



Attack at Parnu.

A 1946 Storm of Eagles© article
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Models

Introduction

The battle for the port of Parnu was bitterly contested. Compared by the odd surviving veteran to Kharkov and even Stalingrad. The battle was also notable for the rare deployment of Maus heavy tanks from Waffengruppe 505. Although limited in nature with regards to open warfare they proved ideal as mobile pillboxes to shore up the Neu Heer defences in the face of heavy Soviet infantry attacks.

Suggested Rules

This scenario is designed to be played at a 1 to 1 scale, any sets of skirmish rules that you are familiar with would be suitable. However this scenario was written for Arc of Fire and the figure ratings reflect this, see <http://fisherts.home.mindspring.com/aof/>. I've found it gives a quick moving game which can cater for forces from a section a side to a couple of platoons a side. Some players may not like the use of markers on the tabletop but for me they are preferable to extensive record keeping, allowing the player to check the status of his figure at a glance; something that is very useful for a bigger game such as this. To help you convert the Arc Of Fire stats given here to other systems the following notes should be useful. As a reflection of a figures training and field craft ability it is given a TAC (Tactical ability) rating from 4 (the Best) to 8 (the worst, morale is rated from Excellent through Good, Average, Poor and Shaky. A figure that possesses a leadership skill or quality is given an 'L', a figure may be an excellent leader 'XL' this effectively double his radius of influence (this is an optionally rule in Arc Of Fire, page 4).

Terrain

A 6' by 4' board would be ideal but if space doesn't permit this a 4' by 4' board would work just as well. In fact it would add a more claustrophobic feel to the board, replicating the confused nature of urban fighting better. Fill the board with a road network and plenty of ruined buildings, a warehouse or two would add to the feel of a port city.

Neu Heer Briefing

Date: 7/1/46

Location: Port city of Parnu.

Situation

The battle for the port is swinging back and forth. You have to hold the line against the expected Soviet counter attack.

Initial Deployment:

Up to $\frac{3}{4}$ of the way from your base edge.

Victory Conditions:

Control more buildings than the Soviet player by the end of the game.

Special Rules:

HQ officer acts as a spotter for a battery of 4 105mm guns (HE shells, Regimental level, 3 Fire missions.) All men have 1 fragmentation grenade and 1 smoke grenade. MG42 gunners do not need assistants. Up to half of the Panzerfausts may be swapped for Gasfausts. The Maus comes on as a re enforcement on turn 1+ D4. It has 6+D6 75mm shells and 4+ D6 128mm shells.

Neu-Heer Forces:

- 1- HQ element: Officer (5/Gd/L) Assault rifle, SNCO (5/Gd/L) Assault Rifle, RTO (5/Gd) Assault rifle and Radio, 1 man (5/Gd) Assault rifle and Panzerfaust, Medic (5/Gd/ self ordering) Pistol.
- 2- Rifle Squad: NCO (5/Gd/L) Assault Rifle, 2 Gunners (5/Gd) MG42, 2 men (5/Gd) Assault rifles, 2 men (5/Gd) Assault Rifle and Panzerfaust.
- 3- Rifle Squad: NCO (5/Gd/L) Assault Rifle, 2 Gunners (5/Gd) MG42, 2 men (5/Gd) Assault rifles, 2 men (5/Gd) Assault Rifle and Panzerfaust.
- 4- Rifle Squad: NCO (5/Gd/L) Assault Rifle, 2 Gunners (5/Gd) MG42, 2 men (5/Gd) Assault

rifles, 2 men (5/Gd) Assault Rifle and Panzerfaust.

5- Maus: TC: (5/Gd/L) and 4 crew (5/Gd)

Soviet Briefing

Date: 7/1/46

Location: Parnu.

Situation

The port city is under sustained assault by the Germans, it must not fall. Counter attack into your assigned sector.

Initial Deployment

Enter from your base edge on turn 1 as the cards are drawn. Except the sniper who may start 18" into the board.

Victory Conditions

Control more buildings than your Neu Heer opponent at the end of the game.

Special Rules

All men Carry 1 grenade each. The 2 SMG squads have 1 molotov cocktail per figure. The naval infantry squads have 1 Panzerfaust per squad. The AT gun has 6+D6 At shells and 2 + D4 HE shells. T34's have 6+D6 shells each of HE and AT.

Red Army Forces:

1- SMG Squad: NCO (7/Gd/L) SMG, 7 men (7/Gd) SMGs.

2- SMG Squad: NCO (7/Gd/L) SMG, 7 men (7/Gd) SMGs.

3- Naval infantry squad: NCO (7/Gd/L) SMG, Gunner (7/Gd) DP LMG, Assistant (7/Gd) Rifle, 5 men (7/Gd) Rifles.

4- Naval infantry squad: NCO (7/Gd/L) SMG, Gunner (7/Gd) DP LMG, Assistant (7/Gd) Rifle, 5 men (7/Gd) Rifles.

5- Naval infantry squad: NCO (7/Gd/L) SMG, Gunner (7/Gd) DP LMG, Assistant (7/Gd) Rifle, 5 men (7/Gd) Rifles.

6- Sniper (6/Ex/ self ordering) Scoped bolt action rifle.

7- Naval infantry MMG team: NCO (7/Gd/L) SMG, Gunner (7/Gd) Maxim MMG, Assistant (7/Gd) rifle.

8- 100mm AT Gun team: NCO (7/Gd/L) rifle, 5 gunners (7/Gd)

9- 2 T34/85s: each TC (7/Gd/L) and 4 crew (7/Gd)

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