



Battle of the Volkhov

In January of 1942, the Soviet command launched operation Liouban, an offensive on the Volkhov river in order to disrupt the surrounding of Leningrad. In spite of a successful breakthrough of the German lines followed by a deep advance in a swampy forest, the Soviet offensive fell off and didn't reach neither Liouban nor Leningrad. The reason was the bottleneck which permitted the resupplying of the Soviet forces was firmly kept by the Germans who tried to close it definitively. The Soviet troops tried to enlarge this bottleneck but the Germans succeeded to close it several times. During several months, Soviet troops enclosed in the swampy forest with a bad supply, fought desperately to reopen the gap. Soviet General Klikov, commander of the 2nd Shock Army was dismissed and replaced by famous General Vlassov. This new general tried to save his army by withdrawing on the Volkhov river as long the gap was open. Then, once again surrounded, he ordered to the 2nd Shock Army to make a sortie. This was successful despite very heavy losses. The battle of Volkhov ended in June 1942 by a German victory since most of the Soviet troops entered in this area had been destroyed. General Vlassov himself failed to leave the pocket, was finally captured in July 1942 after a denunciation by a local peasant. As he thought that Stalin was responsible of the death of his army, he joined the German side to form a Russian army of liberation.

This campaign with 9 scenarios relates the fighting which happened in this swampy area and which have been forgotten among the numerous battles of the Eastern Front.

Jdrommel.





Campaign notes

Expansions needed to play with the base game :

- One “Terrain Pack” expansion;
- One “Eastern Front” expansion;
- One “Equipment Pack” expansion for some figures as Cavalry, 88mm and materials.
- One “Winter Wars” expansion for Exit tokens and railway hexes.

Gaming

This campaign is simply played in the chronological order of the scenarios. There are no advanced rules. This campaign with nine scenarios could be divided in three sub-campaigns :

- The Soviet attack – Scenarios 1 to 3 ;
- Battle of the Erika trail – Scenarios 4 to 6 ;
- The Soviet withdrawing – Scenarios 7 to 9.

Chronological order of the scenarios:

- 16609 – Crossing the Volkhov – 14/01/1942
- 16568 – Lyubino Pole – 22/01/1942
- 18024 – Liouban – 17/02/1942
- 16670 – The Erika trail – Action 1 – 19/03/1942
- 16624 – Hill 693 – 24/03/1942
- 16585 – The Erika trail – Action 2 – 31/03/1942
- 18030 – Battle of Mostki – 14/04/1942
- 18035 – Myasnoy Bor – 31/05/1942
- 18045 – Last battle on the Volkhov – 21/06/1942





Who wins the battle of the Volkhov ?

In accordance with history, the Germans won the campaign by reducing the pocket and taking prisoner the General Vlasov. However, each scenario is well-balanced to give a chance to win to the two players. The winner will be the one who implements the better strategy (or who have the best fortune with dices).

Counting up the Victory points:

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

Victory Points Counter Sheet (available VP).

SCENARIO	ALLIED	AXIS
Crossing theVolkhov	(6+1)	(6+1)
Lyubino Pole	(6+3+1)	(6+1)
Liouban	(7+1+1)	(7+1)
The Erika Trail – Action 1	(6+1)	(6+1)
Hill 693	(6+1+1)	(6+1)
The Erika Trail – Action 2	(7+1+1)	(7+1+1)
Battle of Mostki	(6+1)	(6+1)
Myasnoy Bor	(6+1)	(6+1+1)
Last battle on the Volkhov	(6+1)	(6+1)
Total	(71)	VP (67) VP

Bibliography

- "Opération Barbarossa" - Paul Carell.
- Magazine Ligne de Front n°56 - Sang et gloire sur le Volkhov.
- Militaria Magazine hors-série n°30 - La bataille de Léningrad.

