



# Braskir Offensive



VP's

10



Card Balance:

Allies - 5

Axis - 4

Complexity:

4



**Conditions:**

Winter



**Context:**

Fictional

**Location:**

The Baltics

**Year:**

**1944**

**Summary:**

**Victory Points:**

10, including some objective medals for the church, the Schiv, and the bridge.

**Terrain:**

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.

**Troops:**



**Allies** - 14 Infantry including 1 Sniper, 4 Armor, 3 Artillery

**Axis** - 13 Infantry including 1 Sniper, 4 Armor, 2 Artillery



**Allies:**

1. Your forces begin in a very congested configuration in the left and right corners. You need to get them mobile ASAP, to be prepared for the coming enemy attack.



**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 as much as a 3 VP advantage from the first turn.



[BR - Braskir](#)

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