



VIRTUAL INTELLIGENCE DIRECTORATE
OMNIA VINCENT SAPIENTIA

Notian Navy

INTREP VID-OPAR-004

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

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INTRODUCTION

Aim:

This report intends to present information on Notian Navy structure and task organization while at sea.

Reference:

- INTREP VID B-003 Generic Navy Structure

Content:

[Organization](#)

[Surface Action Group](#)

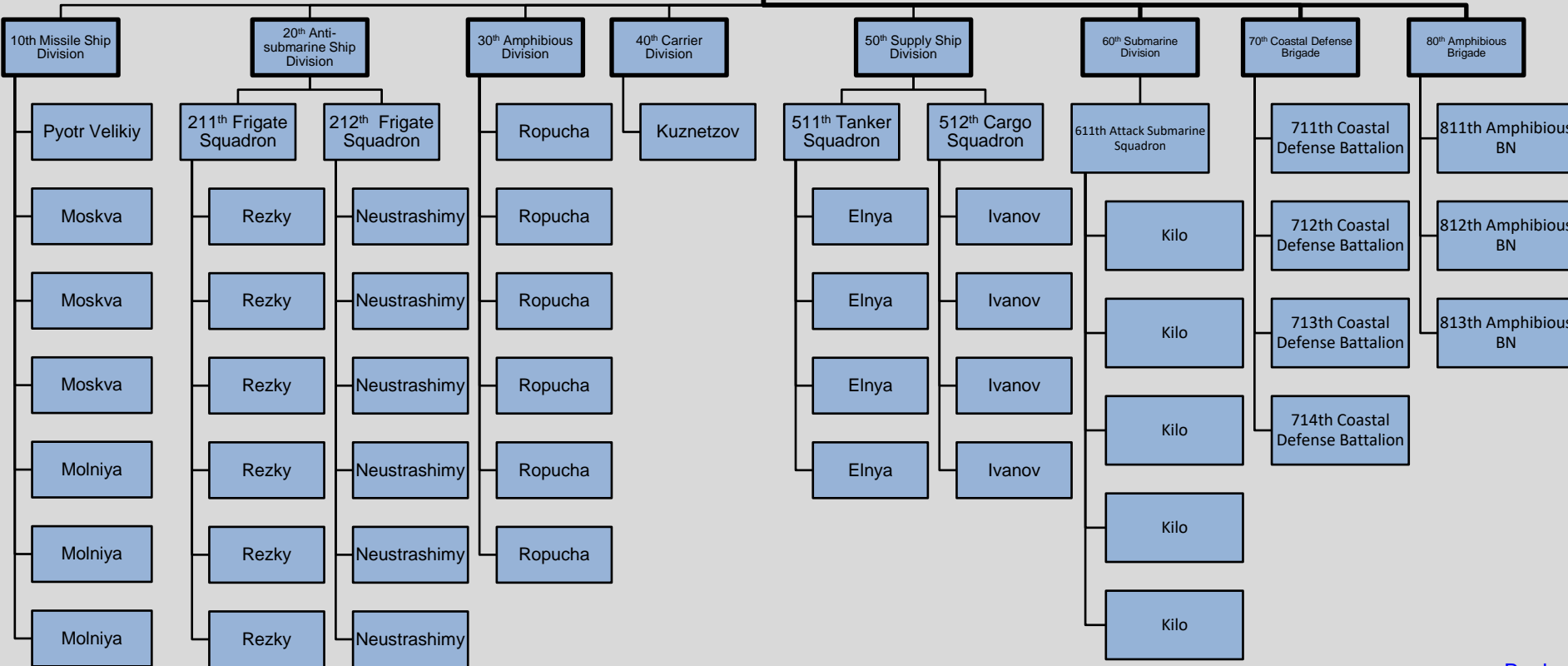
[Amphibious Task Group](#)

[Carrier Strike Group](#)

Organization



SRN Navy



[Back](#)



Marine Infantry/Amphibious Brigade

TOTAL:
 81x APC
 27x ARV BTR-RD
 18x Arty
 = 126 vehicles = 15 Ropucha LST transports to move the Airborne Brigade

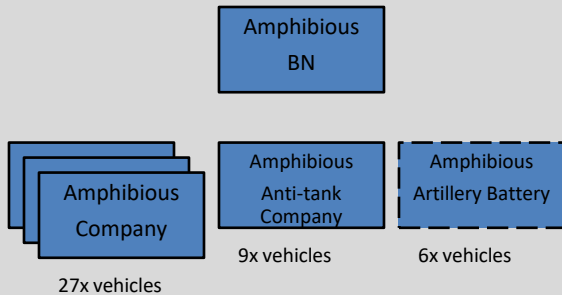
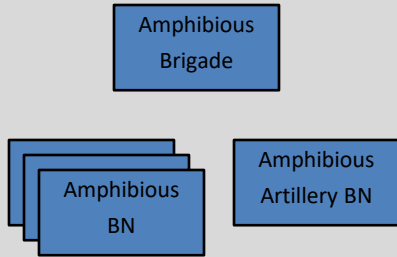
TOTAL:
 27x APC
 9x ARV BTR-RD
 6x Arty
 = 42 vehicles = 5 Ropucha LST transports to move one Airborne Battalion

Marine Infantry, The Amphibious Brigade, are used by the Notian Navy for two purposes:

1. To secure forward key objectives (in a similar way as Airborne brigade are used in the Army).
2. To provide force protection to Coastal Defense Battalions

The Amphibious Brigade are a light brigade, and for protection against air attack each company have 2x Manpads.

The Amphibious Brigade can organize itself into company amphibious task groups that consist of 9 APC MTLB, 3xAPC BTR-RD and 2x SPH Gvodzika. Combined with a Coastal Defense Battalion, this will fit onto 2x LST Ropuchas.



APC MTLB

APC BTR-RD

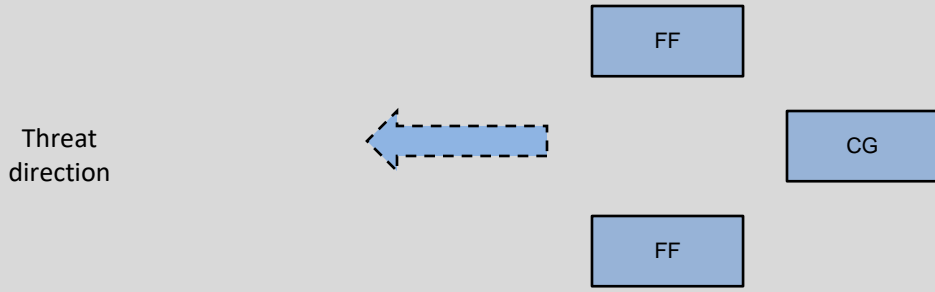
SPH 2S1 Gvodzika



One Ropucha LST can carry 10-12 vehicles depending on the vehicles size



Doctrine: Surface Action Group (SAG)



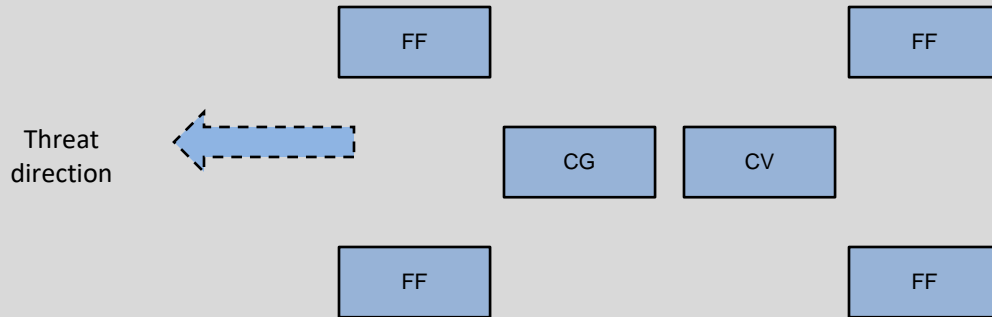
A doctrinal deployment of a basic SAG place a cruiser at the rear and two frigates upthreat to search for enemy submarines. The Cruisers role is to locate and neutralize enemy surface forces, and act as air defence for the SAG.

A Corvette (Molniya) can be placed upthreat to perform the duty as a picket and report on enemy movement

- Legend:**
- CV: Carrier (Kuznetsov)
 - CG: Cruiser (Pyotr Viliky or Mokva)
 - FF: Frigate (Neustrashimy or Rezky)
 - LST: Landing Ship Tank (Ropucha)



Doctrine: Carrier Strike Group (CSG)



A doctrinal deployment of the Carrier Strike Group is to have two frigates upthreat to sanitize the area for enemy submarines. In addition two frigates are covering the rear of the carrier to avoid an ambush. The cruiser are positioned upthreat to act in a air defence and anti surface role to protect the carrier.

Offensive operations are conducted by the carrier based aircraft.

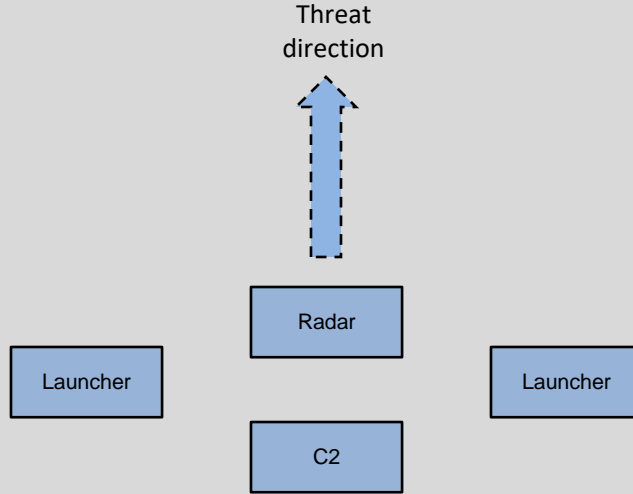
For increased protection, a SAG may be positioned 50nm closer to threat direction to keep the CSG safe.

Legend:

- CV: Carrier (Kuznetsov)
- CG: Cruiser (Pyotr Viliy or Mokva)
- FF: Frigate (Neustrashimy or Rezky)
- LST: Landing Ship Tank (Ropucha)



Coastal Defense Brigade



The Coastal Defense units are equipped with SS-N-2 Silkworm missiles that targets surface ships.

The Coastal Defense Brigade consist of 4 Coastal Defense Battalions, which again consist of 2 batteries per battalion.

Each Battalion consist of one search radar and two missile launchers. Each towed by a Kamaz 43101 Truck. In the battery there is a UAZ-469 Jeep and ZIL-131 truck for command and control.

The Coastal Defense units are used to keep enemy ships away from Notian territory.

AShM Silkworm SR



AShM SS-N-2 Silkworm



Truck KAMAZ 43101



LUV UAZ-469 Jeep

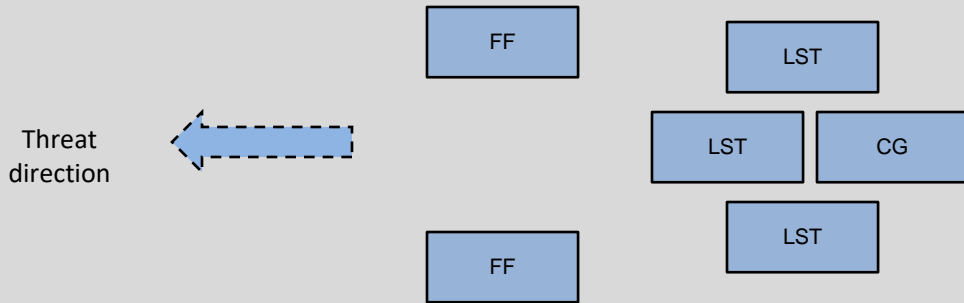


Truck ZIL-131 (C2)





Doctrine: Amphibious Task Group (ATG)



A doctrinal deployment of a amphibious task group is to have the frigates upthreat to sanitize the area for enemy submarines. The amphibious ships will be organized close to the cruiser for protection.

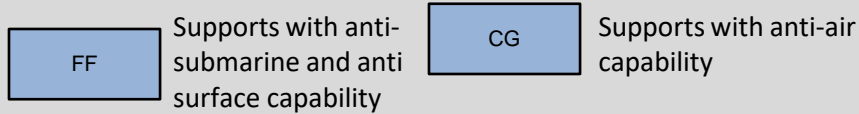
As the amphibious ships conduct their assault toward the shore, the Cruiser will provide air defence for the landing operation, and the frigates will operate in anti-submarine operations further out from the shore.

Legend:

- CV: Carrier (Kuznetsov)
- CG: Cruiser (Pyotr Vilyky or Mokva)
- FF: Frigate (Neustrashimy or Rezky)
- LST: Landing Ship Tank (Ropucha)



TTP: Amphibious assault



A Amphibious assault consist of 5 phases:

Phase 1: Intelligence collection

Normally done by airborne ISR platforms. This is done 72 hours before landing

Phase 2: Clearance of the area for enemy submarines.

Done by a combination og airborne ASW (Anti Submarine Warfare) aircraft, and ASW capable frigates. This is done 12-48 hours before landing

Phase 3: Isolation of beachhead

Done by either A-G flights from the airforce, or airborne landing from airborne forces from the Army. This is done within 12 hours of the landing.

Phase 4: Landing of forces

Ropucha LST put forces ashore. Supported by ships for FP from sea, and to support with naval gunfire toward land.

Phase 5: Resupply

Once forces are on shore, they need to be resupplied with fuel, food and ammuniton to be able to continue to operate

