# Breakout at Klin



- **When & Where:**
  December 1941, near the town of **Klin**, northwest of Moscow, during the Soviet **counteroffensive in the Battle of Moscow**.

- **Context:**
  After months of German advances toward Moscow, Soviet forces launched a major counterattack. German troops, particularly from **Army Group Center**, found themselves overextended and at risk of encirclement near Klin.

- **The Battle:**
  Soviet forces attacked from multiple directions, threatening to trap German units in the Klin salient. The Germans, under pressure and facing severe winter conditions, conducted a **fighting withdrawal**, breaking out of the encirclement and retreating westward.

- **Outcome:**
  The **Soviet Red Army recaptured Klin**, dealing a blow to German morale and momentum. The breakout marked a turning point in the Moscow campaign, with German forces now on the defensive for the first time in the war.

Lessons from General Howitzer:

"The Breakout at Klin wasn't just a German retreat—it was the moment the **Red Army showed the world it could counterpunch**. And it was the first time the German war machine started to cough and stall. Learn from it, gentlemen: **never overreach, never underprepare, and never, ever give your enemy a second chance to swing.**"

**6 VP's**

**Card Balance:**

Allies – 3

Axis – 6

**Complexity:**

**3**

**Conditions:**

Winter

**Location:**

Russia

**Year:**

1941

**Theater**:

Eastern Front

**Campaign**:

Battle of Moscow

Codename

**Summary**:
At the start, the Axis are line up mostly against the lower border, while the Russians have control of much of the board. The objective for the Axis is to either destroy the forces, or as the name implies breakout past them to the exit hexes at the top of the battlefield. If the Axis can effect rapid movement (and Blitz rules are in effect to help with this ) they can make it past the Russian troops blocking their path in excellent defensive positions, and achieve victory.

**Objectives:**
It is a long 6 VP game, fought at, often, close quarters, while they Axis seek two objectives, to destroy the enemy and to escape the enemy.

**Battlefield:**
This is a winter war with a mix of urban and countryside, making for an intersting battlefield deployment and field of play.

**Troops:**
The Axis –  7 infantry, 4 armor, 2 artillery.
The Russians –  9 infantry, 2 armor, 1 artillery.

**Allies**:

1. You are positioned very closely to the enemy on your left flank, and in the center at the trenches. Attack as much as you can before the enemy breaks out from their center section congestion.

2. You also have a well-placed center section artillery which you can use to decimate the enemy forces. Use it!

3. Your best opportunity for some significant kills is on your left flank. You will need to get your armor up there to assist your forward infantry. But you need to do it quickly before they are wiped out by the nearby enemy. And because of winter conditions, you can only move your armor two hex per turn, so don't waste any time and get them moving!

**Axis**:

1. Axis, note that on your right flank the Russians are nearly on top of you, with a sandbagged infantry only two hexes away from your backwall, and another one three hexes away. Since you have two infantry hexes pressed against your back border, with no retreats, an early attack against you is going to result in several hits. If you can move on your right flank right away with a decisive attack, you can begin the breakout successfully.

2. The next immediate objective for the Axis forces is to get some mobility for your armored forces. Get them out from behind the town and factory hexes with which they begin the battle.

3. Note that you have two artillery units at your disposal in the center section. At

the start of the battle, there are four enemy hexes within your full power two-hex attack. Use those artillery at every chance.

Class Battle Reports:

(percentage of Allied victories)

19%

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