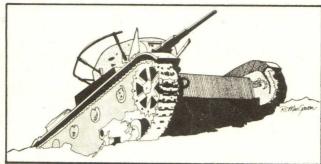
THE CAPTURE OF BALTA

Scenario 13



Rules Introduced: Sections 64-75 VICTORY CONDITIONS

30

57LL[®]

AT

82

Russian sets up first

12

45L -/2x2

2

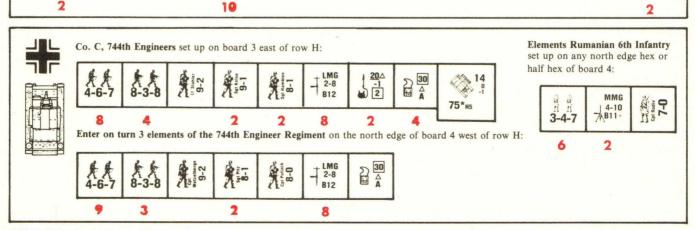
Russian moves first

By the end of turn 10, the Germans must make sure there are no Russian squads (broken or otherwise) in or adjacent to hexes 3Y1, 3Y2, 3Y3, 3Q1, 3Q2, and 3Q3. The Russian player wins by preventing the German victory

THE UKRAINE, August 3, 1941: The 11th Army, advancing on the right side of Army Group South, skirted the Rumanian border with the Black Sea port of Odessa as its primary objective. The small town of Balta, located 120 miles northwest of Odessa, had changed hands several times during recent fighting, but was currently held by the Russians in battalion strength. As the German 239th Infantry Division attacked to the east of the town, and the Rumanian 6th Infantry attacked to the west, the 744th Engineer Regiment, less one company, was ordered to take Balta, preparatory to building a 24 ton highway bridge across the Kodyma River just south of the town.

At the time, Company C, 744th Engineers under command of First Lt. Ehrhart, was temporarily attached to the 239th, repairing vehicular bridges east of Balta. Upon learning that his parent unit was encountering difficulty in

reaching Balta, Lt. Ehrhart, on his own initiative, decided to take the town with a surprise attack by Company C from the east. **Board Configuration** TURN RECORD CHART 6 **END** Balta Garrison-Each entrenchment counter must be placed on board 4 in any numbered whole hex ranging from 4 to 7 and must be occupied by one squad or crew counter. The roadblock is to be set up west of row L inclusive on board 3. All other infantry must set up on board 3, west of row L inclusive, and must be placed in buildings or the roadblock hex. No more than one squad or crew counter can occupy a single building, entrenchment, or roadblock counter. Leaders may set up stacked with a squad or crew. The tanks may start anywhere west of O1 inclusive 5-7 LMG HMG 11 Dubovich 2-6 B12 2-3-7 R10+ 5 Enter on turn 5 on any south edge hex of Mtr Entrench Roadblock ₹ 12 board 3 west of O1 inclusive: 9000



SPECIAL RULES

13.1 Hills 498 and 522 are considered flat open ground, (woods on hill 522 don't exist); hill 534 is treated as a wheatfield (building in I10 doesn't exist); hill 547 is treated as marshland. There is no higher elevation in this scenario other than the 2nd level of building 3N1.

13.2 The Russian may not use his radio to request off-board artillery prior to turn 5 when it has one module of 100mm support available. The radio may be used to direct indirect mortar fire after the first Russian player turn. 13.3 German Assault Engineer Squads (8-3-8) have unlimited smokemaking capacity.

13.4 Only Russian tanks may move and/or fire during the Russian player turn of turn 1. (Exception: German defensive fire vs tanks)

13.5 All German units on board 3 are considered concealed (25) during the first Russian player turn, regardless of their location. The concealment status of German units ends at the end of the first Russian player turn or immediately after firing (whichever comes first).

45L -/2x2

AFTERMATH: As C Company prepared for its assault, it was attacked by two Russian tanks. The company's engineers, with help from a commandeered assault gun, eliminated one tank and beat off the other. The attack on the town was soon delivered, catching the bulk of the Russian garrison by surprise. Three hours after the attack started, C company held the entire southern half of the town, after destroying additional Russian tanks with Demolition charges. Reinforced by elements of its own regiment attacking from the north, Company C proceeded on schedule with its assigned task of clearing the proposed bridge site of mines.