














TIN PAN HILL

CH WEB FREEBIE














| | | | | | |
|-------------------------|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 |
| ⚔ GERMAN Moves First | | | | | |






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


| | | | | | | | | | | | |
|---|---|---|---|---|---|--|--|--|---|---|---|
|  E 8-3-8 |  E 5-4-8 |  E 4-6-8 |  9-2 |  8-1 |  7-0 |  FP: 5 Rng: 12 ROF: 2 |  FP: 3 Rng: 8 ROF: 1 |  FP: 30 Rng: 1 |  FP: 24 Rng: 1 PP: 1 |  8-1 |  StuG III B G33 MP: 13 MA: 75' ROF: 1 |
| 2 | 5 | 5 | 2 | 2 | 2 | 4 | 2 | 2 | 2 | 2 | 2 |

 [ELR: 4]
{SAN: 3}







Elements of the Russian Coastal Army set up on/north of hexrow D in any hex numbered ≤ 32 (see SR #2 and #3):

| | | | | | | | | | | | | |
|---|---|---|---|---|--|--|--|--|---|---|--|--|
|  E 4-5-8 |  1 4-4-7 |  2-2-8 |  9-0 |  8-1 |  FP: 6 Rng: 12 ROF: 3 |  FP: 4 Rng: 10 ROF: 2 B#: 11 |  FP: 1 Rng: 12 |  MA: 50' ROF: 3 Rng: 3-20 |  ? 7 morale |  Mine 42 Known AP (F.7) |  Mine 4 AT |  Mine 3 Dummy Mines (F.7B) |
| 3 | 4 | 2 | 3 | 3 | 2 | 2 | 6 | 6 | 6 | 4 | 3 | |

| | | | | |
|---|--|--|--|--|
|  Gobr 38 R22 MA: 152' M# 4 |  Wire |  Trench |  Pillbox 1+3+5 |  Pillbox 2+5+7 |
| 5 | 5 | 7 | 2 | 2 |

 [ELR: 3]
{SAN: 4}

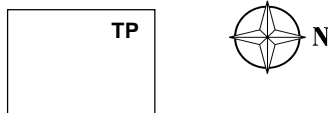
Enter on turn three along the north and/or west edge:

| | | | | | |
|---|---|---|---|---|--|
|  E 6-2-8 |  E 5-2-7 |  9-1 |  1-4-9 |  FP: 2 Rng: 6 ROF: 1 B#: 11 |  FP: 30 Rng: 1 |
| 2 | 3 | 2 | 2 | 2 | 2 |

VARIATIONS:

- ★ The Germans need to Control five Level 5 hexes to win.
- ⚔ Add a DC to the German OB and replace the 7-0 leader with a 9-1.

BOARD LAYOUT:



(This scenario uses the TIN PAN HILL download map available at www.Criticalhit.com in the ATS section)

OBJECTIVES: The Germans win if they Control four of the seven Level 5 hexes. If the Germans Control/Eliminate the Russian 152mm Gun, they then only need to Control three of the Level 5 hexes.

SCENARIO RULES:

1. EC are Dry with no wind at start. Steppe Terrain (F13.2) is in effect with Vehicle Dust (F11.74). All Scrub and Rubble (hex H30) are Brush. Gullies

are Wadis (F5). Crag is Concealment Terrain, and any Fortification is allowed to set up in Crag (ignore B17.5).

2. The Russian 152mm Gun suffers from Ammunition Shortage (A19.131). No Russian Gun or Fortification may use HIP and must be placed on map during set up [EXC: See SR #3 and AT Mines may be HIP].

3. Each Russian Pillbox has an inherent tunnel as per G1.632 and B8.6. The Russians may set up HIP two squad-equivalents (and all SMC/SW/Fortification set up with them, i.e., only these serve as an exception to SR #4). Eligible Russian MMCs may set up in foxholes.

4. All German 8-3-8s/3-3-8s are Assault Engineers (H1.22) and Sappers (H1.23). Russian MMC are MOL capable (A22.6).

5. The Germans receive one module of 150+mm OBA (HE & SMOKE) with one Pre-Registered hex (C1.73) and an Offboard Observer recorded at Level 7 along the east edge prior to set up. This battery has an OBA Access Draw Pile (C1.211) of two Black and one Red chit (i.e., 2B/1R, two Fire Missions maximum). Only one Fire Mission may use HE (i.e., the other must be Smoke). All German MMC may use WP SMOKE grenades as if they were American (A24.3).

6. The ATTACKER may declare Hand-to-Hand CC (J2.31). No Quarter (A20.3) is in effect for both sides. SW may enter play Dismantled (A9.8).

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.

