



Riga Break-In

August 1915

German Forces

Forces

1st Battle Squadron

BB Nassau 
BB Posen

2nd Battle Squadron

BB Braunschweig 
BB Elsaß

Battlecruiser Squadron

BC Seydlitz 
BC Moltke
BC Von der Tann

First Cruiser Squadron

CA Roß 
CA Prinz Adalbert

Second Cruiser Squadron

CL Augsburg 
CL Bremen
CL Regensburg
CL Pillau

Destroyer Flotilla III

5x TBDs

Destroyer Flotilla IV

5x TBDs

Destroyer Flotilla X

5x TBDs

Destroyer Flotilla XI

6x TBDs

Destroyer Flotilla XIV

5x TBDs

Destroyer Flotilla XVII

6x TBDs

Mine Group

12x minesweepers
ML Deutschland

Transport Group

Troop transport SMS Schweizerin (converted steamer)

Background

The Kaiser's army is invading Kurland. In preparation for the investment of the city of Riga, Russian naval forces must be removed from the Gulf of Riga and the city isolated from the seaward side. The only way for deep-draught ships to enter the Gulf is through the Irben strait, which is blocked by minefields and shore batteries.

8 days ago your forces began the break-in. The old Russian pre-dreadnought battleship Slava and the Zerel battery were engaged while minesweepers cleared lanes in the huge minefields blocking the Irben Strait. Night fell before any forces could be sent through, and then the weather turned sour.

Now the weather remains murky, but the sea is calm and visibility has risen to 15000 yds, so the operation can resume.

Orders

Sink or neutralize Russian warships in the Gulf, destroy the Zerel battery, and get the troop transport and minelayer safely into the Bay of Riga.

Setup

Enter Western edge of table on turn one.

Special Rules

Visibility is limited to 15000 yds.

Ships check for **grounding** within 2000 yds of shore.

Victory Conditions

+10 VP if the Zerel battery is destroyed.

+2 VP per cargo hold if transport survives to enter Gulf uncrippled♣

+6 VP if ML Deutschland survives to enter the Gulf uncrippled♣

+VP value of each enemy ship sunk

+½VP value of each enemy ship crippled♣

x2 VP Each Russian warship inside Gulf of Riga sunk or crippled♣

-VP value each of your ships sunk

-½VP value each of your ships crippled♣

♣ Crippled = 50% of main armament and/or hull boxes





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Russian Forces

Forces

Shore Batteries

Zerel battery: 2x 6" guns

Mines

Minefield across Irben straight
Minefield along Courland shore

Gulf Squadron

Heavy Division

BB Slava
BB Tsesarevich
PC Bogatyr
PC Oleg

3rd DD Flotilla

TBD Bditelni
TBD Burni
TBD Boevoi
TBD Lovki
TBD Likhoi
TBD Ing. Mech. Dmitriev

Small Craft (7.14):
27 kts 2x3" guns $\frac{1}{2}$ VP

Baltic Squadron

Heavy Division

BB Gangut
BB Petropavlovsk
BB Sevastopol
AC Rurik

1st DD Flotilla

DD Gavriil
DD Kapitan Belli
DD Leitenant Ilin
DD Letun

2nd DD Flotilla

DD Kapitan Kern
DD Pobeditei
DD Samsun
DD Desna

Background

8 days ago a German fleet arrived at the entrance to the Irben Strait and began clearing the mines. The battleship Slava, 6 old destroyers and the Zerel battery slowed the operation but were unable to stop it.

Admiral Essen has gotten the Tsar's blessing to send serious reinforcements. They arrived two days ago.

The Gulf Squadron has the older, slower units, which are expected to use the constricted sea room, minefields and shore batteries to their advantage.

The Baltic Squadron has newer, faster units which will attack the German fleet in the rear, outside the minefields.

Orders

Trap the German fleet in a pincers movement.

Use the Gulf forces to delay the German units trying to penetrate through the minefields, while the Baltic contingent attacks the German fleet in the rear out in open waters.

Setup

Gulf Squadron

Deploy Riga naval contingent on table. Write down speed and course.

Baltic Squadron

Enter on North edge of table. Declare how many tiles from shoreline you will enter:

- 1: enter turn 3
- 2: enter turn 4
- 3: enter turn 5

Deploy fleet in formation on off-board sea tile before start of game, and write down speed.

Special Rules

Visibility is limited to 15000 yds.

Ships check for **grounding** within 2000 yds of shore.

Victory Conditions

+VP value of each enemy ship sunk

+ $\frac{1}{2}$ VP value of each enemy ship uncrippled♣

+2 VP per gun of Zerel battery still operational at the end

+VP value of each Russian ship left in Gulf uncrippled♣

-VP value of each of your ships sunk

- $\frac{1}{2}$ VP value each of your ships crippled♣

♣ *Crippled = 50% of main armament and/or hull boxes*



Baltic
Sea

WORMS ISL

ROGGEKUEL

DAGO
ISL.

MOON ISL

OESSEL
ISLAND

RUNO ISL.

ZEREL

Gulf of Riga

MIKHAILOVSKII
LIGHTHOUSE

CLEARED LANE

Irben River

RIGA

