



Lipovec



The **Battle of Lypovec** occurred on July 22, 1941, during **Operation Barbarossa**, marking the first engagement between Slovak and Soviet forces in World War II. The Slovak Mobile Brigade, comprising approximately 5,000 soldiers, 43 tanks, and 123 artillery pieces, advanced into the town of Lypovets in the Ukrainian SSR. They encountered the Soviet 44th Rifle Division, commanded by General Semyon Tkachenko, which included both fresh and battle-weary regiments. ([Wikipedia](#))

During the battle, the Slovak forces faced significant challenges, including fuel shortages for their tanks. Despite these difficulties, they managed to occupy Lypovets but soon came under heavy Soviet counterattacks. Artillery support played a crucial role in allowing the Slovak troops to retreat and avoid a potential catastrophe. This battle highlighted the limitations of the Slovak forces in confronting a well-prepared and numerically superior enemy.

6 VP's



Card Balance:

5 - 5

Complexity:

3

Conditions:

Countryside



Context:

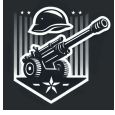
Historical

Location:

Ukraine

Year:

1941

**Theater:**

Eastern Front

Campaign:

Operation Barbarossa

Codename

Summary:

The dominant factors in the Lipovec scenario is the river going across the battlefield, and the two artillery units safely ensconced in each of their own city hexes.

Objectives:

Six VP's. No medal objectives

Battlefield:

The battlefield is split horizontally by the River Szob, which is a fordable river. There is also one bridge crossing.

Troops:

Allies - 10 Infantry, 2 Artillery

Axis - 10 Infantry, 3 Armor, 1 Artillery

**Allied Strategy:**

1. The Allies begin the round with three forest hexes deep into Axis territory, controlled by sandbagged infantry. This presents an early point of attack, and becomes the locus of the seesaw battle for control. Take advantage of those forward points and attack as quickly as possible at the Axis enemy pressed up against the battlefield barrier. For every flag thrown



against a unit against “the wall” will be counted as a hit. This increases your chance of getting a hit by 17% for each unit.

2. Allies have two artillery vs. the Axis’ one. So take advantage of the long-range hits available to you. The central artillery has reach of most of the battlefield. Use it.

3. As defenders in this game, unless the cards clearly dictate otherwise, you can wait across the river for the Allied attack, and then hit them when they are paused at the Szob River.



Axis Strategy:

1. The enemy begins with control of three hexes on the Axis side. So Axis will have to target the enemy incursion hex by hex to push him back. Unless Axis is given a great set of cards for a flanking attack, they will want to clear all enemy troops on their side of the river before trying to cross over.

2. You have six infantry units on your left flank. They can approach the enemy under the cover of the forest and hills, to get very close for the attack.

3. Axis have an overwhelming advantage with armor. Put them into action by dealing with the infantry hiding in the forest hex center section.

10

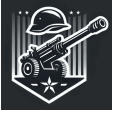
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