



Russian Breakout



The Russian Breakout of 1941, often referring to Soviet counteroffensives following the initial German advance during Operation Barbarossa, marked a desperate but determined attempt by the Red Army to halt the Wehrmacht's momentum. After suffering massive losses and encirclements, Soviet forces launched breakout attacks—particularly around Kiev, Smolensk, and later Moscow—aimed at escaping German pockets and stabilizing the front.

General Howitzer:

The Russians took one hell of a beating in '41, but instead of folding, they came out swinging—fighting their way out of pockets around Kiev, Smolensk, and Moscow. It was messy, bloody, and half-mad, but it stalled the German steamroller just long enough for winter to slam the door. That breakout didn't win the war—but it sure as hell kept them in it.



6 VP's



Card Balance:

Russian - 4

Axis - 6

Complexity:

2

Conditions:

Countryside



Location:

Russia

Year:

1941



Theater:

Eastern Front

Campaign:

Barbarossa

Codename

Summary:

This scenario begins with both forces arrayed across the battlefield and ready to engage in warfare. If the Russian forces are able to break through to the other side, they can gain a VP for each unit that escapes the battlefield.

Objectives:

Battlefield:

Troops:

Allies - 10 Infantry, 2 Armor, 2 Artillery

Axis - 5 Infantry, 6 Armor, 3 Artillery



☐ Winning as Allies

1. As the Russian commander, you are hindered by needing pre-approval on almost everything from the Political Commissar. This will make your card management - responsiveness - much more difficult. You will need to arrange your forces to



maximize mobility, and preserve the multi-sectional and Tactics cards for when you are in a real emergency.

2. You are outnumbered in every section except the center, where although you have more units the enemy has more fire-power with three armored units to your one. But the enemy artillery in the right flank is not protected by the woods, so is a bit weaker. If you have the cards for a breakout on the right, you should pursue it.

3. Many of your infantry are exposed on the open countryside right in front of the enemy armor. If you can get some of them into the woods, to give your artillery and armor time to weaken the enemy, then your infantry can come out to play shortly thereafter.

4. However, if you get a great set of cards, like Infantry Assault, or center section Assault, you absolutely can overwhelm the armor by your sheer numbers. If you can get right next to armor with infantry, you are rolling 3D's, just like them.



□ **Winning as Axis**

1. Big picture strategy for you is that you have overwhelming armored force, and you should use it before you get overwhelmed by the enemy infantry.

2. You need to prevent the enemy from forcing their way through your lines to the exit row.



20

BR - Russian Brkout



Allies Won



Axis Won

See Results

Vote

Author:

Days of Wonder

URL