

1942 Bryansk Front attacks! - Red Army

This is a short list of suggestions to play this scenario as the Red Army. The strategic situation is similar to the Ardennes offensive¹ Using the effects of surprise, grab the initiative and obtain a clean breakthrough within the first 36 hours in order to gain the open country and a chance to win. The Germans will rapidly stiffen their defenses, gain air superiority and eventually counterattack in force. Time is not on your side..but 700 tanks should help.

Historical References: [Igor' Sdvizhkov "Confronting Case Blue"](#)
[D. Glantz's "Stalingrad"](#)

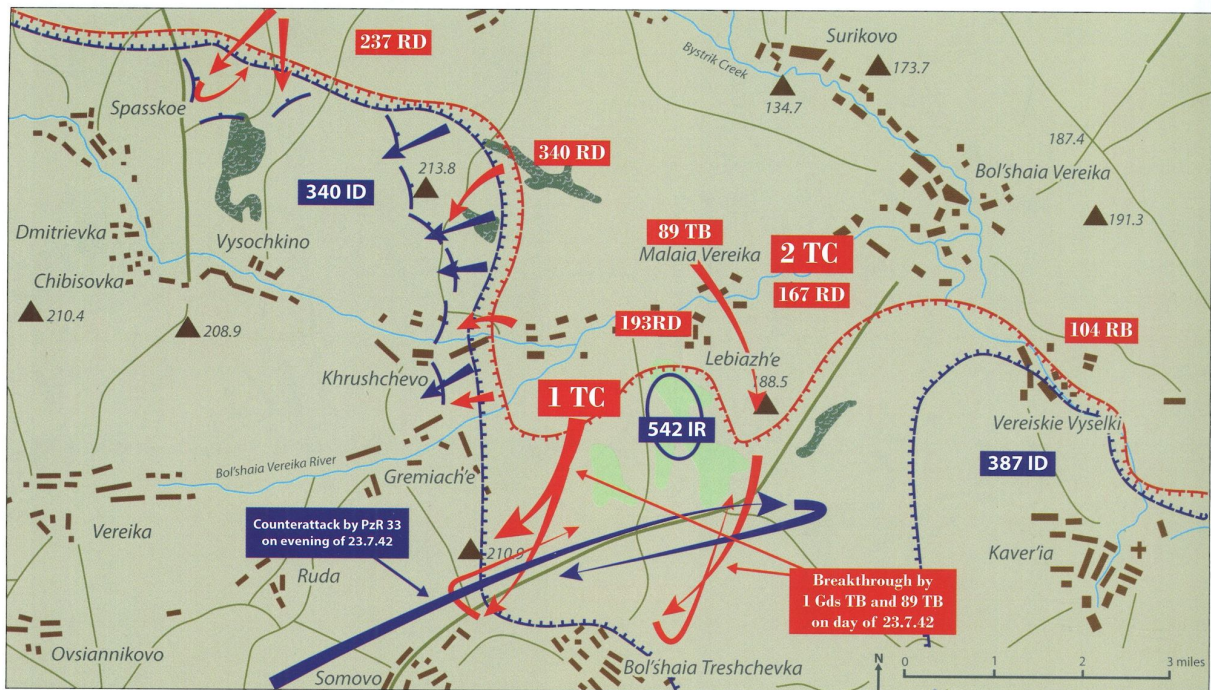
Your forces are strong but hard to manage. Do these few things if you want to win...because the historical Soviet commanders did not.

- **Combat+ & Move+** . Luckily you have plenty of ammo and fuel. *Make sure that the Divisions and Corps to be involved in combat are set to Combat+ as it doubles your Attack factor. (right click on any unit of a specific Organization, click Combat+ and Hit confirm! Same for Move+.* It will be hard to win without use of these features.
- **Force collaboration:** The Red Army had poor communications between Divisions and Corps. Do not mix units of different organizations in the same attack, including artillery. Penalties can be as high as 40-50%.
- **Artillery:** you have a lot of artillery, but without good recon values its effect will be limited. Bombard your enemy in areas where you have used your recon assets and/or have an intelligence level of 4 or higher (the number+clouds)
- **Air Force:** The Red Army received only limited air support. Use your fighter units in "Counter Air role" to limit the enemy ability to interdict your forces which 'd decrease your movements, Fuel and Ammo resupply.
- **Logistics and Ground Assets:** Logistics Assets will give you the equivalent of Combat+ or Move+ to a single stack. Ground Assets will give a combat bonus to a single attack (or stack). Make sure you use all of them!

¹ The scale and forces involved are indeed almost as big as in the Battle of the Bulge. The fact this major tank engagement is barely known in the West shows how vast the East Front was...

- **Concentration of force.** Stack your tanks together as much as possible and hit a narrow sector of the front with everything you got. Failure to concentrate your forces was the main mistake of the Soviet commanders in this battle.
- **Be aggressive.** Use Hotkey-O to set most of your attacks to “High Intensity”. A loss ratio of 4:1 is acceptable and it just means you are doing your job! Destroying any German unit will give you a lot of Victory Points as the enemy cannot afford to lose any unit and has to play conservatively.

The situation in the morning of Day 2 of the offensive.



Historical Outcome: The German line was pushed South (in a bit of a panic) by about 10 miles. However poor coordination and piecemeal attacks failed to achieve a deeper breakthrough. The Germans counterattacked with a well trained Panzer Division and heavy support from the Luftwaffe and by day 5 they had almost reestablished the starting frontlines, inflicting large tank and infantry casualties. This sector will remain relatively quiet until Winter.