

KALT'S ESCAPE



Zapad, Russia February 10th, 1944:

(Based on Armchair General's May 2007 Issue & Interactive Combat Problem.)

Kampfgruppe Kalt composed of a mixed Panzer and Grenadier force is attempting to escape encirclement by a strong Soviet force of infantry and T-34's massed near the village of Vostok. Russian Partisans are also operating in the area with instructions to watch the roads north and south of Vostok.

Kalt must escape to Zapad and link up with the German main line of resistance. With limited fuel and time, Kalt must move quickly and avoid any prolonged conflict with Soviet forces if he is to escape the trap.

VICTORY CONDITIONS: The Germans win immediately upon exiting the equivalent of 10 Victory points off the East Edge. *Armored vehicles = 2 points and squads are worth one.*



TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
☒ GERMAN Moves First								

Elements of 180th Rifle Division: set up on Board 62 West of Row Y (ELR 4) (SAN 5)

15 2 2 4 2 2 2

Elements of 233rd Tank Brigade: enter on Turn 2—West Edge of Board 32

6

Petrov's Proletariat Partisans: set up on Board 39 within 5 hexes of Hex P9

3

Bogdanov's Partisans: set up on Board 32 within 5 hexes of Hex S6

3

Kampfgruppe Kalt Enter on Turn 1 on the Eastern Board Edge (ELR 3) (No Sniper)

4 3 2

3 2 3 2 2

Special rule: Kalt's Kampfgruppe is low on fuel. Vehicles which stop must roll 1d6 upon restarting. Rolling a 6 indicates the vehicle is out of fuel and immobilized.