"Bridgehead at Merekula"



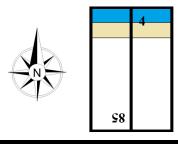
Merekula, Estonia — February 14th, 1944

Russian General Leonid Govorov of Leningrad Front had determined to make a landing in the Gulf of Finland behind the Germans at Narva Govorov ordered the 260th Independent Naval Infantry Brigade to make the amphibious assault into the rear of the Germans in Narva The 260th was an elite unit specially trained for this type of assault. Twenty-six vessels would transport the 260th and land it several kilometers behind the German lines at the town of Merekula. But successful Estonian counter-intelligence had predicted just such an attack the Germans had prepared a defense.

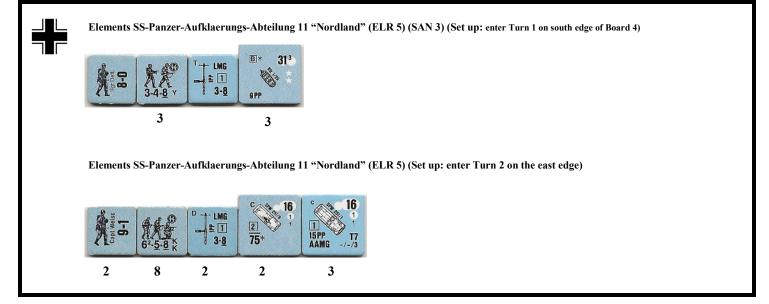
Board Configuration: (Boards 4 & 85)

VICTORY CONDITIONS: The Russian Player wins at game end if the Russians control 11 of the 18 available buildings on Boards 4 and 85. Any other result is a German victory.

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Russian	Player	Sets u	o first		1	2	3	4	5	6
Russian	Player	moves	first						I	



Elements of the 260th Independent Naval Brigade (ELR 4) (SAN 3) (Set up: Enter Turn 1 on the east edge of Board 4 between rows J & Q) DC ATR 2 811 2-6 30-1 1-12 6 2-8 4 4 2 2 10



Special Rules/Notes:

- EC are Wet, with no wind at start, Ground Snow (E3.72) is in effect. 1.
- 2. Kindling (B 25.11) and Bore Sighting (C 6.4) are N.A.
- 3. Place Overlays OB1 on 85Y1-Y10 and OB1 on 4I1-I10.
- 4. Building R3 has a Level 2 Steeple (B31.2).



Aftermath: The Soviet Marines would land directly in front of German coastal artillery batteries emplaced specifically to repel just such a landing. Attempts to move up the beach and move inland into the town Merekula were repulsed by counterattacking German and Estonian units. The Nordland grenadiers would contribute their SPW's and a platoon of Schwimmwagens to the effort. After seven hours of hard fighting, the 517 troops of the 260th Independent Naval Brigade had been annihilated.