



Breakout to Lisyanka



The **Breakout to Lisyanka** was a key engagement during **World War II**, fought in early **1944** on the Eastern Front. The battle saw Soviet forces encircling a large German force. The Germans attempted to break out from the encirclement to link up with their reinforcements near **Lisyanka**, with fierce fighting as they sought to escape Soviet attacks.

While some German units managed to break through, the escape was costly, with heavy losses in men and equipment. The Soviet success significantly weakened German capabilities in Ukraine, contributing to the broader Soviet advance in the region. The battle is often highlighted as a key moment in the Soviet efforts to liberate occupied Ukraine.

General Howizer summarizes it this way:

The Breakout to Lisyanka was a blood-soaked slugfest where the Soviets slammed the trap shut, and while some of the doomed Germans clawed their way out, they left behind a graveyard of men and machines—crippling their grip on Ukraine and



fueling the Red steamroller westward.

7 VP's



Card Balance:

Allies - 4

Axis - 5

Complexity:

3

Conditions:

Winter



Location:

Ukraine

Year:



1944

Theater:

Eastern Front

Campaign

Codename

Summary:

The goal for the Axis is to breakthrough, as the name implies, over the hilly ridge and across the river exits. For Allies, the goal is to of course prevent this. The forces begin in a non-symmetrical dispersion, which makes for a fun scenario.

Objectives:

7 VP's, plus the Axis have Exit Medals they can try for.

Battlefield:

There is a ridge of hills going across the center, plus some ravines to provide a bit of cover to infantry.

Troops:

Allies - 10 Infantry, 4 Armor, 2 Artillery

Axis - 9 Infantry, 3 Armor, 1 Artillery





□ **Winning as Allies**

1. As the Allies you must defend against three objective medal locations, the two-hex towns of Golyadi, and Nekrasino, each worth one VP, there is also the frozen river exits along the bottom of the battlefield. Your objectives however, are simply to destroy six enemy units. There are seven enemy infantry units to target and some armor and artillery, if they give you the chance.
2. Be aware that the Axis have Combat Engineers who can attack your infantry in the trenches at close range - with no combat restrictions. So make it one of your early goals to finish them off.
3. Make good use of your artillery in the middle section to defend your troops in the trenches.
4. It is very difficult to win this scenario, unless you get your troops on your left flank into action. You have a lot of forces amassed together behind the forest hexes. Get them into play as quickly as possible in one of your early turns while you still can. Once you have them in the fray, they will be able to get you one or two medals from that side of the battlefield.



□ **Winning as Axis**

1. Attack with your frontline infantry right away, to create some movement space for your armor, and also to neutralize the nearby enemy who will quickly attack from close range.
2. Try to avoid your right flank which is packed with enemy forces ready to pounce with both armor, infantry, and artillery. You may have better luck on your left flank which has less enemy artillery power.
3. You can also quickly overwhelm the enemy infantry at i6, to provide a proving ground for your forces to prepare for the breakout.



4. Remember that if you get any of your Infantry across the Exit hexes, you will earn two! Medals per Infantry (and one for Armor). So if you get a Behind Enemy Lines, then get your Infantry into the forest on row 6; this will provide you with the distance to move in, attack the enemy, and then quickly escape out the back row for an easy two medals.



Classic Battle Reports:

(percentage of Allied victories)

52%

Battle Reports:

42

BR - Lisyanka



Allies Won



Axis Won

See Results

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