



Libau

May 5, 1915

German Forces

Forces

Battle Squadron

BB Wittelsbach 
BB Mecklenburg
BB Zähringen
BB Wettin

First Cruiser Squadron

CA Roon 
CA Prinz Adalbert

Second Cruiser Squadron

CL Stuttgart 
CL München

Scouting Squadron

CL Thetis 
CL Lübeck
CL Amazone
CL Augsburg

Destroyer 1/2 Flotilla X

DD G7 
DD G8
DD G9
DD G10
DD V5

Destroyer 1/2 Flotilla XIV

DD S19 
DD S23
DD T186
DD T189
DD T190

Minesweeping Group

12x minesweepers

Background

The Kaiser's army is on the offensive into Russia and has already swept as far north as Courland. The port city of Libau is fortified, so to shorten the developing siege, you have been dispatched with a group of heavy ships to neutralize the forts encircling the city.

This mission has been unlucky from the start. The battleship Schwaben was unable to complete her refit in time to come along, the cruiser Stettin suffered a boiler explosion as she raised steam to leave, a storm dispersed the squadron at sea and delayed the mission start by 2 days, and the cruiser Prinz Heinrich was holed on a reef during the storm and limped back home. The weather remains murky, but visibility has risen to 12000 yds, enough to see the shore targets, so the mission must go forward.

The Russians have been mining the Baltic since the war began, so you can expect to encounter minefields. Be sure to clear the area of operations of mines before putting your ships at risk.

Setup

Enter Western edge of table on turn one.

Special Rules

Visibility is limited to 12000 yds.

Ships of DD size and up check for **grounding** within 4000 yds of shore, except inside the mole around the harbor mouths.

Any ship which steams in a straight line for the entire turn may attack a stationary target on the DCT range scale, even if it lacks DCT.

Victory Conditions

Objective: Destroy as many of the land-facing forts encircling Libau as possible.

+VP value of each enemy ship sunk

+1/2VP value of each enemy ship damaged♦

+1 VP per box destroyed on each landward battery, or the magazine

-VP value each of your ships sunk

-1/2VP value each of your ships damaged♦

♦ Damaged = 50% of main armament and/or hull boxes

Notes

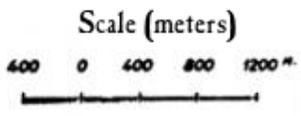
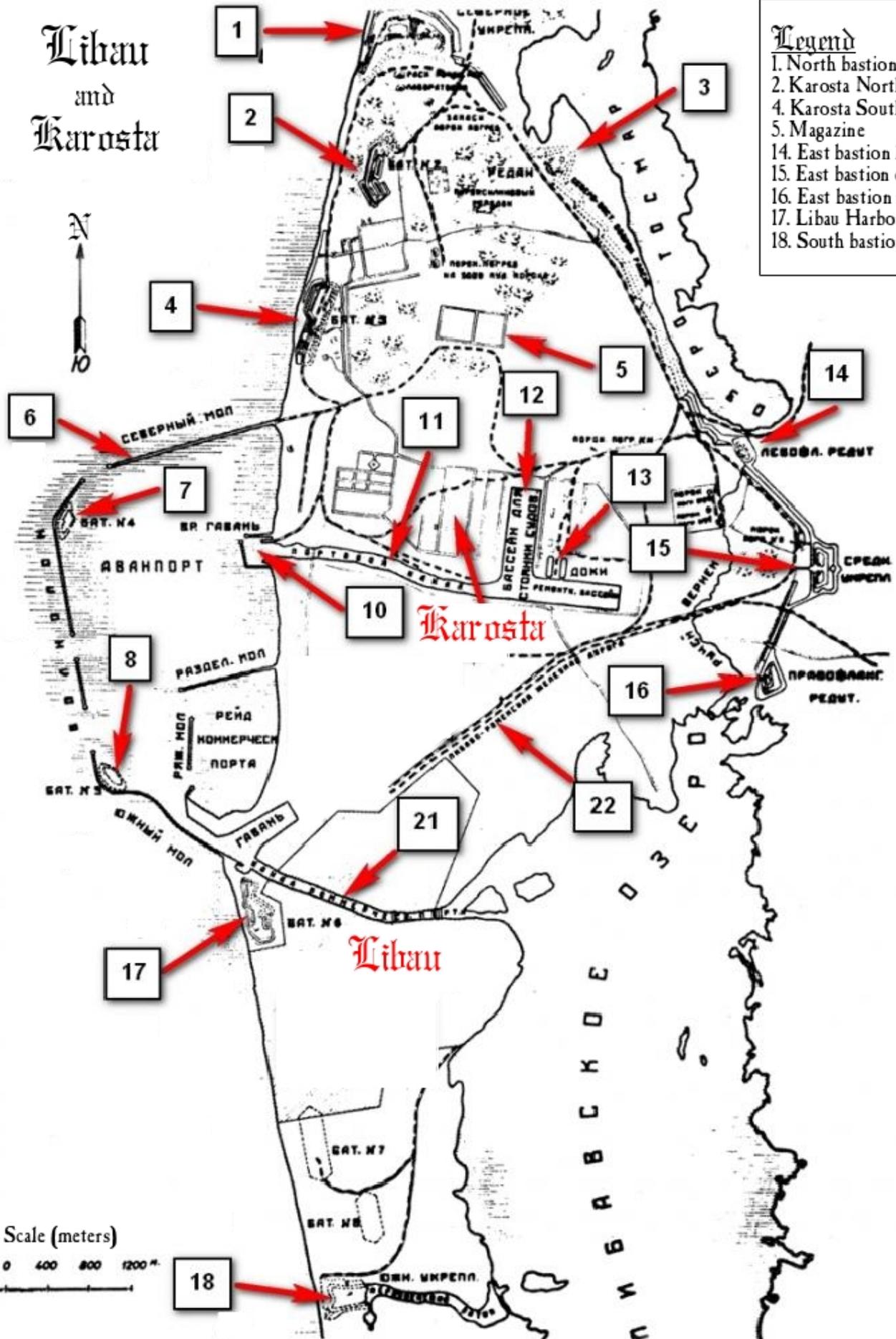
There are 53 VPs of German ships.

There are 58 total VPs of Russian shore targets.

The Russian fleet is worth at least 15 VPs. really like it

Libau and Karosta

- Legend**
- 1. North bastion
 - 2. Karosta North battery
 - 4. Karosta South battery
 - 5. Magazine
 - 14. East bastion left
 - 15. East bastion center
 - 16. East bastion right
 - 17. Libau Harbor battery
 - 18. South bastion





Liepaja

May 5, 1915

Russian Forces

Forces

Shore Batteries

North bastion: 2x 6" guns
Karosta North battery: 2x 8" guns
Karosta South battery: 8x 6" guns
Liepaja Harbor battery: 9x 6" guns
South bastion: 2x 6" guns
Central magazine in Karosta

Mines

2x 12-row minefields, no more than 12000 yards from shore

Local Naval Contingent

BB Slava
AC Bayan
3rd DD flotilla (5x Puilki class TBD)
27 kts, 1x 3" gun, 2x 15" torpedoes, 3/4 VP each
8th DD flotilla (4 Boiki class TBD)
26 kts, 2x 3" guns, 2x 15" torpedoes, 3/4 VP each

Optional Naval Reinforcements

Count the VP value of each ship or flotilla (in parentheses) as a negative value to your VP score.
BB Tsesaravich (5)
CA Admiral Makarov (4) + 5 row minefield
PC Bogatyr (3) + 3 row minefield
PC Oleg (3) + 3 row minefield
DD Gavril (2)
DD Kapitan Belli (2)
DD Leitenant Ilin (2)

Background

The German army has moved rapidly during the Spring offensive and now surrounds Liepaja. You command the naval forces defending it.

The garrison is too small and the supply lines are cut off, but the fortifications are strong and contain a lot of artillery. It is hoped that with the help of the Navy, the port will be able hold out until the Army can relieve the city.

The Germans are expected to attempt a shore bombardment, so you have been given ships to supplement the shore batteries and minefields. You have also been given the option to request reinforcements, but be aware that the admiralty expects these ships to return north, and your career may suffer greatly if they can't.

Setup

Choose any/all reinforcements and add up negative VP.

Place minefields. Mine rows are 3000 yds wide and 1 inch apart. All mines must be 5000-12000 yds from shore, and there must be a space without mines at least 1000 yds wide at the end of each row of mines (so the minelayer can turn around to lay the next row).

Your ships must start within 12000 yds of shore. TBDs start in Liepaja or Karosta harbor.

Place a bogie in the starting position of each ship. Cruisers and larger use larger bogies, DDs use small bogies, each TBD flotilla uses one small bogie. You may also place two large dummy bogies and three small dummy bogies.

Special Rules

Visibility is limited to 12000 yds.

Ships of DD size and up check for **grounding** within 4000 yds of shore, except inside the mole around the harbor mouths.

TBDs are small craft, and must remain in flotillas until damaged, maneuvering in line formations.

TBDs are harder to see in the mist. When a TBD bogie is revealed, place the TBDs in a line formation within 6000 yds of the bogie, within 12000 yards of the spotting ship, and at least 6000 yds from every enemy ship.

Any ship which steams in a straight line for the entire turn may attack a stationary target on the DCT range scale, even if it lacks DCT.

Mines must be positioned before the scenario starts.

Victory Conditions

-VP value of each optional naval unit on station

+VP value of each enemy ship sunk

+1/2VP value of each enemy ship damaged♣

-VP value of each of your ships sunk

-1/2VP value each of your ships damaged♣

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

Notes

There are 53 VPs of German ships.
There are 58 total VPs of Russian shore targets.

The Russian fleet is worth 15-21 VPs.

