

# TIGER TRAP



**Muzla, Hungary February 20th, 1945:**

*(Based on Armchair General's Sept. 2006 Issue & Interactive Combat Problem.)*

Elements of the 503rd Special Heavy Tank Battalion of the 6th SS Panzer Army are blocking the Muzla road at a small Hungarian village. Oberfeldwebel Brixner and his lone Tiger II are supporting an anti-tank gun detachment of the 3rd SS Totenkopf. Their mission is to hold the Muzla road until nightfall and fall back with the general German retreat.

Approaching from the East are 10 T-34/85's with mounted riflemen. Their mission is to open the Muzla road to the main Soviet advance.

**VICTORY CONDITIONS:** The Soviets win immediately upon exiting the equivalent of 6 Victory points through the I10 road hex. *Armored vehicles = 2 points and squads are worth one.*

**BOARD CONFIGURATION:**



## TURN RECORD CHART

✚ German sets up first	1	2	3	4	5	6	END
★ Russian moves first							

**Elements of 233rd Tank Brigade:** enter on Turn 1 — East Edge of Board 43 (ELR 3) (SAN 2)

 5	 2	 10	 10
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**Kampfgruppe Brixner** Set up West of Hex Row R (ELR 4) (SAN 5)

 2	 2	 2	 10	 10	 10	 10	 10	 10	 10	 10
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## SPECIAL RULES:

- German AT is set up using Hidden Initial Placement.
- Wheat is out of season. Treat wheat hexes as open ground.
- Soviet Squads begin the scenario mounted.