

Nailed to the Ground

Leningrad Campaign: October 1941

Wermacht Division 250 (The Spanish Blue Division) had been stretched out over a sixty kilometer front extending from the middle of Lake Ilmen in the South and running North along the Volkhov to Lubkovo. As part of the "Tikhvin Offensive" which commenced on October 16th. Division 250 was to cross the Volkhov in three places to draw enemy attention away from 16th Army whose goal it was to link up with the Finns along the Svir River. The More Soviet troops Munoz Grandes and his division could draw onto themselves (and kill!), the better 16th Army's chances.



At "Zero Hour", 1300 hrs of 16 October, Colonel Esparza's Regiment 169 crossed the Volkhov by boat led by Lt. Galiana and his assault section near Udarnik. At first there was no news from the opposite bank. Then, without warning, heavy fire broke out to the North on the "Spanish" side of the river! A battalion of General Selenkov's Soviet 267th Rifle division had stormed across the Volkhov right into the laps of Capitan Roman's Andalucians. By dawn the next morning both banks of the Volkhov were littered with broken bodies and the shattered shells of Russian skiffs. The battle for the Volkhov had begun!

That morning, once the bridgehead had been truly established, German Sappers of 514 company had thrown a pontoon bridge across the Volkhov near Plotishno. At this point the rest of Regiment "Esparza" (269), Recon Company 11 / 269, 13 Company / 269 (4 75mm IG's), 3 companies of regiment 263, and 2 Company / Anti-Tanks had all crossed (though without any motor transport). It was then that the Soviets of regiment 848 / 267th Rifle Division struck in strength.



Spanish Elements
Regiment 269 /
Infantry Division 250

Cohesion
16

Regimental HQ - - 1xGHQ(+1)(FO),
1xEngineer Infantry
2nd Bttn / Rgt. 269 - 1xInfantry HQ(FO)
Infantry Co: 3xInfantry, 1xInfantry Support
Infantry Co: 3xInfantry, 1xInfantry Support
Infantry Co: 3xInfantry, 1xInfantry Support
Machinegun Co: 3xInf. Support, 1x8cm Mortar[3]

Bicycle Recon Co 11 / Recon 250:
3xInfantry[R], 1xInfantry
Support[R] (Without Bicycles)

Infantry Gun Company 13(-) / 269:
2x75mm IG[1], 2xCart

Artillery Support - 3x105mm Howitzer[2] OFF MAP
1xForward Observer
(assigned to a stand of the player's choice)



Soviet Element:
848th Infantry Regiment
of 267th Rifle Division

Cohesion
13

Regimental HQ - 1xGHQ(+1)(FO)
Infantry Battalion - 1xHQ(FO), 7xInfantry,
1xSupport, 1x82mm Mortar[1]

Infantry Battalion - 1xHQ, 7xInfantry, 2xSupport,
1x82mm Mortar[2]

Infantry Battalion - 1xHQ, 7xInfantry, 2xSupport,
1x82mm Mortar(3)

Submachinegun Co. - 3xSubmachinegun Infantry,
1xInfantry Support

Artillery Support - 1x76mm Div. Gun(3) OFF MAP,
1x122mm Howitzer(3) OFF MAP
1xForward Observer
(assigned to a stand of the player's choice)

SCENARIO LENGTH: 15 TURNS

INITIAL DEPLOYMENT:

The Spanish player deploys his forces first, placing them East of the river, facing East:

Deploy one Infantry Company within five (5) inches of Point "Capitan Navarro".

Deploy one Infantry Company within five (5) inches of point "Alcazar".

Deploy the third Infantry Company within five (5) inches of "Plotishno".

Other stands may be placed as the Spanish player desires but no stand may be placed more than eight (8) inches from the East bank of the Volkhov.

Place a marker (use your creativity) indicating a pontoon bridge across the river somewhere between "Plotishno" and "Udamnik".

The Soviet player deploys second. He may place his forces anywhere on the map East of the Volkhov, five (5) inches or more from the nearest Spanish stand. If the Spanish player is foolish enough to make it possible, Soviet stands may be placed "behind Spanish lines" if he is otherwise in compliance with the above conditions.

SPECIAL RULES:

- 1. The Volkhov is not fordable.
- 2. Ground is soft and muddy. All clear terrain is "Rough Terrain 1"
- 3. Spanish may not move or fire on turn 1. Their cohesion level for turn 2 only is 10. This reflects poor Spanish discipline regarding the posting of sentries (Or making them stay awake!).

VICTORY CONDITIONS:

The Soviet player receives five (5) points each for occupying:

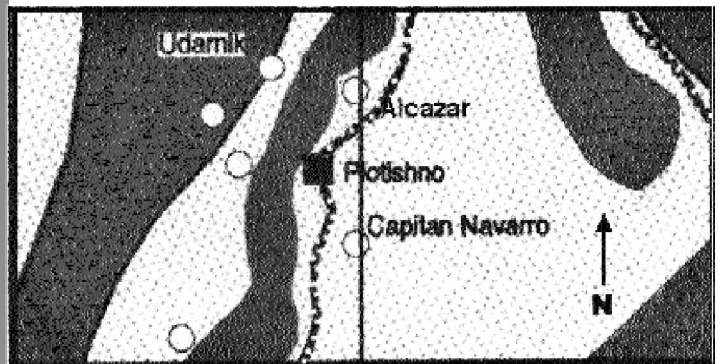
- point "Capitan Navarro"
- Point "Alcazar"
- "Plotishno"

at the end of turn 15.

They also receive ten (10) points for occupying the East end of the pontoon bridge at the end of turn 15.

5 Soviet points or less = Substantial Spanish Victory
6 - 10 points = Tactical Spanish Victory
11 - 15 points = Tactical Soviet Victory
20 - 25 points = Decisive Soviet Victory and disgrace for Munoz-Grandes and Esparza.

TERRAIN SUGGESTIONS:



Map is 24" X 48". 1" = 100 Meters.

○ Light Improved Positions
■ Village: Light Buildings

- The map should be approximately 24"x 48".
- Terrain is "Open": Maximum sighting distance - 40"
- The right (eastern) bank of the Volkhov is steep and muddy with no firm ground along the water.
- Any stand forced to retreat into the river is destroyed instead.
- Dark areas of the map are woods.
- Ground is soft with wet snow.
Treat all "clear" terrain as "Rough Terrain 1."
- All roads are Poor Roads.