

# SCENARIO 5: BRIDGEHEAD

During the rapid advance of Axis forces in the summer of 1941 a series of rivers formed formidable natural obstacles to be overcome. One of the primary objectives for the Panzers lunging deep into Soviet territory was to seize river crossings and hold a bridgehead on both banks until the slower-moving infantry forces could catch up. The holding force could find themselves temporarily cut off and under attack from all sides as the Red Army attempted to re-take the crossing point, usually in a frantic effort to break out of encirclement. This scenario recreates one such engagement.

## FORCES

This scenario is designed to be played with equal points values on both sides. Axis and Red Army reinforced platoons

are chosen from the appropriate *Barbarossa* Theatre Selectors with the following restrictions:

- The Axis platoon must include its full allocation of vehicles including transport and towing vehicles. It may not include artillery units except for light anti-aircraft guns, light anti-tank guns and light howitzers.
- The Red Army platoon must include at least one NKVD squad and a Commissar to act as bridge guards.

## SET-UP

This scenario is played across the width of a six by four feet gaming surface. The primary feature is a river stretching from one short table edge to the opposite short table edge. The river



*Cross of Iron – a German armoured column crosses an iron bridge.*

must be at least 6" wide, and roughly bisect the table into two equal halves although it can meander as much or a little as desired. This river counts as deep water and may not be forded or otherwise crossed by any unit during the game except at the river crossing.

Place a river crossing at the centre of the table, this can be a fording point or a bridge if one is available. If possible, a road should be included that connects the long (east and west) table edges to the river crossing.

The rest of the table should be covered by a medium density of other types of terrain representing the area close to the river. Woodland, crop fields and buildings are all appropriate 'other' terrain to use; hills and even cliffs may be used to help define the river's course. Marshy ground is often found close to a river although care must be taken not to impede unit movement too much by making half of the table into a swamp, a few patches here and there is sufficient.

### DEPLOYMENT

The Red Army player must deploy first. Half of their force (rounding down) is deployed within 12" of the river crossing and more than 12" from the edge of the table. The Red Army units deployed must include the NKVD squad and the Commissar. These units may be Dug In at the option of the Red Army player (See Scenario Special Rules on page XX of this book), but may not use hidden set-up. Units that are not set-up to start with are left in reserve (see Reserves page 119 of the *Bolt Action* rulebook).

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. Any units included in the first wave must either be vehicles, units transported/towed by vehicles, cavalry or motorcycle squads. All other Axis units are left in reserve.

## SPECIAL RULES

### RESERVES

Both sides have reserves in this battle but their deployment varies slightly from the standard rules. Axis reserves enter play from the west long table edge and may not outflank. All Red Army reserves automatically count as outflanking (i.e. they only start to arrive on turn 3), but they may enter play from the north, south and east table edges and they are not restricted to deploying just within 24" of the east table edge.

## OBJECTIVE

The Axis player must capture the river crossing and hold it. The Red Army player must try to stop him and must retake the crossing 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' long 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 river crossing. To capture the crossing there must one of your units within 6" of the centre of the crossing at the end of the final turn, and there must be no enemy units within 6" of it. Any other result is a draw.



*German machine gun team*