

# TAC NEWS

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## BATTLE OF KRONSTADT

### A Hypothetical Engagement for Micronauts: The Game - WWII



During the 1941 attack on Leningrad, Stuka ace Hans Rudel sank the Soviet Battleship *Marat* with a direct hit on her bow. The hit destroyed 'A' turret, damaged 'B' turret and sank the vessel in shallow water. The Soviets continued to use the beached ship as a shore battery, eventually bringing 'B' turret back on line.

But, what if Rudel's bomb had missed?

To account for this possibility, the Kriegsmarine assembled a squadron in the Baltic to draw out *Marat* and his compatriots (note: the Russians refer to ships using the male gender).

This scenario assumes that the Baltic Fleet survived the Luftwaffe's attention and broke out of Kronstadt to engage the Kriegsmarine.

- John Drye

**26 SEPTEMBER 1941, Time: 0730 local**

Under fierce, continuing bombardment from the Luftwaffe while at anchorage, the Soviet Baltic Fleet attempts to break out of Kronstadt. Anticipating this maneuver, the Kriegsmarine gathers a striking force in the Aaland Sea.

#### CONDITIONS

**Wind:** Light E  
**Daylight visibility:** 25Kysds.  
**Weather Modifier:** 0 (no modifier)  
**Scattered Rain Squalls\*** (place 6 squalls randomly across the table.)  
**Initial Bearing:** Soviet Navy forces N of Kriegsmarine forces  
**Initial Range:** 30 Kysds

\* **Rule 16.10.1 Squalls:** Squalls are represented by an oval shaped area 4 Kysds to 6 Kysds in length and width. They move downwind each turn between 1/2 Kysd and 10 Kysds after all other movement. Roll a D20 and divide by two to determine distance moved. Visibility within a squall is 1 Kysd. Ships in a squall may only be engaged by radar fire control by ships outside of the squall.

#### OPTIONAL RULES

**Players may use either or both upon mutual agreement.**

**#1: Minefields** - the Baltic was extensively mined by both sides during the campaign. Before the game begins each side may place up to three real or dummy minefields anywhere on the table. These each are 6 Kysds by 6 Kysds and are light density.

**#2 Air Support** - both sides had aircraft available to support their fleets, but never developed significant coordination between fleet and air. Each side may select up to four (4) flights of any aircraft in service in 1941 (fighters, dive bombers, torpedo bombers or level bombers). Fighters may be used as CAP or escorts. To simulate the poor coordination, roll a D20 each turn. The air support (strike or CAP) appears on a roll of 5 or less and may enter from any table edge. CAP will remain until shot down or the scenario ends. If there are no aircraft to oppose the CAP, position the fighters anywhere on the table and ignore the rest of the Air Combat Phase.







CL Köln

**KRIEGSMARINE BATTLE SQUADRON**

**Battleship Squadron**

BB *Tirpitz* [Fleet Flag] *Bismarck* class (GEN17),  
CA *Admiral Scheer* - *Deutschland* class (GEN20)

**Baltic Cruiser Squadron**

CL *Köln* [Flag] - *Königsberg* class (GEN2),  
CL *Nürnberg* - *Nürnberg* class (GEN11)

**DD Flotilla**

DDs *Z25* [Flag], *Z26*, *Z27* - all *Z23* 1936A class (GEN7)

**TB Flotilla**

TBs *T22* [Flag], *T30*, *T31*, *T32*, *T33* - all *T22* Class

- Crew Quality: Experienced
- Damage Control: Poor
- Radar: *Tirpitz*: Type A
- Sonar: DD's are A
- Cohesion: 16
- Initial Heading: 00°
- Initial Speed: 16 knots
- Formation: Any

**Objective:** Drive Soviet surface Fleet from Baltic (cripple at least half of Soviet ships).

**Note:** You will need a separate "Ship Status Log" (SSL) for each ship. For instance, you will need three of the Z23 Class SSLs, one for each destroyer in the DD Flotilla.

Königsberg Class CL Size 2

HULL BOXES						Belt	
Speed	32	MA					1
	28	SA					1
	24	MA					1
	16						0

2 Floatplanes

ARMAMENT BOXES						AA			
MA	1-7	A3		SA	1-4	P2 P3	13-14	TT	
5.9"	8-14	X3		4.1"	5-8	S2 P3	15-16	x12	40L
x9	15-20	Y3		x6	9-12	C2 S3	17-18		40M
				DP		S3	19-20		40S
									42L
									42M
									42S
									44L
									44M
									44S

4 TT Reloads

Critical Hits			Fires	Flooding	TT
BL	EN	EL	1	<input type="checkbox"/>	___
RD	ST	BR	2	<input type="checkbox"/>	Radar ___
FF	AA	AF	3	Engineering	Sonar ___
FM	AM	SM	4	<input type="checkbox"/>	DC ___
			5		Crew ___

KM Nürnberg Nürnberg Class CL Size 2

HULL BOXES						Belt	
Speed	32	MA					1
	28	SA					1
	24	MA					1
	16						0

2 Floatplanes

ARMAMENT BOXES						AA			
MA	1-7	A3		SA	1-3	P2 P3	13-14	TT	
5.9"	8-14	X3		4.1"	4-6	S2 P3	15-16	x12	40L
x9	15-20	Y3		x8	7-9	S2 S3	17-18		40M
				DP	10-12	S2 S3	19-20		40S
									42L
									42M
									42S
									44L
									44M
									44S

4 TT Reloads  
6 TT Removed in 1942

Critical Hits			Fires	Flooding	TT
BL	EN	EL	1	<input type="checkbox"/>	___
RD	ST	BR	2	<input type="checkbox"/>	Radar ___
FF	AA	AF	3	Engineering	Sonar ___
FM	AM	SM	4	<input type="checkbox"/>	DC ___
			5		Crew ___

Z23 Class DD (1936 A Type) Size 1

HULL BOXES						Belt	
Speed	38	MA					0
	34	SA					0
	28	MA					0
	19						0

DC Attacks  
o o o o

ARMAMENT BOXES						AA			
MA	1-5	A1		SA	1-8	F4		40L	0
5.9"	6-10	B1		TT	9-16	A4		40M	1
x4	11-15	Q1		ASW	17-18	D1		40S	1
	16-20	X1			19-20	D2		42L	0
								42M	1
								42S	2
								44L	0
								44M	4
								44S	3

60 Mines  
4 TT Reloads

Critical Hits			Fires	Flooding	TT
BL	EN	EL	1	<input type="checkbox"/>	___
RD	ST	BR	2	<input type="checkbox"/>	Radar ___
FF	AA	AF	3	Engineering	Sonar ___
FM	AM	SM	4	<input type="checkbox"/>	DC ___
			5		Crew ___

T22 Class Torpedo Boat Size 1

HULL BOXES						Belt	
Speed	34	MA					0
	25	SA					0
	17						0

DC Attacks  
o o

ARMAMENT BOXES						AA			
MA	1-5	A1		SA				44L	0
4.1"	6-10	Q1		TT	1-10	F3		44M	1
x4	11-15	X1			x6	11-20	A3	44S	1
	16-20	Y1		ASW	17-18	D1			
					19-20	D1			

30 Mines

Critical Hits			Fires	Flooding	TT
BL	EN	EL	1	<input type="checkbox"/>	___
RD	ST	BR	2	<input type="checkbox"/>	Radar ___
FF	AA	AF	3	Engineering	Sonar ___
FM	AM	SM	4	<input type="checkbox"/>	DC ___
			5		Crew ___

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