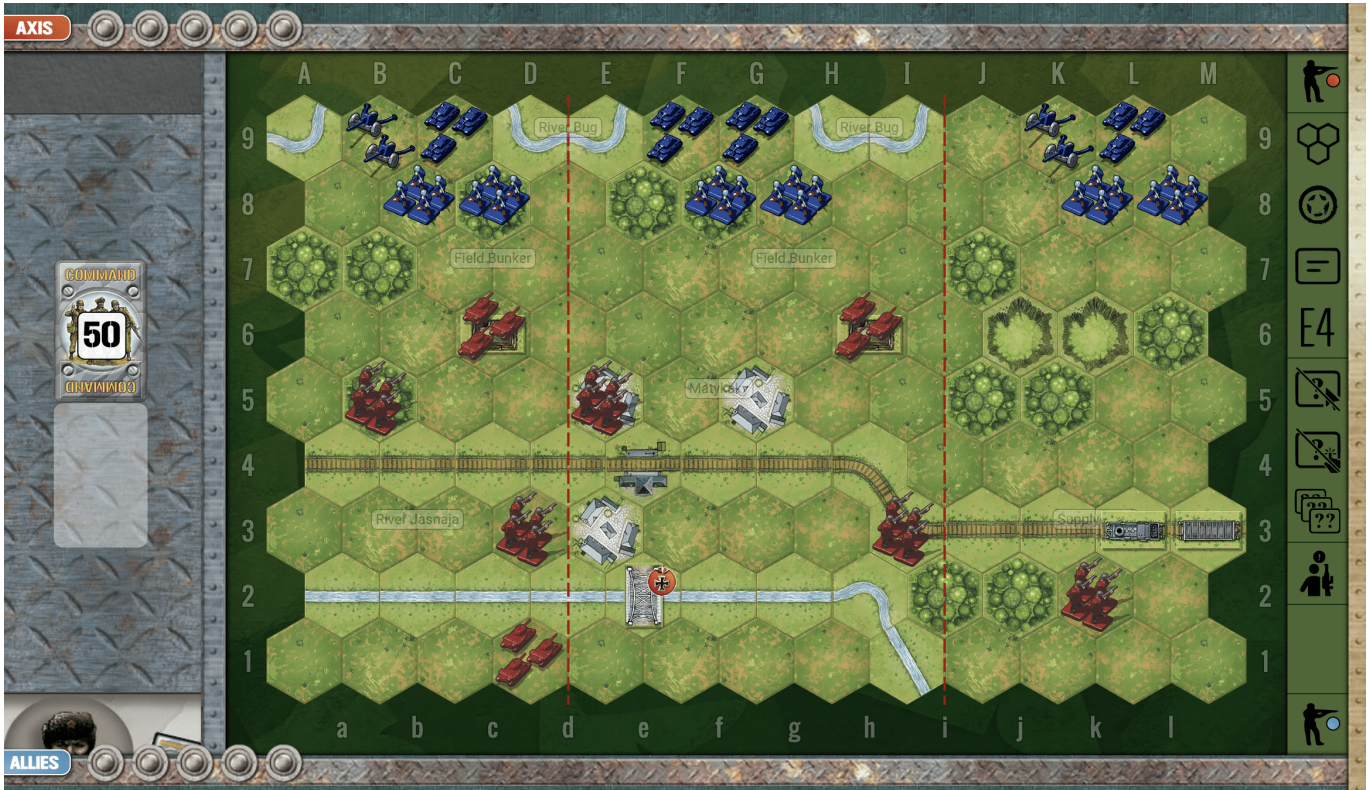




# Bug River



*The Battle of the Bug River was the opening crack of thunder in the great storm called Operation Barbarossa, June 1941. When the Germans hurled their legions eastward, the Bug River stood before them—not just a line of water, but the first Soviet shield guarding their vast frontier. That river marked the edge of two empires, a tense, steel-cold border between Nazi-occupied Poland and the Red giant beyond.*

*But rivers don't stop armies with purpose. At dawn, the German assault troops slammed across the Bug with the kind of ruthless precision that defines a well-oiled war machine. Pioneers threw down bridges under fire, infantry surged across in rubber boats, and armored columns rumbled forward the moment the crossings held. The Soviets, caught between disbelief and the sheer violence of the assault, fought hard in pockets, but they were hit before they could fully wake to the scale of the invasion.*



*What happened on the Bug wasn't just a crossing—it was the first thrust of a colossal campaign, a declaration that the Germans intended to carve their way deep into the Soviet heartland. The river was supposed to be a barrier. Instead, it became the starting line for one of the most brutal struggles in human history.*

~~ General Howitzer

5 VP's



**Card Balance:**

Allies - 3

Axis - 6

Allies are seriously impaired on their card management options in this scenario.

**Complexity:**

4

**Conditions:**

Countryside





Location:

Russia

**Year:**

1941

**Theater:**

Eastern Front

Campaign:

Operation Barbarossa

Codename

**Summary:**

The Axis are making an attack against a fairly well-defended Russian army. It is a countryside terrain with forests and bunkers. There is also a supply train which can drop off additional defenders if it gets to its depot safely. This adds an interesting element to the battlefield game.

**Objectives:**

There are five VP's in this scenario. There is also a bridge medal objective for the Axis to attain. Proper hits on the train will also gain VP's for the Axis.

**Battlefield:**

The Russians begin with solid control of two sections. In fact their armor are poised in field bunkers only two hexes from Axis infantry which have no retreat available to them. The train tracks cut across the field also impairing movement. The Bug River weaves across the backline in Axis territory, hampering movement and preventing retreats.



### **Troops:**

The Axis possess 6 infantry, 4 armor, and 2 artillery.

The Russians have 5 infantry, 3 armor, no artillery. Plus possibly two more infantry if the train reaches its destination.



## **□ Winning as Allies**

1. As the Russian Allied commander, you need to seek your VP's. You need 5 and there are six enemy Infantry, which you can target initially. Then as the battle develops, see if any armor or artillery become candidates for attack.
2. Note that the artillery is pressed up against the backwall with no retreat, so you can seek the chance to hit it with a three-dice armor attack. Your odds will be 33% per dice roll, vs. 16%. Take the chance to hit no-retreat artillery whenever you can. A Barrage card early in the game comes in very handy.
3. Recognize that your armor in the field bunkers are going to get quickly overwhelmed by the larger Axis forces coming your way. The question is how much you can make them pay for it, before they do so.



## **□ Winning as Axis**

1. You have four infantry hexes which have no retreat and are a mere two hexes away from enemy armor in bunkers. You should attack them immediately and quickly move in on them to maximize your attack. You may be able to neutralize one of the armor units before they do a lot of damage. With a card like Move Out! you will be able to advance four infantry immediately and nearly surround both field



bunkers for a series of two-dice attacks. In just a couple of turns the enemy should be eliminated.

2. Do not let the Allied Transport Train get to the train station. Because once they do, they will unload additional forces to fight.

3. Use your two Artillery as much as possible to attack the enemy Armor in the field bunkers.



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BR - Bug



Allies Won



Axis Won

See Results

Vote

**Author:**

Days of Wonder



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