RALT'S ESCAPE

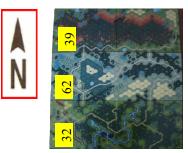


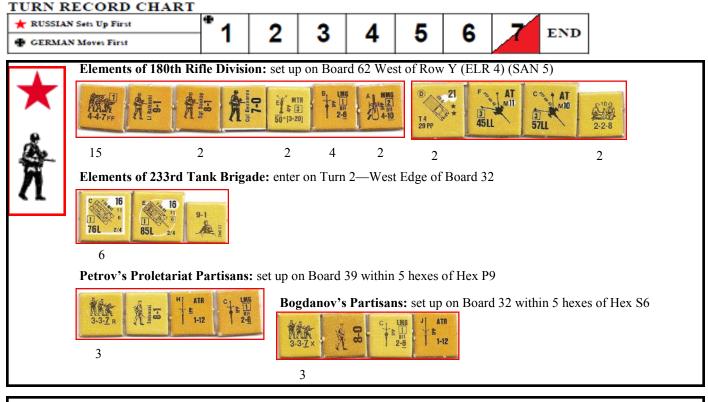
VICTORY CONDITIONS: The Germans win immediately upon exiting the equivalent of 10 Victory points off the East Edge. *Armored vehicles = 2 points and squads are worth one.*

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.





Kampfgruppe Kalt Enter on Turn 1 on the Eastern Board Edge (ELR 3) (No Sniper) 28 13 **Special rule:** Kalt's Kampfgruppe is low on fuel. Vehicles which stop must roll 1d6 upon 1 17 21PP 75L -/-/2* 75L 3/5 restarting. Rolling a 6 indicates the vehicle is out of fuel and immobilized. 4 3 2 LMG PSK ₹1 3·8 12-4 2 3 2 2 3