

Hetzer's to the Front!

A 1946 Storm of Eagles©

article

By Pete Sizer

"My dear Helmut, if I were a younger man, full of life and eager for glory, full of, er, piss and vinegar, then I might well pull on a set of overalls and repair that Hetzer!

"But I'm not; my job is to send you out to recover the vehicle, even if you will be under fire!"

Neu-Heer Briefing

It's the 27th of January 1946 on the Estonian Front and you command a *Neu-Heer* Grenadier Sturm, (part of the 270th *FeldGruppen*) resting near a Neu-Panzerwaffe work shop just north of Hermannstadt.

The Red Army has just launched its winter offensive and is driving on Jakobstadt.

Your small unit is resting and awaiting re-enforcements from the 270th *Ersatz und Ausbildung Waffengruppe* after a short period of heavy fighting which has reduced your strength.

The workshop at Hermannstadt overlooks an important railway crossing. If the enemy is to take the railway station, he first needs to clear out the complex you are in. If this happens: radio for back up.

Initial Deployment

Up to 48" away from the west board edge.

Neu-Heer Victory Conditions

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

Special Rules

Game lasts 13 turns. All men carry 2 grenades, Zug leaders and officers carry 1 additional smoke grenade.

The medic although activated on the HQ zug's cards is free to move independently. The Luftfaust team has 6 shots.

When the enemy are first sighted re-enforcements are ordered, these consist on 3 Hetzers (6+D6 HE and AT rounds).

Each one arrives on a D4 turn. A battery of 3 120mm mortars is also on call (Company level, Radio link, 4 fire missions, 1 CS gas fire mission).

Neu-Heer Forces

1- HQ Zug: Officer (L/5/Gd) MP45, RTO (5/Gd) Pistol, Medic (independent/5/Gd) Pistol, Gunner (5/Gd) MG42, Assistant (5/Gd) MP45, 1 grenadier (5/Gd) MP45 and PzF

2- Zug: NCO (L/5/Gd) MP45, 2 Gunners (5/Gd) MG42, 2 Assistants (5/Gd) MP45, 2 Grenadiers (5/Gd) MP45, 1 Grenadier (5/Gd) MP45 and PzF

3- Zug: NCO (L/5/Gd) MP45, 2 Gunners (5/Gd) MG42, 2 Assistants (5/Gd) MP45, 2 Grenadiers (5/Gd) MP45, 1 Grenadier (5/Gd) MP45 and PzF

4- Luftfaust Team: NCO (L/5/Gd) MP45, Gunner (5/Gd) Luftfaust and pistol.

5- Hetzer: TC (L) and 3 crew all (5/Gd) HE:
OOOOOOOOOOOO AT:
OOOOOOOOOOOO

6- Hetzer: TC (L) and 3 crew all (5/Gd) HE:
OOOOOOOOOOOO AT:
OOOOOOOOOOOO

7- Hetzer: TC (L) and 3 crew all (5/Gd) HE:
OOOOOOOOOOOO AT:
OOOOOOOOOOOO

Soviet Briefing

It is the morning of the 27th of January 1946 on the southern Estonian front. The German enemy have been forced back to Hermannstadt and settled down to lick their wounds in an old workshop.

Despite worrying signs of a build up of new German troops in Latvia, the attack to take Parnu continues.

This workshop over looks a vital rail crossing that is needed to move supplies on they need to be pushed back.

Initial Deployment

Enter the eastern board edge on turn 1.

Victory Conditions

Control more buildings in the railway complex than the German Player at the end of the game.

Special Rules

Game lasts 13 turns. All sappers carry 2 fragmentation grenades and 1 AT grenade, the Flamethrower has 5 shots.

Each man in the SMG squads carries 1 Fragmentation grenade and 1 AT grenade 2 RPG1s are carried by each squad.

Each AFV carries 6+D6 rounds of HE and AT shells.

Red Army Forces

1- Sapper Squad; NCO (L/6/GD) SMG, 4 men (6/Gd) SMGs, Gunner (6/Gd) DP LMG, Assistant (6/Gd) SMG, Gunner (6/Gd) Flamethrower and Pistol OOOOO

2- SMG Squad: NCO (L/6/Gd) SMG, 5 men (6/Gd) SMGs, Gunner (6/Gd) DP LMG, Assistant (6/Gd) SMG

3- SMG Squad: NCO (L/6/Gd) SMG, 5 men (6/Gd) SMGs, Gunner (6/Gd) DP LMG, Assistant (6/Gd) SMG

4- Penal Squad: 2 NKVD NCOs (XL/5/Ex) SMGs, 14 men (8/Shk) Rifles

5- Penal Squad: 2 NKVD NCOs (XL/5/Ex) SMGs, 14 men (8/Shk) Rifles

6- Penal Squad: 2 NKVD NCOs (XL/5/Ex) SMGs, 14 men (8/Shk) Rifles

7- 2 SU85s:

TC1 (L) and 3 crew all (6/Gd) HE:

OOOOOOOOOOO AT:

OOOOOOOOOOO.

TC2 (L) and 3 crew all (6/Gd) HE:

OOOOOOOOOOO AT: OOOOOOOOOO

8- 2 IS2s:

TC1 (L) and 3 crew all (6/Gd) HE:

OOOOOOOOOOO AT:

OOOOOOOOOOO.

TC2 (L) and 3 crew all (6/Gd) HE:

OOOOOOOOOOO AT: OOOOOOOOOO

Hurriedly the Neu-Heer Grenadiers hustled toward the signal box laden down with the MG42v medium machine gun and tripod. Only their small group stood between the Red Army the crossing point and victory!

Suggested Rules

This scenario is designed to be played at a 1 to 1 scale using the TQD Castings 1/72 scale 1946 *Neu Heer* Infantry miniatures, any sets of skirmish rules that you are familiar with would be suitable. However this scenario was written specifically for *Arc of Fire* reflecting the figure ratings.

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 to Good, Average, Poor and finally 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).

Resources

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