

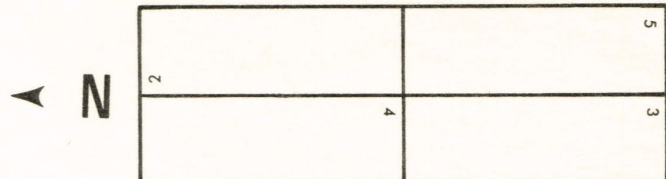
# Scenario 103

# BALD HILL



**LENINGRAD, September 11th 1941:** During the first weeks of September the final attack on Leningrad, the great objective of the northern campaign was begun. The main German thrust against the center of the Leningrad defenses was in the area known as the Duderhof Hills. These hills were the key to the bulwark of Leningrad's last belt of defenses. The ridge lines were heavily armed with naval gun emplacements, pillboxes, trenches and supporting machine gun posts. One of the most important of the commanding hills was known as "Bald Hill", or as it appeared on the military maps, Hill 167. Occupation of Hill 167 meant the ultimate control of Leningrad's last defensive position. The center of the city would be barely 15 miles away. The task of taking the hill was assigned to the 1st Panzer Division in a combined arms attack with air support supplied by the Stukas of the VIII Air Corps.

## Board Configuration



## VICTORY CONDITIONS

The German wins by clearing all of the level 3 hexes on board 2 of unbroken enemy units at game end. The Russian player wins by avoiding the German victory conditions.

## TURN RECORD CHART

★ Russian sets up first	1	2	3	4	5	6	7	8	END		
⊕ German moves first											

★ Mixed elements of the Leningrad's Workers' Militia, Fanatical Young Communists and Red Guard units set up on any whole hex of board 2 and/or 5:

4-4-7	6-2-8	4-3-6	2-3-7	10-9-1	10-8-1	10-7-1	5-7-0	6-12 B11+	4-4-5	2-6 B10-	12 B11+
10	2	4	5						2	2	3
Entrench	Roadblock	WIRE	2+5+7	Art 122L v	AA 37LL v	Mtr 82 #10-30	AT 45L				
6	2	8	2	2							

⊕ Combined elements of the 1st Panzer Division's 6th Panzer Co, Engineer Bn 37, and 1st Bn, 113th Rifle Reg't enter on turn 1 or later in whole or in part on any west edge hexes of boards 3 and/or 4:

4-6-7	8-3-8	10-2	9-1	2-8 B12	4-12 B12	6-16 B12	20Δ 2	30Δ A	75Δ B12	9-2	8-1
10	3			6				3			
8-0	CE 9-1	CE 8-1	14-1	16-2-3	14-1	18-4-5	18-4-5	18-4-5	24-1		
			50 4/2	20L(4) -/2	75*HS 4/2	1S/SPP -/-/4	1S/SPP	1S/7PP	1S/7PP		
			2			4	2	3			

## SPECIAL RULES

- 103.1 Stuka rules (101) are in effect.
- 103.2 The two bunkers and 122L Artillery pieces represent casemated naval gun emplacements and must be placed in hexes 2N5 & 2K5. Each bunker and the artillery piece it contains has a 3 hex covered arc (2M6, 2N6, 2O6 and 2J5, 2K6, 2L5 respectively).
- 103.3 Units inside bunkers and entrenchments may deduct 1 from their pre-stuka attack MC (101.9).
- 103.4 Hex 2N6 is considered open ground.
- 103.5 Any German units may delay entrance any number of turns.
- 103.6 Special rule 14.4 from Scenario 14 is in effect and applicable to the Germans.

103.7 A bunker topped by wire or friendly units may not be entered by enemy forces from an adjacent hex during the Advance Phase.

**AFTERMATH:** The attack unrolled with clockwork precision. An entire Panzer company and the leading company of armoured troop carriers succeeded in getting into the dead angle of the westward-pointing Russian naval Gun emplacements without receiving a single hit. Under cover of fire from these tanks the Engineers fought their way up to the gun emplacements and overwhelmed the crews in hand-to-hand combat. The Germans were in command of Hill 617. Leningrad was lying within reach, just below their feet.