

Naval Actions of the Russian Civil War

Part 4

By Simon Stokes

Introduction

In this instalment of the series, and with the help of a newly discovered (to me at least) Russian language publication, "The Great River War", for which I am most grateful to Dave Gregory for bringing it to my attention, we turn the spotlight on the wargaming opportunities presented by the auxiliary vessels, gunboats, monitors and barges that fought on the inland waterways during the conflict. There is also news of some exciting new developments in the wargaming fraternity since the preceding instalments of this series appeared in Battlefleet.

Model and rule suggestions

In each section of the article I've included stats, for use with the rule supplement "Actions Stations on the Danube", which David Manley previously published in Battlefleet, for the various vessels that took part in the conflict in that theatre. Excitingly there is also a new set of rules, "White Water", hot off the presses from PT dockyard, specifically covering the RCW river actions. They too include ship stats for pretty much all the vessels listed here.

The best scale to use for these games is 1/600th, and in this scale there are now a number of manufacturers including Skytrex, North Head Miniatures and again most notably PT dockyard who, to compliment their new rules, have a new range of models specifically covering the conflict, with more on the way. I would also draw your attention to Rob Morgan's previous Battlefleet article where he describes how to produce river gunboat conversions from the Tamiya 1/700th scale Tugger set. Taken together these developments now mean that this period of naval wargaming is much better served than it was a mere 12 months previously.



PT Dockyard's model of the M33

Actions on land should also be a feature of a river campaign, but the rules kept simple so as not to bog down the campaign. Something along the lines of the simple company level rules that David Manley has put together in his forthcoming "Victory on the Rivers" rules or those contained within PT dockyard's "White Water" are ideal. Tumbling Dice produce a range of 1/600th scale figures to compliment their 1/600th scale aircraft. They also produce 1/600th scale WW1 biplanes. These are ideal for use in the land and air elements of the campaign. In this scale individual uniform details are not possible to represent, so the WW2 Russian and British figures are ideal for use as the British and Russian forces of 1919.

Kama River Flotilla Operations

Historical Background

Inadvertently omitted from parts 1 and 2 of this series of articles, the naval actions on the Kama river deserve some explanation as to the historical background before examining their potential to the naval wargamer.

On the Siberian front allied involvement in the fighting was much more limited than on other fronts with only a single battalion of the Hampshire Regiment, under Colonel Johnson, plus the Middlesex Battalion, under Colonel John Ward, being actively involved in the fighting in support of Admiral Kolchak's white Russians. Even though a large Japanese force was present it seemed content merely to occupy key areas of Siberia (it was in Japan's interests that Russia remained divided and weak). Meanwhile the American Expeditionary Force to Siberia was equally content simply to guard the huge stockpiles of arms and ammunition in Vladivostok.

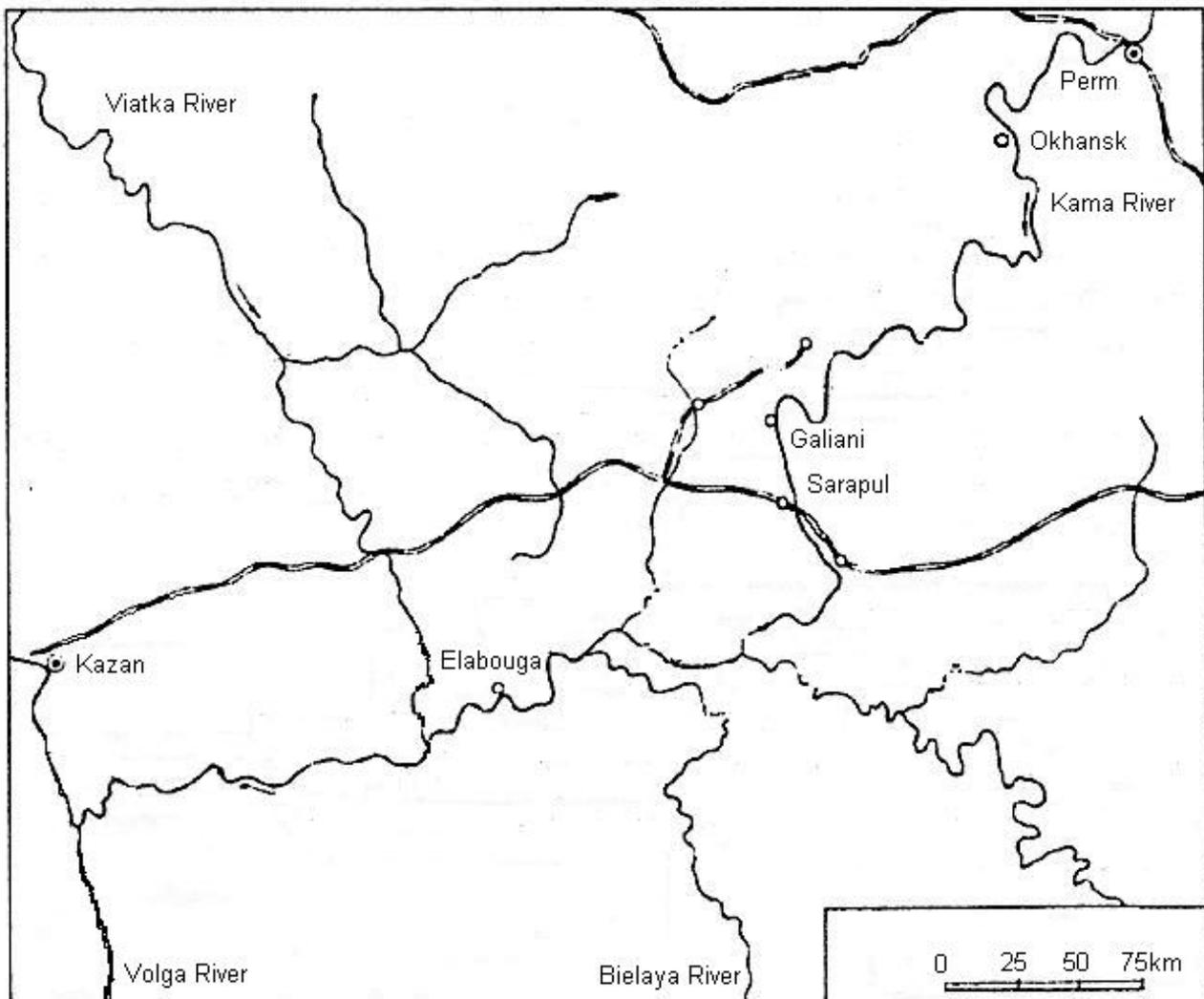
There was however a British naval unit, a Royal Marine gunnery detachment, which had fought with Ward's battalion on the Ussuri river and continued to fight with considerable distinction as a small unit integrated with the Russian forces. It provided artillery support for the Czech legion in their advance from Omsk to Ufa, well beyond the Ural mountains, and then formed a small naval mission to assist Kolchak in creating a Russian Naval flotilla to operate on the river Kama.

The mission was commanded by captain Wolfe-Murray (RMLI) and used guns that had previously been mounted on railway carriages (1x6", 4x12pdrs) and instead mounted them on requisitioned river craft. There was a large paddle driven river boat that was converted into a gunboat by the addition of the 12pdrs and a machine gun, and a huge tug drawn barge upon which was mounted the 6" gun. The detachment itself was made up of volunteers from the cruisers *Kent* and *Suffolk*, which were then anchored in Vladivostok harbour, and was commanded by Captain Jameson. The *Kent* and the *Suffolk*, as the detachment had dubbed it's new vessels, were to find their gunnery skills in some demand.

The Czech legion, in a surprise winter offensive under their commander General Gaida, took the town of Perm intact complete with it's bridge over the Kama river. The river Kama itself flows down from Perm in the Urals to join the Volga. It is two miles wide in places and navigable by large river craft. The open plains west of the Urals over which the whites were fighting are criss-crossed by several large rivers which were vital for communications away from the railways as the roads were boggy from the spring thaw. The flotilla got their first chance for action in the early spring of 1919. No sooner had the ice cleared from the river the makeshift force of river craft were deployed to Kotlovka near Perm.

The operational role for the flotilla was to give support to the white forces fighting near the banks of the river, cover any units which needed to cross from one bank to the other and to engage and destroy the red ships.

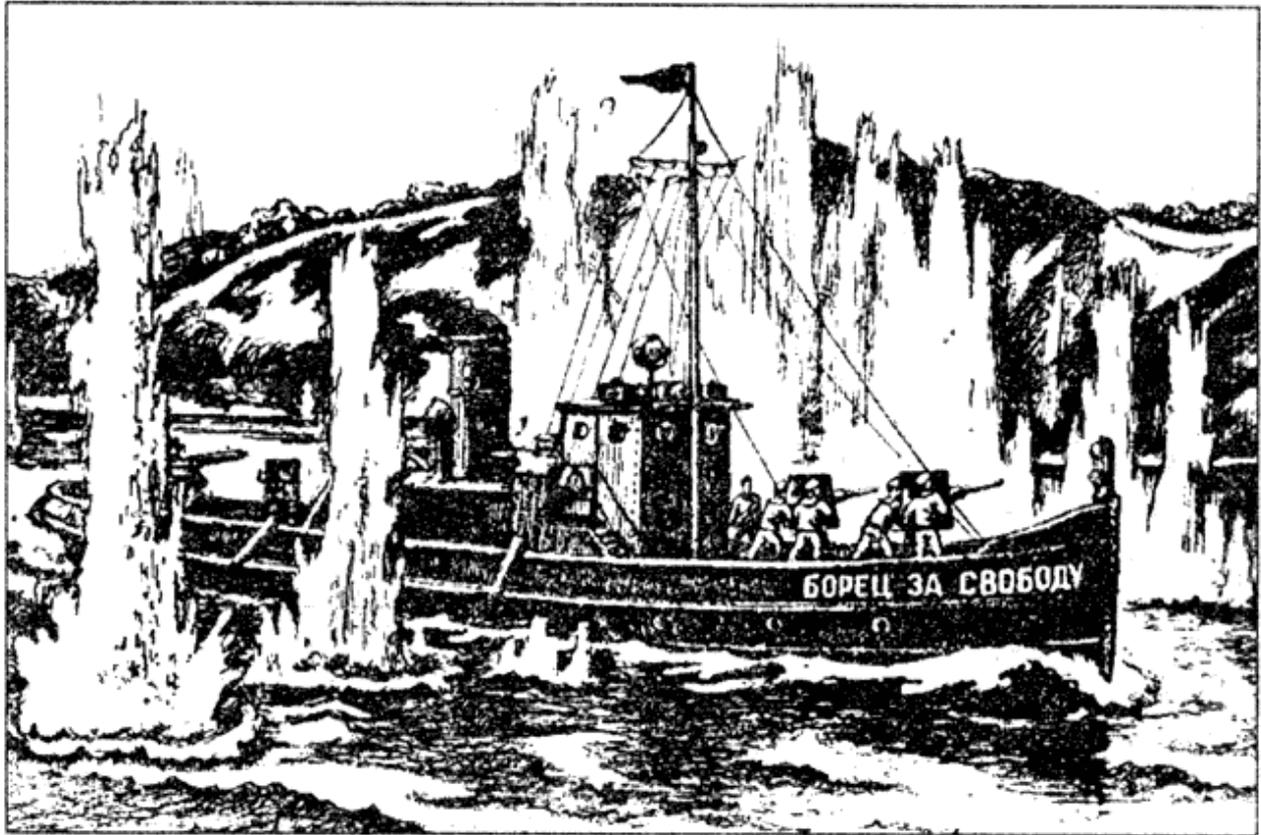
The Red forces in the area, under the command of PI Smirnov, comprised 5 divisions of gunboats, division messenger ships and auxiliary vessels. The main base of the Volga flotilla was Nizhny Novgorod further up the Volga beyond Kazan.



On the 14th May the Bolshevik flotilla made it's first appearance west of the confluence of the Kama and Viatka rivers and opened fire on the guard ship *Gregiasshi* (3rd Div) which returned the fire with her 3" guns, but she was easily out ranged and soon a shell penetrated her boiler room which put her out of action. Six boats of the flotilla proceeded downstream from Kotlovka and engaged the Bolshevik flotilla but with little effect since the red guns outranged those of the flotilla and the high ground commanding the junction of the Viatka and Kama was strongly fortified and occupied by enemy artillery which prevented them drawing closer. Orders were given for the flotilla to withdraw. *Suffolk* now arrived to cover the withdrawal. She opened fire with her 6" gun on an enemy battery concealed by a church, putting it out of action, after which she engaged the Red boats causing them to retire back downstream.

Later that month on 23rd May the flotilla was ordered to Elabouga where intelligence reports indicated that a Red flotilla of 11 gunboats were likely to come upstream at about noon to give support to their army units advancing along the north bank of the Kama. The Red boats were sighted approaching at 1pm, and the white flotilla, six Russian crewed gunboats including the flagship *Gordi* plus *Kent* and *Suffolk*, weighed anchor and proceeded down stream at full speed to meet them. *Kent* opened fire at *Terek*, the leading Red gunboat, at a range of 8,100 yards. She soon found the range and *Terek* was set ablaze and turned out of line to beach herself. *Kent's* fire was then directed at the second red gunboat in line, the flagship *Roosal*, first by *Kent's* aft gun which was the only one that could bear by firing over the intervening land on the inside of the river bend, and then by the two foremost guns as *Kent* rounded the bend. Repeated hits at the range of 4,700 yards also set the gunboat ablaze and forced *Roosal* too to beach herself in a sinking condition. These early reverses seemed to remove the Red flotilla's resolve and they headed back downstream at full speed. The whites followed but were outpaced and managed only to catch and sink one small Red gunboat which could not keep pace with the other Red gunboats. They had to

break off the pursuit when they rounded a bend and the lead boats came under heavy fire, *Gordi* being badly damaged with both foremost guns out of action and her bridge wrecked. *Kent* laid a smoke screen to cover *Gordi's* retreat but the Reds didn't follow.



Contemporary image of Bolo gunboat Libertarian in action

Admiral Smirnoff hoisted his flag in *Kent* on 29th May, the first and only instance of a Russian admiral flying his flag at the top-mast of a British man-of-war.

At about this time there were reports that, at the junction between the Bielaya and Kama rivers, Bolo ground forces were attempting to capture or destroy some barges, one of which was loaded with a large amount of fuel oil. The only available boat from the 3rd Division was *Grosni*, which proceeded up stream and reached the barges at around 7pm. She passed a wire around the barge's anchor which was used to raise it and allowed the barge to be towed away, albeit under heavy small arms fire which caused a number of casualties including her gunnery officer who was killed.

It was decided that the flotilla should retire to a position north of the Bielaya river. They reached the mouth of the river after dark, but it was in enemy hands and in the light of four large barges which were burning fiercely, the flotilla was spotted and came under fire from both the bank and a fifth barge. *Kent* covered the passing of the rest of the flotilla with her 12 pounder guns and machine guns. Bolo fire was too high to be effective and only the funnels and masts of the flotilla's boats suffered any damage. Further upstream still the town of Sarapul was also in the process of being overrun by the Bolos. There was a bridge that spanned the river at Sarapul and it was known that only one span of that bridge was still navigable to river traffic, so *Kent* and *Grosni*, the two fastest boats in the flotilla were dispatched to hold the bridge open for the rest of the flotilla. All was quiet until the main flotilla approached at 17:35 complete with tugs towing barges, and the Bolo artillery opened up on them. *Grosni* and *Kent* covered the passage of the flotilla for the next hour often firing at point blank range to engage Bolo artillery emplaced between, and sometimes inside, the houses on either bank as they swept through Sarapul. Under the heavy fire from both banks surprisingly only the white Russian gunboat *Startni*, immediately astern of *Kent*, was sunk.

A base was established at Galova and the flotilla employed between Galiani and Gallova supplying artillery support to the white army. Galiani changed hands several times but was finally lost on 7th

June. The morale of Kolchack's forces was clearly on the verge of breaking by this time but although the British army units, training the Anglo Russian brigade, were withdrawn to England, no such instructions were received from the Admiralty. The Bolo flotilla were quiet during this period though as the river levels were now down to a depth too shallow for the deeper draught gunboats and base ships, and they'd been withdrawn to their bases. The flotilla continued to move back upstream passing Okhansk and eventually arriving back at Perm on 20th June. The decision was taken to break down the British guns and mount them on railway carriages in preparation for the detachments withdrawal which was achieved on 29th June. The guns and ammunition were transferred to the white Russians at Omsk and the detachment eventually arrived at Vladivostok on 18th August after an eventful and difficult journey.

Wargaming Options

Apart from re-creating the individual actions described above, operations on the Kama lend themselves to being played as a mini campaign. To this end I've detailed stats below for each of the boats that fought in the campaign.

As with previous river based campaign scenarios the Kama river campaign should revolve around both the ebb and flow of the land campaign (which the river actions have some effect on but cannot significantly alter) and the ebb and flow of the river itself. The following time line is therefore recommended with a campaign turn equalling one week. Orders are issued per campaign turn but movement and combat are decided per day.

For the purposes of campaign movement in a single day all gunboats can move up to 50 miles downstream or 30 miles upstream and have a radius of action of 10 miles, so any enemy units within that distance up or down stream can be engaged at the commander's discretion.

Booms and pontoon bridges can be deployed across the river upstream of Galiani during July and August. Pontoon bridges prevent all movement, both friend and foe alike, whereas booms only prevent the movement of enemy boats, but they can be forced. Note that if the boom is defended then a game ensues to determine the outcome. Each player can deploy up to 2 booms and 1 pontoon per 1 week turn.

Each player begins the game with 5 permanent artillery positions and 10 machine gun positions. Artillery positions comprise 4 76mm field guns, MG positions 4 MGs. These are placed permanently on the map on a bank of the river under the player's control. If the position is overrun or events determine that the ground changes hands then the positions are removed. Additional positions are allocated as the events over the page dictate.

Date	Week	White Flotilla			Red Flotilla		
		Base	Objective	Event	Base	Objective	Event
Apr 1919	1	Kotlovka (nr Perm)	Clear Kama of red gunboats as far as Galiani	Roll 1D6, river re-freezes on a roll of 1 preventing all movement of white vessels.	Nizhny Novgorod	Control of Kama as far upstream as Okhansk.	
	2			+1 MG			
	3			+1 MG			
	4			+1 artillery			
May 1919	5		Clear Kama of red gunboats as far as junction with Viatka river.	+2 MG, +1 artillery	Kazan	Control north bank of the Kama 25 miles either side of Elabouga	
	6			At the junction between the Bielaya and Kama rivers, Bolo ground forces have captured a barge loaded with a large amount of fuel oil. It must be re-captured.			+2 MG +1 artillery
	7			+2 MG, +1 artillery			+1 MG
	8	Elabouga	Clear Kama of red gunboats as far as junction with Volga river and stop all traffic on the Volga.	+2 MG, +1 artillery		Prevent white flotilla from entering the Volga.	
June 1919	9		Extricate flotilla to Galova.	Collapse of Kolchak's ground forces. North bank of Kama in Bolo hands as far upstream as Sarapul.		Chase down and capture or sink as many white gunboats as possible.	Roll 1D6, on a 5 or 6 Sarapul falls to the Reds, so white flotilla has to fight it's way through. +4 MG, +2 artillery
	10	Galova (nr Galiani)			Elabouga	Control Kama up to Galova	+2 MG
	11						+1 artillery
	12						+2 MG
July 1919	13						+1 artillery
	14						+2 MG
	15						+1 artillery
	16						+2 MG
August 1919	17		Prevent Bolo gunboats from getting further upstream than Okhansk.	+2 MG, +1 artillery		Control Kama up to Okhansk	+1 artillery
	18						+2 MG
	19						+1 artillery
	20		Evacuate Kent and Suffolk to Perm to disembark RM gun crews and offload guns.			Control Kama up to Perm	+2 MG, +1 artillery

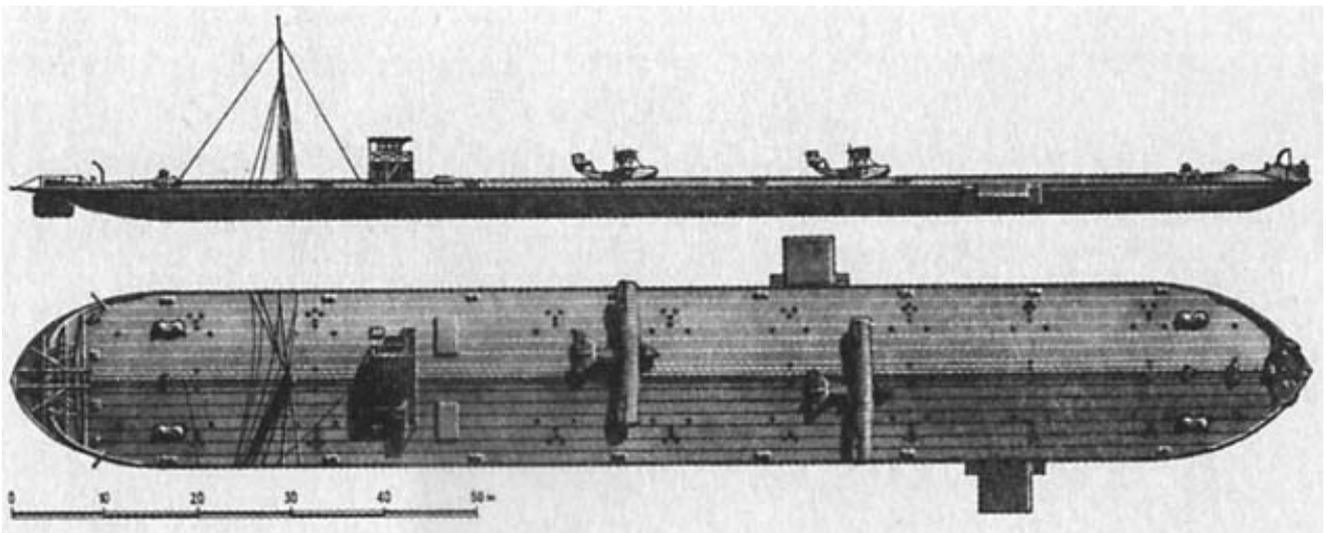
Opposing Forces

Bolshevik Flotilla

Type	Class	Hull Boxes	Speed (knots)	Torpedoes	Guns	Notes
1st Division						
<i>Periscope</i>	2M	5	12	none	1x47mm (FPS) 1x75mm (APS) 2xMG(FS) 2xMG(FP)	old torpedo boat (Dago), 1892, 101 tons
<i>Ilim</i>	2M	4	12	none	1x47mm (FPS) 1x75mm (APS) 2xMG(FS) 2xMG(FP)	old torpedo boat (Abo), 1886, 76 tons
<i>Swallow</i>	2M	7	15	none	1x47mm (FPS) 1x75mm (APS) 2xMG(FS) 2xMG(FP)	Pilot boat with steam unit, 140 tons
<i>Piercing</i>	2H	5	8½	none	1x47mm (FPS) 1x75mm (APS) 2xMG(FS) 2xMG(FP)	Paddle wheel tow boat,
<i>Stenka Razin</i>	2M	5	12	none	1x75mm (FPS) 1x75mm (APS) 2xMG(FS) 2xMG(FP)	Screw tow boat, 1897
<i>Libertarian</i>	2M	5	7	none	1x47mm (FPS) 1x47mm (PS) 1xMG(FS) 1xMG(FP) 1xMG(APS)	Screw tow boat, 1896
<i>Latvian</i>	2H	8	10	none	1x75mm (FPS) 1x75mm (APS) 1x37mm (APS) 1xMG(FPS) 1xMG(FS) 1xMG(FP)	river paddle tug 1903
<i>Elizabeth</i>	2M	5	7	none	1x47mm (FP) 1x47mm (FS) 1x75mm (APS) 2xMG(FS) 2xMG(FP)	Armed tug 1890
<i>Skopin-Shuisky</i>	2M	5	7½	none	none	Staff steamer 1890
2nd Division						
<i>Vanya-Communist</i>	2M	9	12	none	1x102mm (FPS) 1x102mm (APS) 2xMG(FS) 2xMG(FP)	River paddle tug 1911
<i>Avangard Revolution</i>	2M	11	12	none	1x120mm (FPS) 1x120mm (APS) 3xMG(FS) 3xMG(FP)	River paddle tug 1911
<i>Volgar Volunteer</i>	2M	11	12	none	1x75mm (FPS) 1x120mm (APS) 3xMG(FS) 3xMG(FP)	
<i>Memory Volodarsky</i>	3L	20	11	none	1x105mm (FPS) 1x105mm (APS) 3xMG(FS) 3xMG(FP)	Wheeled steamer 1899, 387 tons
<i>Karl Marx</i>	2L	14	12	none	1x76mm (FPS) 2x102mm (PS) 1x76mm (APS) 2xMG(FS) 2xMG(FP)	River paddle tug 1897
<i>Captain Mamatov</i>	2H	5	7½	none	none	Headquarters two-wheel steamer
3rd Division						
<i>Lieutenant Schmidt:</i>	2H	8	9	none	1x75mm (FPS) 1x75mm (APS) 3xMG(FS) 3xMG(FP)	wheeled steamer 1910, 156 tons

Type	Class	Hull Boxes	Speed (knots)	Torpedoes	Guns	Notes
<i>Comrade Markin</i>	2M	5	12	none	1x75mm (APS) 2xMG(FS) 2xMG(FP)	
<i>Trotsky</i>	2M	8	8	none	1x75mm (FPS) 1x75mm (APS) 3xMG(FS) 3xMG(FP)	1912
<i>Comrade</i>	2M	9	12	none	1x75mm (FPS) 1x75mm (PS) 1x75mm (APS) 3xMG(FS) 3xMG(FP)	1907
<i>Poor</i>	2H	8	10	none	1x75mm (FPS) 1x75mm (APS) 1x37mm (APS) 2xMG(FS) 2xMG(FP)	river paddle tug 1903
<i>Maxim Gorky</i>	2M	5	9	none	none	Staff steamer
4th Division						
<i>Kuban</i>	3L	18	10	none	1x102mm (FPS) 3xMG(FS) 3xMG(FP)	Diesel engine gunboat, 350 tons
<i>Terek</i>	3L	18	10	none	1x102mm (FPS) 3xMG(FS) 3xMG(FP)	Diesel engine gunboat, 350 tons
<i>Indigirka</i>	3L	18	10	none	1x75mm (FPS) 1x75mm (APS) 3xMG(FS) 3xMG(FP)	Diesel engine gunboat, 350 tons
<i>Roosal</i>	3L	19	8½	none	1x102mm (FPS) 1x102mm (APS) 3xMG(FS) 3xMG(FP)	Diesel engine wheeled towing vessel
<i>Katya</i>	2M	5	9	none	none	Staff steamer
5th Division (formed in the river Viatka)						
<i>Terrorist</i>	2M	8	10	none	1x76mm (FPS) 1x76mm (APS) 1xMG(FS) 1xMG(FP)	1896
<i>Victorious</i>	2M	8	9	none	1x76mm (FPS) 1x76mm (APS) 1xMG(FS) 1xMG(FP)	
<i>Comrade Golchin</i>	2M	5	7	none	1x37mm (FPS) 1x37mm (APS) 1xMG(FS) 1xMG(FP)	wheeled towboat 1903
<i>Burlak</i>	2M	5	7	none	1x37mm (FPS) 1x37mm (APS) 1xMG(FPS)	wheeled towboat 1899
<i>Favorite</i>	2M	5	7	none	1x37mm (FPS) 1x37mm (APS) 1xMG(FS) 1xMG(FP)	wheeled towboat 1885
<i>Memory Roosal</i>	2M	5	7	none	1x37mm (FPS) 1x37mm (APS) 1xMG(FS) 1xMG(FP)	
<i>Shallow</i>	2M	5	7	none	1x37mm (FPS) 1x37mm (APS) 1xMG(FS) 1xMG(FP)	wheeled towboat 1892
<i>Gibraltar</i>	2M	5	7	none	1x37mm (FPS) 1x37mm (APS) 1xMG(FS) 1xMG(FP)	
<i>Messenger</i>	2M	5	8	none	1x76mm (FPS) 1x76mm (APS) 1xMG(FPS)	wheeled towboat 1891
<i>Moscow</i>	2M	5	11½	none	none	Staff steamer 1897
<i>Irtysk</i>	2M	5	9	none	none	Staff wheel steamer 1903
<i>Motor dispatch boats № 301-306</i>	1H	2	11½	none	1x47mm (FPS) 1xMG(FS) 1xMG(FP)	15 tons

Type	Class	Hull Boxes	Speed (knots)	Torpedoes	Guns	Notes
Motor gun boats № 307-308	1H	2	12½	none	1x47mm (FPS) 1x47mm (APS) 1xMG(FS) 1xMG(FP)	24 tons
Motor gun boat № 309	1H	2	12½	none	1x76mm (FPS) 1x76mm (APS) 1xMG(FS) 1xMG(FP)	24 tons
Motor gun boat № 310	1H	2	12½	none	1x47mm (FPS) 1x75mm (APS) 1xMG(FS) 1xMG(FP)	24 tons
Not part of any division						
Urtskogo	2M	10	0	none	3x130mm (PS) 3xMG(FPS) 3xMG(APS)	floating battery towed by unarmed tugboat Самородок
Peasant Comrade patrol vessel	2M	10	10	none	1x47mm (FPS) 1x47mm (PS) 1x47mm (APS) 1xMG(FS) 1xMG(FP)	river tug 1914, 191 tons
Campaigner Commune patrol vessel	1M	4	9	none	1x47mm (FPS) 1xMG(FS) 1xMG(FP)	river tug 1914, 82 tons
Commune seaplane tender	3L	20	5	none	none	seaplanes M-9-3, F-20-2, fighter Neuport 28



Bolo Seaplane Tender Commune

White Flotilla

Type	Class	Hull Boxes	Speed (knots)	Torpedoes	Guns	Notes
1st Division						
<i>Gordi, Grosni, Brave, Strong, Stately, Stereguschy</i>	2M	9	12	none	1x75mm (FPS) 1x75mm (PS) 1x76mm (APS) 2xMG(FPS)	1902
<i>Slim</i>	2H	8	8	none	1x76mm (FPS) 1x76mm (APS) 2xMG(FPS) 2xMG(APS)	Wheeled towboat, 1898
<i>Terrible</i>	2H	9	8	none	1x120mm (FPS) 1x76mm (APS) 2xMG(FPS) 2xMG(APS)	Wheeled towboat, 1893
<i>Mikula Selyaninovich</i>	2L	15	5	none	2x152mm (PS)	Artillery barge.
2nd Division formed in Ufa, but not connected with the other two divisions and not involved in any action.						
<i>Eagle</i>	2M	15	10	none	1x120mm (FPS) 2x76mm (PS) 1x76mm (APS) 2xMG(FPS) 2xMG(APS)	
<i>Wolf</i>	2M	15	10	none	1x120mm (FPS) 1x120mm (APS) 2xMG(FPS) 2xMG(APS)	
<i>Dreadnought</i>	2M	6	10	none	1x76mm (FPS) 1x76mm (APS) 2xMG(FPS) 2xMG(APS)	
<i>Warrant officer Divnogorsk</i>	2M	6	10	none	1x76mm (FPS) 1x76mm (APS) 2xMG(FPS) 2xMG(APS)	
<i>Kama</i>	2M	6	10	none	1x76mm (FPS) 1x76mm (APS) 2xMG(FPS) 2xMG(APS)	
3rd Division						
<i>Proud</i>	2M	9	10	none	1x75mm (FPS) 1x75mm (PS) 1x76mm (APS) 2xMG(FPS) 1xMG(APS)	1883
<i>Threatened</i>	2M	9	12	none	1x75mm (FPS) 1x75mm (PS) 1x76mm (APS) 2xMG(FPS) 1xMG(APS)	1902
<i>Terrible</i>	2M	12	12	none	1x120mm (FPS) 1x120mm (PS) 1x120mm (APS) 2xMG(FPS) 1xMG(APS)	1902
<i>Kent</i>	2H	12	10	none	1x76mm (FPS) 2x76mm (PS) 1x76mm (APS) 2xMG(FPS) 1xMG(APS)	River paddle steamer 1891
<i>Suffolk</i>	2L	15	0	none	1x152mm (FPS)	Artillery barge towed by tug.
Not part of any division						
<i>Bars, Cougar, Panther, Tiger, Lynx, Jaguar armoured river gunboats</i>	1H	2	15	none	1x37mm (FPS) 1xMG(FPS) 1xMG(APS)	15 tons
<i>Livadiya, Kartsevniitsa minelayers</i>	2M	5	8	none	none	1908

Dvina Theatre Operations

Overview

Operations on the Dvina differed from those on the Kama in a number of respects. Firstly the river was pretty much the only reliable means of transportation and communication in the North of Russia where the absence of proper roads and vast sprawling coniferous forests and low lying swamps prevalent in the area made movement overland very difficult. Secondly the Dvina itself though quite wide, was very shallow and, especially during the hot northern summers, often impassable to all but the shallowest draft vessels.

This means that the action on and near the river is key to the campaign and therefore there is no overriding timetable of military events outside those of the seasonal variations in the weather and river levels. That said the campaign is not open ended as there is an element of outside political events beyond the Dvina theatre (war weariness of the British public and the collapse of white forces in other theatres) which means that the campaign must finish by the end of 1919.

Campaign Rules

As with the Kama flotilla operations a campaign turn represents one week and orders are issued per campaign turn but movement and combat are decided per day.

Ignoring General Poole's hasty and ill fated attacks in September 1918, the campaign starts at the beginning of May 1919 with the thawing of the ice in the Northern Dvina. The campaign runs to the end of September 1919, i.e. twenty 1 week turns whereupon the British must withdraw from Archangel.

The British and White Russians are based in Archangel, whilst the Bolshevik flotilla can be deployed anywhere upstream of Yemetsk but their base is at Kotlas.

The objective for the International forces is the capture of Kotlas. For the Bolsheviks it's the capture of Archangel.

For the purposes of campaign movement, during May/June in a single day all vessels can move up to 50 miles (70km) downstream or 30 miles (40 km) upstream and during August/Sept 40 miles (55km) up or down stream. Rail movement is up to 50 miles (70km). Units have a radius of action of 10 miles (15km) or 50 miles (70km) for aircraft. This means any enemy units within that distance up or down stream can be engaged at the commander's discretion.

Both sides can lay one mine field per week on a stretch of the river that they already control. Mine fields must be marked on the laying players map. When any vessel moves into a mine field they must check to see if they hit a mine as per the tabletop rules you are using. Only the leading vessel in a group needs to test so long as the group does not proceed into the mine field. It's therefore important to note down sailing order for groups of vessels moving together. Clearing a path through a mine field will take 1 day for a pair of specialist mine sweepers working in tandem or 3 days for any other combination of vessels.

The Dvina upstream of Bereznik, and all tributaries, are passable only by shallow draught vessels i.e. class 1 or 2. Additionally any class 3 draught vessel downstream of Bereznik must check for grounding. To do this roll 1 red d6 and 1 white D6 each day that they move in order to determine if they ground on a sand bar. Subtract the red dice from the white. If the result is positive then the vessel did not ground, a 0 means that the vessel grounded but backed off under it's own power, so can continue to move half it's maximum daily distance. -1 to -4 means the vessel get's stuck on a sand bar and has to be helped off, so the vessel doesn't move that turn. -5 means that the vessel is stuck fast and has to be abandoned.

Each player should have a copy of the map over the page upon which they note their deployments. Outside of winter, due to the boggy nature of the terrain, movement of ground forces is only possible via rail or river. Due to the availability of vessels and rolling stock only 1 battalion can be moved per day by river and 1 by rail.

Where there are encounters between ground forces that you don't wish to play out on the table top, I suggest using the following rather rough and ready approach.

Firstly any White Russian unit that is either attacked or given specific orders other than to hold their position must roll 1 red d6 and 1 white D6 to determine their loyalty. Subtract the red dice from the white. If the result is positive then the unit will do as ordered, if zero they will ignore any orders or retreat if being attacked, if between -1 and -4 they will mutinee, kill their officers and melt away into the forest but if -5 they will mutinee, kill their officers and change sides.

Slavo British Legion units must make a similar check but get to add +1 to the result.

Next roll a number of D6 per side as indicated in the list below,

American / Australian / British Infantry Battalion ¹	3D6
American / Australian / British MG Battalion	4D6
American / British / Canadian Artillery Battery	5D6
American / British / Canadian Artillery section (2-4 guns)	2D6
Slavo/British Legion, Finnish or German Infantry Battalion	2D6
French Colonial or White/Red Russian Rifle Battalion	1D6
White/Red Russian Artillery Battery	3D6
Humber	6D6
British Monitor/Gunboat or Russian armed barge	5D6
Russian Gunboat	4D6
Minesweeper, Armed Tug and other Auxiliary vessels	3D6
CMB / Motor Patrol Boat / Aircraft	2D6

Add the scores together and the highest result wins causing the losing side to retreat.

Finally each ground unit that took part in the battle then rolls 1D6, a 1 indicating that it took significant casualties and it's fighting capability is reduced by 1 i.e. 1 less D6.

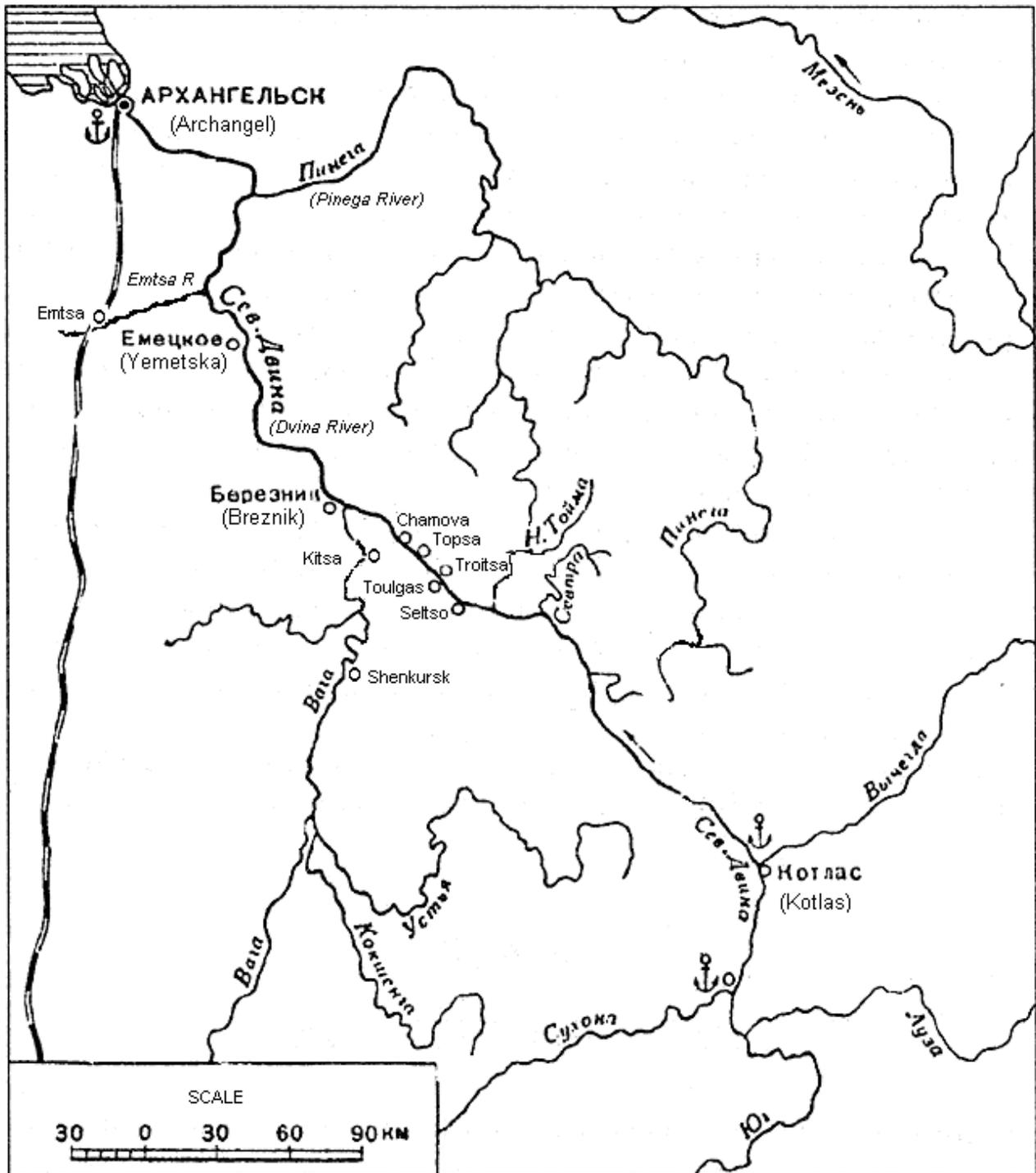
Campaign Events

During the campaign there were a number of events which occurred that impacted upon operations. These are listed below.

When	Event	Description
Beginning of June	Bolshevik reinforcements	Trotsky's 6 th Red Army (8 rifle battalions, 4 artillery batteries).
June	Gas	Parliament agrees to use poisoned Gas attack, give +2 to attack roll for one attack per week during June.
End June	Americans Depart	President Wilson recalls the 339 th
Beginning of July	North Russian Relief Force	Significant British reinforcements arrive ostensibly to create a buffer in order to facilitate the withdrawal of the existing British forces but in reality to mount one final attempt to break the Bolshevik defences (details below)
August to September	River level drops	Dvina upstream of Bereznik, and all tributaries, are passable only by shallow draught vessels i.e. less than 4'. Any class 2 draught vessels with 4' draught or above that are operating upstream of Bereznik must check for grounding. Dvina downstream of Bereznik is also lower meaning that both class 3 draught vessels and class 2 draught vessels with a draught of 5' or more must check for grounding.
Beginning of August	Bolshevik reinforcements	Two Finnish and one German infantry battalion.
Beginning of September	Humber Lightened	Humber is laid up for one week whilst her crew remove all her armour plate. Thereafter she is unarmoured but her draught is reduced to 4'.
End of September	International forces withdraw	All non Russian forces must be in Archangel.

¹ The Lewis guns that were integrated into all infantry battalions of the British and international forces gave them a significant advantage over the entirely rifle armed Russian infantry battalions.

Dvina Theatre Map



Opposing Forces

The river vessels available to each side are listed below, along with their stats for “Action Stations”:

Bolshevik Flotilla

Type	Class	Hull Boxes	Speed (knots)	Torpedoes	Guns	Notes
Armed steamers						
Peacock, Vinogradov armed paddle steamers	3M	21	14	none	1x75mm(FPS) 1x75mm(PS) 1x75mm(APS) 1x40mm(FPS) 1xMG(FP) 1xMG(FS)	410 tons Shallow draught – treat as class 2.
Bogatyr armed paddle steamer	3M	21	14	none	1x75mm(FPS) 1x75mm(PS) 1x75mm(APS) 1xMG(FP) 1xMG(FS)	410 tons Shallow draught – treat as class 2.
Kakston Armed paddle steamer	2M	5	14	none	1x75mm(FPS) 1x75mm(APS) 1xMG(FP) 1xMG(FS)	90 tons
Phoenix Armed paddle steamer	2M	6	14	none	1x75mm(FPS) 1x75mm(APS) 1xMG(FP) 1xMG(FS)	120 tons
Vaga Armed paddle steamer	1H	3	14	none	1x37mm(FPS) 1xMG(FP) 1xMG(FS)	60 tons
Armed Barges						
Armed Barge No 1	3L	20	-	none	1x4" (FPS) 1x4" (APS) 1xMG(FP) 1xMG(FS)	
Armed Barge No 2	3L	20	-	none	1x4" (FPS) 1x4" (APS) 1xMG(FP) 1xMG(FS)	
Auxiliary Vessels						
6 Escort/Dispatch Vessels	2M	10	14	none	1x75mm (FPS) 1xMG(APS)	
7 Armed Tugs	2M	7	12	none	1x60mm(APS) 1xMG(FP) 1xMG(FS)	
11 Motor patrol boats	1H	2	24	none	1x47mm(FPS) 1xMG (FPS) 1xMG (APS)	

Altham Flotilla

Type	Class	Hull Boxes	Speed (knots)	Torpedoes	Guns	Notes
Monitors						
<i>Humber</i>	3L	63	9½	none	2x6"(FPS) 1x6"(APS) 2x4.7" How(PS) 1x76mm(FP) 1x76mm(FS) 1x76mm(AP) 1x76mm(AS) 3xMG(P) 3xMG(S)	1260 tons. 5'7" draught so treat as class 2 vessel for grounding tests. Heavily Armoured. Twin 6" turret forward was heavily armoured, but all other guns are in open mounts with only a gun shield so are lightly armoured.
<i>M23, M25</i>	3M	27	11	none	1x7.5"(FPS) 1x76mm(APS) 1x12pdr(APS) 2x3pdr(PS)	540 tons. 6'7" draught
<i>M27</i>	3M	27	11	none	1x4"(FPS) 1x4"(FPS) 1x4"(APS) 1x76mm(APS)	540 tons. 6'7" draught
<i>M31, M33</i>	2M	18	9	none	1x6"(FPS) 1x6"(APS) 1x57mm(APS)	355 tons. 5'11" draught
Gunboats						
<i>Insect Class Gunboats Cicala, Moth, Cricket, Cockchafer, Glow-worm</i>	3L	32	14	none	1x6"(FPS) 1x6"(APS) 1x76mm(FPS) 1x76mm(APS) 3xMG(P) 3xMG(S)	4' draught so treat as class 2 vessel for grounding tests. 6" guns have open gun mounts with only a gun shield so are lightly armoured. 645 tons.
Minesweepers						
<i>Dance Class tunnel Minesweepers Step Dance, Fandango, Sword Dance, Morris Dance</i>	2M	15	9½	none	1x76mm(FPS) 1x57mm(APS)	3' draught so treat as class 1 vessel for grounding tests. 290 tons.
Coastal Motor Boats						
<i>55' Coastal Motor Boats – CMB 35, CMB 36, CMB 77, CMB 86</i>	1H	2	35	none	2xMG (FPS) 2xMG (APS)	11 tons. 3' draught. Carried no torpedoes but instead were lightly armoured.
Base/Command Vessels						
<i>Borodino Armed paddle steamer</i>	1H	3	14	none	1x37mm(FPS) 1xMG(FP) 1xMG(FS)	60 tons
<i>Base Ship - Hyderabad</i>	3L	30	11	none	1x76mm(FPS) 1x57mm(APS) 2xMG(P) 2xMG(S)	600 tons
<i>2x Seaplane Barges</i>	3L	20	-	none	none	

Ground and air forces available to each side are as follows:

Bolshevik Forces

General Aleksandr A. Samoilo

Seventh and Eighth Red Armies; the "Army of the North West". 16,000 soldiers (estimated i.e. approximately 16 battalions of infantry plus 8 batteries of artillery)

International Forces

Under overall command of Brigadier General Edmund Ironside

United States Army (departs end of June)

339th Infantry Regiment (3 Battalions totalling 4500 soldiers)

British & Commonwealth troops

2/10th Battalion Royal Scots

Kings Liverpool Battalion

13th Yorkshire Battalion

Canadian Field Artillery Battery

Naval detachment 2x60pdrs

Sadler-Jackson Brigade (arrives beginning of July)

➤ 45th Battalion Royal Fusiliers

➤ 46th Battalion Royal Fusiliers (Australians)

➤ 385th Field Company

➤ 55th Battery Royal Field Artillery (14x18pdrs, 4x4.5" Howitzers, 3.7" Mountain gun)

Grogan's Brigade (arrives beginning of July)

➤ 1st Ox & Bucks Light Infantry Battalion

➤ 2nd Hampshire Battalion

8th Machine Gun Battalion (arrives beginning of July)

French troops

21st Colonial Infantry battalion

Slavo British Legion (available from beginning of July)

Dyers Battalion

A Royal Air Force contingent comprising Airco DH.4 bombers, Fairey Campania and Sopwith Baby seaplanes along with a single Sopwith Camel fighter.

White Russian Forces

1st North Russian Rifle Brigade (3 Battalions + Field Artillery Battery of 2x155mm Howitzers)

2nd North Russian Rifle Brigade (3 Battalions + Field Artillery Battery)

3rd North Russian Rifle Brigade (3 Battalions + Field Artillery Battery)

4th North Russian Rifle Brigade (3 Battalions + Field Artillery Battery)

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Other information from Wikipedia or kindly provided by members of the Yahoo Russian Civil War discussion group and Dave Gregory of PT Dockyard (<http://ptdockyard.com>).