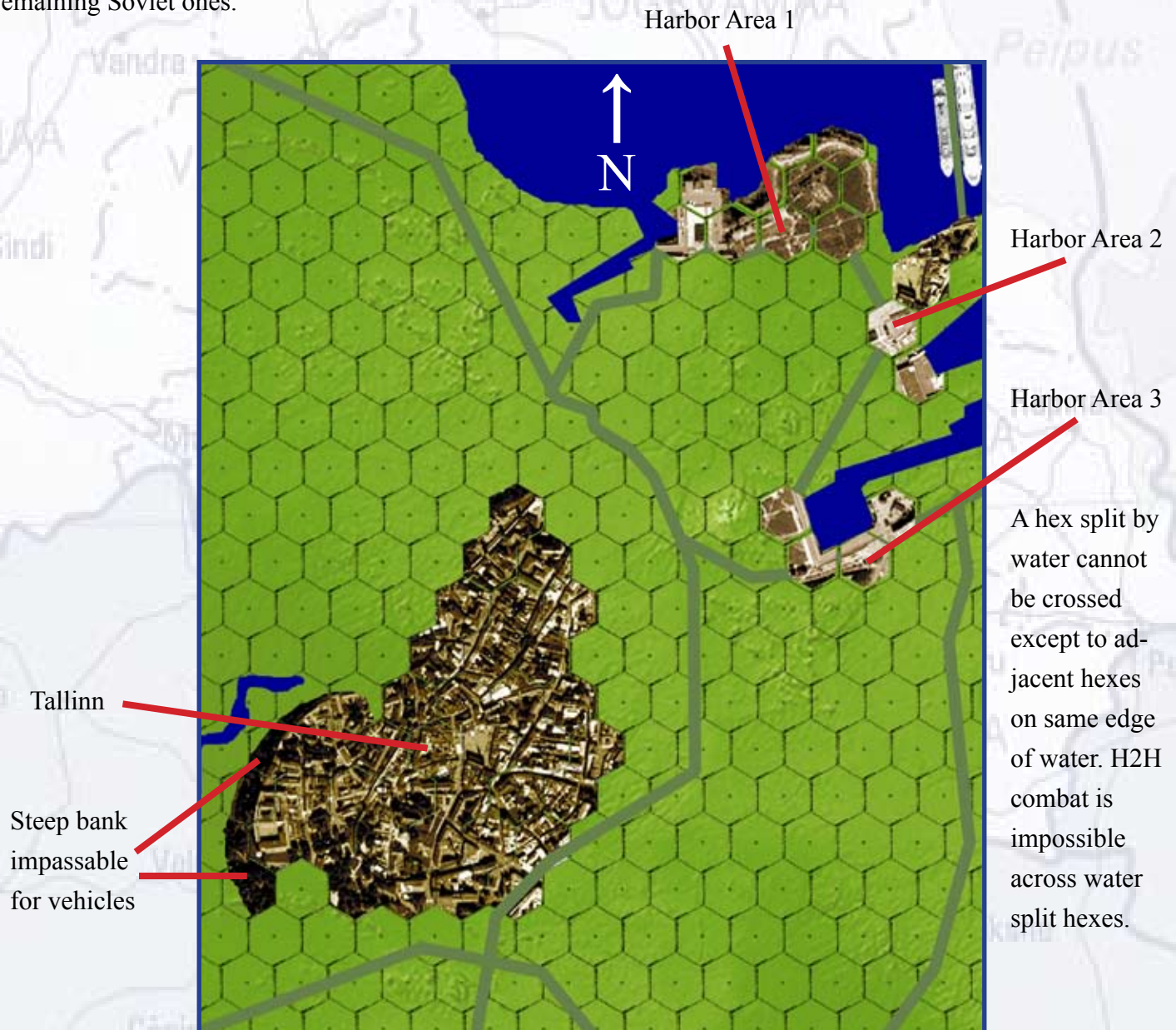


Retreat from Tallinn, 1941

In August 1941, Tallinn, the capitol city of Estonia, occupied by the Soviets, found itself cut off from the rest of the country as the result of a clever flank maneuver by the Germans. The Soviet forces there were forced to abandon the city via the neighboring harbor and left the defense of the city to admiral Tributs, commander of the Baltic Navy. Between August 20-25, the Germans so severely damaged the resistance that on August 28, III Battalion of the German 505 Regiment entered Tallinn under the command of Oberstleitnant Gottfried Weber. Particularly helpful to the Germans were the "Forest Brothers," the Estonian partisan units.

This scenario in no way attempts to do more than loosely represent that battle. The German elements entering Tallinn lack immediate command, thus receive no initiative bonus. The hundreds of anti-air guns and naval artillery are considered 99% neutralized. Essentially what is represented here are the lead German elements facing the remaining Soviet ones.



Soviet Forces

Armor



1 x



2 x



2 x



1 x

Tallinn Defenses



2 x



2 x



2 x



2 x



1 x



1 x

Harbor Defenses



2 x



1 x



3 x



1 x



4 x



1 x



4 x

Deployment:

Tallinn defense units must start in Tallinn.

Harbor defense units must start in any of the three harbor areas.

Armor must start within 5 hexes of the northern edge (not the coast).

Victory Conditions:

1) Control all harbor areas uncontested and contest Tallinn by turn 7 or 10

***No clear victory by turn 10 on either side is a draw. Points do not matter in this scenario.

German Forces



3 x



3 x



3 x



2 x



4 x



1 x



2 x



1 x



1 x



8 x



4 x



2 x



2 x



1 x



2 x

Deployment:

All vehicles must start within the first hex of the southern edge (extra vehicles start off the map). Infantry starts within first two southern hexes. Partisans follow normal partisan rules (north coast counts as map edge).

Victory Conditions:

1) Control Tallinn uncontested and contest one of the harbor areas by turn 7 or 10.

***No clear victory by turn 10 on either side is a draw. Points do not matter in this scenario.