

Operation Neva

The Leningrad-Novgorod offensive, January 1944



Scenario version 1.3

For The Operational Art of War III ver. 4.1

Date: January 14th, 1944

Location: Ingria, south of Leningrad

Map scale: 2.5km per hex

Turn length: Half a day turns

Unit scale: Battalion/Regiment

Length: 30 - 190 turns

Other scenario variables:

MRPB: 3

Attrition Divider: 22

Density combat penalty: 50%

Entrenchment rate: 50%

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1.0 RULES AND OPTIONS

1.1 Recommended game options

The scenario was designed for use and play-tested with the following game options under TOAW v3.4:

Command & Control:	ON
Scenario Variability:	ON
Fog of War:	ON
Environment:	ON
Active Disengagement:	ON
No Borders:	ON
High Supply:	OFF
New Flanking Rules:	ON
Advanced Rules:	ON
New Turn Order Rules:	ON
New Supply Rules:	ON

Other settings might work, but should be agreed upon between players before start of game.
For play against the Soviet Programmed Opponent be sure to read 3.10 for setup of this.

1.2 House Rules summary

The following is recommended house rules for PBEM play. Other rules or omission of any of these should be agreed upon between players before start of game. More detailed descriptions of the rules can be found later in this briefing:

1. Only bridges in hexes with fully drawn road or rail line may be destroyed. Trails or loose road ends on rivers are *not* to be destroyed.
2. Bridges may only be destroyed by air attack or by partisan or battalion sized engineer units in D, E or F deployment.
3. The off-map starts at distance hexes. On and beyond those are for movement only. Combat operations only allowed FROM distance hexes, into the regular map, not vice-versa.
4. The Kalinin Front unit may not leave the off-map. It's not allowed to block its movement.
5. Disbanding of units only allowed in off-map hexes.
6. Digging in units on frozen lake hexes are NOT allowed.
7. Airborne landings only allowed up to 40 hexes from take-off origin. No limit on air-transport between controlled airfields.

2.0 UNIT COLORS / ORDER OF BATTLE

2.1 Oberkommando des Heeres units



Heeresgruppe Nord (*incl. Kav.Rgt.Nord, Rgt.Gnesen, Radf.Sich.Rgt.3 and Panther Stellung*)



207. Sicherungs-Division (*Parts arriving from 16.Armee*)



281. Sicherungs-Division (*Parts arriving from 16.Armee*)



285. Sicherungs-Division



388. Feld-Ausbildungs-Division



Regiment “*Tallinn*” and Estnische Grenzschutz Regiment 1, 2 and 3 (*Forming in Estonia*)



Lettische Frewilligen Polizei Regiment 1, 2 and 3 (*Forming in Latvia*)

Other units under HGN



12.Panzer-Division (*Arriving from HG Mitte*)



32.Infanterie-Division (*Arriving from 16.Armee*)



132.Infanterie-Division (*Arriving from 16.Armee*)



Infanterie-Division “*Mielau*” and 214.Infanterie-Division (*Arriving from Norway*)



290.Infanterie-Division (*In reserve*)



18. Armee



Kampfgruppe Küste and Artillerie Regiment 802



III. SS-Panzer Korps



4.SS-Freiwilligen-Panzer Grenadier-Brigade “*Nederland*”



11.SS-Freiwilligen-Panzer Grenadier-Division “*Nordland*”



9.Feld-Division (L) and 10.Feld-Division (L)



20.SS-Freiwilligen-Grenadier Division (estnische nr.1) (*Forming in Estonia*)



L. Korps



126.Infanterie-Division



170.Infanterie-Division



215.Infanterie-Division



LVI. Korps



11.Infanterie-Division



24.Infanterie-Division



225.Infanterie-Division



XXVI. Korps



61.Infanterie-Division (*In reserve*)



212.Infanterie-Division

 227.Infanterie-Division

 XXVIII. Korps

 12.Feld-Division (L) and 13.Feld-Division (L)

 21.Infanterie-Division

 121.Infanterie-Division

 4.SS-Polizei-Panzergranadier-Division-Kampfgruppe

 XXXVIII. Korps

 1.Feld-Division (L)

 28.Jäger-Division

 2.Lettische SS-Freiwilligen-Brigade (Reforms into 19.SS.Gr.Div)

 XXXXIII. Korps

 Panzergranadier-Division *Feldherrnhalle (Arriving from HG Mitte)*

 58.Infanterie-Division *(Arriving from 16.Armees)*

 122.Infanterie-Division *(Arriving from 16.Armees)*

 16. Armee (-)

 VI. SS-Freiwilligen-Korps (Lettische)

 15.SS-Freiwilligen-Grenadier-Division (Lettische Nr.1) *(Arriving from 16.Armees)*

 19.SS-Freiwilligen-Grenadier-Division (Lettische Nr.2) *(Formed from 2.SS-Brigade)*

 X. Korps

 8.Jäger-Division

 21.Feld-Division (L)

 30.Infanterie-Division

 II. Korps (-)

 218.Infanterie-Division

 Finnish Army and Coastal Batteries



Luftwaffe Ground Units



Luftwaffe Air Units

2.2 STAVKA units



Partisans (1st to 13th Partisan Brigade)



Leningrad Front incl. 47th Fort Region, 5th NKVD Rifle Division, 30th Guards Tank Brigade



18th and 23rd Artillery Penetration Division, 1st Guards Mortar Division



117th Rifle Corps (120th, 123rd, 201st and 314th Rifle Division) (*In Front Reserve*)



123rd Rifle Corps (189th, 224th and 291st Rifle Division) (*In Front Reserve*)

Other units arriving at Leningrad Front



4th Rifle Corps (21st, 67th and 114th Rifle Division) (*From Karelian Front*)



8th Estonian Rifle Corps (7th and 249th Estonian Rifle Division) (*In STAVKA Reserve*)



3rd Guards Tank Corps (3rd, 18th and 19th Guards Tank Brigade, 2nd Guards Mot. Brigade) (*In STAVKA Reserve*)



2nd Shock Army incl. 152nd Tank Brigade



16th Fort Region, 48th and 71st Naval and 50th Rifle Brigade



43rd Rifle Corps (48th, 90th and 98th Rifle Division)



108th Rifle Corps (168th, 196th and 245th Rifle Division) (*In Reserve*)



122nd Rifle Corps (11th, 43rd and 131st Rifle Division)



23rd Army incl. 17th and 22nd Fort Region (Karelian Isthmus)



125th Rifle Corps (10th, 92nd and 142nd Rifle Division) (*Karelian Isthmus*)



42nd Army incl. 1st Leningrad and 220th Tank Brigade



79th Fort Region



30th Guards Rifle Corps (45th, 63rd and 64th Guards Rifle Division)



109th Rifle Corps (72nd, 109th and 125th Rifle Division)



110th Rifle Corps (56th, 85th and 86th Rifle Division)



67th Army



14th Fort Region



98th Rifle Corps (265th and 326th Rifle Division) (*In STAVKA Reserve*)



116th Rifle Corps (13th, 46th and 376th Rifle Division)



118th Rifle Corps (124th, 128th and 268th Rifle Division)



13th Air Army (275th IAD, 276th BAD and 277 ShAD)



Baltic Fleet incl. Kronstadt and Idjorskyi Fort Sectors, 115th Naval Rifle and 260th Marine Brigade



Red Banner Baltic Fleet (KBF) 1st, 2nd and 3rd Naval Group



Leningrad Counter-Battery Artillery Corps



Red Banner Baltic Fleet (KBF) Air force (8th MTAD, 9th ShAD and 1st Guards IAD)



Leningrad PVO



2nd Guards Fighter Air Corps (IAK)



Volkhov Front incl. 7th Guards Tank Brigade, 2nd Guards Sp. Eng. Brigade, 9th Assault Eng. Brigade



7th Rifle Corps (256th and 382nd Rifle Division and 58th Rifle Brigade) (*In Front Reserve*)



2nd Artillery Division



8th Army incl. 41st AA Artillery Division



18th Rifle Division and 1st and 22nd Rifle Brigade



99th Rifle Corps (229th and 311th Rifle Division) (*In STAVKA Reserve*)



119th Rifle Corps (286th, 364th and 374th Rifle Division)



54th Army incl. 41st AA Artillery Division



2nd Fort Region



111th Rifle Corps (44th and 288th Rifle Division and 53rd Rifle Brigade)



115th Rifle Corps (281st and 285th Rifle Division and 14th Rifle Brigade)



124th Rifle Corps (80th, 177th and 198th Rifle Division)



59th Army incl. 16th, 29th and 122nd Tank Brigade and 44th AA Artillery Division



150th Fort Region



6th Rifle Corps (65th, 239th and 310th Rifle Division)



14th Rifle Corps (191st, 225th and 378th Rifle Division)



112th Rifle Corps (2nd, 372nd and 377th Rifle Division and **24th Rifle Brigade**) (*In Reserve*)



14th Air Army (269th IAD, 280th BAD and 281st ShAD) and 11th Mixed Air Corps (CAK)

[2nd Baltic Front (-)]



1st Shock Army incl. **42nd AA Artillery Division**



182nd and 208th Rifle Division and **137th Rifle Brigade**



14th Guards Rifle Corps (23rd and 53rd Guards and 391st Rifle Division)



22nd Army (-) incl. **13th Engineer-Sapper Brigade**



44th Rifle Corps (26th and 115th Rifle Division)

Units in **red formations** doesn't reconstitute at all.

3.0 SPECIAL EVENTS AND FEATURES

3.1 Victory conditions

Regular game ending

For the Red Army it wasn't enough to just push the Germans relative intact back to the Panther Line and in doing so lift the siege over Leningrad. The overall soviet plan for the operation was the destruction of the German 18th Army, in order to gain access to the Baltic region with a decisive breach of the Panther Line. Historically they only caught a few divisions north of Krasnoe Selo, while the majority of the 18th Army withdrew, badly mauled but coherent, behind the Panther line, where, apart from minor penetrations across the Narva river and the cutting of the Pskov-Ostrov highway, the Germans made a successful stand.

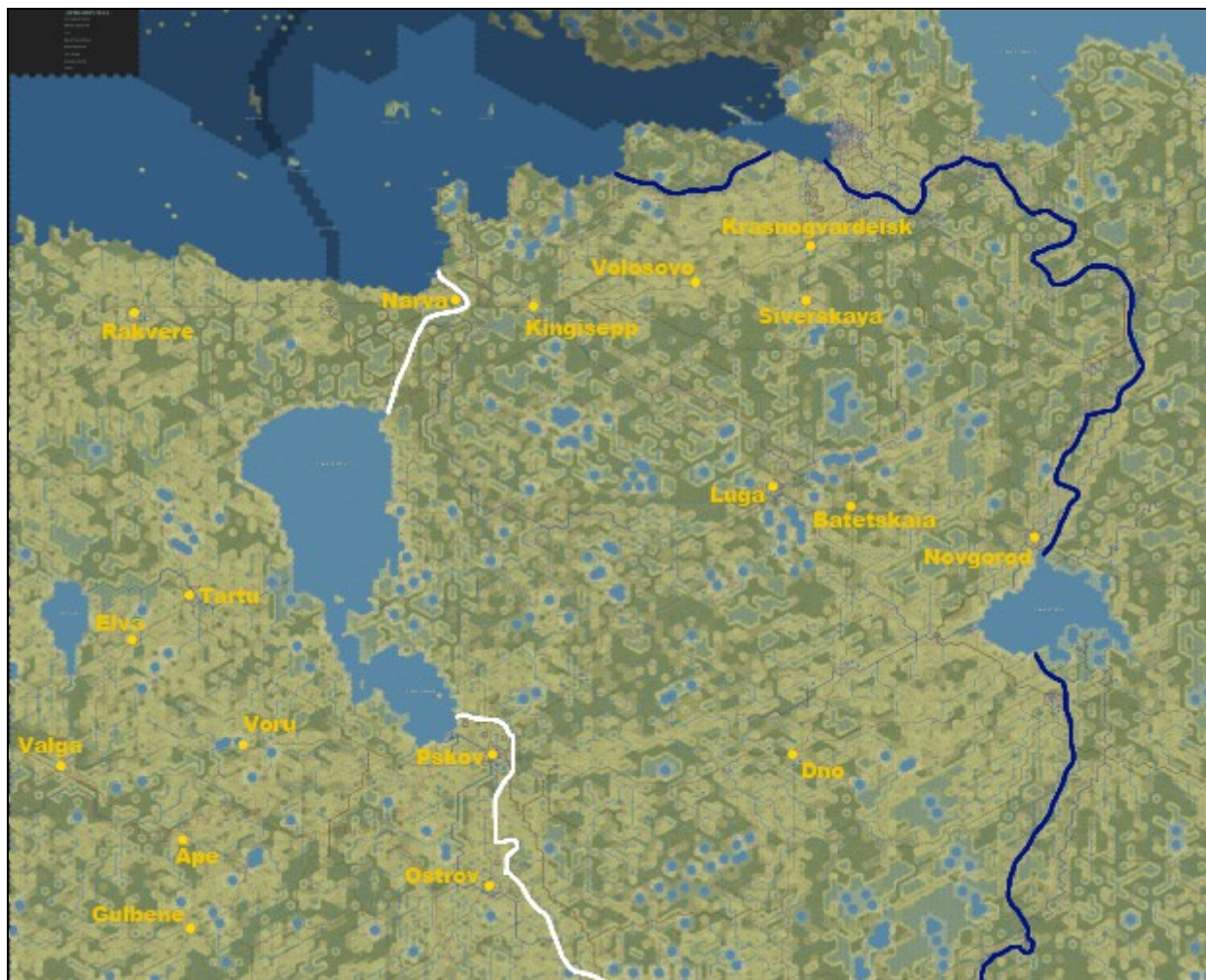
To reflect this, the map contains VPs in towns and other locations in such a way as to give the German player a marginal victory, if he is able to stop any major breakthrough of the Panther Line until mid-April. Depending on how far beyond the Panther Line the Soviets reach, they can achieve all from a draw to an overwhelming victory. However, this only holds true if VP penalties from casualties and options taken by both sides somewhat balances. If the German player manage to end the game still in the Panther Line, but by use of a lot of his reinforcements or by having taken heavy casualties, while the Soviet player has been more conservative with his forces, it could just as well end in a draw or worse. On the other hand, if it is the Soviet player that has used most extra troops, it could be a more decisive victory for the Germans.

Sudden death victory

There is also a possibility for the game to end before the mud arrives. During the operation, Stalin fumed at his commanders and sent numerous threatening directives, after they failed to meet the original 'deadlines'. This puts the Soviet player on a bit of a time table at first, in the sense that he has to have been in control of at least two objective towns marked with stars by turn 30 (Jan. 28th), **five** objective towns by turn 50 (Feb. 7th) and **seven** objective towns by turn 80 (Feb. 22nd), or he will suffer a sudden death and German Victory. The German player on the other hand will lose the game instantly if the Soviet player ever controls **13** objectives. If German player activates option *Blau*, it will remove his chance of winning a sudden death victory. The following tables and maps gives an overview of the objectives and requirements:

Soviet Objectives	Turn	Result
< 2	30+	German sudden victory
< 5	50+	German sudden victory
< 7	80+	German sudden victory
13	Any	Soviet sudden victory

Town	Location	Alternative name	Town	Location	Alternative name
Krasnogvardeisk	126,34	Gatchina	Rakvere	71,24	Wesenberg
Novgorod	160,75		Tartu	30,83	Dorpat
Kingisepp	83,43	Jamburg	Võru	38,104	Werro
Luga	120,68		Elva	21,90	Elwa
Dno	123,106		Valga	10,107	Walk
Narva	71,42	Narwa	Ape	29,118	Happenhof
Pskov	77,106	Pleskau	Volosovo	108,39	Volosowo
Ostrov	76,124	Ostroff	Gulbene	30,130	Alt Schwaneburg
Siverskaya	125,42		Batetskaia	132,71	

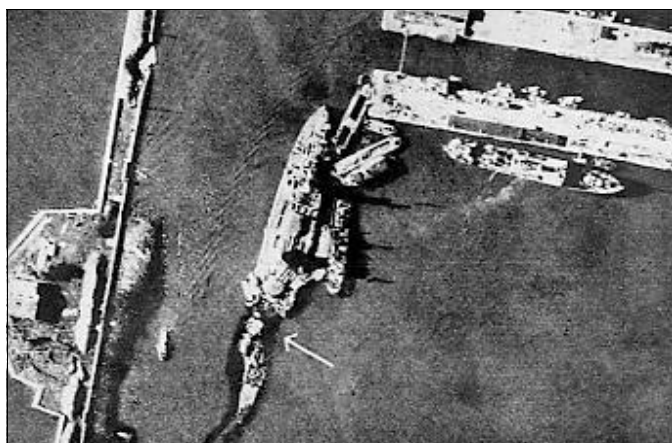


As can be seen on the map, Krasnogvardeisk and Novgorod are the two objectives closest to the front line at the Jan. 14th start date (blue line) and the obvious first targets for the Soviet player. It's also worth noting that of the 18 objectives, eight are located east of the Panther Line (white line). The Red Army reached this line in the North in early February and around Pskov and Ostrov in early March, but achieved little else after that.

Objectives can be captured and recaptured by either side, but if the Soviet side at any one point controls enough objectives to complete one of its requirements (2, 5, 7 or 13 objectives), that requirement is considered fulfilled even if later on the amount of objectives should drop below the required number again.

3.2 Finland and the Baltic fleet

The Red Banner Baltic Fleet had been seeking refuge in Kronstadt and Leningrad harbors during the entire siege, but had still suffered losses from artillery and Luftwaffe bombardments. On the bottom of Kronstadt harbor lay the battleship *Petropavlovsk* (ex-*Marat*) with still functioning gun turrets, while the battleship *October Revolution* along with the cruisers *Kirov*, *Maksim Gorki* and the damaged *Tallinn* (ex-German *Lützow*), was anchored in Leningrad harbor. Supporting these were seven destroyers and a number of gun-boats.



Remains of battleship Petropavlovsk at the Kronstadt Harbor

Despite the fact that the large coastal batteries on the southern shore of the Gulf of Finland were still on Soviet hands thanks to the Oranienbaum bridgehead, the ships were still pinned in harbor since the Finns had set up their own coastal batteries on the northern shore of the gulf. As long as these were in place the Baltic Fleet wouldn't risk running the gauntlet during a break-out into open waters. The Finnish army and coastal batteries have been included in the scenario, but purely for esthetic reasons. Finnish occupied land area as well as sea area within range of the Finnish guns have been set as an exclusion zone, as long as the Finns stay in the war.

After the Initial Soviet success against Army Group North in early 1944, the Finns made some preliminary inquiries about the possibility for a peace with the Soviets in February. After the Soviets were halted at the Panther line, negotiations were terminated by the Finns however, as they believed the Soviet demands to be too harsh. In the scenario there is a 25% probability of an Finnish armistice if Narva (71,42) is lost before turn 38 (Feb.1st) and 50% if Jõhvi (51,43) or Rakvere (21,44) is captured by the Soviets at any time. (separate checks, non-cumulative). The Germans can remove the risk of a Soviet-Finnish peace by loss of Narva and Jõhvi (but not Rakvere), if he takes an option to send increased aid to help Finland, before the towns fall. Should Finland pull out of the war it doesn't have direct consequences on any victory levels, but the Finnish units as well as the exclusion zones around them is removed, allowing the Baltic fleet to begin supporting the Red Army. Furthermore, Soviet units previously facing the Finns now become available for operations against the Germans. This includes the 23rd Army on the Karelian Isthmus, as well as 4th Rifle Corps previously positioned at the Svir River at Eastern Karelia (off-map), that will begin arriving over the following days.

3.3 Amphibious operations and the Seeigel Minefield

Both sides will have the option for transports of minor units by sea. The German player have a capacity of 40, allowing the transporting of approximately a company sized unit per turn. This capacity will be unchanged throughout the scenario. The Soviet player won't be able to move units by sea from the start, but have to chose an option after the capture of hex(88,26) to allow this. He will then have a capacity of 80, enough to transport about a battalion each turn. Both players are allowed to do simple transports from one friendly harbor hex to another or actual sea invasions either directly on enemy harbors or other hexes (The latter will require staying embarked by the coast until the following turn). The Germans had laid out a screen of mines in the Gulf of Finland called the Seeigel Minefield, to prevent submarines and surface ships in entering the rest of the Baltic Sea. This area is represented by an Exclusion zone. The island of Tytärsaari controls the passage to the western part of the sea area. During the operation a part of the 260th Marine Brigade attempted a diversionary sea invasion, behind the German defense at the Narva River, at Mereküla on Feb. 14th, but this ended in total disaster with everyone involved killed or captured.

3.4 Environment

Weather

With a start date of mid-January it should come as no surprise that you will be dealing with a lot of snow in this scenario. However, the actual winter was in many ways much different than the truly extreme temperatures the soldiers had been fighting the earlier years. The weather conditions in winter 1944 were mild and subject to frequent thaws. The ice cover on rivers and lakes could support trucks and regimental artillery but not heavy weaponry or tanks,



German grenadiers take cover in the snowy mud behind a Tiger of

and the swamps were only partially frozen and difficult to traverse. The weather engine in the game lacks a bit of finesse to accurately depict this situation, so a compromise had to be made. As the thaws never lasted long enough to break up the ice on the rivers and lakes, the weather for the first long period of the game will be fixed to a setting of "frozen 3", meaning that all shallow water, rivers and swamps are frozen. This is chosen as muddy ground would be about as difficult to move in as deep snow. To represent the relative thin ice, larger areas of frozen lake and swamps have a underlying layer of badlands added. This will make motorized movement unable to cross them, as well as hampering supply traced through. So while the open areas of ice might seem like a recipe for swift movements, it's really only along the coastlines movement is fast. Entrenching on any frozen lake hex is not allowed.

The spring started arriving in early April and in the scenario the ice breaks up between turn 162 and 169 with a notice coming roughly a day in advance under News. Units still on the ice as this happens will be destroyed, but in case that a crossing between Lake Peipus and Pskov has been made, anchorage hexes have been added to allow limited supply and units to keep crossing the narrow strait afterward. It will get gradually warmer and about a week after the ice disappears, all snow turns to mud. A few turns after this, the scenario makes the regular game ending, see 3.1.

Terrain

Northern Russia contained some of the worst terrain of all of the Eastern Front. The natural vegetation comprising of deep forests and many lakes, fens and bogs made movement outside of roads slow and in many places impossible. Some of the dominant features when looking at a map of the area is the also the large lakes, connected with numerous rivers. Lake Ilmen receives most of it's water from the Lovat river coming from the south and the Shelon from the west. North of Ilmen at Novgorod, the Volkhov River leads the water roughly straight north up to Lake Ladoga. From here the Neva River goes south-west and west before reaching the Baltic sea at Leningrad. The Luga River springs from the area between Novgorod and Leningrad, flows south before turning north-west through Luga and keep going out into the Baltic. Not far from here the Narva River also flows into the Baltic. This river comes from Lake Peipus which further south becomes Lake Pskov. This lake gets most of it's water from the Velikaya river running south through Pskov and Ostrov. Since these waterways will be frozen for most of the duration of the game, they don't pose as big an obstacle as they would do in the summer.

Between these great rivers many smaller rivers and streams fill most of the area. The exception being what is known as the Izhora Plateau south-west of Leningrad. This is an well drained elevated area well suited for agricultural and so has significant less forest than the rest of the region. The plateau is bordered by a somewhat steep slope to the north, known as the Baltic-Ladoga Klint, that actually continues south west and again becomes very distinctive along the Estonian Baltic coast with vertical cliffs.

Some of the bogs had been used to harvest peat before and during the war. This is represented in the game by the use of bogage terrain at those locations.

3.5 Infrastructure

Roads, Rail and Off-map areas

This very difficult terrain is intersected with only few good roads and rail lines. Only between the larger cities were found roads with good quality, while the areas far from the main roads often had simple tracks that didn't help much as soon as conditions weren't ideal like snow or mud. In the scenario these tracks are implemented as broken or dotted road lines. This will make movement along every other hex cost full terrain cost and is only marginally faster than full cross-country movement. Often the fastest way between two points is not the direct route, but finding a fully drawn road instead. These conditions can be a blessing and a curse for both sides. With often only a single fast route available the ability to slow a large amount of enemies with only few units is possible, but you also run the risk of having units being cut off, if the only communication lines is blocked by partisans or bypassing units. In making the map I wondered at first why the Germans had given a specific name ("Mercedes Stern") to what appeared as a ordinary cross-road. Sure, it resembled the star on a Mercedes, but without even having paved surface, it seemed a bit much. I then noticed that this cross-road effectively made up the only decent road connection to the eastern part of 18th army's forces other than the road at Novgorod. Were it to be severed, it would be difficult for these units to quickly pull out.

German retreat along one of the "good" roads. Feb. 1944



For the German player all supply from Riga (off-map) ultimately have to pass by rail through either Narva north of Lake Peipus, or through Pskov south of the lake. As long as there is still communication to the south, there is also an important rail junction at Dno that can distribute the supply. The Soviet player is faced with

similar bottlenecks once he attempts to push the Germans back, for instance Krasnogvardeisk, Chudovo, Novgorod and Staraya Russa. Some of the rails present in the scenario is really nothing more than narrow gauge field tracks, used to bring supply the last distance to the front from the main rail lines, but they will work as normal rail in the scenario. Also at the start of the game a number of locations contain damaged rail lines. [These are either rail lines never converted to German gauge or new lines able to be constructed.](#) These will give the players opportunities to improve their supply grid if needed at certain areas. This could be a German second north-south line further west as a back-up for the Pskov-Ostrov rail, or a Soviet by-pass line around Pskov, to make supply in front of Ostrov better without the need to control Pskov. Both sides have a number of rail-repair units available for these tasks. All rail will be destroyed when captured and there are no automatic rail-repair between turns, except for the Programmed Opponent.

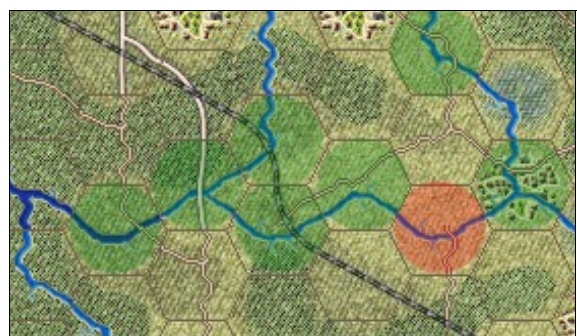
At the edge of the map runs the off-map rail representing rail lines in the area not included on the map. At various points there are access between the main area and the off-map. The transition is marked with distance hexes. The distance hexes can be entered with normal movement but the rest of the off-map hexes can only be covered with rail movement. A few exceptions exist, where on-map roads enter the off-map for a few hexes. These hexes can be used for normal movement as well. The off-map hexes are the only place units are allowed to voluntarily disband in the scenario [without the use of theater options.](#)

The distance hexes are non-combat areas, [and it is not allowed to make attacks into or beyond the distance-hexes.](#) It is however allowed to attack FROM the distance-hexes into the regular map. The Soviets have a special named Off-Map Only unit that represents the advance done by the Soviet Kalinin Front south of the game map. This unit may never leave the off-map area, but the OKH player must allow it free movement once it repairs the rail adjacent to an OKH unit. The Soviet player can subsequently rail regular units forward that can then enter the normal map, but this is allowed to be countered by placing solely defensive units at the map entrance (not counter-attacking or bombarding into the off-map).

Bridges

With the large amount of rivers, there is also, despite the poor road and rail network, a lot of bridges. Rail bridges and regular road bridges can be destroyed, while trails (road hexes with "loose ends"; only one road exits the hex) in river hexes should not be considered bridges to be blown, unless there is also a rail line present.

Bridges can either be destroyed by air units, or by Partisan (unit icon P on blank background) or battalion sized engineer units (horizontal E). In order to perform a demolition, these units should be either in D, E or F deployment on the bridge at the time of destruction. Bridges can be attempted rebuilt by any units, but will



Bridgeblowing: Green allowed, red illegal. }

obviously succeed more often if being performed by engineer, pontoon or construction units.

The Panther Line and other fortifications

Since much of the front line at Army Group North had stayed static for a period of over two years, there had been made extensive field fortifications along the front and in some depth, as well as several strong points in villages behind the front. One of the more formidable were the defensive positions prepared on the Duderhof Heights, the elevated terrain formed by the north-eastern part of the Izhora plateau, at Krasnoe Selo. Early work had also been made on what was known as the Rollbahn Stellung, a line running just north of the Chudovo-Leningrad road, giving the German units in the Mga and Kirishi bulges the possibility to pull back to a line only half the length of their current position.

The Luga position ran as the name would suggest along the Luga River in much of its length, before going behind parts of the Msaga and Shelon Rivers. Despite being the shortest line between the Baltic and Lake Ilmen, this line suffered partly from the fact that it wasn't as strong a position as long as the rivers were frozen. Secondly, much of the infrastructure (or lack thereof) behind large parts of it, between Luga and Kingisepp, made supplying a defense here difficult.

The Panther Line also used rivers to define its course. It started on the western side of the Narva River, before forming a small bridgehead on the eastern side at the city itself. Following the remainder of the Narva River to the Peipus Lake, it used this and Lake Pskov as natural obstacles before continuing from the southwestern edge of this. Here it started north of the Velikaya River, around Pskov and then stayed 10-15km on the eastern side of the river for a good distance south. It might seem strange why the Velikaya river wasn't chosen to define the line, but had this been done, it would mean giving up on the important Pskov-Ostrov, rail line and road. Now the river could also be used as an *Auffangstellung* (a secondary line of defense, in case of a breakthrough). Only in front of the bigger towns of Narva, Pskov and Ostrov, had construction reached an advanced stage, when the line was occupied. Other places it was little more than a machine dug trench to mark the line. The Panther Line was more than just the defensive work though, as the improvement of the infrastructure (construction of depots, infirmaries etc.), needed for a successful defense there, was being built in the rear as well.

3.6 Supply and headquarters

Both sides have a single 100% supply hex, located off-map in each lower corner. Obviously it would be a disaster to lose these, but the game will most likely have ended by triggering some of the sudden death conditions before this anyway. Limited supply sources exist on islands and in the Oranienbaum pocket for the Soviet side. [OKH have stockpiled a limited supply in Krasnogvardeisk and Novgorod that will last for 30-40 turns](#). Through use of theater options the German player can also create limited supply sources in Narva, Luga and Pskov by declaring them *Festungs*, or at Liuban Airfield for a limited time period. (see 4.1).

Almost all formations on either side have a headquarter with a number of supply squads. The supply each unit in the formation receives are proportional to the fraction of these squads present compared to its authorized amount. Some minor formations, usually regimental sized, don't have a separate HQ and instead have a fixed supply rate. In the HQ are also command squads. If these squads are all lost in the HQ, the formation is likely to go into reorganization. Some of HQs have a limited amount of rifle squads and other battle equipment. Usually this comes from the training or Feld-Ersatz battalions in the divisions, which in the scenario are not represented by separate units (except the German 388th Field Training division), but is combined in the HQ unit. These training units DID see combat from time to time in times of crisis, but generally it is recommended not to use the HQ units in the front line.

The Soviet Front and the German army and army group HQs don't work as normal HQs, but is instead supply counters able to improve supply situation in hexes off the main rail-line, in a distance of six hexes from the unit.

3.7 Rear area security and partisans

In order to secure the lines of communication from the rear to the front, a number of formations was deployed by Army Group North. In the Baltic states, there was not much partisan activity, and local Estonian and Latvian security battalions patrolled here. On Russian soil more regular German formations was

deployed in form of three security divisions as well as some independent security regiments. Still with the much forest and marshes in the area making it very suited for guerrilla warfare, the Germans could only keep an eye on so much of the road and rail network at a time. Closer to the front independent battalions under the armies were making up security. Various construction battalions working in the German rear also clinched with the partisans from time to time, but these units were unsuited for all but the smallest engagements. Old captured French and Soviet tanks were used by several of the security units, where the lack of heavy firepower or thick armor wasn't much of an issue.

The 13 partisan brigades in the German rear are of very different size, some making up less than 1,000 men, others over 5,000. Each on their own, they don't comprise much of a fighting force, but their sheer number and the difficult terrain, means that they at times can cause much trouble, either by destroying rail lines or bridges, blocking German supply or reinforcements, or by taking control of areas or bridges in front of the regular army's attacks, allowing it to advance faster, or simply acting as reconnaissance units.

If any Soviet units, regular or partisans, approaches the Estonian or Latvian borders, more local Estonian and Latvian security units will start deploying.

To get control of the partisans, the Soviet player must activate them by an option. Otherwise they will only activate if enemies move adjacent to any of their units. The German security formations also start inactive, but activate once partisans start causing havoc near them or the Red Army approaches. Both partisan and security units are free to move anywhere, but it should be noted that they aren't really hard combat troops. Neither the partisans or the security units will reconstitute if destroyed, [with the exception of a single partisan battalion in each brigade. It is always the battalion whose number match the brigade's that can reconstitute \(i.e. 11th Partisan battalion in 11th Brigade\)](#) If the Soviet player ever reaches [nine](#) objectives (see 3.1 Victory conditions), the partisans will be withdrawn and fit partisans will be drafted into the Red Army. This is accomplished by releasing a number of rifle and SMG-squads into the Soviet reserve pool. The Soviet player is free to disband the partisan units off-map, to redistribute whatever other equipment they contain before this.

When the regular partisans are removed from game, increased activity by infiltrating communist groups in the Estonia and Latvia area will begin and partisan activity will increase to 1% here.

3.8 Reconnaissance

Both sides will have a strategic recon level of 0 (zero) throughout the game, making only nearby units, HQs and large concentrations of enemy units in the rear observable. As the front broke and German formations lost contact with their flanks, there were several days where an entire Soviet army was advancing without the Germans receiving intelligence about its location or direction. Also the Soviets, once leaving the fixed front lines, ran into trouble of identifying the strength of the opposing unit blocking further advance.

3.9 Start of game. Activation of forces.

The first turn for both players is merely an option selecting phase, and a cease fire will be in effect. The Germans are set as player 1, and on the first turn have a significant decision, about whether to initiate Operation *Blau* at the cost of 100 VP. If this is chosen, he will start turn 2 with full control of entire 18th army. As planned, *Blau* was a withdrawal to the Panther line, but in this scenario it will simply give the German player free hands to plan his defense as he sees fit, without having to be restricted by Hitler's insistence on not voluntarily giving up any ground. If it is selected the German player also forfeits the possibility to win a sudden death victory. If *Blau* is not chosen, the Germans second turn will also be quite uneventful, with only few units to move. The Germans will be able to activate individual Korps when certain prerequisites have been fulfilled. (see 4.1) This allows either the transfer of some of this Korps' units elsewhere or a full withdrawal of the Korps.

Blau or not, the Soviets will be able to start their offensive on turn 2, when both the 2nd Shock Army in the Oranienbaum Bridgehead and 59th Army at Novgorod activates, along with the VVS (Soviet air force) and naval forces ready to provide support for the attack. The rest of the armies stay inactive for now. On turn 1 the Soviet player receives a single unit that can be controlled at each of these inactive armies. These units can be used to advance into any empty hexes, in case the German player has weakened his line too much. If this is done, the opposing Soviet army will activate for free, without the need of paying an option cost. If the

Soviets attack a hex of an inactive German Korps, it will activate the Korps at no cost for the Germans. On Turn 3, options become available for the Soviet player to activate additional armies, that can join the 42nd Army that activates for free on Turn 4. 42nd Army have support from the 3rd Artillery Corps and 3 artillery divisions. These activate together with the army but go into reserve at start of turn 9. The single artillery division at 59th Army activate at turn 2 and go into reserve at turn 7. All the artillery formations will be able to be activated an additional two times, each time for 6 turns, by use of theater options. Note that cost is doubled for their last reactivation (see 4.2).

3.10 Human vs. Soviet PO (AI)

A Soviet Programmed Opponent has been included in the scenario for play as Germans against the computer. **[If this is wanted it is recommended to start the game as a Hot-Seat type game and then select the computer to control STAVKA in the first German turn. This will remove the variable turn order that could give undesired effects in activation of certain formations.] This is now redundant as variable turn order has been forced off in editor.**

When the computer controls the Soviet forces, it will be given a few advantages to help it perform better. These include a quicker release of reserve formations without the extra cost, unrestricted use of artillery formations, two rail hexes automatically repaired per turn and a 25% increase in replacements of common equipment. Also, to prevent the PO from inadvertently activating German units, it will be allowed to perform bombardments and limited attacks on these, without the entire Korps activating. If the Soviet armies start their offensives, the formations will activate as normal.

3.11 Replacements

Both sides are receiving a number of the most common troops and equipment each turn, but neither at a rate where they will be able to keep strength during heavy combat. Also, replacements will be slow to reach combat units even if present in the pool, so it will take several days before depleted units get back to fighting strength.

During 1943 the Germans began altering the structure of their infantry divisions into the so called n.A. (neue Arte = *new type*), which reduced the number of battalions in each regiment from three to two. Surplus personnel was used in remaining battalions, so at start of 1944 these were at reasonable state numbers-wise. They were also in the process of improving their infantry units anti-tank ability by issuing Panzerfaust and Panzerschreck launchers to their grenadiers. Therefore many of the German units start with more than authorized amount of the "old" infantry type, as empty equipment slots have been saved for the new type arriving at a greater rate.

The great variety in the weapons systems was a real problem for the Germans. In order to have enough weapons they were using a number of different versions of older or captured types many using different ammunition. As an example there is 9 different types of guns in the 14.5-15.5 cm range in use by the Germans in this scenario. In reality the number were even higher. Replacements for some of these were not

even available, so generally players should take good care of them.

The Soviets were using a system somewhat more standardized, but still won't receive enough equipment to keep up for losses. The Soviet units are at a fairly depleted state, which at this time of the war was more or less standard procedure.

Both sides will have some of the less common types



Jan.1944. T34/76 from 30th Guards Tank Brigade at Krasnoe Selo,

of equipment added to their replacement pool 2-3 times per month through automatic unit disbands. (See 6.1)

The Germans will also be able to press captured tanks into front-line service. If soviet armored units are destroyed, a few of the tanks or SP-guns are considered captured and will be added to the German force pool a little later.

While Soviet tank brigades officially had three tank battalions at this time of the war, some of the brigades start the game with only two as they hadn't had time to reform. If any of the two starting battalions evaporate or disband they will be used to form this third battalion, which will arrive after some weeks.

3.12 Reinforcements

The following is a list of reinforcements in the scenario that can be triggered by events on map (capture of towns, attacks on sections of the front etc.). Some of these formations will also be available to be "bought" through theater options available as the scenario progresses, while other formations will *only* be released at a cost. See 4.1, 4.2 [and the maps at 6.4 for how each formation is activated](#).

Smaller individual units on both sides will also arrive throughout the scenario.

Estonian general conscription (OKH)

Before the Red army approached the Estonian border and a mobilization of Estonians were carried out, the 20.SS Estnische Freiwilligen Division was already reforming in Estonia from the 3.Estnische SS-Freiwilligen-Brigade after having fought at Nevel during the Fall of 1943. Also various police and security units were patrolling both in Estonia, but also behind the front. After the mobilization several Border Guard Regiments (*Grenzschutz Regimenten*) were formed. While the division had mainly been formed from volunteers, the Border Guard Regiments had many draftees, and combined with little training and lack of modern weapons made their combat effectiveness limited. They were however useful for securing more quiet areas of the front (coast and lake shores for instance) relieving the strain of remaining defenders.

Grenadier Regiment "Gnesen" (OKH)

This formation had been formed quickly from replacement units at the town of Gnesen (in current Poland) and was sent to HGN to stop the Soviet advance into Estonia. It arrives 1-2 weeks after Soviets have captured Kingisepp (Jamburg).

12th Panzer Division (OKH)

If Krasnogvardeisk becomes threatened OKH will release the 12th Panzer Division that was refitting at the rear of Army Group Center after heavy fighting in late 1943. It will arrive a few days later at the south edge of map with the exception of I./Pz.Gr.Rgt.25 which had been sent back to Mielau in East-Prussia to reform as the mechanized battalion of the division. This battalion will arrive 2-4 weeks later.

58th Infantry Division (OKH)

If the soviet advance reaches Siverskaya the OKH will send the 58th Infantry Division. This division had been fighting at Nevel but the withdrawal at this front had shortened the line allowing the division to be transferred elsewhere. It will arrive at the south edge of the map a few days later.

Latvian Forces (OKH)

The 15.SS-Grenadier-Division (lettische Nr.1) had also been fighting at Nevel and was coming into reserve. It will arrive 4-11 days after a Soviet attack on X.Korps has started.

The 2.Lettische SS-Freiwilligen-Brigade is already already present at the start of the game. This brigade later reformed into the 19.SS-Grenadier-Division (lettische Nr.2). The German player controls when this will occur through use of theater options, allowing him to choose the most convenient time, as the division will need some time before it is strong enough to see combat.

To control the two Latvian divisions is the VI.SS-Korps (lettische), which arrives 1-2 weeks after the formation of 19.SS-Gr.Div.

99th Rifle Corps (229th and 311th Rifle Division) (STAVKA)

This corps arrives at Volkhov 1-2 weeks after 8th Army activates, either by theater option or triggered by a German withdrawal.

245th Rifle Division (STAVKA)

This division arrives at Volkhov 3-5 weeks after 108th Rifle Corps has activated, either by theater option or triggered by a capture of Ropsha.

3rd Guards Tank Corps (3rd, 18th and 19th Gds Tk. Bde and 2nd Gds Mot. Bde) (STAVKA)

Because of the terrain, initial armored forces allocated to the offensive only consisted of separate tank brigades. In case of a quick breakthrough STAVKA was holding the 3rd Guards Tank Corps, refitted after having fought at Kursk, in reserve. The initial plan called for the capture of Luga before February after which 3rd Guards Tank Corps was to be committed and exploit towards Pskov. In the scenario if Luga is captured before Turn 40 (Feb, 2nd) the Corps will arrive at Volkhov. It will also be available to be released by use of theater options if this deadline isn't kept.

8th Estonian Rifle Corps (7th and 249th Estonian Rifle Division) (STAVKA)

This corps, formed in part by Estonian nationals, had seen heavy fighting around Nevel in late 1943. At years end it was resting as part of the Leningrad reserve. If Narva is captured before turn 38 (Feb, 1st) it will arrive at Volkhov at few days later. Otherwise it will be available to be released by use of theater options.

208th and 391st Rifle Division (STAVKA)

These division had been in the line south of 22nd army at Nevel, but is shifted north 7-18 days after 1st Shock Army begins it's offensive.

3.13 Reconstitution

To find out if a unit will reconstitute, other than opening up the editor, it can be determined by considering its properties. Units meant for front-line action will as a rule of thumb reconstitute if enough equipment is available. That means units such as infantry, engineers, tank, recon, AT-guns etc.

Units normally found in the rear will on the other hand NOT reconstitute, like for instance artillery, AAA, security, partisan and construction units. There are some exceptions to these rules, since all HQ's reconstitute along with artillery within divisions. Soviet ski-battalions and penal units however will not reconstitute. On the German side one of the notable units that doesn't reconstitute is the I/Pz.Rgt.29. This unit was really only in the area to hand over its Panther tanks and train the men of III.SS.Pz.Korps in the use of these vehicles, before the personnel were to head back to France. Slots is available in other units (SS-Pz.Abt.11 Hermann von Salza) to make use of any excess equipment if the unit is disbanded or destroyed.

Finally there are entire formations that are set to not reconstitute, either as the type of formation was being phased out (Soviet rifle brigades and German feld-divisions), or because the formation was being reformed to another type (2nd SS-Brigade and 4th SS-Polizei Division). Which formations that won't reconstitute at all can be found in section 2.1 and 2.2.

3.14 Airborne Operations

By use of theater options both sides can get Airborne transport capability. The Germans will only be able to transport units (HQs) to friendly airfields, whereas the Soviets have a few units capable of performing landings behind enemy lines. These units are the Guards Miners Battalions directly subordinated to the Leningrad and Volkhov Fronts and have a special forces icon.

The Germans only get transport capability if the Liuban Airlift TO is selected, while the Soviets have to select a TO to give two turns of transport capability. This TO can be selected three times during the game, but with a minimum of 25 turns interval. The airborne landing into enemy territory may not target a hex further away than 40 hexes (100km) from the airfield used to take-off. The units will not land with their transport assets and if they are destroyed they lose their ability to perform airborne landings for the remainder of the game.

4.0 THEATER OPTIONS

4.1 OKH Options

(* = Historical date)

Assign 5% of rear echelon troops to line duty. (*February, 6th)

Availability: Available if Model takes command of HG Nord. Removed on turn 95. (March 1st)

Cost: 20 VP

Description: Supply radius is decreased to 4 hexes for 56 turns before being restored to 6. 250+ rifle squads will be placed in force pool.

Declare "Festung Luga".

Availability: Available when Soviet units reach 20 hexes from Luga. Removed with loss of Luga.

Cost: 0 VP* (See description)

Description: Places a 25% supply point at Luga after 2-4 turns, that last remainder of the game. Loss of Luga now cost 40 VP in addition to normal map value.

Declare "Festung Narwa".

Availability: Available when Soviet units reach Estonian border. Removed with loss of Narva.

Cost: 0 VP* (See description)

Description: Places a 25% supply point at Narva after 2-4 turns, that last remainder of the game. Loss of Narva now cost 40 VP in addition to normal map value.

Declare "Festung Pleskau".

Availability: Available when Soviet units reach 8 hexes from Pskov. Removed with loss of Pskov.

Cost: 0 VP* (See description)

Description: Places a 25% supply point at Pskov after 2-4 turns, that last remainder of the game. Loss of Pskov now cost 40 VP in addition to normal map value.

Dismantle coastal batteries east of Narva River.

Availability: Available when Kgr Küste activates (Soviets gain a hex on west end of Oranienbaum kessel)

Cost: 0 VP

Description: The coastal batteries east of the Narva River disbands within 2-4 turns so their guns can be used to equip the coastal batteries west of the Narva River.

Form Gren.Rgt.568 from Inf.Div."Mielau". (*March, 26th)

Availability: Available after the arrival of Inf.Div."Mielau", 28-42 turns after the arrival of 214.Inf.Div

Cost: 0 VP

Description: All units of the low proficiency division Inf.Div."Mielau" will disband and their equipment be distributed to remaining units. 214.ID's Gren.Rgt.568 with 2 battalions and I/Art.Rgt.214 arrive next turn as cadres at hex (29,83).

Initiate Operation "Blau".

Availability: Available on Turn 1 ONLY.

Cost: 100 VP

Description: The planned withdrawal of 18.Armee to the Panther Line. All six Korps of 18.Armee and Gruppe "Schwerstes Flachfeuer" comes out of garrison status and is available for orders before Soviet attack. No sudden death victory is possible for the German player.

Offer Finland increased military aid.

Availability: Available after Kingisepp (Jamburg) has been captured by USSR. Removed if 214.Inf.Div is requested sent from Norway.

Cost: 20 VP

Description: Removes risk of Finland signing separate peace if Jõhvi or Narva are lost. Removes option for 214.Inf.Div reinforcement.

Order Gruppe “Schwerstes Flachfeuer” to begin withdrawal.

Availability: Available from turn 2. Activates for free if enemy gets adjacent to Strelna-Krasno Selo rail line.

Cost: 15 VP

Description: Art.Rgt.802 and Eisb.Art.Rgt.802 comes out of garrison status and available for orders.

Reform 2.SS-Gr.Brigade (lett.) into 19.SS-Gr.Div (lett.). (*March)

Availability: Available after Dno has been captured by USSR.

Cost: 0 VP

Description: All units of the 2.SS-Gr.Brigade will disband and their equipment be distributed to remaining units. Cadre of 19.SS-Gr.Div will appear at Gulbene (30,130). 14-28 turns later, the fully equipped SS-Gren.Rgt.44 will appear as well

Remove Sudden Death victory conditions (Full game)

Availability: Available from turn 1 to 79. Activates automatically if Operation “Blau” is selected.

Cost: 0 VP

Description: No sudden death victory is possible for the German player. This should only be selected if both players agree game should continue until approx. Turn 190 or if Soviet player controls 12 objectives.

Request 32.ID sent from 16.Armee (*April, 1st)

Availability: Available after Shimsk has been captured by USSR.

Cost: 40 VP

Description: 32.Inf.Div begins transit from 16.Armee and arrives 12-18 turns later at hex (40,140)

Request 122.ID sent from 16.Armee (*March, 6th)

Availability: Available after Siverskaya has been captured by USSR.

Cost: 30 VP

Description: 122.Inf.Div begins transit from 16.Armee and arrives 7-42 turns later at hex (40,140)

Request 132.ID sent from 16.Armee

Availability: Available after Soltsy has been captured by USSR.

Cost: 40 VP

Description: 132.Inf.Div begins transit from 16.Armee and arrives 16-22 turns later at hex (40,140)

Request 214.ID sent from Norway (*February, 13th)

Availability: Available after Kingisepp (Jamburg) has been captured by USSR. Removed if Finland is offered increased military aid.

Cost: 20 VP

Description: 214.Inf.Div begins transit from Norway and arrives 28-42 turns later at hex (0,112). Removes option to offer Finland increased aid.

Request cancellation of 290.ID withdrawal.

Availability: Available on Turn 1 ONLY.

Cost: 40 VP

Description: If selected the entire 290.ID in Army Group reserve near Soltsy will remain under command of the player for the duration of the game. If not, only Gren.Rgt.503 and a single art.btl stays. The rest of the division withdraws to help at southern part of 16.Armee (off-map).

Request increased fighter support.

Availability: Available after Krasnogvardeisk has been captured by USSR.

Cost: 25 VP

Description: Il./JG.54 arrives and increased amount of Fw 190 reinforcements.

Request Pz.Gr.Div.Feldherrnhalle sent from AG Mitte. (*January, 28th)

Availability: Available after Siverskaya has been captured by USSR.

Cost: 40 VP

Description: Pz.Gr.Div.FHH begins transit from AG Mitte and arrives 4-6 turns later at hex (65,140)

Request support from additional Schlachtgeschwaders. (*February, 15th)

Availability: Available from Turn 40.

Cost: 25 VP

Description: II./SG.1 and 10.(pz.)/SG.3 arrives.

Request support from remaining KG.53. (*February, 13th)

Availability: Available after Siverskaya has been captured by USSR.

Cost: 25 VP

Description: I./KG.53 and III./KG.53 arrives.

Request use of II.Korps in mobile defense. (*February, 17th)

Availability: Available after X.Korps activates. Activates for free if USSR attacks in II.Korps' sector.

Cost: 20 VP

Description: II.Korps and 218.Inf.Div comes out of garrison status and available for orders.

Request use of X.Korps in mobile defense. (*January, 17th)

Availability: Available after USSR attacks in XXXVIII.Korps' sector (at Novgorod). Activates for free if USSR attacks in X.Korps' sector.

Cost: 40 VP

Description: X.Korps, 30.Inf.Div, 8.Jg.Div and 21.Lw.Feld-Div comes out of garrison status and available for orders.

Request use of XXVI.Korps in mobile defense. (*January, 23rd)

Availability: Available after USSR threatens Krasnogvardeisk, capture a new hex within 25km of "Mercedes Stern" road junction (139,37) or from turn 15. Activates for free if USSR attacks in XXVI.Korps' sector.

Cost: 40 VP

Description: XXVI.Korps, 212. and 227.Inf.Div comes out of garrison status and available for orders.

Request use of XXVIII.Korps in mobile defense.

Availability: Available after USSR threatens Krasnogvardeisk, capture a new hex within 25km of "Mercedes Stern" road junction (139,37) or from turn 15. Activates for free if USSR attacks in XXVIII.Korps' sector.

Cost: 40 VP

Description: XXVIII.Korps, 21. and 121.Inf.Div, 12. and 13.Lw.Feld-Div and Kgr.SS-Polizei comes out of garrison status and available for orders.

Request use of LIV.Korps in mobile defense. (*January, 15th)

Availability: Available after USSR attacks in L.Korps' sector (S of Leningrad). Activates for free if USSR attacks in LIV.Korps' sector.

Cost: 40 VP

Description: LIV.Korps, 11., 24. and 225.Inf.Div comes out of garrison status and available for orders.

Transport supplies in by air to Liuban Airfield.

Availability: Available after USSR threatens Krasnogvardeisk. Removed if USSR reach Liuban or Dno Airfield.

Cost: 30 VP

Description: A 20% supply point will be placed at Liuban Airfield (157,48) after 2 days, lasting 56-62 turns or until Dno is lost. When supply point is active OKH Air Transport Capacity is set to 175 allowing airlift of HQ units. Overall supply level is reduced by 2 for 56-62 turns regardless of supply point is active or not, after which supply returns to previous level.

4.2 STAVKA Options

Authorize airborne operations.

Availability: Available Turn 5. A total of three activations possible with 25 turns interval

Cost: 20 VP each

Description: Soviet air transport increases to 200 for two turns, before reverting to 0. 25 turns until new activation possible.

Authorize amphibious operations. (*February, 13th)

Availability: Available after hex (88,26) is captured

Cost: 30 VP

Description: Soviet sea transport increases to 80 for the remainder of the game. 115th Naval Rifle Brigade and 260th Marine Brigade become available for orders.

Coordinate offensive with northern partisan brigades. (*January, 14th)

Availability: Available Turn 1. Activates for free Turn 95.

Cost: 25 VP

Description: The partisan brigades north of the Pskov-Soltsy road will be available for orders

Coordinate offensive with southern partisan brigades. (*January, 14th)

Availability: Available Turn 1. Activates for free Turn 95.

Cost: 25 VP

Description: The partisan brigades south of the Pskov-Soltsy road will be available for orders.

Order 1st Shock Army to begin offensive operations. (*February, 1st)

Availability: Available 14-20 turns after 59th Army has started attack. Activates for free if German player abandon any hex on the 1st Shock Army's front line, or if Luga is captured.

Cost: 40 VP

Description: 1st Shock Army with 42nd AAA Division, 14th Guards Rifle Corps, 137th Rifle Brigade, 182nd Rifle Division and 23rd and 53rd Guards Rifle Divisions will be available for orders. 208th and 391st Rifle Divisions will arrive 7-17 days later.

Order 22nd Army to begin offensive operations.

Availability: Available 14-20 turns after 59th Army has started attack. Activates for free if German player abandon any hex on the 22nd Army's front line, or if Luga is captured.

Cost: 25 VP

Description: 22nd Army with 13th Engineer-Sapper Brigade, 44th Rifle Corps and 26th and 115th Rifle Divisions will be available for orders.

Order 8th Army to begin offensive operations.

Availability: Available Turn 3. Activates for free if German player abandon any hex on the 8th Army's front line, or if Siverskaya is captured.

Cost: 50 VP

Description: 8th Army with 41st AAA Division, 119th Rifle Corps, 1st and 22nd Rifle Brigades and 18th, 286th, 364th and 374th Rifle Divisions will be available for orders. 99th Rifle Corps and 229th and 311th Rifle Divisions will arrive 1-2 weeks later at Volkhov.

Order 54th Army to begin offensive operations. (*January, 15th)

Availability: Available Turn 3. Activates for free if German player abandon any hex on the 54th Army's front line, or if Batetskaia is captured.

Cost: 50 VP

Description: 54th Army with 2nd Fort Region, 2nd Guards Special Designation Engineer Brigade, 9th Assault Engineer-Sapper Brigade, 111th, 115th and 124th Rifle Corps, 14th and 53rd Rifle Brigade and 44th, 80th, 177th, 198th, 281st, 285th and 288th Rifle Divisions will be available for orders.

Order 67th Army to begin offensive operations.

Availability: Available Turn 3. Activates for free if German player abandon any hex on the 67th Army's front line, or if Siverskaya is captured.

Cost: 50 VP

Description: 67th Army with 14th Fort Region, 21st Railroad Brigade, 43rd AAA Division, 17th Miners Engineer-Sapper Brigade, 116th and 118th Rifle Corps and 13th, 46th, 124th, 128th, 268th and 376th Rifle Divisions will be available for orders.

Request 3rd Guards Tank Corps from Stavka reserve.

Availability: Available after Ropsha (119,27) is captured. Activates for free if Luga is captured before Turn 40 (Feb 2nd).

Cost: 80 VP

Description: 3rd Guards Tank Corps with 3rd, 18th and 19th Guards Tank Brigade and 2nd Guards Motorized Brigade arrive at Volkhov.

Request 8th Estonian Rifle Corps from Stavka reserve.

Availability: Available after Ropsha (119,27) is captured. Activates for free if Narva is captured before Turn 38 (Feb 1st).

Cost: 60 VP

Description: 8th Estonian Rifle Corps and 7th and 249th Estonian Rifle Divisions arrive near (190,83) one day later.

Request 98th Rifle Corps from Stavka reserve. (*February, 2nd)

Availability: Available after Krasnogvardeisk (126,34) is captured.

Cost: 50 VP

Description: 98th Rifle Corps and 265th and 326th Rifle Divisions (under 67th Army) arrive near Volkhov over the next 12 days.

Request early reinforcement by 1st Len. Tank Brigade. (*January 17th)

Availability: Available after 42nd Army starts attack. Activates for free after hex (129,30) is captured.

Cost: 15 VP

Description: 1st Len. Tank Brigade becomes available for orders.

Request early reinforcement by 7th Rifle Corps. (*January 20th)

Availability: Available after 59th Army starts attack. Activates for free after Gornevo (156,75) is captured.

Cost: 25 VP

Description: 7th Rifle Corps and 256th and 382nd Rifle Divisions become available for orders.

Request early reinforcement by 7th Guards Tank Brigade.

Availability: Available 3 turns after 59th Army starts attack. Activates for free after Gornevo (156,75) is captured.

Cost: 15 VP

Description: 7th Guards Tank Brigade becomes available for orders.

Request early reinforcement by 29th Tank Brigade. (*January 15th)

Availability: Available after 59th Army starts attack. Activates for free after cross-road at (162,69) is captured.

Cost: 15 VP

Description: 29th Tank Brigade becomes available for orders.

Request early reinforcement by 30th Guards Tank Brigade.

Availability: Available after Krasnoe Selo (125,27) is captured. Activates for free Turn 45.

Cost: 15 VP

Description: 30th Guards Tank Brigade becomes available for orders.

Request early reinforcement by 108th Rifle Corps. (*January 18th)

Availability: Available after 2nd Shock Army starts attack. Activates for free after Ropsha (119,27) is captured.

Cost: 25 VP

Description: 108th Rifle Corps, 168th and 196th Rifle Divisions become available for orders. 245th Rifle Division arrive approx. 1 month later.

Request early reinforcement by 112th Rifle Corps. (*January 18th)

Availability: Available after 59th Army starts attack. Activates for free after cross-road at (162,69) is captured.

Cost: 25 VP

Description: 112th Rifle Corps, 150th Fort Region, 24th Rifle Brigade and 2nd, 372nd and 377th Rifle Divisions become available for orders.

Request early reinforcement by 117th Rifle Corps. (*January 22nd)

Availability: Available on Turn 7. Activates for free after Krasnogvardeisk (126,34) is captured.

Cost: 25 VP

Description: 117th Rifle Corps, 120th, 123rd, 201st and 314th Rifle Divisions become available for orders.

Request early reinforcement by 122nd Tank Brigade. (*January 18th)

Availability: Available after 59th Army starts attack. Activates for free after cross-road at (162,69) is captured.

Cost: 15 VP

Description: 122nd Tank Brigade becomes available for orders.

Request early reinforcement by 123rd Rifle Corps. (*January 22nd)

Availability: Available after 42nd Army starts attack. Activates for free after Krasnoe Selo (125,27) is captured.

Cost: 25 VP

Description: 123rd Rifle Corps, 189th, 224th and 291st Rifle Divisions become available for orders.

Request early reinforcement by 152nd Tank Brigade. (*January 17th)

Availability: Available after 2nd Shock Army starts attack. Activates for free after Ropsha (119,27) is captured.

Cost: 15 VP

Description: 152nd Tank Brigade becomes available for orders.

Request early reinforcement by 220th Tank Brigade. (*January 17th)

Availability: Available after 42nd Army starts attack. Activates for free after hex (130,28) is captured.

Cost: 15 VP

Description: 220th Tank Brigade becomes available for orders.

Request early support from 11th Mixed Aviation Corps.

Availability: Available from turn 3. Activates for free if either 1st Shock or 22nd Army activates.

Cost: 20 VP

Description: The three fighter regiments and two attack regiments of 11th CAK becomes available for orders.

Request release of 2nd Guards IAK for frontline support.

Availability: Available after Siege of Leningrad is officially lifted by the capture of Mga (152,24)

Cost: 40 VP

Description: The five fighter regiments in Leningrad PVO's 2nd Guards IAK become available for orders.

Request support from 1st Guards Mortar Division.

Availability: Available after Ropsha (119,27) is captured

Cost: 20 VP

Description: Reactivates the 1st Guards Mortar Division for 6 turns, before it goes into garrison status again.

Request support from 2nd Artillery Division.

Availability: Available after Gornevo (156,75) is captured

Cost: 20 VP

Description: Reactivates the 2nd Artillery Division for 6 turns, before it goes into garrison status again.

Request support from 18th Artillery Penetration Division.

Availability: Available after Ropsha (119,27) is captured

Cost: 20 VP

Description: Reactivates the 18th Artillery Penetration Division for 6 turns, before it goes into garrison status again.

Request support from 23rd Artillery Penetration Division.

Availability: Available after Ropsha (119,27) is captured

Cost: 20 VP

Description: Reactivates the 23rd Artillery Penetration Division for 6 turns, before it goes into garrison status again.

Request support from Leningrad Counter-Battery Artillery Corps.

Availability: Available after Krasnoe Selo (125,27) is captured.

Cost: 20 VP

Description: Reactivates the Leningrad Counter-Battery Artillery Corps for 6 turns, before it goes into garrison status again.

Request renewed support from 1st Guards Mortar Division.

Availability: Available one week after the division has gone into garrison status after first Theater Option.

Cost: 40 VP

Description: Reactivates the 1st Guards Mortar Division for 3 days, before it goes into garrison status again.

Request renewed support from 2nd Artillery Division.

Availability: Available one week after the division has gone into garrison status after first Theater Option.

Cost: 40 VP

Description: Reactivates the 2nd Artillery Division for 6 turns, before it goes into garrison status again.

Request renewed support from 18th Artillery Penetration Division.

Availability: Available one week after the division has gone into garrison status after first Theater Option.

Cost: 40 VP

Description: Reactivates the 18th Artillery Penetration Division for 6 turns, before it returns to garrison.

Request renewed support from 23rd Artillery Penetration Division.

Availability: Available one week after the division has gone into garrison status after first Theater Option.

Cost: 40 VP

Description: Reactivates the 23rd Artillery Penetration Division for 6 turns, before it returns to garrison.

Request renewed support from Leningrad Counter-Battery Artillery Corps.

Availability: Available one week after the corps has gone into garrison status after first Theater Option.

Cost: 40 VP

Description: Reactivates the Leningrad Counter-Battery Artillery Corps for 6 turns, before it goes into garrison status again.

5.0 HISTORICAL BACKGROUND

5.1 The Siege of Leningrad - 1941

While most have heard the story of the 900-day siege that Leningrad endured during the Second World War, the actual military operations here during this period have never gained the publicity as the more famous battles further south around Moscow, Stalingrad and Kursk did. Even in history books covering the Eastern Front, descriptions of the battles around Leningrad are usually brief, if at all present.

This is not because of lack of fighting, since the period saw a number of major offensives, but large tank engagements and spectacular breakthroughs as seen on the steppes on the southern front were made very difficult by the swampy and uninviting terrain that often proved just as big an opponent as the enemy.

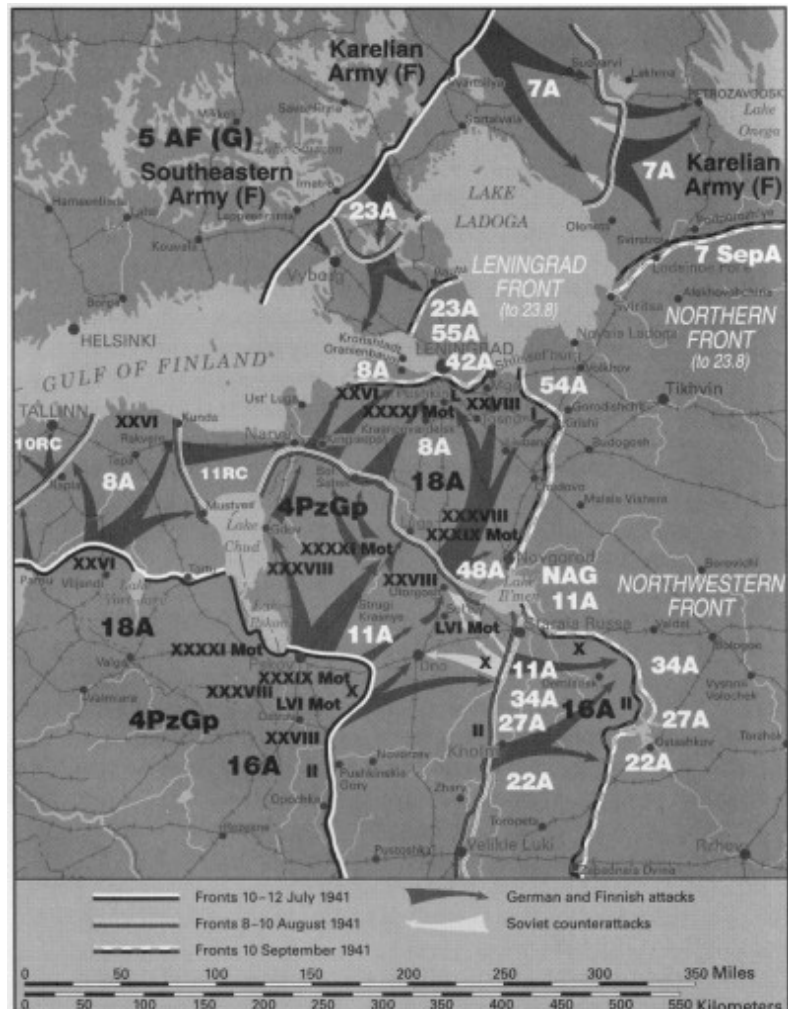
The battle came to the Leningrad region roughly on 8th of August 1941, when the German 18th Army renewed it's offensive and began penetrating the Soviet line of defense along the Luga river just over 100km SW of Leningrad. While the initial plan in Barbarossa had ordered a capture of Leningrad itself before moving on Moscow, the new Führer Directive nr.34 issued on July 30th instead called for an encirclement of the city, linking up with the Finns who had begun their offensive on the Karelian Isthmus north of Leningrad at the end of July.

The encirclement was completed by Sept. 8th when Shlisselburg on the southern shore of Lake Ladoga was captured by the 20th Motorized Division. The Finns to the north stopped their offensive shortly after having reached the old border from before the Finnish-Soviet Winter war, leaving the only entrance to the besieged city to go over the water of Lake Ladoga. SW of the city the German XXXXI Mot.Korps reached the Gulf of Finland little more than 10km from the city center on Sept. 16th, cutting the encircled Soviet forces into two, with the Soviet 8th Army trapped to the west in what was to be known as the Oranienbaum pocket (or bridgehead as the Soviets saw it).

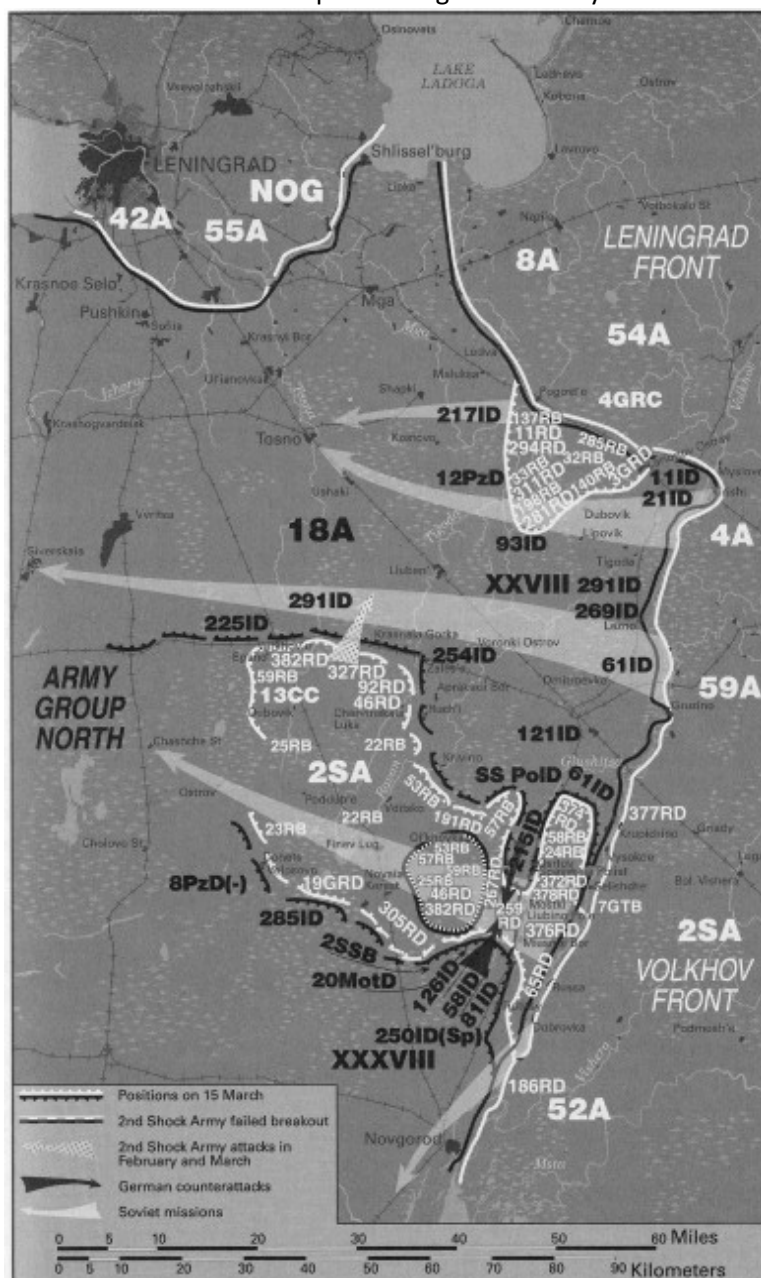
After this was done the XXXXI Mot.Korps was transferred to Army Group Center for the coming Typhoon offensive, effectively halting further attempts to take the city. Meanwhile east of the city, the remaining motorized corps of 18th Army attacked NE, trying to link up with the Finns east of Lake Ladoga to stop the supplying of the city once and for all. Through more and more rugged defense the Germans reached the outskirts of Volkhov and captured Tikhvin almost 200km east of Leningrad on Nov.8th in freezing temperatures. Because of constant counter-attacks and the deteriorating situation in front of Moscow, Hitler on Dec.8th gave permission to abandon Tikhvin and withdraw to shorter and more favorable defensive positions behind the Volkhov river, the line the Germans had set off from in September.

5.2 Frustrated hopes - 1942

The successful defense and counter-offensive in front of Volkhov and Tikhvin gave STAVKA hope, that they



would be able to break the Leningrad siege with a new ambitious offensive. Later known as the Liuban Offensive, the initial target for the offensive was the encirclement of the eastern part of 18th Army by the Leningrad Front's 54th Army and Volkhov Fronts 4th, 59th, 52nd Armies and 2nd Shock Army, with the remaining of the armies at the front performing diversionary attacks.



The offensive began on January 6th, but preparations were far from completed after the advance in December and the result ended in a chaotic battle with only the 54th and 2nd Shock Army able to gain any progress. At the peak of their progress the gap between the two armies' spearheads was only 25km, but especially the forces of 2nd Shock Army were dangerously overexposed in the swampy forests. The Germans took advantage of this in mid-March, when they attacked the 2nd Shock Army's flanks almost at the root of the penetration. Five days later the entire 2nd Shock Army was cut off and although a narrow land-corridor less than 5km wide was opened a week later by Soviet counter-attacks, the situation of the army was desperate. Throughout the spring the Germans and Soviets fought for the corridor while the supply situation in the encirclement deteriorated. It was into this encirclement that the later infamous Lt. Gen Vlasov was sent, to try to organize a breakout. However, by mid-July the Germans had finished clearing the encirclement, capturing Vlasov in the process. The only gains the Soviets were to keep were a 10 by 40km bridgehead over the Volkhov river. Vlasov, disgusted by what he saw as Stalin's sacrifice of thousands of soldiers, later began collaborating with the Germans.

Meanwhile at Army Group South, as a prelude to Operation Blau, 11th Army had captured the fortress of Sevastopol on the

Crimean peninsula. This army, along with heavy siege artillery, was to be sent to Leningrad, where several offensives were being considered by the army group following the freeing up of forces after the destruction of 2nd Shock Army. Some of the plans considered were the destruction of the Oranienbaum pocket, the elimination of the Pogoste pocket, which was the bulge formed by the 54th Army in the Liuban offensive, and finally the ultimate capture of Leningrad, known as operation Nordlicht. In the end the decision was made to concentrate on *Nordlicht* before diverting to the other operations, in order not to dilute the few available forces.

STAVKA, well aware that the Germans were planning an offensive in the Leningrad region in the late summer, sought to do a preemptive strike, first by trying to tie down German forces with a number of minor attacks over the summer, while they were rebuilding 2nd Shock Army. Then on Aug. 19th the 55th Army attacked from the west across the Neva River against the Shlisselburg corridor. This was followed by an attack from the east by the 8th Army. While the crossing of the Neva River gained little more than some tiny bridgeheads, the 8th Army penetrated deeper into the German positions. Reinforced by the 2nd Shock Army, the Soviet forces reached 7km away from severing the corridor. In this situation some of the forces ear-

have been to counterattack at the base of the penetration like so many times before, but with the Southern front threatening to collapse after the battle of Kursk, no reserves strong enough to succeed with this could be expended. Instead the Germans were forced to pull back from the shoulders containing the breakthrough. This movement, that began in late December and was still in progress at Jan.14th 1944 when Operation Neva started, allowed a shortening of the front and release of a few divisions badly needed.

5.4 The German predicament

As the pressure along the southern front mounted after the battle of Kursk in July 1943, plans were being put forward to construct a defensive position, or "East Wall", in the rear covering the entire length of the Eastern Front. The order was given on August 12th 1943, but in the South the position was breached already on September 19th, when the Dnepr river was being crossed at numerous locations. The preparations completed here had been little more than a line on the map and until the end of the year the situation here just got worse for the Germans.

At Army Group North under command of Gen.Feldmarshall von Küchler, the position, here given the codename *PANTHER*, were able to reach a more advanced stage of completion, since the front line had remained largely static through the end of 1943. The pressure on the front here was rising though, as several division had to be pulled out of the line and sent south to stem the red tide. This become painfully clear when looking at the amount of divisions in 18th Army. In August 1943 there were a total of 29 divisions and one brigade in the army. On the dawn of Operation Neva the army only had 18 divisions and 3 brigades for a just marginally shorter length of front.

Küchler had long protested that the situation was untenable and a withdrawal to the *PANTHER* position was recommended. Such an operation given the name *Blau* (not to be confused with the summer offensive in 1942), were to, by use of a number of alternate lines, withdraw the entire army group behind the new defensive position, shortening the line with 25% of which much was made up by lakes, allowing to free up reserves in the process. Hitler was informed by Küchler, that if he would be given the order, he could begin the operation two weeks later and have it completed after ten days.

Hitler, at first skeptical of a withdrawal unless forced by a new Soviet offensive, was almost ready to give the order for a mid-January withdrawal, when a casual remark by Küchler at the 30th December conference at the Führer HQ, about how Gen.Oberst Lindemann, the commander of 18th Army, had "naturally asked for his army to stay where it was", was seized by Hitler who terminated the conference without issuing the order for *Blau*.

5.5 Planning Operation Neva

During the fall of 1943 Stavka was preparing for a new offensive in the Leningrad region. The possibility for a withdrawal of Army Group North made Leningrad Front's commander Govorov and Volkhov Front's Meretskov come up with a two-variant plan however. In case a German withdrawal was detected, all armies were instructed to be ready for an immediate offensive, denying the Germans a clean getaway. If not, a more meticulously plan was in the works, called the Leningrad-Novgorod Strategic Offensive.

Govorov's first action would be to transfer the 2nd Shock Army into the Oranienbaum bridgehead. This army would then attack SE linking up with 42nd Army attacking SW out of Leningrad, isolating the German divisions on the baltic coast, with the 67th Army tying down German forces ESE of Leningrad. After this was done, the attack would continue south towards Luga, as well as south-west towards Kingisepp, Narva and the Estonian border. The initial attack would be supported by the massive firepower of the Baltic Fleet's navy and coastal installations.

At the same time Meretskov would strike with his 59th Army north of Novgorod, from the bridgehead held since the Liuban offensive, as well as a smaller attack over the frozen Lake Ilmen south of Novgorod. After Novgorod was enveloped and captured, the advance would continue west towards Luga, as well as SW to strike the flank of 16th Army south of Lake Ilmen. The 8th and 54th Armies further north would try to pin the German forces stationed here and prevent their escape. Once the two fronts would meet at Luga, the better part of 3 German corps would be encircled. This would open the road for a move towards Pskov and Ostrov and ultimately the collapse of the entire Army Group North.

5.6 Preparing for battle

With the construction of the *PANTHER* position also followed the order to evacuate the adult male population in the part of Russia occupied by Army Group North. This meant that 250,000 men out of a civilian population of about 900,000 were being forced into Latvia and Lithuania to prevent them from being conscripted into the red army once it had liberated the area. This caused quite an upset in the population and from having had to deal with relatively low amount of partisans in the region in the early war years, the activity increased dramatically into the latter half of 1943. At the beginning of 1944 the 13 partisan brigades in the German rear totaled more than 35,000 partisans.

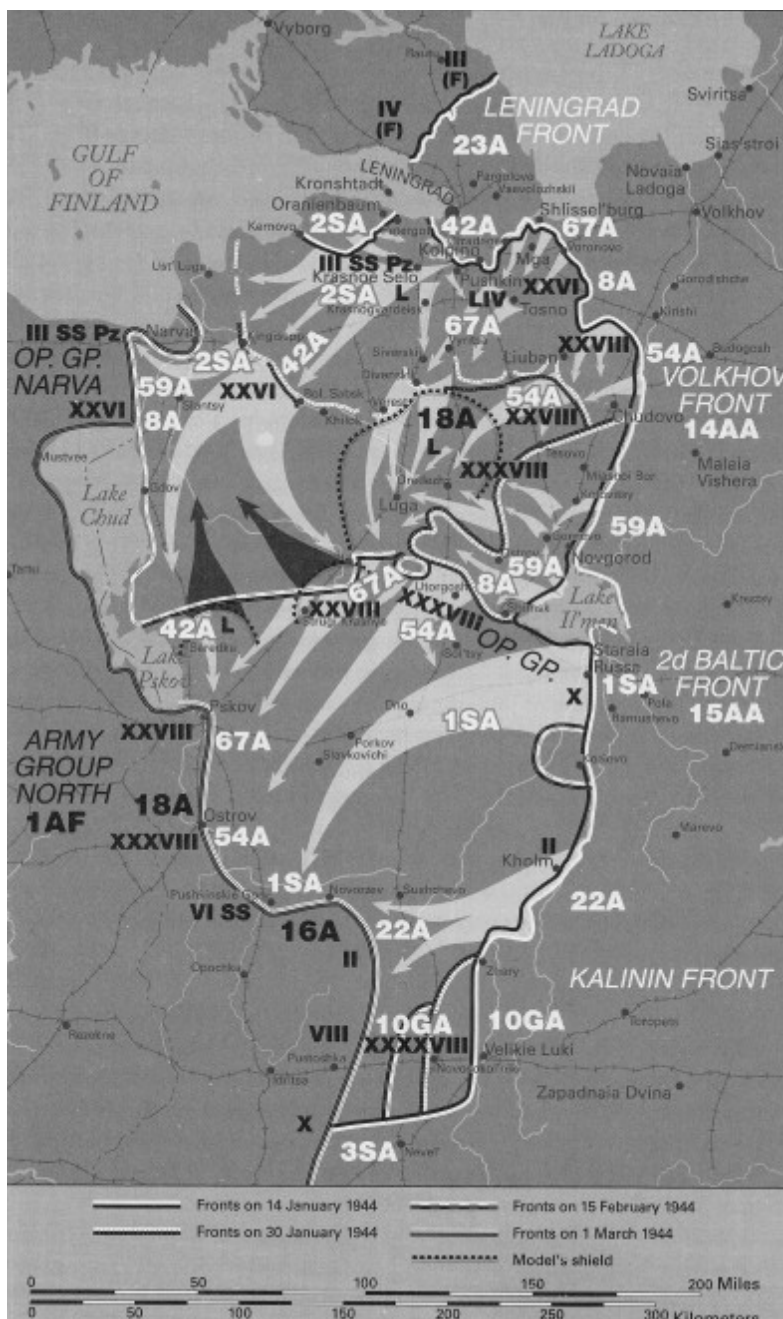
The Soviet build-up for the offensive did not go unnoticed and the Germans correctly identified the Pushkin area SW of Leningrad as one of the attack sectors. The buildup in the Oranienbaum pocket and by Novgorod was also observed, but as no new formations were identified, it was assumed that these attacks would be purely diversionary. With the strategic offensives in progress at Army Group South, they didn't believe the Soviets had enough reserves to mount more than a moderate offensive by Leningrad.

The Soviets had massed plenty though. 2nd Shock army in the Oranienbaum bridgehead would be attacking at the border between the 9. and 10.Feld-Division (L), with three rifle divisions in first echelon and three more

ready in second echelon. This could be reinforced with a tank brigade and two additional rifle divisions to exploit any breakthrough. 42nd Army would attack primarily 170.Infantry division with seven rifle divisions, of which 3 had guards titles, with two rifle divisions and two tank brigades as follow-up. Seven additional rifle divisions and a tank brigade were ready to be committed later in the battle from Leningrad Front reserve and STAVKA considered sending an entire tank corps if the attack really built up momentum. Supporting the attacks were not only a number of independent rocket, artillery and tank regiments, but also an entire artillery penetration corps, not to mention the artillery in the Baltic Fleet.

North of Novgorod the 59th Army was attacking with four rifle divisions against 28.Jäger division. They were supported by an artillery division and one rifle division and one tank brigade as back-up. South of Novgorod a smaller group of a reinforced rifle brigade would cross the frozen lake and attack the city from the south. The army had three rifle divisions and 1 tank brigade in reserve, while the Volkhov Front would be able to reinforce with additional two rifle divisions and one tank brigade.

Between the 42nd and 59th Armies were 3 other armies, the 67th, 8th and 54th, but especially in regards to artillery these armies lacked support to make a larger breakthrough. On the other hand the German divisions positioned opposite them were much more stretched in regards to length of front needed to be covered. Whereas the 170.Infantry division opposite 42nd Army only had some 10km of front, the 121.Infantry division opposite 54th Army had over 40km with only extra support coming from two battalions



of Spanish volunteers, the "Legion Azul".

5.7 The initial assault

As planned the offensive started on the morning of January 14th. For the first few days the German felt reasonably in control of the situation. They were pushed slightly back, but since no new forces were observed in the attacks, they assumed it would be a minor offensive aimed at opening up the Oranienbaum pocket and in the south capture Novgorod and that it could be stopped by thinning out some of the more quiet parts of the front.

On the 17th however, the offensive showed no sign to ebb off, and more and new units were identified being committed in the offensive. At this point Küchler requested to withdraw

the entire bulge at Mga back to the Rollbahn-line to free up a couple of divisions, but this was denied. As the jaws of 2nd Shock and 42nd Army were closing he also informed OKH that he was giving the order to pull out the two divisions on the coast whether he got the permission or not. Only under heavy losses did fractions of these division make it out before the two Soviets armies joined on the 20th.

South of Leningrad the Germans had shifted their divisions in the LIV.Korps to try to stop the Soviet Offensive towards Krasnogvardeisk and Hitler finally allowed the withdrawal to the Rollbahn.

At Novgorod the Soviet spearheads also closed around the city and caught a couple of battalions within. To cover the flank X.Korps sent part of its forces up to form a line at the Shelon river, but the connection between 16. and 18. Armee was ripped open as the Soviets advanced west towards Luga.



Feb. 44. Churchill "Mk.IV" from 49th Gds Separate Tank Rgt at

5.8 Breakthrough

At this point the German lines were starting to fall apart and consisted more of smaller holding positions than a continuous front. At Krasnogvardeisk the Soviets broke through and made fast pace for both south towards Luga and west towards Narva and to avoid getting trapped the Germans now started a near full retreat both from the Rollbahn that was given up and also from the positions at the former Oranienbaum bulge back towards the Luga River. Still there were a significant amount of German troops NE of Luga that were trying to get out in time. The Soviet thrust from Novgorod had almost reached the Luga-Pskov line and at this time Hitler dismissed Küchler and sent Model to replace him. Besides Model, reserves were also starting to arrive in the form of the 58.Inf.Div and 12.Pz.Div. The 12.Pz was initially used to cut off the leading Soviet spearhead and reestablish connection between the two German armies SE of Luga and with the worst crisis over Model came up with a plan to attempt to stabilize the front



German MG team pose in Narva, with the broken road bridge and the Ivangorod fortress

for good.

5.9 Shield and Sword

With most of the forces now reaching Luga, Model wanted some of these to take up defensive positions in a perimeter around the town (the Shield) while the rest of the divisions, left over from the now shorter front, would continue up along the Luga River towards Narva (the Sword) and reestablish contact with the III.SS.pz and XXVI.Korps defending there, making the front almost a straight line from Narva to Lake Ilmen.

Unbeknownst to Model the Soviet however had sent the better part of their 42nd army through the gap between Narva and Luga and it ended up in a meeting engagement NW of Pliussa, where the 58.Inf.Div took heavy losses and had to fall back.

With the front still split in two Model saw the only real option was to fall back to the Panther line and started this movement on February 13th.

5.10 Taming the Panther

At Narva the two German korps here were placed under a ad-hoc command known as Armee-Abteilung Narwa. They made a stand in front of Narva and withstood the first storm on the line. A small sea landing in the rear of the line was also repulsed. In the flank however the German forces were at first too weak to stop a Soviet crossing north of Narva and south at Krivasoo and this threatened to seal off the town of Narva. Reinforced by several divisions, including the Estonian 20.SS-Gr.Div and Pz.Gr.Div.Feldherrnhalle, the Soviet attacks were eventually halted in their advance and in the final weeks before the thaw set in, counter-attacks against the Soviet penetration even reduced this.



OKH's Situation map of February 29th, 1944.

Further south the Soviets reached the Panther Line around Pskov at around 1st March, and for the rest of the month tested this line both north and south of the city. Only south did it lead to a significant dent in the German line, when the Soviets advanced and severed the main road and rail line between Pskov and Ostrov, before the thaw set in.

From the peninsula between Lake Pskov and Peipus the Soviet also tested the German defense here and landed two rifle divisions on the western shore, but with the reduced front length the Germans now had back in the Panther line, they were able to free up reserves and eliminate these poorly supplied crossings.

5.11 Prelude to Bagration

As the fighting died down around mid-april and the front stabilized, the Germans could start shuffling around reserves, sending many divisions to Army Group South that had seen heavy fighting in the spring as well. The Soviets also shifted it's forces, transferring many of the units that had been in the offensive north to launch an offensive against the Finns in early June, that were forced to sign an armistice. This first priority and later the massive Operation Bagration against Army Group Center, meant that the summer offensive against Army Group North was very modest by comparison. It was more the threat of being encircled from the successful Soviet thrust to Riga, that forced the army group to start planning its withdrawal. At Narva the Germans had detected the timing of the Soviet offensive in July and were able to withdraw just before the heavy artillery barrage, falling back to the Tannenberg line. South of Lake Pskov its withdrawal was less organized and the Soviets had a big advance in August up to the town of Tartu, before the line could be temporarily stabilized again.

With Finland out of the war and only the narrow reopened gap at Riga to keep the Army Group landlocked the decision was made to fall back and give up Estonia. Before being able to retreat all the way back to East Prussia renewed Soviet offensives cut the line again, this time for good and both the 16. and 18. Armee were caught in the Kurland, the large peninsula in Latvia, where they held out until the final surrender in May 1945.

6.0 APPENDIX

6.1 Equipment Replacements

The following tables show the equipment each side receives in addition to the replacements they get each turn. The equipment could be released at any time during the period stated at the top of the tables.

Soviet Equipment Replacement Schedule							
EQUIPMENT	JANUARY 2 nd HALF	FEBRUARY 1 st HALF	FEBRUARY 2 nd HALF	MARCH 1 st HALF	MARCH 2 nd HALF	APRIL 1 st HALF	Total
Assault Engineer Squad w/RPG-43	15	15	15	15	15	-	75
NKVD Rifle Squad	10	-	10	-	10	10	40
Flamethrower Squad w/ ROKS-3	5	5	5	5	5	5	30
Fougasse FOG-2 Flamethrower Battery	-	10	-	10	-	-	20
Rail Repair Squad	-	10	-	10	-	10	30
N2P Pontoon	-	5	5	5	5	5	25
Quad Maxim AAMG	-	5	-	5	-	-	10
37mm L/63 61-K AA Gun	10	10	10	10	10	10	60
76mm L/55 3-K AA Gun	-	5	-	-	-	-	5
85mm L/55 52-K AA Gun	5	5	5	5	5	-	25
57mm L/73 ZiS-2 AT Gun	5	-	5	-	5	-	15
122mm L/46 A-19 Gun	5	5	-	5	-	-	15
152mm L/24 D-1 Howitzer	5	-	5	-	5	-	15
152mm L/32 ML-20 Gun-Howitzer	-	5	5	5	-	5	20
BM-8-48 82mm Katyusha	5	10	5	10	5	5	40
BM-13-16 132mm Katyusha	5	5	5	5	5	-	25
M-30-4 300 mm Katyusha	-	-	5	-	-	-	5
NKL-26 Aerosan	5	5	5	5	5	5	30
76.2mm L/40 Mod.1902/30 Turret	-	-	3	-	-	-	3
T-70M	5	5	5	5	5	5	25
M3 "Lee"	5	-	5	-	-	-	10
Mk.IV "Churchill"	5	-	-	5	-	-	10
Mk.IX "Valentine"	5	5	-	-	5	-	15
KV-1S	10	10	10	10	10	-	50
JS-II	5	7	8	7	8	15	50
SU-85	5	-	5	5	5	5	25
SU-122	10	10	-	10	10	-	40
SU-152	5	-	-	-	5	-	10
"Voroshilovets" Heavy Tractor	5	5	5	5	5	-	25
La-5F	25	-		-		-	25
Yak-7B	25	-		-		-	25
P-39Q Aircobra	10	10		-		-	20
P-40M-10 Kittyhawk	-	5		-		-	5
Spitfire Mk.Vb	-	5		-		-	5
IL-4	20	20		20		20	80
IL-4T	10	10		10		10	40

German Equipment Replacement Schedule (Guns & Misc.)									
EQUIPMENT	JAN. END	FEB. START	FEB. MIDDLE	FEB. END	MARCH START	MARCH MIDDLE	MARCH END	APRIL START	TOTAL
Feldgend. Squad w/ MC + le.MG	14	-	-	14	-	-	14	-	42
Mounted Recon Squad w/ MG34	7	6	-	-	7	-	-	-	20
Reiter Squad w/ MG34	-	-	-	8	-	-	8	-	16
Reiter Squad w/ StG44 + MG34	-	10	-	-	10	-	-	-	20
Police Squad	-	-	-	-	10	-	-	10	20
Command Group	-	28	-	28	-	28	-	-	84
Rail Repair Squad	-	-	6	-	-	6	-	-	12
Brückengerät B	-	-	12	-	12	-	-	-	24
2cm L/112 Flakvierling 38	-	-	-	12	-	10	-	-	22
3.7cm L/98 FlaK37	-	-	12	12	-	-	12	10	46
3.7cm L/45 PaK 36 w/ SG41	18	-	18	-	16	-	-	-	52
4.5cm L/69 PaK 184(r)	11	-	10	-	-	-	-	-	21
4.7cm L/43 PaK 36(t)	-	-	2	-	-	-	-	-	2
4.7cm L/53 PaK 181(f)	-	-	-	6	-	-	-	-	6
5cm L/60 PaK 38	15	15	-	-	15	-	-	-	45
7.5cm L/26 le.Feldkanone 18	-	3	-	-	-	-	-	-	3
7.5cm L/36 PaK 97/38 (f)	15	-	-	10	-	10	-	-	35
7.62cm L/16 I.K.290(r)	-	-	5	-	-	-	-	-	5
7.62cm L/51 PaK 36(r)	-	11	-	-	-	11	-	-	22
8.8cm L/56 FlaK 36	-	-	8	-	-	10	-	10	28
8.8cm L/71 PaK 43/41	-	-	-	15	-	-	-	-	15
10cm Nb.W. 40	4	-	3	-	-	-	-	-	7
10.5cm L/53 FlaK 39	-	-	-	-	-	-	2	-	2
10.5cm L/28 Kanone 331(f)	-	8	-	-	-	-	-	-	8
10.5cm L/42 Kanone 35(t)	-	6	6	-	-	-	-	-	12
10.5cm L/52 Kanone 18	-	-	10	-	-	-	-	-	10
10.7cm L/42 Kanone 352(r)	-	-	-	2	-	-	-	-	2
14.5cm L/42 Kanone 405(f)	-	-	-	2	-	-	-	-	2
15cm Nebelwerfer 41	-	-	-	6	-	6	-	-	12
15cm L/11 s.I.G. 33	-	15	-	15	15	-	-	-	45
15cm L/24 s.Feldhaubitze 37(t)	-	-	6	-	-	-	-	-	6
15cm L/30 s. Feldhaubitze 18	16	-	-	15	-	15	-	-	46
15.2cm L/20 s.FeldHaubitze 433(r)	-	2	-	-	-	-	-	-	2
15.2cm L/32 Kan.Haubitze(r)	-	6	-	-	-	-	-	-	6
15.5cm L/15 sFH 414(f)	-	-	6	-	-	-	-	-	6
17cm L/50 Kanone 18	-	-	2	-	-	-	-	-	2
21cm L/31 Mörser 18	-	-	3	-	-	-	-	-	3
22cm L/10 Mörser 531(f)	2	-	3	-	-	-	-	-	5
28cm L/40 'Kz. Bruno' Kanone (E)	-	-	-	1	-	-	-	-	1
28cm L/76 Kanone 5 (E)	-	-	-	1	-	-	-	-	1
30cm Nebelwerfer 42	-	-	-	-	-	6	-	-	6
32cm L/31 Kanone (E) 651(f)	-	-	-	3	-	-	-	-	3
34 cm L/45 Kanone (E) 573(f)	-	-	-	1	-	-	-	-	1

German Equipment Replacement Schedule (Vehicles & Aircraft)									
EQUIPMENT	JAN. END	FEB. START	FEB. MIDDLE	FEB. END	MARCH START	MARCH MIDDLE	MARCH END	APRIL START	TOTAL
SdKfz 6 ZgKw. 5t	-	6	-	7	-	-	-	-	13
SdKfz 7/1 (2cm Flakvierl. 38) (Sf)	-	-	-	-	10	-	-	-	10
SdKfz 9 ZgKw. 18t	-	-	10	10	-	10	-	-	30
SdKfz 10/4 (2cm L/112 Flak38) (Sf)	10	-	10	-	-	10	-	-	30
SdKfz 11 ZgKw. 3t	-	15	15	-	15	-	-	-	45
SdKfz 124 Wespe (10.5cm le.FH)	-	-	-	-	-	3	-	-	3
SdKfz 135/1 Grille (15cm L/12 sIG)	-	-	-	-	2	-	-	-	2
SdKfz 165 Hummel (15cm s.FH)	-	-	-	-	1	-	-	-	1
SdKfz 222 (2cm L/55 KwK38)	-	-	2	2	-	-	-	-	4
SdKfz 223 (7.92mm MG34)	-	-	1	-	-	-	-	-	1
SdKfz 233 (7.5cm L/24 StuK37)	-	-	1	-	-	-	-	-	1
SdKfz 250/1 (7.92mm MG34)	-	-	-	-	-	6	-	-	6
SdKfz 251/1 (7.92mm MG34)	-	-	-	-	-	6	-	-	6
SdKfz 251/7 (7.92mm MG34)	-	-	-	-	-	2	-	-	2
SdKfz 251/9 (7.5cm L/24 KwK37)	-	-	-	-	-	2	-	-	2
SdKfz 251/10 (3.7cm L/45 PaK36)	-	-	-	-	-	2	-	-	2
Panzerwerfer 42 (15cm NbW. Sf)	-	-	-	-	-	3	-	-	3
PaK 40/4 auf RSO (Sf) (7.5cm L/46)	-	-	30	-	8	-	-	-	38
PzJg.II für PaK 40/2 (7.5cm L/46)	3	-	-	3	-	-	-	-	6
PzJg.38 für PaK 36(r) (7.62cm L/51)	2	-	-	-	-	-	-	-	2
PzJg.38(H) für PaK 40/3 (7.5cm)	2	-	-	-	-	-	-	-	2
PzJg.38(M) für PaK 40/3 (7.5cm)	5	-	10	10	-	10	-	-	35
StuG SU-76(r) (76.2mm L/42)	3	-	-	-	-	-	-	-	3
PzKpfw KW-1 -743(r) (7.62cm)	1	-	-	-	-	-	-	-	1
PzKpfw T-34 -747(r) (7.62cm L/42)	2	-	-	2	-	-	-	-	4
PzKpfw T-70(r) (4.5cm L/46)	3	-	-	-	-	-	-	-	3
PzBefWg III (5cm L/42 KwK 38)	-	-	-	2	-	-	-	-	2
PzBeobWg III (7.92mm MG34)	-	-	-	1	-	2	-	-	3
Pz-38G (t) (3.7cm L/48)	2	-	-	-	-	-	-	-	2
PzKpfw IVH (7.5cm L/48 KwK40)	5	10	10	10	10	15	10	5	75
PzKpfw V Panther D (Immobile)	7	-	-	-	-	-	-	-	7
PzKpfw VIE Tiger (8.8cm L/56)	22	-	13	17	-	-	-	-	52
Bf 109G-6	25	-	28	-	-	39	-	17	109
Fw 190A-6*	8	- (+17)	12	- (+8)	-	23 (+10)	-	16 (+20)	59 (+55)
Ju 87D-3	7	-	7	-	-	4	-	1	19
Ju 87D-5	41	-	13	-	-	45	-	57	156
Ju 87G-2	-	-	-	-	-	1	-	5	6
He 111H-16	3	-	34	-	-	15	-	30	82
Ju 88C-6b	-	-	-	-	-	6	-	3	9

*) numbers in brackets are also received if the option of increased fighter support is selected.

In addition to these, a fraction of the armor in evaporated Soviet units are considered captured by the Germans and will arrive 2-7 days after the unit was destroyed.

6.2 Terrain features

As most of the scenario will be played under very cold weather conditions it opens up for movement along frozen waterways. Already at "frozen 1" conditions marshes will freeze over and at "frozen 3" even lakes and major rivers are passable. However, TOAW has a feature that will block movement into frozen flooded marshes, if all adjacent hexes are of a type that would block normal movement in warm weather. That would be flooded marsh, major rivers and canals, lake and sea hexes. This holds true even if these hexes are now passable in the winter.

This affect some key locations on the map; around Narva the center of the Korge Swamp SW of the town have flooded marsh hexes that touch only other flood marsh hexes or the Narva River. See map below:



This make Narva a slightly better defensive position than what it might appear as first.

At a lot of other places on the map this feature comes into effect, like around parts of Lake Valyia and in the large swamps SW of Staraya Russa. Each player should study these and other locations in advance to avoid nasty suprise in the middle of a game.

At one location movement have been hampered artificially in Operation Neva. That is at the mouth of the Shelon river, where it runs into Lake Ilmen. The major river hexes that also contains flooded marsh will block all movement here. Movement out on the open ice of Lake Ilmen and on the river hexes without flooded marsh is using the normal scenario conditions described in 3.4.



6.3 Frequently Asked Questions

Q: How do I know if/when my more uncommon equipment replacements arrives?

A: *There won't be any announcement of this. The exact timing of their arrival is randomized to within the time-frame specified in the 6.1 table. The only way to know if the latest batch have arrived would be to pay attention to your inventory lists.*

Q: How do I know if my opponent has activated his formations?

A: *You will just have to keep an eye out for any movement the units might perform.*

Q: Why shouldn't I just activate my formations the moment I get the chance?

A: *The short answer is the cost. If you spend too much points on units, the risk is that you won't be able to win when the results are tallied up at the end. Many of the units will be made available eventually, so it is best to just use the amount of force needed to get the required job done. For instance, if the Germans just make a withdrawal it would be a waste to pay for units you would get activated shortly after for free*

anyway, on the other hand it would be stupid to lose as the Soviets because you were unable to get 2 objectives by turn 30, if you have reserves left you could have requested to assist you. Therein also lies some of the choices the German player should make. He might not be able to stop a determined Soviet offensive from getting the objectives, but if he can force his opponent to pay a price to claim them, it will still be a small victory for him.

Q: If the Soviet lose a previously captured objective can the Germans win a sudden death by this?

A: No. The Soviet will only have to have owned these towns for one turn to fulfill the STAVKA goals.

Q: Are objectives allowed to be captured by partisans?

A: Yes. There is no way to have the game distinguish between what type of unit capture the hexes, so it will be wise by the German player to leave at least a small garrison unit in the towns he'd like to keep from sneaky partisans.

Q: How come I as German seem to have more beute-tanks than I can account for with the replacements?

A: This will have come from capture of enemy tanks. Evaporated Soviet tank- and SU-Rgts and -Bns will send part of their losses to the German inventory after a few days.

Q: As German I have over 200 Rifle squads w/ MG34 but they don't seem to get distributed to my units?

A: When TOAW determines if units will receive replacements the formula it uses will let more equipment reach units if it's a few units demanding a lot of equipment, than a lot of units all demanding few replacements. Also if some units have a surplus of the equipment in question it will further reduce the demand. The German have many divided units diluting the demand and on top of that a lot of these start with extra "old" (MG34) squads. As the game progress, units get combined and take more losses, the Rifle squads w/ MG34 will start to trickle in. Exactly when depends on many things, but it should happen when roughly 350 squads have been assembled.

Q: What's up with the immobile Panther tanks?

A: After the mechanical poor performance of the early Panther D's at Kursk, 60 of these faulty vehicles from Pz.Abt.51 and 52 were sent to HGN to act as armored pillboxes. The idea was that the crew of Pz.Jg.abts from various units, including the luftwaffe feld-divisions would be trained in operating the guns in these immobile tanks and then position them at strategic important places. The training was to be performed by crew of the I/Pz.Rgt.29 (originally part of 12.Pz.Div, but it had been detached and acted as an Army Group reserve.)

By cannibalizing the tanks, it was however possible to get 30 of them operational, while the last half had to be towed by use of half-tracks. The crew-training was still ongoing at the start of the offensive.

Throughout the timespan of the scenario, no additional panthers were allocated to HGN, so they had to make do with what they had. I/Pz.Rgt.29 would eventually withdraw to France for a refit and handed its remaining panthers over to 11.SS Pz.abt, which in the meantime had its authorized equipment changed from Panthers to StuG-III., but kept some of the immobile Panthers on strength to late in the war.

Q: Why did my fortified unit with a listed strength of 17-13 just retreat from a weak 2-2 Partisan Btl?

A: The equipment database in the Scenario uses very different defensive strength for guns than the default database. This gives the guns a higher defensive value listed on the unit counter than you normally see elsewhere. However, they are still "Passive Defending" equipment, and when TOAW checks if a unit Retreats Before Combat, it compares the strength of the attacker with the "Active Defending" equipment, which artillery and AA units don't have much of, if any. Then even a weak attacking unit (but with mostly active equipment) can overrun those fixed guns. If using these units in direct combat, always have other more regular combat units stacked with them, to avoid this RBC.

6.4 Player's Guide and Designer's notes

Operation Neva can be quite daunting the first times you open and play it. The sheer size of the map and number of units at locations unknown by many, means that you easy risk losing sight of the bigger picture.

The following is just some general observations after having designed it and having played through a number of games. It shouldn't be seen as ultimate way of play, but if you are at a loss of how to take on this scenario, it forms a good starting point. If you are more experienced some of these tips will be self-evident to you.

The scenario is not at all suited for the novice TOAW player, but even the average and more experienced players might need to unlearn a few of their normal playing habits, as they might not work as intended here.

What I recommend for players of both sides is to first of all read this briefing through. If you haven't opened up the scenario yet, some of the things mentioned in here at first might not make much sense, but just make a note of them and come back to it once you have had a look at your first turn.

What you need to get a grasp of first of all is the situation your force is in. Study the map carefully, just your own side of the front at first. Where do you get your supply from, where does the important roads and rails runs and are there any bottlenecks? Where are you force strong, where are your reserves and what capabilities do your units have?

Then you can start looking at your objectives, first the short term and what you need to do accomplish that, but also keeping half an eye on the long term. It can be difficult to anticipate what the situation will be or where you will need units 5 or 10 turns ahead, but it is often necessary in order to be able to have the units ready at that time. Shifting units from one part of the front to the other is no minor task.

OKH

As noted before in this document, you will need to make a decision on Turn 1 about activating 18th Army before the Soviet offensive. There is no "correct" choice, as it depends entirely on your long term plans, but if you believe you are the less experienced player, it might be best to activate it. It will most likely cost you the chance of getting anything better than a marginal victory, but it reduces the risk of having most of your units cut off because you couldn't move them in time.

Having selected this or not, your next focus should not be on the front, but the rear. Having studied the map you should have found that from the start, your entire front can be set out of supply if you allow the line to be cut just 3 places. That means that your main focus should be on securing the rail lines. Pay close attention to where the enemy partisans are moving towards and have your security forces stop them before they reach the lines. Even if you can't prevent the partisan from moving onto the rail line, just having a unit next to it can mean the difference between having to repair 1 vs. 3 rail hexes and your RR-repair units are in short supply.

Sometimes it's better to allow the partisans to roam free on your roads if can free up enough units to keep your rail lines running. The roads in the far rear aren't gonna be used to heavy troop transport for a while



anyway. If having to choose between railings reinforcements to the front, or stop them halfway to prevent the line from close down, I would choose the latter, as even the best units won't put up much of a fight at the front for long without supply. The large majority of the partisan units never reconstitute, so it is beneficial to try to evaporate them instead of simply make them retreat, as

it will make it much easier containing the remainders. Construction units might not be the best combatants, but they can help complete the ring around a partisan unit.

Now, turning your eye towards the front you should consider the objectives of your enemy. His first objectives isn't actual the towns of Krasnogvardeisk and Novgorod, but instead the locations that free his reserve units at no cost (See maps in this section). It's unlikely that he can capture Krasnogvardeisk and Novgorod without the use of any reserves, so the more units you can force him to pay for the better. Just keep in mind that it really is unlikely that you will be able to hold an opponent from gaining two objectives for 30 turns if he commits all of his reserves, so don't sacrifice too much in an all or nothing attempt at stopping him early. If you selected to activate 18th Army and forfeited the early victory conditions, he doesn't have the same time-pressure, so there it might be difficult to force his commitment of reserves. Your own reserves are very limited and you might need to thin some of your other lines or even fall back to shorter lines at some of the other parts of the front to release units to help. You should keep in mind though, that just giving up the ground can release his armies there for free and nothing prohibits him from sending those to the main attack areas to force the breakthrough. There isn't much of VP's in the more quiet areas (XXVI, XXVIII sectors) so you shouldn't get large portions of your force get cut off because you try to defend 10-20 VP's in very exposed positions.

Some of your front-line formations don't reconstitute, but you shouldn't really worry too much about this. You will not be running into the "problem" of having more equipment than you have slots for, so don't try to make wild rescue operations trying to save such a unit that doesn't from being cut off, if you risk jeopardizing many other units that do.

When playing this side you will need to move your front line back many times during the game, so it is important that you know how best to do this without getting them caught up. If you only face weak enemy units and your own unit has good reconnaissance and movement it might be able to disengage on it's own, but often you need to use either HQs or artillery units to make sure a successful withdrawal is certain. Usually putting such units in the front-line isn't very wise, but here it is important that you take advantage of the terrain. If on a road you can have the HQ or artillery be positioned behind the front and just move up to make up the rear guard, before moving it further behind the line again. Off the road you can be forced to have them in the front-line, but as the enemy has to move through movement-cost heavy terrain to reach your line and don't have MP to attack, you can simply keep pulling back each turn until your reach your destination or a road.

Now, having cost him as much point getting to his first two objectives, you can sort of repeat the process towards the turn 50 and 80 marker, as well as making sure he don't get Narva and Luga too quickly. Making road-blocks that hold a few turns before pulling back can hold up many of his units if place them where it's difficult for him to by-pass them fast. Be careful not to waste too many units in this process. It's difficult to create a solid front in the area between the starting front and the Panther line, that can hold the duration of the game, so you need to not suffer too much attrition, so you can make a stand at the shortest possible line, the Panther.

STAVKA

As the Soviet player you have a number of decisions to make. You get three armies activated for free, with the rest able to be activated at a cost. Again there is no right way, as it depends a bit on the situation and your plans. First make sure you realize what locations you need to get to avoid having to pay for your reserve formations. If you can get them all for free that is obviously best, but sometimes it can be better to have a bit extra force available, so you don't put too much strain on your initial forces. Whatever you do you should of course make sure that you get at least two objectives before turn 30, so if you are in doubt if you will make it in time with the force at hand, always play it safe. If you don't get them you will have lost for sure. For the first turns you have a lot of artillery available, so make the most of it and grind your way through. Once they go into garrison you should hopefully not still be facing strong fortified lines in the main sectors. It's a good idea to have the artillery go into garrison while on rail lines, as they more quickly can be moved forward should you have the need to activate them in the future. Just be sure not to overstack any hexes, as it can hinder you movement of other units trying to use the rail.

It might be hard to get any momentum going in your advance at first, and it can take careful planning to get the most out of your turns. I won't describe here the way attacks should be planned as that isn't specific for

this scenario, but considering the Soviet force's proficiencies, you should not expect more than usually two to three rounds in each turn even when being careful with your attacks. Advancing at an average of one hex per turn in this stage of the scenario is actually very good and less will suffice, considering 10 hexes in 30 turns will be enough to reach Krasnogvardeisk in time.



Unless the enemy selects the Operation Blau theater option, it depends very much on your actions what formations he will be able to control. His front is divided into eight sectors each defended by a Korps. Pay attention to where the boundaries for each of these run by looking at units background colors (or 2.1), as any attack you make in a sector will activate all his units there. That means that you shouldn't make

halfhearted probing attacks or bombardments, unless you have observed the enemy Korps is already active, as that will just give him the freedom to move units away from the sector and into others where you ARE trying to break through, without having to pay VPs to activate them.

Having captured the first two objectives, you need to ponder your next move. If at this time your opponent still hasn't begun pulling back his exposed Korps in the NE you might have a chance cutting them off as you will be close to sever the last rail and decent road out of there, especially if your partisans have taken out a few of the rail lines as well. If you think that you will have a real opportunity to cut off much of his force you might want to prioritize this over advancing in other directions. If your opponent takes too much casualties he won't have enough force to form a well fortified line at the Panther anyway.

You will need to pay close attention to repairing your rail. If you get a momentum going, chances are that you won't be able to keep up with the rail-repair, so don't start work on lines that aren't really needed. If the enemy is pulling back almost faster than you can keep up, make sure you don't have your entire force in pursuit, but let some of your units get some rest, ready to take on his new line once he DO make a stand.

If you feel your units gain replacements too slowly, it might be an idea to disband some of your units that don't reconstitute, to both send a little equipment to the pool and have few less units that fight for the little replacements that DO arrive.

Airborne landings and sea invasions will most likely not cause the enemy more trouble than partisans in the rear, as you won't likely be able to sustain the beachheads and DZs, but it forces him to keep some units in the rear to counter them.

6.5 Abbreviations/Translations

AA – Anti Air	Gr/Gren – Grenadier – Infantry
AAA – Anti Air Artillery	Gr.W. – Granat Werfer – Mortar
Abt. – Abteilung – Detachment/Battalion	Gz/Grz/Grnz – Grenzschutz – Border Guard
Art. – Artillerie – Artillery	H. – Haubitze – Howitzer
AT – Anti-Tank	(H) – Hintern – Rear (referring to engine placement on Pz.38)
Aufkl. – Aufklärer – Reconnaissance	Heimo.P. – (Finnish) Heimopataljoona – Tribal battalion (formed from Finnish speaking Soviet POWs)
BAD – Bomber Air Division	How – Howitzer
Bau – Construction	HvS – Hermann von Salza – Honorary title given to SS-Pz.Abt.11
BAP – Bomber Air Regiment	H/Hvy – Heavy
BB – Battleship	I. – Infanterie – Infantry
bdr. – Border	I.Suom.RPr. – (Finnish) Itä-Suomenlahden rannikkoprikaati – East Gulf of Finland Coastal Brigade
(beu) – Beute – Booty. (Used as prefix for units using captured tanks)	IAD – Fighter Air Division
Bn – Battalion (Soviet)	IAK – Fighter Air Corps
Btl. – Bataillon – Battalion (German)	IAP – Fighter Air Regiment
Btr. – Batterie – Battery (group of artillery)	ItK. – (Finnish) Ilmatorjuntakanuuna – Anti-Air Gun
CA – Heavy Cruiser	Jagd.Fü. – Jagdabschnittsführer – Fighter sector command
Cnt-Btr. – Counter-Battery	Jg. – Jäger – literally “Hunter” (used either as postfix or as designation of infantry)
Col. – Colonel	JG – Jagdgeschwader – Fighter squadron
Coy. – Company (Soviet)	JR – (Finnish) Jalkaväkirykmentti – Infantry Regiment
DD – Destroyer	K./Kan. – Kanone – Cannon/Gun
Div. – Division	Kan.R. – (Finnish) Kannaksen Ryhmä – Karelian Isthmus Group
(E)/Eisb. – Eisenbahn – Railroad	KBF – Krasnoznamyonny Baltijskij Flot – Red Banner Baltic Fleet
Est./Estn. – Estnisch – Estonian	KG – Kampfgeschwader – Bomber squadron
F. – Feld – Field	Kp. – Kompanie – Company (German)
(f) – Französisch – French (in designating origin of weapon or vehicle)	Krh. – (Finnish) kranaatinheitin – Mortar
FeAusB./FeAu. – Feldausbildung – Field Training	KwK – Kampfwagenkanone – Tank Gun
Feldgen. – Feldgendarmarie – Military Police	le. – Leicht – Light (weapon or unit designation)
Fest. – Festung – Fortress	L/Lt – Leutnant – Lieutenant
Flamm.Wfr. – Flammwerfer – Flame Thrower	Lt – Light
Fstrf.Gef. – Feld-Straf-Gefangenen – Field convicts/ Penal unit	(L) – Luftwaffe – Showing origin of unit (Transferred to Wehrmacht in Nov1943)
FT – Flame Thrower	Lt./Lett. – Lettisch – Latvian
Füs. – Füsilier – Infantry (usually formed from Aufkl.Btl)	Lw.Feld-Div – Luftwaffe Feld Division – Luftwaffe Field Division
G. – Geschütz – Gun	
Gd/Gds – Guards	
Gd Mor – Guards Mortar (used for rocket artillery)	
Geb. – Gebirg – Mountain	
Gem. – Gemischt – Mixed (as in unit with different type of weapons)	
Gen/Gn/G – General	
GnFM/GenFeldMar – Generalfeldmarschall – Field Marshall	

M. – *Mörser* – literally “Mortar” (used for heavy howitzers)
(M) – *Mitte* – Center (Referring to engine placent of Pz.38)
M.A.A. – *Marine Artillerie Abteilung* – Marine artillery battalion
Mar. – Marine
Maj./Mj. – Major
M.Fl.A. – *Marine Flak Abteilung* – Marine AA battalion
Mor. – Mortar
MTAD – Mine-Torpedo Air Division
MTAP – Mine-Torpedo Air Regiment
NAGr. – *Nahaufklärungsgruppe* – Short Range Reconnaissance Group
Nb.W. – *Nebelwerfer* – usually used for rocket launchers, but Nb.W.40 was actually a mortar.
NIMAP - Scientific Research Navy Artillery Range
NJG – *Nachtjagdgeschwader* – Night Fighter Squadron
Obt. – *Oberst* – Colonel
Ost – East (designating a unit composed of personnel from Eastern Europe)
(p) – *Polnisch* – Polish (in designating origin of weapon)
PaK – *Panzerabwehrkanone* – AT Gun
Pio. – *Pionier* – Engineer
Pol. – *Polizei* – Police
Pon. – Pontoon
PstK. – (Finnish) *Panssarintorjuntakanuuna* – Anti-Tank Gun
PVO – *Protivo Vozdushnoy Oborony* – Air Defense Forces
Pz. – *Panzer* – Tank/Armoured
PzBefWg – *Panzerbefehlswagen* – Armoured Command Vehicle
PzBeobWg – *Panzerbeobachtungswagen* – Armoured Observation Vehicle
PzKpfw – *Panzerkampfwagen* – Armoured Fighting Vehicle
(r) – *Russisch* – Russian (in designating origin

of weapon or vehicle)
R.Pz.B – *Raketenpanzerbüsche* – AT rocket launcher
RC – Rifle Corps
Reiter – literally “Rider” – Cavalry
Rgt. – Regiment
RSO – *Raupenschlepper Ost* – Literally “Caterpillar Tractor East”. A fully tracked prime mover
s. – *Schwer* – Heavy (weapon or unit designation)

Schuma. – *Schutzmannschaft* – Security force (used for East European units)
SdKfz – *Sonderkraftfahrzeug* – Special purpose vehicle.
Sep. – Separate
(sf) – *Selbstfahrlafette* – Self Propelled
SG – *Schlachtgeschwader* – Ground Attack Squadron
SH – Super Heavy
ShAD – Assault Air Division
ShAP – Assault Air Regiment
Sich. – *Sicherung* – Security
StuG – *Sturmgeschütz* – Assault Gun (self propelled)
Stu.K. – *Sturmkanone* – Assault Gun (here referring to the actual gun)
TB – Tank Brigade
(t) – *Tschekisch* – Czech (in designating origin of weapon or vehicle)
z.b.V – *zu besonderen Verwendung* – literally “for special purpose” (here designating penal units)
Zerst. – *Zerstörer* – Destroyer (usually as postfix for at unit type. i.e. pz.)
ZgKw – *Zugkraftwagen* – (tracked) vehicle used for towing
Züg – Train

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8.0 CREDITS

Thanks to Søren Gaun (Doc), Kristian O. Kristensen (Teufel), Ogar and Demjansk for play testing and to Telumar for inspiration to this briefing from his scenarios.

This scenario was designed by Stefan Overgaard Kristensen (Snefens). Modification of map, units, events or other parts of scenario not allowed without permission.

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9.0 CHANGE LOG

Changes in v1.3:

- Updated scenario for use with TOAW v4.1:
- Redone icon colors. Added support for high detail zoom-level.
- Changed icon type for several units to accommodate single counter sheet. Graphical only.
- Ships now use the new naval system. Individual ship types added instead of armoured guns.
- German companies are now able to divide. Soviet Battalions are still not.
- Fixed fortresses can now perform long range fire on both land and sea targets.
- Forced variable initiative off, to ensure correct event sequences.
- Reduced the defense of passive defender equipment (guns)
- Changed some Super River hexes near lakes to regular rivers, as they would not freeze as planned.
- Unscrambled unit- and equipment-text caused by German letters and SS runes.

Changes in v1.2:

- Changed the requirements for Soviet Overwhelming Victory from 12 to 13 objectives.
- Corrected radius of objectives in Estonia to a single hex.
- Corrected road at hex 21,43 and 105,138.
- Separated the two types of Reiter Squads in the Replacements Schedule table.
- Added event loops to allow OKH to recapture objectives.
- Removed News from other theaters of operation to free up events for this.
- Krasnogvardeisk and Novgorod are 25% supply sources for first 30-40 turns.
- Lowered Night Combat Proficiencies by 5% for both sides.
- Halved the effectiveness of air units during PM-turns (in addition to normal penalty).

Changes in v1.1:

- > Changes and new sections of text added to this briefing since v1.0 are shown in [blue](#).
- > Added TO to allow dismantling eastern coastal batteries
- > Added TO for Soviets to allow airborne operations
- > Added events to clean up unnecessary activation TOs for II, X, XXVI and XXVIII
- > Corrected deployment of 20.SS Gr.Div (It sometimes arrived mobile)
- > Added horses to Soviet Ski-bns to improve mobility
- > Corrected road at hex 151,84, 136,87, 105,38, and Izborsk.
- > Moved 11th Aerosan Bn from 14th Gds Rfl Corps to 1st Shock Army to fix icon.
- > Each Partisan Brigade now has a single reconstituting partisan battalion.
- > Corrected triggering of event 814 for increased replacements for Soviet PO.
- > Lowered VVS proficiency slightly.
- > Renamed Soviet Off-map RR unit to KALININ FRONT. It starts further west.
- > Clarified the house rules for the Off-map.
- > Added Volosovo, Siverskaya and Batetskaia as objective towns.
- > Removed Aluksne as objective town.
- > Changed the requirements for objectives from 3 to 5 before turn 50.
- > Changed the requirements for objectives from 5 to 7 before turn 80.
- > Changed the requirements for Soviet Overwhelming Victory from 10 to 12 objectives.
- > Corrected name for 8. and 28.Jäger-Div
- > Corrected name for "GenMj v.Blücher"
- > Corrected 965/65th light art brigade to 398/65th
- > Corrected 13/58th How brigade to 1300/58th
- > Corrected 621/58th How brigade to 1220/58th

- > Added rail to hex 131,19.
- > Changed rail lines never re-gauged and taken in use by the Germans to destroyed, incl.:
 - Novgorod-Staraia Russa line. Hex 151,83 to 160,96.
 - Chudovo-Kussino line. Hex 169,50 to 174,42.
 - Pskov-Puskhinskyie Gory line. Hex 79,108 to 93,139.
 - Line hex 141,39 to 146,46.
 - Line hex 110,48 to 113,52.
 - Several small segments near the front.
- > Added slots for more Soviet AT-Bns to use 76mm ZiS-3 Guns

Changes in v1.0:

- > Release version. Identical to v0.57.

Changes in v0.57:

- > Added missing road in hex 168,54.
- > Partisans now use the "irregular" counter instead of "guerrilla".
- > Added TO to allow OKH to pull out its heavy siege artillery before 42nd Army's offensive at a cost.
- > TO for activation of XXVI. and XXVIII. Korps also available when Krasnogvardeisk is threatend and/or from turn 15.
- > Corrected events, so Dno Objective triggers only when town center is captured, not adjacent hexes
- > Increased starting amount of rail-repair squads for both sides.
- > Added events to clean up redundant Theater Options for 1st Shock and 22nd Army activation.
- > Increased movement capability of construction squads.

Changes in v0.56:

- > Made Aufkl.Kp.10(L) and the companies of M.Fl.A.239 undividable.
- > Soviet player no longer receives news whether 290.Inf.Div. withdraws or stays.
- > 1st and 14th Partisan Bn were made undividable.
- > Removed all cropland terrain to slightly lower off-road movement cost.
- > Reduced Soviet Supply radius from 8 to 7.
- > Added theater option to allow play without Sudden Death victory conditions for full game up to 190 turns.
- > Fixed crossroad at hex 99,45 (Brukovich).
- > Corrected typo in TO for activation of 1st Mortar Division.
- > Corrected the max amount of 76mm ZiS-3 Guns in the Art Bn in Rifles Brigades from 6 to 8.
- > Added theater option to allow airtsupply at Liuban Airfield.
- > Increased cost for most theater options.
- > TO for Korps activations will no longer be able to appear after the formations have already activated.
- > Removed 76mm ZiS-3 Guns in 1st,2nd and 3rd Rifle Bn of 14th Rifle Brigade that hindered movement.
- > Reduced MRPB from 4 to 3.
- > Increased Attrition Divider from 20 to 22.
- > Reduced Entrenchment rate from 65% to 50%.

Changes in v0.55:

- > Changed Attrition Divider from 17 to 20.
- > Changed Combat Density Penalty from 75% to 50%.

Changes in v0.54:

- › Re-added objectives that all were removed in v0.53.

Changes in v0.53:

- › Corrected bug in events deploying 245th Rifle Division.
- › Corrected proficiency of divided units.

Changes in v0.52:

- › Added objective tracks and events for a Soviet Programmed Opponent.
- › Reduced initial number of transport vehicles in 11.SS PzGr.Div and 4.SS PzGr.Brigade.
- › Changed designation of the "Marder" variants.
- › Added a few PzJg.II für PaK 40/2 II to Pz.Jg.Abt.28.
- › TO for activation of XXVIII.Korps now also appears when Soviets reach within 10 hexes of Ogoreli (151,56).

Changes in v0.51:

- › Increased replacement priority for all units slightly.
- › Increased soviet rate of SG-43 MG replacements from 3 to 6.
- › Soviet 407th Naval RR Art is no longer immobile.
- › Corrected designation of 7.5cm L/46 PaK40.
- › Corrected designation of StuG-III G (7.5cm L/48 Stu.K.40).
- › Corrected typo in hex-coordinates for the event so 22nd Army could activate incorrectly.
- › Removed duplicate 609th IAD from 13th Air Army. (Also present in 14th AA)
- › Added 11th Mixed Aviation Corps for 2nd Baltic Front (15th Air Army).
- › Added airbase at Pechory.
- › Added airbase off-map south of 22nd Army.
- › Corrected visual appearance of ice on lakes.
- › Brigades in 2nd Shock Army will now activate if retreated by Germans.
- › 67th and 8th Army will now activate for free if Siverskaya is captured.
- › 54th Army will now activate for free if Batetskaya is captured.
- › 1st Shock and 22nd Army will now activate for free if Luga is captured.
- › Withdrawal of Partisans now releases a number of infantry squads into Soviet force pool.
- › Construction squads now require transport.
- › Corrected description about what hex activates 29th and 122nd Tank Brigade.
- › Added events for optional second activation of artillery formations at double cost.
- › Corrected a few mistakes for unit icons in normal view and added silhouette of plane types.
- › Completed customization of unit icons for small view
- › Redployed starting position of Fest.Btl.657 to Luga.
- › Changed one of the two Jg.Rgt.25's in 13.Lw.Feld-Div to Jg.Rgt.26.

v0.50:

- › First play test version.