

SCENARIO 7: THE VOLGA CROSSINGS

One of the biggest crisis points for the defenders of Stalingrad was in the first days when the Germans managed to push forward and bring the main Volga landing stages under fire. The reinforcements and supplies coming across from the east bank were vital and if the landing stages had remained at risk in the days that followed it is doubtful Stalingrad would have remained in Soviet hands.

FORCES

This scenario pitches a larger Axis force against Red Army defenders who are outnumbered but dug in to the ruins of Stalingrad with fresh reserves constantly arriving from across the Volga. The Red Army player picks a force to an agreed points, the Axis player picks a force total of three times that amount (e.g. 1,500pts if the Soviet player has 500pts).

In addition to his force the Red Army player receives two bunkers, three 'hard cover' linear obstacles and two minefields.

Each linear obstacle must be up to 6" long and 1" tall, and should provide hard cover (so use trenches, low walls, earth embankments, sandbags and the like). You can replace any number of 'hard cover' linear obstacles with 'soft cover' ones (barbed wire etc.) and if you do so, you get two 'soft cover' obstacles for each 'hard cover' one you surrender.

Bunkers should be large enough to accommodate a single unit of infantry or artillery. The rules for bunkers are on page 104 of the *Bolt Action* rulebook. Minefields are approximately 6" x 6" and may be marked or unmarked at the option of the Red Army player.



SET-UP

This scenario is played along the length of a six by four feet gaming surface. An area of deep water representing the Volga River extends 6" onto the table from one of the short table edges. Place a dock or landing stage at the halfway point on the short table edge that forms the river bank. The landing stage should be approximately 2" wide and 6" long.

The rest of the table needs to be covered by a high density of buildings, ruins and rubble. Place at least one 6"-wide road connecting the landing stage to the halfway point of the opposite short table edge, ideally the whole tabletop should be crisscrossed by additional roads and smaller connecting side-streets.

The Red Army player places their bunkers and obstacles, and marks or notes the location of minefields next. It's important to set these up to slow down the attackers so that they won't reach the landing stage too quickly. In the real battle the Red Army used mines and obstacles to block direct lines of advance and channel attackers into kill zones covered by heavy weapons and entrenched infantry.

DEPLOYMENT

The Red Army player must deploy first anywhere on the table that is more than 12" from the 'west' short table edge. Their units may be Dug In at the option of the Red Army player (See Scenario Special Rules on page XX of this book) and may use hidden set-up (see Hidden Set-up on page 117 of the *Bolt Action* rulebook). One unit must be placed in each of the bunkers that were placed during set-up.

The Axis player's units are not set-up on the table at the start of the game. The Axis player must nominate up to half of their force (rounding up) to form the first wave. All other Axis units are left in reserve (see reserves page 119 of the *Bolt Action* rulebook).

SPECIAL RULES

CITY FIGHTING

The Volga Crossings scenario uses the City Fighting rules which can be found on page XX of this book.

REINFORCEMENTS

Red Army reinforcements are trying to get across the river and deploy into the city on a variety of launches, barges and other craft under relentless Luftwaffe bombing and strafing. At the end of each turn including the first roll a die to see what units, if any, arrive on the landing stage:

- 6: 1x M37 45mm anti-tank gun or light howitzer, and crew.
- 5: 1x MMG or medium mortar team.
- 4: 1x Rifle, Submachine gun or LMG squad.
- 3: 3x Anti-tank teams (May be AT Rifle or Tank Hunters).
- 1-2: Nothing. Luftwaffe attacks sank the reinforcements this turn.

All reinforcements count as Inexperienced and land with one Pin marker on them from their harrowing trip across the Volga, meaning they will need an orders test to move off the landing stage with an *advance* or *run* order in the next turn. If models are not available for the reinforcements rolled the Red Army player is allowed to default down to any lower numbered

result. Casualties incurred during the battle can be recycled as extra reinforcements as required.

If an Axis unit is within 6" of the landing stage or if a unit is still on the landing stage at the end of a turn no reinforcements are rolled for that turn (they go to another landing stage somewhere off-table that isn't blocked and don't participate in this battle). Because of this rule it's a very good idea to keep a Commissar by the landing stage to 'greet' the new arrivals and get them moving!

OBJECTIVE

The Axis player must capture the landing stage and hold it, or failing that bring it under fire. The Red Army player must try to stop the Axis and must recapture the landing stage at all costs if it is lost.

FIRST TURN

The battle begins. During Turn 1, the Axis player must move their entire first wave onto the table. These units can enter the table from any point on the 'west' short table edge, and must be given either a *run* or *advance* order. Note that no

order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 10, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game the winner is the player in control of the landing stage. To capture the landing stage there must be one of your units within 3" of the landing stage at the end of the final turn, and there must be no enemy units within 6" of it. If the Red Army still holds the landing stage, but it is *under fire*, the game results in a draw. For the landing stage to be under fire, an Axis unit must end the game in a position where it would be able to hit Soviet units in the landing stage if the unit received a Fire order. Any other result is a victory for the Red Army.