

Tin Pan Hill

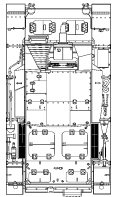
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SEVASTOPOL, RUSSIA, 20 June 1942: The fighting at Sevastopol represented one of the bitterest fortress- assaults of World War II. The fortifications, situated in the hilly terrain in front of Balaclava, were particularly dense and the consequent struggle to clear them was horrific. ‘Tin Pan Hill’, so named because of the metal strips placed in the approach trenches to warn of an enemy’s approach, was a bunker system on one strongly fortified hill. The defensive network there consisted of a maze of mortar pits, machine gun posts, and artillery emplacements. This was the strongpoint that Lieutenant Kranz, of the 28th Infantry Division, was ordered to capture with two assault sections. German soldiers from the 28th, led by Kranz, advanced into a depression between Tin Pan Hill and an adjacent hill from where a pincer attack was launched. After overcoming some of the defenders, and bypassing others, they succeeded in breaking into the bunker defensive system despite the difficult terrain and fortifications. Their attack would ultimately fail after Russian reserves, advancing toward Tin Pan Hill, launched a counter-attack that forced the Germans to pull back from their newly-captured ground. The furious fighting on Tin Pan Hill continued unabated. Future assaults were launched, as German artillery and heavy weapons pounded enemy lines anew.



Elements of the 28th Infantry Division & XXX Corps enter on turn one or later along the south and/or east edge:



StuG III C 10/6 75 D 3	Stuka 500 50 5	 7 5 8 12	 2 3 8 3	 1 1 8 4	 1 1 7 2	MG 42 8 14 M MG 2	MG 42 5 8 L MG 3	GrW 36 #211 50 D L MTR	FW 41 #1 30 1 L FT 2
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Elements of the Russian Coastal Army set up first on/north of hexrow D in any hex numbered ≤ 32 (see SSR #2 and #3):



 4	 3	Pobr 31 H GUN 122 B 2	 6 4 8 4	 5 4 7 4	 1 1 8 2	 1 1 7 2	Ds1938 8 14 M MG 2	M1910 A 5 11 M MG 2
DP 28 3 5 L MG 2	P41 #16 1 16 L ATR	M41 #2-18 50 D L MTR	 10	 2	Dummy 3	Reinforcements enter on turn three along the north and/or west edge:		
			 5 4 7 4	 1 1 8	 1 1 * 4	DP 28 3 5 L MG		

VICTORY CONDITIONS: The Germans win if they control ≥ 4 Level +50 hexes at game end. For each 122|B H|Gun the Germans capture/eliminate, deduct ONE from the number of Level +50 hexes they need to control.

SCENARIO SPECIAL RULES:

- Spotting Conditions are Average. Vehicle Dust is in effect. All Scrub and Rubble (hex H30) are treated as Brush. Emplacements MAY set up in Rock Strewn hexes. Any Russian unit NOT set up in a provided emplacement may automatically set up UNDER a Foxhole marker.
- The Germans receive off-board artillery support from a battery of 150mm Howitzers with High Ammunition Supply. The German player may record any east edge hex as the location an Off Map FO spots from during play. This FO may not be attacked in any way and never takes counter form. The three German crews provided are in addition to those automatically added to their OOB for M weapons.
- German Personnel may use EIGHT White Phosphorus Smoke Grenades. The Russians may use an unlimited number of Molotov Cocktails.
- Russian Personnel may use Tunnel Infiltration between Bunkers that are set up ≤ 4 hexes from one another.

5. Surrender is not allowed. Units that would Surrender remain Broken instead.

MAP CONFIGURATION: This scenario uses the customized color TIN PAN HILL map available via download at www.Criticalhit.com.

TURN RECORD TRACK

1	2	3	4	5	6	7
8						

MAP LAYOUT:

