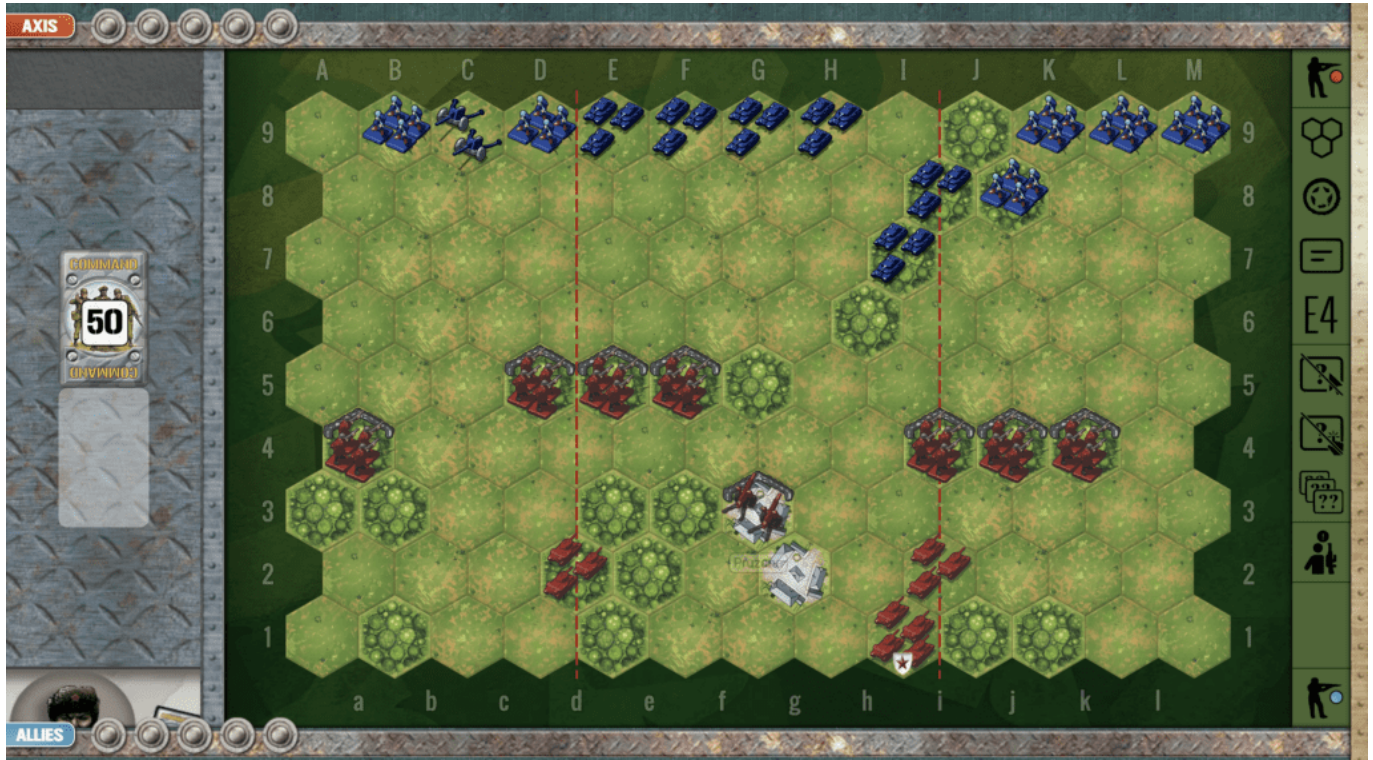




Pruzana



The Battle of Pruzana, part of the larger Eastern Front conflicts in World War II, took place in the area around Pruzana (now in Belarus) during Operation Barbarossa, the German invasion of the Soviet Union, in 1941. German forces, advancing rapidly through Soviet-held territory, encountered Soviet resistance in Pruzana as part of the initial Soviet defenses against the Axis invasion.

5 VP's



Card Balance:

Allies – 3

Axis – 6



Complexity:

2

Conditions:

Countryside



Location:

Russia

Year:

1941

Theater:

Eastern Front

Campaign:

Operation Barbarossa

Codename



Summary:

Objectives:

Five VP's; no Objective Medals.

Battlefield:

The principle feature of the Pruzana scenario are the two tree lines intersecting the battlefield in both a horizontal and a diagonal pattern, providing great cover for both sides.

Troops:

Russians – 7 Infantry, 3 Armor, including one T-34, 1 Artillery.

Axis – 6 Infantry, 6 Armor, 1 Artillery



□ Winning as Allies

1. The Allies can win this one by staying behind their sandbags and resisting and attacking the the Axis forces as they get near.
2. Make good use of your artillery to degrade the enemy forces as they approach.
3. Possible Attack Vector: If you get the cards and are able to bring your Armor around both sides of the center woods, you can sometimes catch the Axis in the center, and then pummel them with your Infantry in the woods, followed by your Armor. It can create a real kill box in the center, with the right set of cards.





□ Winning as Axis

1. As Axis, you need to be wary of the enemy artillery right in the center of the battlefield. It will be able to strike much of the field of play. So if you get an early Barrage, or Air Power, take it out as soon as you can.
2. The big picture strategy is that until the enemy artillery is taken out, your best attack strategy is to move up each flank away from its full power attacks, at the same time as you use your armor to take out the infantry in the woods.
3. You can use your armor to do long distance degrading of the enemy forces, until they are at a point where your infantry can make an assault across the open fields.
4. Use your artillery on the right flank at every opportunity.

Author:

Days of Wonder

URL

General Howitzer / Battle Reports

Pruzana

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate **48.48%**

Average medals per side



Allies—Axis—

Submitted AARs

33 Games reported

Allied victories **16** • **48.5%**

Axis victories **17** • **51.5%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

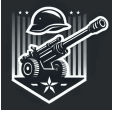
[Log in](#) or [register](#) to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Barbarossa Center

1. [\[Barbarossa\] Bug River→ — Open Scenario](#)
2. [Pruzana](#) Current scenario
3. [Smolensk→ — Open Scenario](#)



4. [Barbarossa Center: Yelnya - Timoschenko's→ — Open Scenario](#)
5. [Yelnya - Zhukov's Assault→ — Open Scenario](#)
6. [Barbarossa Center: Kamenewo→ — Open Scenario](#)
7. [\[Typhoon\] Gates of Moscow→ — Open Scenario](#)
8. [Breakout at Klin→ — Open Scenario](#)