



# Braskir Offensive



VP's

Card Balance

Complexity

Conditions

Location

Year

Theater



Campaign

Codename

Summary:

There is a lot of complexity to this scenario, with city ruins, factory complexes, a navigable river, and forests. With 10 VP's needed to win, each side must plan out a long, strategic campaign to degrade enemy forces until victory is achieved.

Allies:

Axis:

1. The three Objective hexes in the center, can be quickly gained with some rapid infantry movements. Once gained the Allies will have to fight hard to take them from Axis control, resulting in many losses for them. This can start the Axis at a 3 VP advantage from the first turn.

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