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.



Author:

Days of Wonder

URL

General Howitzer / Battle Reports

Russian Breakout

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**13.33%**
Average medals per side
Allies—Axis—
Submitted AARs
30Games reported

Allied victories**4 · 13.3%**
Axis victories**26 · 86.7%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 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 South

1. Brody→ — Open Scenario
2. Pripet Marsh→ — Open Scenario
3. Russian Breakout Current scenario
4. Lipovec→ — Open Scenario
5. Kiev→ — Open Scenario

6. Sea of Azov→ — Open Scenario
7. Battle for Rostov→ — Open Scenario
8. Tigers in the Snow 2→ — Open Scenario
9. Sword of Stalingrad→ — Open Scenario
10. Rats in a Factory→ — Open Scenario