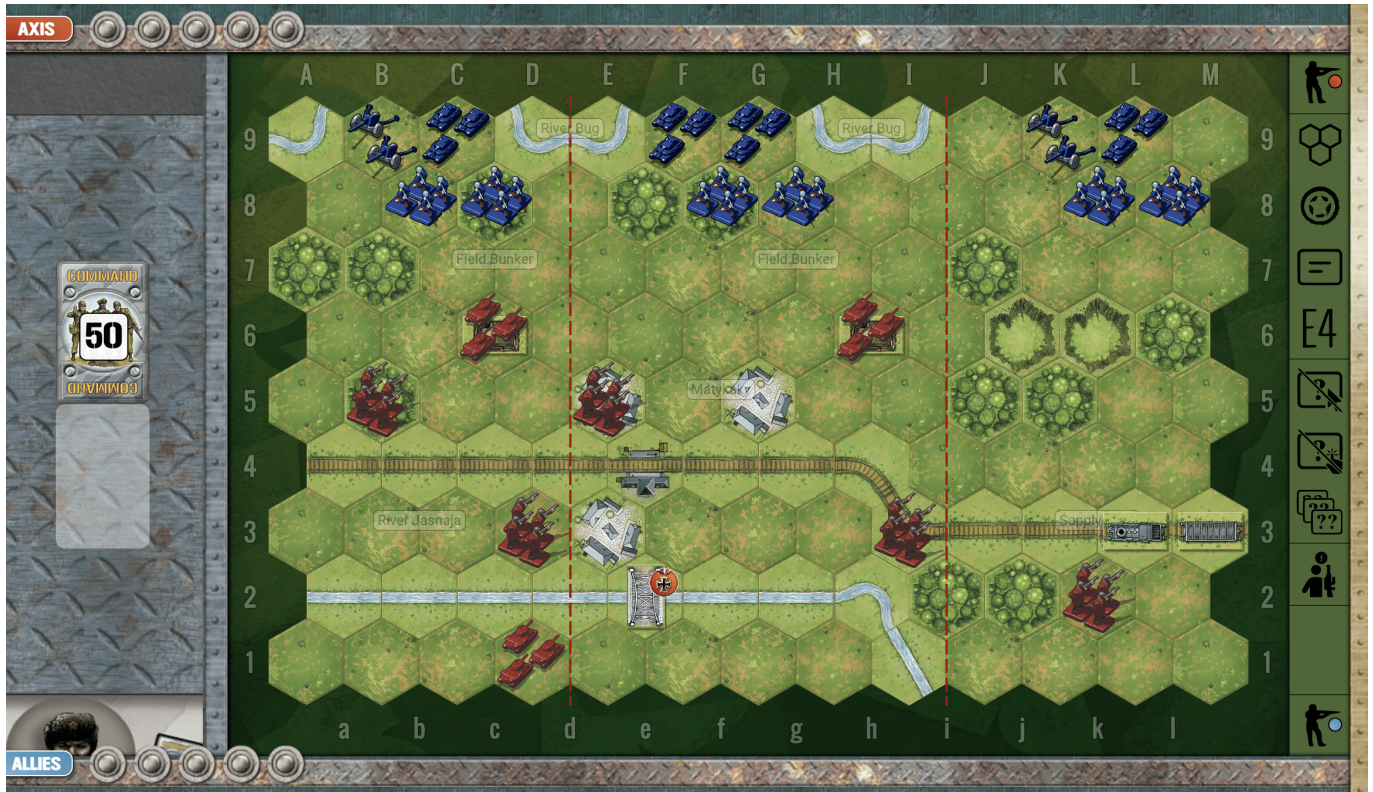




Bug River



The Battle of the Bug River during World War II took place in June 1941 as part of Operation Barbarossa, the German invasion of the Soviet Union. The Bug River, which served as part of the border between Nazi-occupied Poland and Soviet territory, was a strategic crossing point for German forces at the start of the offensive.

In the early hours of June 22, 1941, German troops launched a surprise assault across the Bug River, rapidly overcoming Soviet border defenses. The Germans used blitzkrieg tactics—combining infantry, artillery, and air support—to push Soviet forces back from the river, achieving quick and decisive breakthroughs.

This successful crossing allowed German forces to advance deeply into Soviet territory, marking the beginning of a brutal Eastern Front campaign. The Battle of the Bug River was a key initial success for Germany in Barbarossa, though the campaign ultimately stalled, leading to prolonged fighting on the Eastern Front.



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.



Allied Strategy:



1. As Russian 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.



Axis Strategy:

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.

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