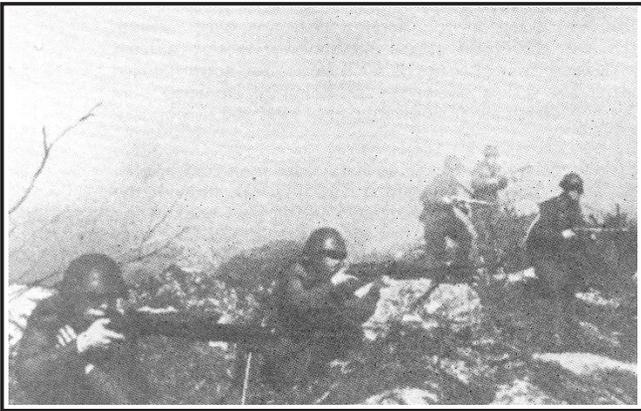


# PINING FOR THE FJORDS

## BMW 7.1



**Liinakhamari, USSR, 12 October 1944:** After more than two years of skirmishing, the battlefield in the arctic circle was about to heat up. The Soviet plan was to attack swiftly, making local encirclements to destroy the German XIX Corps. The main escape route ran through the city of Petsamo. In an effort to block the XIX Corp's line of escape along the Tarnet Road, Admiral Golovko decided on a landing at the mouth of Petsamo Bay, at Liinakhamari. A diversionary attack was scheduled to silence a battery of guns on far side of the bay, and long range artillery support from the Srednii peninsula was arranged. Lacking enough specialized infantry, other navy personnel filled out the ranks of the assaulting troops.

### BOARD CONFIGURATION:



(Only hexrows FF-P on board 25, hexrow 401-572 on Beach Overlays, and hexrows 10xx-21xx on Ocean Overlays are in play)

**VICTORY CONDITIONS:** The Russians win at game end by gaining 19 VP. VP are awarded as follows: 1VP for each building controlled; 3 VP for each pillbox controlled; and 2 VP for each Pier hex controlled and free of all mines.

### BALANCE:

☒ Add a HMG to the at start forces

★ Add one half turn

### TURN RECORD CHART

☒ GERMAN Sets Up First	1	2	3	4☒	5	6	7	8	END
★ RUSSIAN Moves First									



**Elements of the Naval Garrison, 19<sup>th</sup> Mountain Corps [ELR 4]** set up in Buildings/Entrenchments/Pillboxes in Hinterland hexes. Guns must set up in Pillboxes: {SAN 3}

1 4'-6-7	2-2-8	9-1	8-1	8-0	2 5-12	1 3-8	2 88L AS?/4?/3 <sup>4</sup>	1+5+7	MPH/RLPh: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2
9	2				2	2	2	2	4	4

Reinforcements enter on turn 4 from the west edge

1 4'-6-7	9-1	1 3-8
4		



**Elements of the 12<sup>th</sup> and 63<sup>rd</sup> Naval Infantry Brigades [ELR 3]** set up within three hexes of 2085/2033 : {SAN 3}

6-2-8	5-2-7	9-1	8-1	7-0	1 2-6	2 30-1	Shohatsu LC Note 8
3	7				3	2	3

Second Wave set up within three hexes of 2089/2037:

6-2-8	5-2-7	9-1	8-0	1 2-6	2 30-1	Shohatsu LC Note 8
3	7			2	3	3

### SPECIAL RULES:

- EC are Wet with no wind at start. Broken Terrain (F13.1) is in effect [EXC: Road hexes do not become Broken Ground]. All Orchards are Crags. Beach Slope is Steep.
- Place overlays as follows: X11 on R2-Q3; X13 on S3-T3; X14 on V4-U5; Be4 with Hexes 407 on FF0 and 420 on Dd0 [EXC: Hexside BB1-0 remains a Cliff]; Be5 with hexes 507 on 446 and 520 on 459; Oc1 with hexes 1001-1002 on 402-403; and Oc2 with hexes 2001-2002 on 1079-1080. The Soviet side is conducting a Seaborne Assault (G14.1).
- Night Rules (E1.) are in effect. The Soviets are the Scenario Attacker and the Germans are the Scenario Defender. Base NVR is 5.
- The Soviet player receives one 120mm OBA module (HE, IR, Smoke [EXC: only one mission may be Smoke]) directed by an Off-board observer at level 3 of a secretly recorded hex of the east board edge. This module has plentiful ammunition.
- All at start Soviet leaders and 628 squads are Commandos (H1.24) and Sappers

(H1.23) and have an ELR of 5. Shohatsu represent armed cutters and for all purposes are treated as Shohatsu.

6. Setup stone pier counters in hexes 514, 2027, 2028, 566, 2131, and 2132. Each Pier-Ocean hex contains a 4 Factor A-B Minefield, which can be cleared normally by Infantry on that pier hex. This minefield can only possibly attack LC that spend a stop MP in an adjacent hex.

**AFTERMATH:** Despite the ad hoc nature of the forces, the Soviet marines were able to sweep into Petsamo Bay and establish a strong beachhead. However, German reaction was once again swift, and the marines had to fight off counterattacks for the rest of 13 October. Because of this lost time, the attack on Petsamo was too late to bottle up the two divisions of the XIX Mountain Corps, who were in flight to Norway. Still, the operation was a bold move in overall campaign that ended with Soviet troops marching into Norway.