

Vorwärts Pz- WerkstattKompanie!

A 1946 Storm of Eagles© article

by Pete Sizer for C-P Models

Edited by S. Pearson.

Obersturmführer Kletnoy could still hear the threatening “flupp, flupp” of the enemy artillery ahead of him, but time was of the essence if his panzer mechanics were to recover the Von Molke’s SturmKorps damaged Hetzer’s at point 301. “Listen Han’s, mount up and get over to point 301, we can’t wait for night fall, we need every Hetzer back in action if were to beat Ivan today!”

Introduction

After nearly 8 years of total war every armoured fighting vehicle in the Neu-PanzerWaffe whether a Tank or Self propelled gun is of vital importance to the front line troops. Battle damage that is sustained in combat and hasn’t totally destroyed the vehicle must be made good as quickly as possible in order to get the AFV back in the front line as quickly as possible.

Obviously the enemy isn’t just going to sit there and let you do it, gentlemanly truces died much earlier. This game set in the world of Storm of Eagles© world recreate such an action.

Suggested Rules

This 1/72 scale scenario is designed to be played at a 1 to 1 scale with any sets of skirmish rules that you are familiar with. We prefer either Arc of Fire, (and the figure ratings reflect this, see below for more information) or 1946 Storm of Eagles© Rules of engagement.

Terrain

A six-foot by four-foot table covered with low rises and mounds to give tanks the option of going hull down is recommended.

Plenty of low-lying scrub and a couple of Balka’s will give the infantry some protection from enemy fire, a couple of burnt out tanks on the table gives the feel that the area has just recently seen action.

Finally the addition of one or two burnt out farmers isba’s and some dirt tracks will complete the gaming area.

Neu-Heer Briefing

It is the spring of 1946 and the “Von Molke” Panzer-WerkstattKompanie is located in southern Estonia near the village of Tollere.

The Von Molke SturmKorp, (cc Major General Thoma) is engaged in an operation to stabilise the 16th Feld Armies front line after the Soviet winter offensive.

Neu-Heer Situation

After a few days hard fighting the losses amongst the ‘Von Molke’ Pz-Jg Brigade are high, as each tank and SPG is vital to the battle, every effort must be made to recover as many recoverable AFV’s as possible from the battlefield.

A ‘Von Molke’ Hetzer has been disabled near pint 301 by an AP hit in the engine, it needs to be towed back to the Korp workshop for repairs, the enemy is still active in the area so the recovery crew must be cautious!

Neu-Heer Initial Deployment

The damaged and fully functional Hetzer’s and their supporting infantry half-squad start anywhere on the board between 40” and 60” from the west board edge. The BergeHetzer and accompanying lorried infantry enter the western board edge on turn one.

Huber’s BergeHetzer sprang over the edge of the hill. In that same instant it appeared as though every Red Army Tank had concentrated its fire on him. It was truck frighteningly time and time again. By some miracle the recovery AFV continued down the reverse slope to safety. Down below the BergeHetzer driver screamed like an hysterical woman, Huber couldn’t ask what had happened. His head was ringing like a crazy church bell and the superstructure was loud with a strange echoing sound that wouldn’t stop. “What is it Unterzugofficer?” Pauli bellowed as yet another anti-tank rifle grenade struck the BergeHetzer.

Huber forced himself to concentrate on the worsening situation, despite the noise, the Hetzer engine was still running.

“It’s alright, the shell didn’t penetrate...driver.....get us out of here....fast!”

Neu-Heer Victory Conditions

Recover the damaged Hetzer off the board, if you lose the fully operational Hetzer while doing so the game is considered a draw.

Special Rules

The game takes place as darkness falls- at turn 6 and each subsequent turn roll a D10 and 8+ reduces visibility by 10% to a maximum of 50%.

All infantrymen, carry 2 grenades, all squad leaders carry an additional smoke grenade. The Disabled Hetzer has 3+ D average rounds each of HE and AH; the other Hetzer has D average rounds each of HE and AP.

When the BergeHetzer reaches the damaged Hetzer it takes 3 men 1 turn to attach the necessary cables, thereafter the damaged Hetzer can be towed at half speed.

Neu Heer Forces

1- Damaged Hetzer: TC (L/5/Gd) and 3 crew (5/Gd)

2- Hetzer: TC (L/5/Gd) and 3 crew (5/Gd)

3- Infantry half team: NCO (L/5/Gd) assault rifle, Gunner (5/Gd) MG42, Assistant (5/Gd) Assault rifle, 3 men (5/Gd) Assault rifles. Squad has 1 Panzerfaust.

4- BergHetzer; TC (L/5/Gd) and 3 crew (5/Gd)

5- Infantry Squad: NCO (L/5/Gd) Assault Rifle, 2 Gunners (5GD) MG42s, 2 assistants (5/Gd) Assault rifles, 5 men (5/Gd) Assault rifles. Squad has 2 Panzerfausts. Lorry with driver.

6-Infantry Squad: NCO (L/5/Gd) Assault Rifle, 2 Gunners (5GD) MG42s, 2 assistants (5/Gd) Assault rifles, 5 men (5/Gd) Assault rifles. Squad has 2 Panzerfausts. Lorry with driver.

“I don’t want excuses Marshal, I want results, I want you to organise the ‘istrebiteli’ units personally and attack the enemy beast in his lair”

Red Army briefing.

It is the spring of 1946, your Armoured Reconnaissance unit is fighting in the south of Estonia to liberate the workers of the Baltic.

Red Army Situation

After a day’s hard fighting the line is relatively quite, the hated German’s will want to try to consolidate their hard won positions, but the Army commander has personally ordered your recon unit to aggressively scout forward near point 301 to disrupt the enemy and pick up some ‘tongues’ to find out what the enemy may be up to?

Red Army Initial Deployment

The initial Soviet forces enter the battle on turn 1 from the eastern board edge. The variable reinforcements enter on turn 1+D4.

Red Army Victory Conditions

You must inflict as much damage to the German force as possible and get either 2 AFVs or 1 section of men to the western board edge.

Red Army special Rules

The game takes place as darkness falls- at turn 6 and each subsequent turn roll a D10 and 8+ reduces visibility by 10% to a maximum of 50%.

Each scout has 1 grenade each. The Flamethrower has 4 shots. If a T34/85 is rolled as a reinforcement it has 6+D4 rounds each of HE and AP

Red Army Forces

1- Troop of 3 BA64s each: NCO (L/7/Gd) and driver (7/Gd)

2- Scout HQ section:

Officer (L/6/Gd) SMG, 2 men (6/Gd) SMGs, Driver (6/Gd) SMG with amphibious jeep.

NCO (L/6/Gd) SMG, 1 man (6/Gd) SMG, Gunner (6/Gd) Flamethrower and pistol. Driver (6/Gd) SMG with amphibious jeep.

3- Scout sections:

Scout Squad: NCO (L/6/Gd) SMG, 6 men (6/Gd) SMGs, Driver (6/Gd) with M3 halftrack mounting HMG.

Scout Squad: NCO (L/6/Gd) SMG, 6 men (6/Gd) SMGs, Driver (6/Gd) with M3 halftrack mounting HMG.

4- Random Re enforcement:

Roll D6:

1-3- Infantry Platoon: 2 NCOs (L/7/Av) SMGs, 2 Gunners (7/Av) DPLMG, 2 Assistants (7/Av) Rifles, 10 men (7/Av) Rifles. Driver (7/Av) with truck.

4-5- T34/85: TC (L/7/Gd) and 4 crew (7/Gd)

6- 2 T34/85s each; TC (L/7/Gd) and 4 crew (7/Gd)

Figure Availability

C-P Models has a set of highly detailed panzer-mechanics suitable for any of the many commercially available BergeHetzers on the market, it can also supply the 1946 FeldGruppen to represent the infantry component of the game.

*“They’re off commander, they’ve had enough!”
Koronikov flung a glance at his periscope. The
much faster BA-64’s had hit the enemy hard.*

Via his radio he ordered:

*“commander Koronikov to all units, concentrate
on the tank with the knocked out turret” .*

More note on the rules Arc of Fire

Check out this web page for more information on this fast moving set of rules:

<http://fisherts.home.mindspring.com/aof/>.

These rules can cater for tabletop forces that range from a single section a side to a couple of platoons a side. Some players may not like the use of markers on the tabletop but personally they are preferable to extensive 'paper' record keeping, allowing the player to check the status of his figure at a glance; something that is very useful for a mid-sized game such as this.

To enable you convert Arc Of Fire statistics listed here to other rule 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).

END

**1946 Storm of Eagles©
COPYRIGHT2004**

**No part of this document may be re-
produced for profit or re-published
without the express written permission of
C-P Models.**