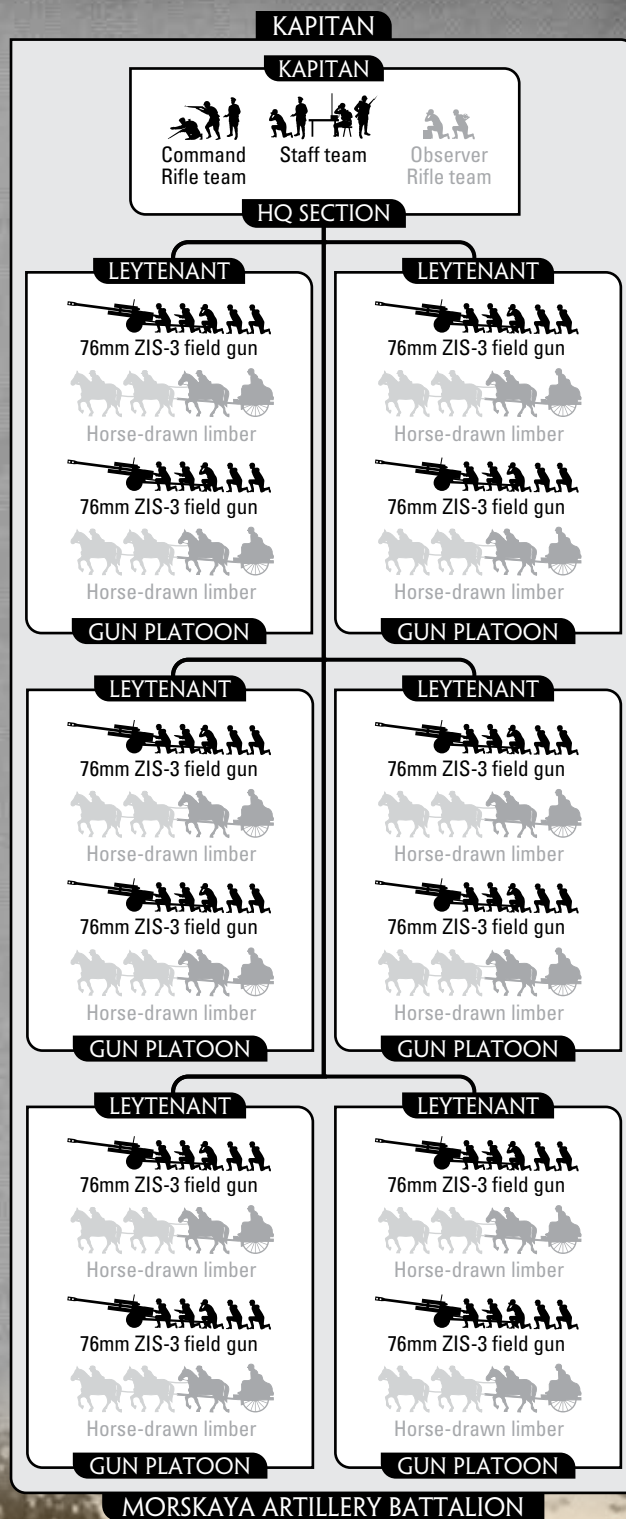
HQ Section with:

6 Gun Platoons	265 points
4 Gun Platoons	235 points
2 Gun Platoons	135 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add Horse-drawn limbers for +5 points for the battalion.

Each Naval Infantry Brigade was supported by its own artillery battalion armed with 76mm ZIS-3 guns. When first formed these guns with were allocated to each Morskaya Pekhota Batalon in individual batteries of four guns. However, by 1944 the guns of the separate infantry battalions had been grouped together at brigade level as a artillery battalion.



КОРПС SUPPORT

MOTIVATION AND SKILL

The Naval Infantry Brigades often worked alongside all sorts of regular Red Army support in the form of Assault guns, Katyusha Rocket Mortars, Sappers, Anti-aircraft and more. In addition, the Red Air Armies are ready to give plenty of air support to the ground operations as well as sweeping the Luftwaffe from the skies. Unless otherwise noted, Corps Support companies are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

TANKOVY COMPANY

COMPANY

10 T-34 obr 1942	450 points
9 T-34 obr 1942	420 points
8 T-34 obr 1942	390 points
7 T-34 obr 1942	355 points
6 T-34 obr 1942	320 points
5 T-34 obr 1942	275 points

- Replace up to five T-34 obr 1942 tanks with T-34/85 obr 1943 tanks for +25 points per tank.
- Upgrade all T-34 obr 1942 and T-34/85 obr 1943 tanks to have Cupolas for +10 points for the company.

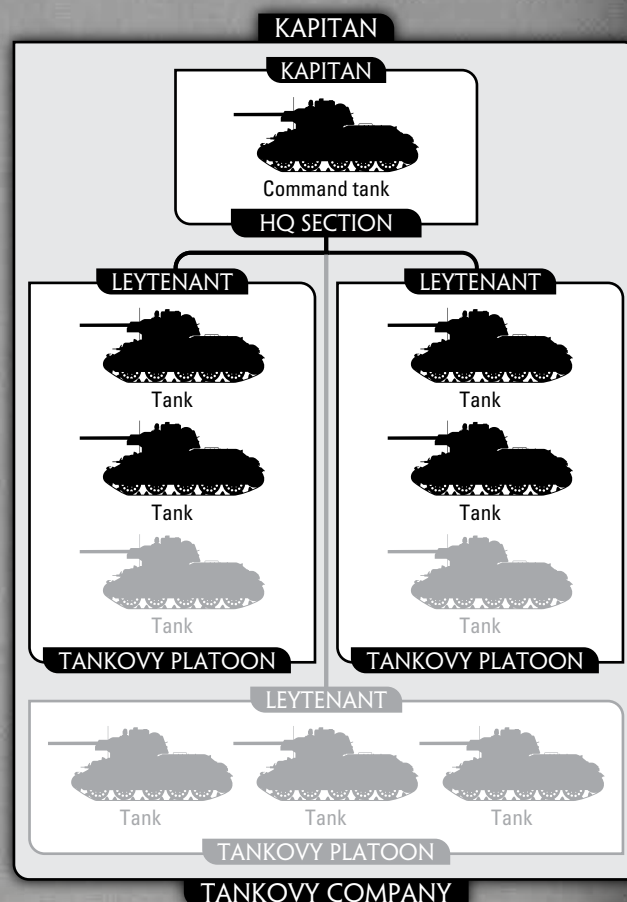
10 M3s (M3 Lee)	410 points
9 M3s (M3 Lee)	385 points
8 M3s (M3 Lee)	355 points
7 M3s (M3 Lee)	325 points
6 M3s (M3 Lee)	290 points
5 M3s (M3 Lee)	250 points

10 M31 (M3 Stuart)	305 points
9 M31 (M3 Stuart)	285 points
8 M31 (M3 Stuart)	265 points
7 M31 (M3 Stuart)	240 points
6 M31 (M3 Stuart)	215 points
5 M31 (M3 Stuart)	185 points

- Arm any or all M31 tanks with AA MG for +5 points per tank.

OPTION

- Mount SMG Tank Escorts on T-34 or M3s tanks for +10 points per tank.



The new T-34/85 that entered production at the end of 1943 is joining existing battalions. They are a major improvement on the earlier T-34/76, having a new turret with thicker armour mounting a long 85mm gun. This new tank is more than a match for the fascist Mark IV tanks, and approaches the massive Panther tank in its killing power.

While the T-34 medium tank remains the mainstay of the tank forces and older lend-lease tanks still play an important role.

GUARDS HEAVY TANK COMPANY

COMPANY

5 IS-2 obr 1943	675 points
4 IS-2 obr 1943	540 points
3 IS-2 obr 1943	405 points

- Arm any or all IS-2 tanks with .50 cal AA MG for +5 points per tank.

5 KV-85	555 points
4 KV-85	445 points
3 KV-85	335 points

5 KV-1s	425 points
4 KV-1s	340 points
3 KV-1s	255 points

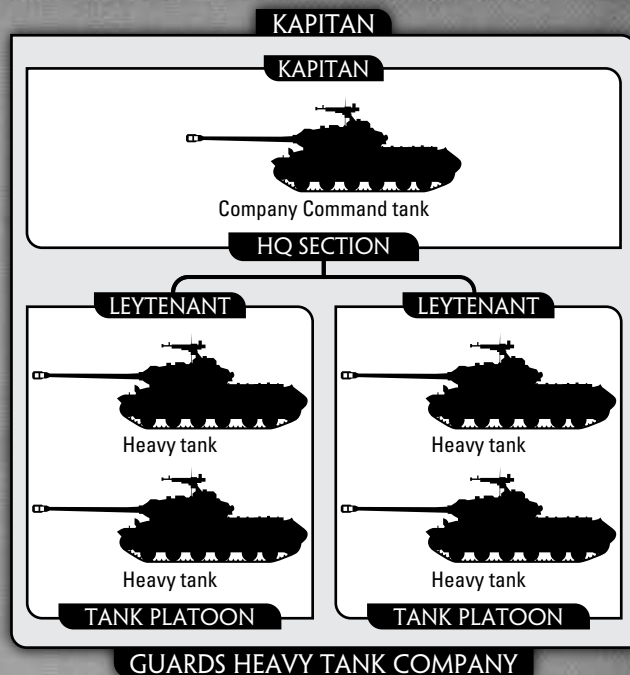
OPTION

- Mount SMG Tank Escorts on all IS-2 obr 1943 tanks for +10 points per tank.

As one would expect Guards Heavy Tank Companies are Guards troops. As such they are always rated **Fearless Trained**.

FEARLESS

TRAINED



With such a high proportion of officers in the company, Guards Heavy Tank Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule.

GUARDS HEAVY ASSAULT GUN COMPANY

COMPANY

3 SU-152	235 points
2 SU-152	155 points

5 ISU-122	575 points
4 ISU-122	460 points
3 ISU-122	345 points

5 ISU-152	510 points
4 ISU-152	410 points
3 ISU-152	310 points

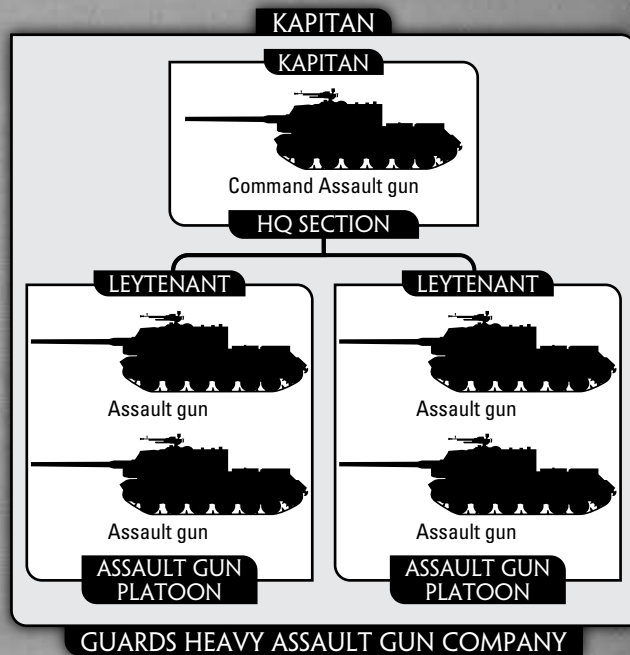
OPTIONS

- Arm any or all ISU-122 or ISU-152 assault guns with .50 cal AA MG for +5 points per assault gun.
- Mount SMG Tank Escorts on all ISU-122 or ISU-152 assault guns for +10 points per assault gun.

Guards Heavy Assault Gun Companies are Guards troops. As such they are always rated **Fearless Trained**.

FEARLESS

TRAINED



Guards Heavy Assault Gun Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule.

ASSAULT GUN COMPANY

COMPANY

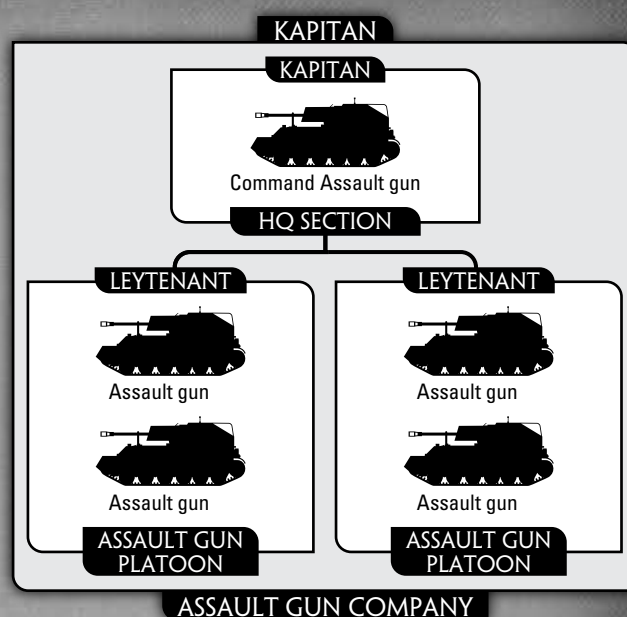
5 SU-76M	185 points
4 SU-76M	150 points
3 SU-76M	115 points

4 SU-122	170 points
3 SU-122	130 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.

Assault guns follow the infantry as they advance. Whenever the infantry report enemy anti-tank guns and machine-gun emplacements, the assault guns help deal with the problem.



TANK KILLER COMPANY

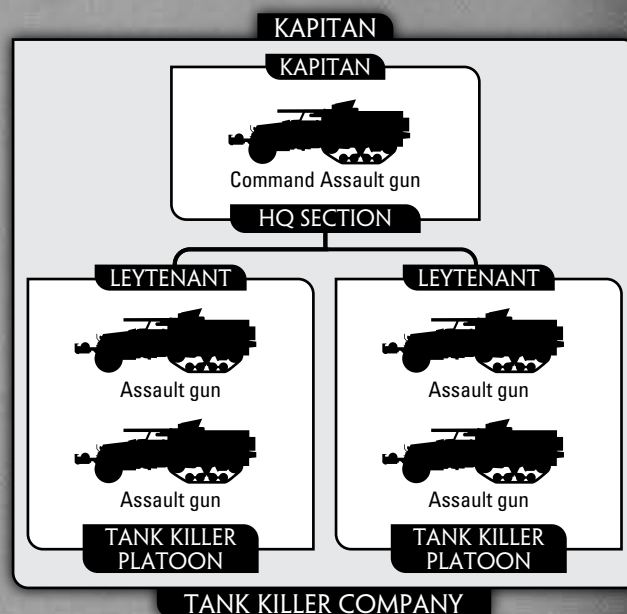
COMPANY

5 SU-57	175 points
4 SU-57	140 points
3 SU-57	105 points

5 SU-85	300 points
4 SU-85	240 points
3 SU-85	180 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.



TANK DESTRUCTION COMPANY

COMPANY

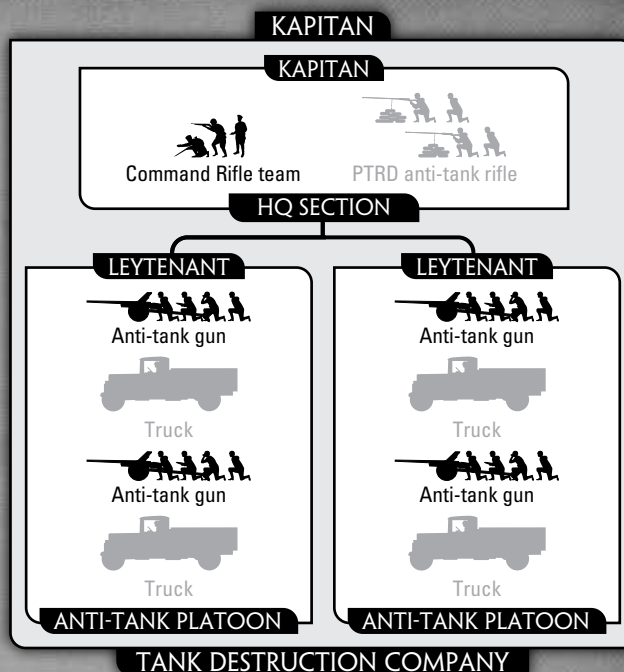
HQ Section with:

4 45mm obr 1942	90 points
2 45mm obr 1942	50 points
4 57mm ZIS-2	155 points
2 57mm ZIS-2	80 points
4 76mm ZIS-3 anti-tank gun	90 points
2 76mm ZIS-3 anti-tank gun	50 points

OPTIONS

- Add trucks for +5 points for the company.
- Add PTRD anti-tank rifle team for +10 points.

Tank destruction companies from the reserve are sent forward to form anti-tank nests when the army goes on the defensive. When emplaced with infantry and machine-guns they form an immovable block to the enemy's progress.



STRELKOVY COMPANY

COMPANY

HQ Section with:

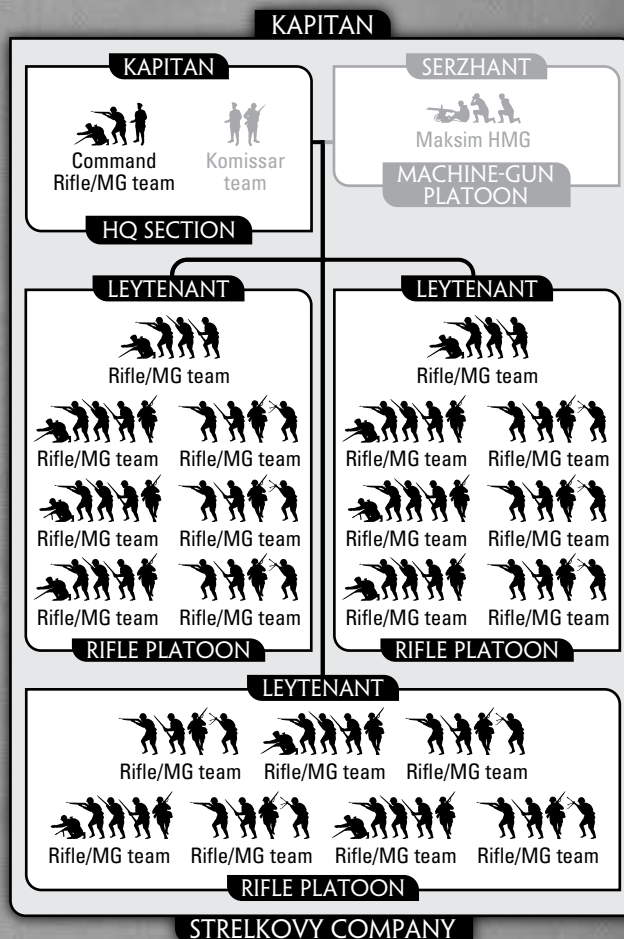
3 Rifle Platoons	350 points
2 Rifle Platoons	240 points
1 Rifle Platoon	130 points

OPTIONS

- Add Komissar team for +15 points.
- Add Maksim HMG team for +25 points.
- Replace all Rifle/MG teams with SMG teams in one Rifle Platoon at no cost.

The Great Patriotic War has taken the lives of millions of dedicated socialist soldiers. While the Soviet Union is vast, even with the full support of its people it cannot replace losses on this scale.

The valiant soviet frontovik is too valuable to waste with blunt tactics and is not to be thrown away meaninglessly as in early years. You must use your soldiers wisely. Pound the enemy with your artillery, hammer the fascists time and again, then attack where the cracks appear. Do not stop until the Motherland has been liberated of those fascist dogs!



GUARDS ROCKET MORTAR BATTALION

COMPANY

HQ Section with:

8 BM-13-16 Katyusha	225 points
4 BM-13-16 Katyusha	140 points
2 BM-13-16 Katyusha	80 points
8 BM-31-12 Katyusha	640 points
4 BM-31-12 Katyusha	375 points
2 BM-31-12 Katyusha	200 points

OPTIONS

- Model BM-13-16 Katyusha or BM-31-12 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +10 points per Rocket Mortar Platoon.
- Add Anti-aircraft Platoon for +40 points.
- Replace all DShK AA MG in trucks with two 37mm obr 1939 guns towed by trucks for +10 points for the platoon.

A Guards Rocket Mortar Battalion is rated as **Fearless Trained**.

FEARLESS

TRAINED

DEVASTATING BOMBARDMENT

The reliable *Katyusha* rocket launchers are ready to signal the beginning of the offensive. Very little can withstand the fury of a full *Katyusha* battalion!

If the Bombarding platoon has nine to thirteen weapons firing, use a Devastating Bombardment Template to determine which teams are hit.

If the Bombarding platoon has fourteen or more weapons, use a Devastating Bombardment Template to determine which teams are hit and re-roll failed To Hit rolls.

PODPOLKOVNIK

PODPOLKOVNIK

Command
Rifle team

Observer
Rifle team



Truck

HQ SECTION

LEYTENANT



DShK AA MG on truck



DShK AA MG on truck

ANTI-AIRCRAFT PLATOON

LEYTENANT



Katyusha



Katyusha

ROCKET MORTAR PLATOON

LEYTENANT



Katyusha



Katyusha

ROCKET MORTAR PLATOON

LEYTENANT



Katyusha



Katyusha

ROCKET MORTAR PLATOON

LEYTENANT



Katyusha



Katyusha

ROCKET MORTAR PLATOON

GUARDS ROCKET MORTAR BATTALION

Like little Katy, the Katyusha of the popular song, our rockets wail as they scream their way to the enemy. The Fascists call the Katyusha 'Stalin's Organ' for its long launch rails and its dreadful music.



ANTI-AIRCRAFT COMPANY

COMPANY

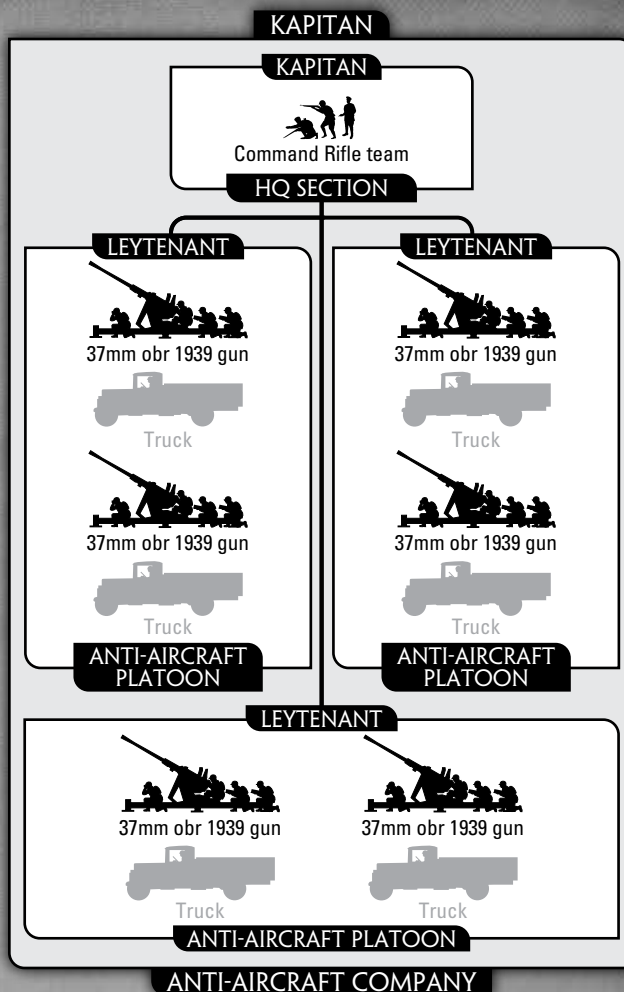
HQ Section with:

3 Anti-aircraft Platoons	140 points
2 Anti-aircraft Platoons	95 points

OPTION

- Add trucks for +5 points for the company.

The hard work of the crews of the 37mm obr 1939 gun in their defence of the skies of the Motherland goes a long way towards victory. They keep the Luftwaffe at bay, allowing the troops on the ground to focus on winning the battle without the worry of being bombed.



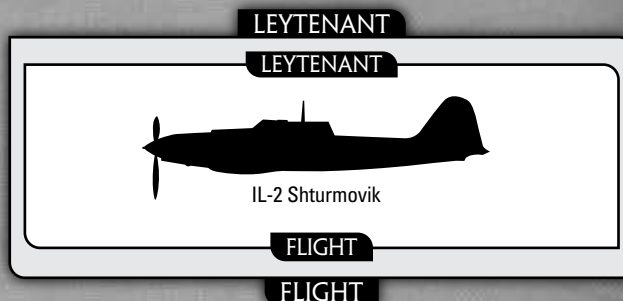
AIR SUPPORT

PRIORITY AIR SUPPORT

Il-2M Tip 3M Shturmovik	290 points
Il-2 Shturmovik	270 points

LIMITED AIR SUPPORT

Il-2M Tip 3M Shturmovik	225 points
Il-2 Shturmovik	200 points



SOVIET ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	

LIGHT TANKS

M31 (M3A1 Stuart)	Light Tank	3	2	1	Co-ax MG, Hull MG.
M5 37mm gun	24"/60cm	2	7	4+	

MEDIUM TANKS

T-34 obr 1942	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
76mm F-34 gun	32"/80cm	2	9	3+	
T-34/85 obr 1943	Standard Tank	7	5	1	Co-ax MG, Hull MG, Limited vision.
85mm D-5T gun	32"/80cm	2	12	3+	
M3s (M3 Lee)	Standard Tank	5	3	1	Co-ax MG, Cupola MG.
M3 37mm gun	24"/60cm	3	7	4+	
M3 75mm gun	32"/80cm	2	10	3+	Hull mounted

HEAVY TANKS

KV-1s	Standard Tank	8	6	2	Co-ax MG, Hull MG, Turret-rear MG, Wide-tracks.
76mm F-34 gun	32"/80cm	2	9	3+	
KV-85	Slow Tank	9	7	2	Co-ax MG, Turret-rear MG.
85mm D-5T gun	32"/80cm	2	12	3+	
IS-2	Slow Tank	10	8	2	Co-ax MG, Turret-rear MG.
122mm D-25T gun	32"/80cm	1	15	2+	Breakthrough gun.

ASSAULT GUNS

SU-57	Half-tracked	1	0	0	
M1 57mm gun	24"/60cm	3	10	4+	Hull mounted.
SU-76M	Standard Tank	3	1	0	Wide-tracks.
76mm ZIS-3 gun	32"/80cm	2	9	3+	Hull mounted.
SU-85	Standard Tank	5	5	1	
85mm D-5S gun	32"/80cm	2	12	3+	Hull mounted.
SU-122	Standard Tank	5	5	1	
122mm obr 1938 howitzer	24"/60cm	2	10	2+	Breakthrough gun, Hull mounted.
SU-152	Slow Tank	7	6	2	
152mm ML-20S gun	32"/80cm	1	13	1+	Bunker buster, Hull mounted.
ISU-122	Slow Tank	9	7	2	
122mm D-25S gun	32"/80cm	1	15	2+	Breakthrough gun, Hull mounted.
ISU-152	Slow Tank	9	7	2	
152mm ML-20S gun	32"/80cm	1	13	1+	Bunker buster, Hull mounted.

ROCKET LAUNCHERS

BM-13-16 Katyusha	Wheeled	-	-	-	
BM-13-16 rocket launcher	64"/160cm	-	2	4+	Rocket launcher.
BM-31-12 Katyusha	Wheeled	-	-	-	
BM-31-12 rocket launcher	48"/120cm	-	3	1+	Rocket launcher.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3.
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield.
57mm ZIS-2 gun	Heavy	32"/80cm	3	11	4+	Gun shield.
76mm ZIS-3 anti-tank gun	Heavy	32"/80cm	2	9	3+	Gun shield.
76mm ZIS-3 field gun	Heavy	32"/80cm	2	9	3+	Gun shield.
Firing bombardments		80"/200cm	-	3	6	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour Side	Top	Equipment and Notes
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TRUCKS

ZIS-5 3-ton, ZIS-6 4-ton, Dodge ¾-ton, or Studebaker 2½-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

Horse-drawn limber	Wagon	-	-	-	
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
Il-2M Tip 3M Shturmovik	Cannon	3+	12	4+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	

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 this briefing (see following page).

'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 Maxsim HMG

Morskaya Pekhota Company
2 Infantry Platoons, 1 Maxsim 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.

