

# The Baltic General



Estonian War of Independence  
A Panzer General II Campaign  
1918 - 1920  
Uses the Baltic Efile  
V.5

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## Historical Overview

Welcome to the historical campaign, which depicts the struggle for Estonia's independence in the wake of the collapse of the Russian Empire.



The naval gun used by Armored Train #5 in 1919  
Source: <http://members.nbci.com/balticum/>

The Baltic region has been, prior to the Soviet revolution in Russia in 1917, subject to Imperial Russia. With the collapse of the empire and its losses to Germany in WWI, the Baltic provinces declared their independence, with German troops acting as protectors. Estonia gained *de facto* recognition of her independence by Britain, France, and Italy on 3 May, 1918. On 27 August, 1918 the Soviet government signed the treaty of Brest-Litovsk, relinquishing claim to the Baltic states, Finland, and western parts of Ukraine. On 4 October, 1918 Germany turned

loser in WWI, and her troops began to leave the Baltic states. The Red Army launched its attack on Estonia (mirrored by similar attacks on Latvia and Lithuania) on 11 November, 1918 and reached within 30 km of Tallinn by the end of the year. With the aid of the British Fleet, equipment and volunteers from Sweden, Germany, and Finland, the Estonian army was able to resist effectively and to liberate the country in weeks. By 16 January, 1919 all of Estonia had been liberated. At this point, Estonia began to help her neighbor Latvia by sending armored trains and—later—tanks. In addition, Yudenic's White (Imperial) Russian troops were supplied and allowed a base of operations in Narva. On 25 August, 1919 the combined forces of the Estonian and White Russian armies launched an offensive against Petrograd, and only fanatical resistance by Leon Trotsky's followers routed the attack.

The Soviet Union became very concerned with Estonia's military power and her aid to Yudenic and offered to negotiate peace, which was signed on 31 December, 1919. Estonia enjoyed a period of independence for roughly 20 years, until another takeover by the Soviet Union in 1940.

## Campaign Overview

Note: date format in battle briefings is in DD/MM/YYYY.

The PGII Campaign starts at the time of Soviet Union's attack and in the first portion follows two general paths: aggressive and defensive. Both paths begin after the battle of Tallinn. After the successful

liberation of Estonia, you get to choose to either command Estonia's Expeditionary Force into Russia or Estonia's assistance to allies in the South.



Soomuautode [armored car] "Rauna"

Source: <http://members.nbci.com/balticum/>

The former path leads the player through the liberation of Estonia and into invasion of Russia (Pskov, Petrograd). There is a fictional path, which includes a greater involvement in the Russian Civil War. The fictional path takes the player through the fields of Belorussia toward a series of soon-to-come battles in Kiev.

The latter path follows a TV or L in Tallinn, leads the player through a different liberation path in Estonia, and sends him on various Latvian, Polish, and Lithuanian missions of military aid. The enemies in this path vary from Soviet Union to Germany to Poland. This path includes a fictional 'solution' to the Vilnius dispute

between Poland and Lithuania, a fictional allied landing in Sevastopol in early 1920, and the combined action of Poland and your forces in the battles in Kiev.

This campaign features Armored Trains! The concept is very new, but seems to work well. More information is in the Baltic Efile documentation.

## Installation

Copy all files in the archive eesti\_cp.zip to your Panzer General II scenario folder. Important: every battle in this campaign uses a modified .map file for the map requirements listed. These .map files are included in the eesti\_cp.zip archive and should also be copied to the scenario folder with the rest of the campaign files. The .map files will not interfere with the original maps you download in any way. If you wish to remove these .map files, they are easily distinguished by the est\_ prefix.

## Release Notes:

### 06/09/2002 Version 3.0

I jumped over to this number, because it has been a long time since the last update, and the Baltic Efile has gone through some changes. I have redesigned Tallinn, Pskov, both Riga battles, Vistula, Vilnius, and the choice scenarios. Riga scenarios now use the excellent Riga map, so please download it. The choice scenarios use the new Europe map. I have also gone through every scenario to check for compatibility issues and weird units. Please use the equipment file version 3 with this campaign!

### 11/06/2002 Version 2.0

Added scenarios: North Kiev Express, On to Kiev, Crossing the Dnepr, Budyenny's Charge, Kiev Siege, and Kiev Pincer. Revised scenarios: Petrograd Raid, Cesis, and other minor modifications to nearly all battles. I am very happy with the way this campaign has turned out. Although prestige is limited, the player can actually choose what kind of a core to build: whether it would have a lot of armored trains, airforce, infantry... I also added a recon unit to the core in the first scenario, so keep it alive! It will be very useful upgraded and not counting against the prestige cap. I have also updated my website with a better presentation of the information for this campaign.

### 24/01/2002 Version 1.9

Added scenarios: Odessa Siege, Vinnytsya Attack, and Vinnytsya Defense. Revised the scenario "Siege of Petrograd" and renamed it to "Operation White Sword." The Vinnytsya battles begin the series of Kiev battles. Each battle is a small mission with a few specific objectives and limited deployment. The player gets to choose the campaign path nearly between every such battle as he attempts to set up a good position to strike Kiev and to hold it in the face of the 1<sup>st</sup> Cavalry Army's attack in May of 1920 (coming soon!).



Artist's representation of aerial dogfights in the Russian Civil War.

### 13/12/2001 Version 1.8

Added four scenarios: Mogilev, Vinnytsya Ambush, Perekop, and Odessa Landing. Odessa Landing is the first part of the battle for the city; second will come in the next release. These battles introduce the Romanian forces into the campaign. Mogilev features the biggest Armored Train battle so far in the campaign. I also renamed a whole lot of units in the previous scenarios. As I acquire more information about the period, I try to change as many such details as I can... I am already noticing quite a few historical inconsistencies in those portions of the campaign, which I had meant to keep true to history.

### 27/07/2001 Version Alpha

This version contains five battles total, but the longest path is four battles. The first three battles (Peipus Raids→Narva Retreat→Tallinn Defense) are common to both paths, but the split occurs after Tallinn, when a BV, V take the player to Rakvere Pursuit, and a TV, L take the player to Saaremaa Putsch.

## Notes on Some Unit Names

Please see the Efile documentation for a list of individual unit names in the efile.

Naming military formations in the campaign has been quite a challenge—right along with the acquisition of historical battle descriptions and OOBs. I have had to use my imagination for quite a few of them. Here are some conventions I have used:

### *Latvia*

Red Hunters—this was a Latvian Nationalist unit, which operated on the fronts against the Red Army. These units were known for bloody reprisals against Communists and suspected Communist sympathisers across the countryside. According to a future Nazi leader, the brutality on the Latvian fronts was integral in his own development.

### *Estonia*

Soomusrongide Diviis—this was the Estonian Armored Train and Armored Corps division. In January of 1919 the first Estonian armored train was set on rails, and by late 1919 British tanks and FT-17s were purchased into the division. Example: Soom/"Voiteja"; also Soom/G is a general convention for the guard units attached to a specific Soomusrongide formation.

Soomusautode Division—formed with the tanks and armored cars of Soomusrongide Diviis in late 1919 Svenska Estlanskaren, Nordic Sons—Scandinavian volunteers, who assisted in the defense of Tallinn and the assault on Petrograd, known as Operation White Sword

Kuperjanow Partisans—a unit of Estonian volunteers, who participated in the defense of their homeland.

### *Germany*

Baltische Landeswehr—German Freikorps (volunteer) force, which operated in Latvia under the leadership of General Von der Goltz and later Colonel P.M. Bermondt-Avalov. These units, like the Latvian Nationalist and Red Army units, were known for excessive use of force against the local populations. In all fairness, many among these were disenchanted Barons and landowners from the Russian Empire days or true idealists combatting a real threat of Communism that they perceived.

### *Poland*

General Pilsudsky's 4<sup>th</sup> and 6<sup>th</sup> Armies participated in the assault on Kiev in early 1920. Example: 6A/1/1 A general naming convention for the armored train formations is a number and a name (when applicable). Example: #2/"Smialy"; also, #2/G is a general convention for guard units assigned to a specific armored train (Pociag Pancerny) formation.

### *Russia*

It was very hard to collect exact information about the various scattered military formations fighting against the Communists. Here are those that are directly related to the campaign:

General Yudenich's North-Western Corps—these units operated on the NW front in the Narva-Pskov-Petrograd region. The references of Belo-gvardeitsy (White Guards), Belo-estontzy (White Estonians), and Belo-finny (White Finns) may also be references to various nations' units serving under Yudenich's banner. Example: NW/1/1

General Denikin's Volunteer Army—these units included regular units from the Russian Imperial Army, volunteers from the Ukrainian countryside, foreign volunteers, and cossack units from the Caucasus, Don, and Volga. Example: Denikin Vol/1/1

Admiral Wrangel's Army units (part of Denikin's Volunteer Army)—these units were formed from the sailors of the Black Sea Fleet and fought in Southern Ukraine, Perekop, and Sevastopol'. Example: Wrangel/1

## *Soviet Union*

The organization of the Red Army was a continuous process throughout the Civil War. In February of 1918 the army was a collection of mutineers, robbers, and criminals. Army discipline was extremely low. This was augmented by the fact that the initial message of Communism brought with it bans on military rank, military honors, and an army hierarchy. With the defeat of Dybenko's forces at Narva, discipline in the army became a primary concern. Although military rank was banned, new 'titles of identification' were instituted: Kombrig, Komdiv, Komcor, Komandarm. The titles are derivatives of a combination of the word "Commander" (Komandir) and the words "Brigade", "Division", "Corps", and "Army". This helped bring the hierarchy back into the army. In addition, Commissars, or political officers, were attached to every Red Army unit starting at the brigade level. These officers did not take orders from any Red Army leaders. Instead, they were contained in a completely separate hierarchy of the ChK, or Soviet Secret Police. This system ensured discipline among the soldiers in the army and loyalty in the officers.

I have tried to recreate this feel of an emerging system in the Red Army by placing Red Army units without well-structured names in the earlier battles. This changes, however, by late 1919 and early 1920, to the familiar convention of [Division number]/[Regiment number]/[Company]. Example: 15SR/3/1 Note: SR stands for "Soviet Russian." Also, I have used a letter "M" next to the brigade number to represent a Naval (Morskaya) brigade engaged in amphibious operations. In some cases, I have deviated from the notation when the level is regimental; in those cases I use [Regiment number]/[Division number]/[Army number]. This is a purely fictional unit in a fictional Saaremaa Putsch scenario. I have used the letters "GA" to represent Guard Armies (Gvardeiskaya Armia); this title was traditionally earned by a division or army in battle. The 1<sup>st</sup> Guard Division was stationed in the Moscow district and was later used for show in Kremlin parades and as the Kremlin Guard.

The Latvian Riflemen were an elite unit of fighters in the Red Army. There were other international units that fought in the ranks of the Red Army, but this one is central to my campaign. The Latvian Riflemen were a division of (as far as I know...) the 6<sup>th</sup> Soviet Russian Division and were used as Lenin's personal guards at first. They put down an uprising in Moscow in the early stages of the Civil War. After that, they were sent on a campaign deep into the heart of the Ukraine along the Dnepr River. The Latvian Riflemen were instrumental in the destruction of the Denikin's Perekop Defense and ended their Civil War campaign in far-away Crimea.

The ChK units in the campaign represent two functions: Rear-guard enforcement troops (Zagradotryad) to ensure the soldiers advance and sabotage missions. The ChK saboteurs were the precursors to the well-known spies we know in James Bond movies; also known as the SPETZNAZ. The ChK was responsible for ensuring discipline and obedience within the ranks of the Red Army, sabotage of enemy objectives, instigation of riots and uprisings, counter-espionage, and capture and interrogation of political enemies. Massive extermination of villages, executions, and torture were synonymous with these units' missions in the Civil War. These units were hard for me to name, because there is so little exact information about their activity (no wonder!). I have used two notations: ChK/[unit number] or [front]/[unit number], where [front] is a grouping of the Red Army forces. There were five fronts: North-Western (Petrograd, Estonia, Latvia, Lithuania), Northern (Murmansk, Archangelsk), Far Eastern (Siberia), Southern (Volga, Ukraine), and South-Western (Belorussia, Poland).

## Acknowledgements

A big thanks goes to Ironlung and Danny of FFWC for their invaluable input when playtesting the early stages of the campaign. A thank-you to Kahru3 for his help with some of the bugs and kinks in the campaign flow and units. I would also like to thank Ironlung and Mr. Happy (of FFWC) for their help in playtesting individual scenarios and for their input with the equipment file. To Pat for his advice on the Baltic Efile. Not the least of all, I would like to thank Eric Meng for swapping information and ideas with me regarding the Baltic equipment file.















And, of course, none of this would be possible without the PGII community as a whole and the individuals who fuel the progress with their custom tools—you know who you are!

## Campaign Path and Maps

Click on map in list to download.

Or download maps from Builder's Paradise.

### Legend

|   |                   |
|---|-------------------|
|    | Estonia*          |
|   | Latvia*           |
|  | Lithuania         |
|  | Finland           |
|  | Russia*           |
|  | Poland*           |
|  | Germany           |
|  | PzZug Corps       |
|  | Freikorps         |
|  | Ukraine           |
|  | Makhnovista       |
|  | Union of Cossacks |
|  | Romania           |
|  | Soviet Union      |
|  | Red Guard Army    |
|  | Soviet ChK        |

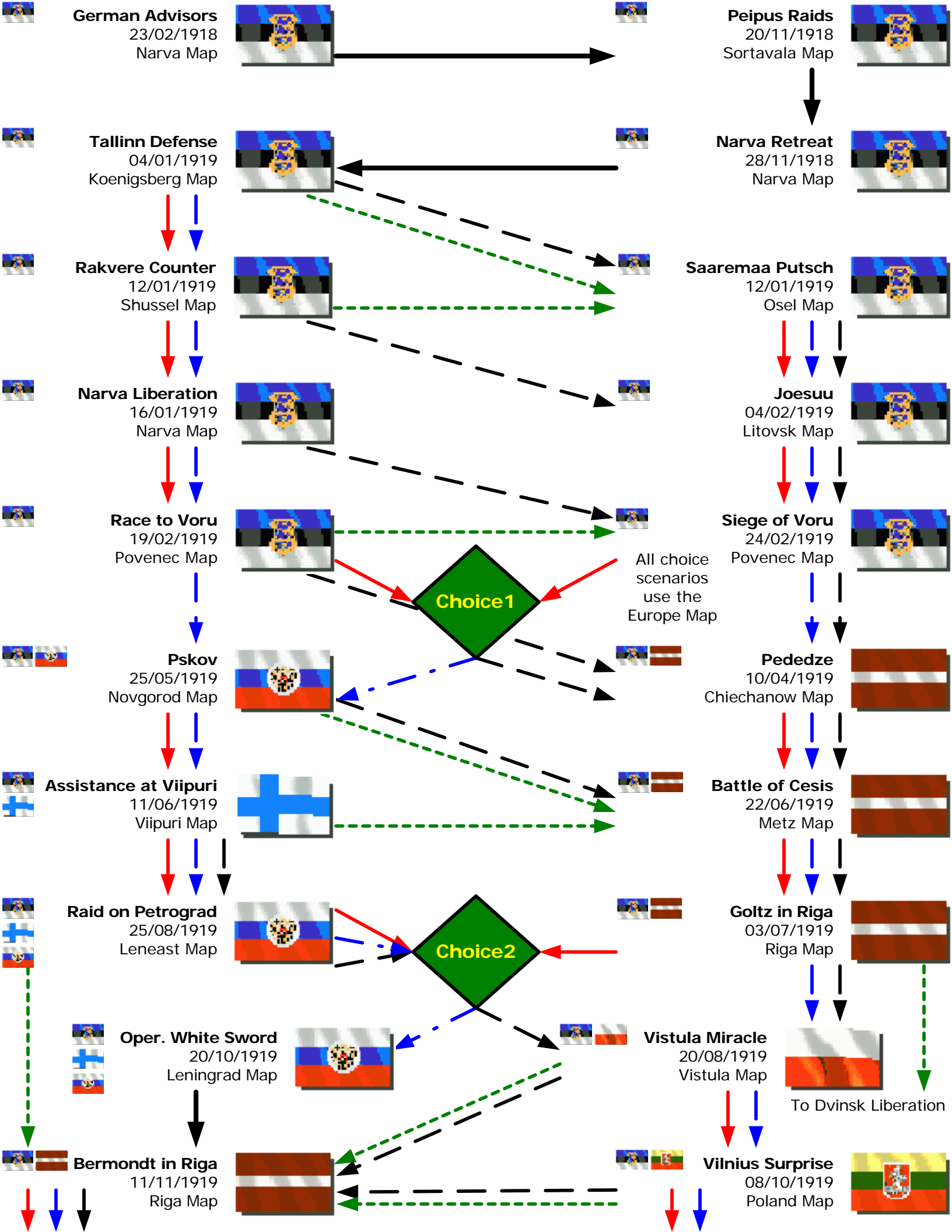
\* Note: In some cases, armored corps is available

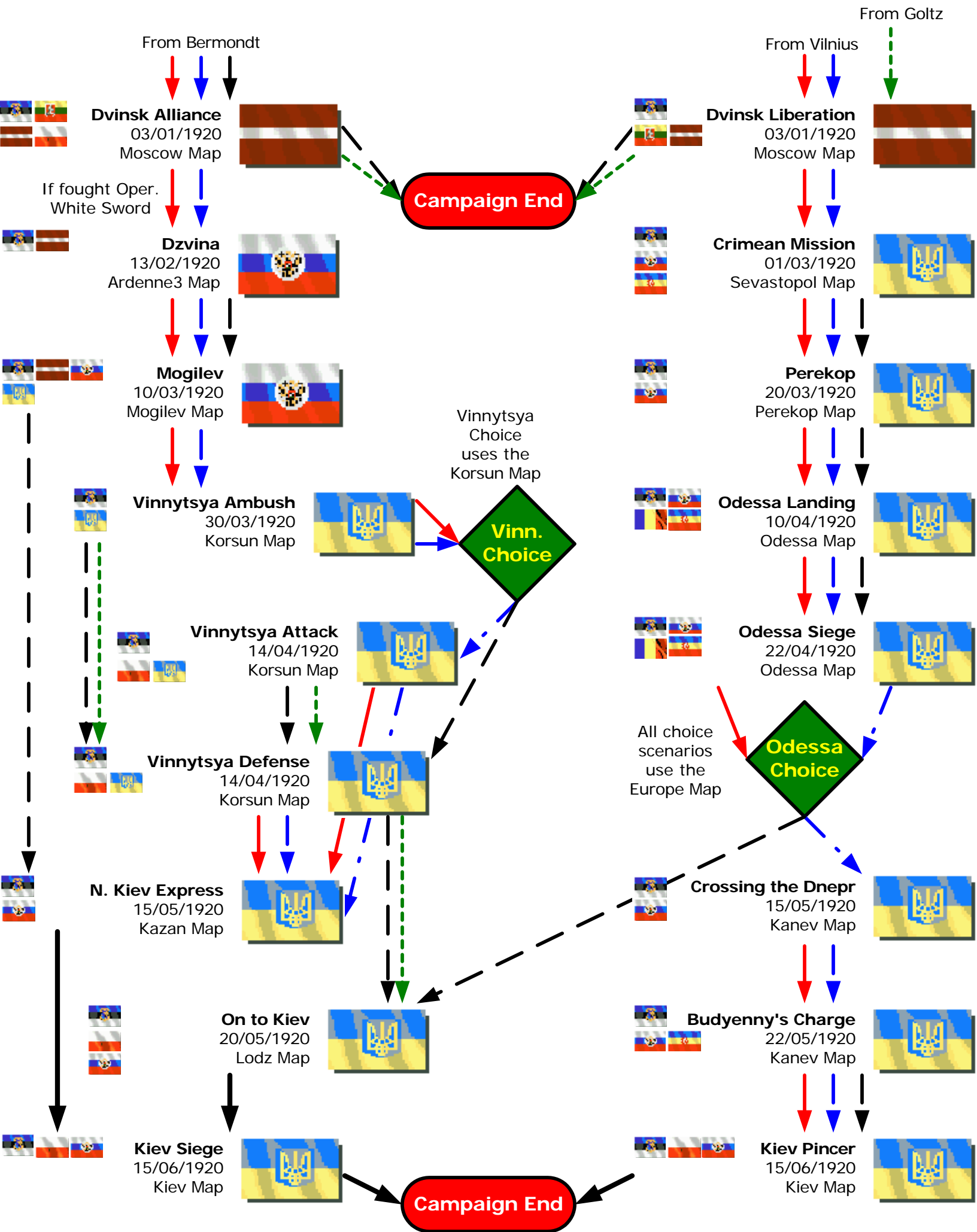
|   |                   |
|---|-------------------|
|  | All Results       |
|  | Brilliant Victory |
|  | Victory           |
|  | Tactical Victory  |
|  | Loss              |

### List of Maps

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| Korsun          | Russia        | 182        |
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## Campaign Map

