



BREAKOUT AT KLIN

DECEMBER 7-8, 1941



Setup order

- 1 x9
- 2 x7
- 3 x5
- 4 x4
- 5 x4
- 6 x2
- 7 x1
- 8 x1
- 9 x6
- 10 x3
- 11 x2
- 12 x4
- 13 x1

Historical Background

When the German offensive against Moscow came to a halt on December 6, 1941, the 1st Panzer Division was ordered to Klin with the mission of keeping the town open for the withdrawal of other German formations. It succeeded in holding the junction against persistent Russian attacks until German forces completed their retreat.

As the 1st Division began their own withdrawal to Nekrasino, it found the Russian forces had surrounded the town. A bold plan was devised that called for a feint toward nearby Golyadi supported by artillery. If the Russians reacted as hoped, the main breakout to Nekrasino could then take place.

The intended deception was a complete success. The Russians around Golyadi were surprised and reserves were rushed to the town. The main breakout was then lead by German combat engineers. With artillery support the breakout force fought its way through to Nekrasino.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player (Germany):
- Take 6 Command cards.
- You move first.

Allied Player (Soviet Union):
- Take 4 Command cards.

Conditions of Victory

6 Medals.

The pair of town hexes at Golyadi and Nekrasino each form a Temporary Medal Objective for the Axis forces. Axis forces must occupy both town hexes in a pair to hold and keep that city's medal.

Exit markers are in effect along the entire length of the frozen river that borders the Allied player's baseline, for Axis units. Axis units must successfully get across and exit the board to score a medal.

Special Rules

Russian Command rules are in effect for the Allied

player (Nations 2 - Red Army).

Allied Armor may only move 1-2 hexes and battle.

Place a badge on German elite tank units (Troops 2 - Specialized Units).

Place a badge on German engineer units (Troops 4 - Combat Engineers).

The river is frozen (Terrain 47 - Frozen Rivers).

Air rules are optional: If used, give the Allied player both Air Sortie cards at game start. The Allied player is also able to conduct Air Strikes (Actions 3 - Air Strikes & Blitz) as long as there are no Axis units in either of the hexes at Golyadi.