



Braskir Offensive



Here is General Howitzer's summary of this fictitious battle:

The **Braskir Offensive** was a brutal **winter clash** between Axis and Allied forces fought amid **snow-covered city ruins**. The battlefield centered on **three key objective territories**, each representing vital control points.

The **Allies began congested**, bottled up in the eastern ruins, struggling to **break out under heavy Axis fire**. The **Axis initially dominated the field**, and using fortified positions to hammer any Allied advance.

Through **grinding urban combat, flanking maneuvers, and coordinated assaults**, the Allies sought to push past the chokepoints, seize the objectives, and turn the tide. The frozen, rubble-strewn city made every advance costly, turning the Braskir Offensive into a **battle of attrition where each medal marked blood, grit, and survival**.

~~ General Howitzer



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



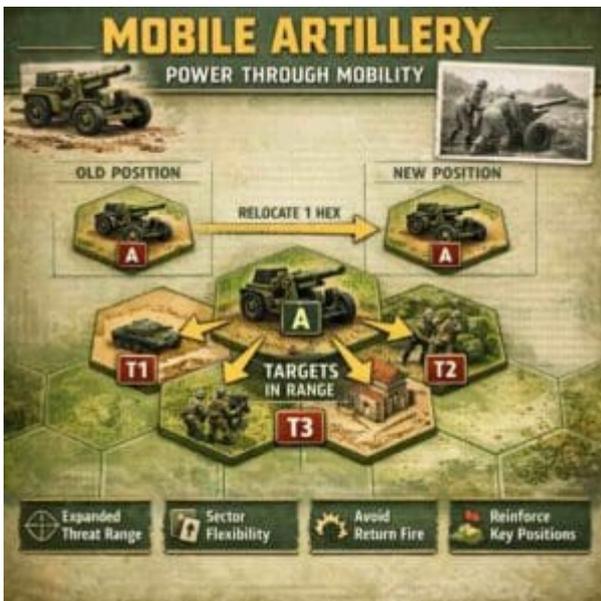
□ **Winning as Allies**

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.
2. The key to winning this battle is to soften the targets near the medal objectives, and then to position your infantry to take control of the targets in a final push. This will require you to save one card in reserve which allows for multi-sectional attacks, such as a Recon in Force, or Move Out!, or Direct from HQ.



□ Winning as 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.
2. But do not take them too early. If you do not have the support forces around you, any advance forces that grab Objective hexes will get pummeled. This scenario is really about bringing all of your forces to bear upon your attack objectives.
3. You have a Mobile Artillery in your left section. This is a powerful weapon, but you need to make use of its most powerful feature - it's mobility. Take early opportunities to move it forward so that it can defend the forces attacking the central medal hexes.



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BR - Braskir

○



Allies Won



Axis Won

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