

Dev 12 • Oder River

The Germans are reinforcing defenses on the banks of the Oder river as a last ditch effort to stop the Soviet advance.

The Soviets have cleared the Western side of the river in preparation of the advance into Berlin. A few infantry have been sent across the river to take out the German forces in key positions near bridges and command centers to Keep the Germans guessing.



MAP AND UNIT SETUP

German Order of Battle

Group A

2x Sdkfz 251
2x Rifle Squad
MG34 LMG
2x -1 leader
3x PzKw III m
1x PzKw IV h
1x PzKw V

Group B

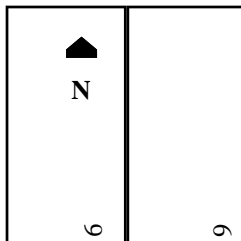
3x Rifle Squad
1x -2 Leader
MG34 LMG
Satchel Charge

Soviet Order of Battle

10x Rifle Squad
1x -1 Leader
3x DP1928
3x PTRD-41
1x 5cm Mortar
6x AT Grenade

2x Foxholes
1x Minefield

German



Soviet

German Setup

German Group A enter Map 6 from any of the road hexes on Turn 1
German Group B enter Map 9 from any of the road hexes on Turn 2

Soviet Setup

The Soviets set up anywhere on Map 9
The Minefield must be placed on Map 9

Victory Conditions.

The German must have two panzers on at least one of the hills on the Banks of the Odra River by Turn 4.

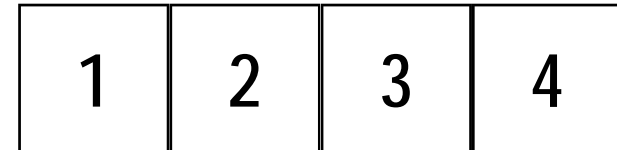
The Soviets must stop them

Special Scenario Rules.

None

Game Length

4 Turns
Germans go first



Designer Notes: The Battle at the Oder River was the lead up to the end of the War and the Battle of Berlin. German Tank production was poor and companies were of mixed types. Infantry support was also reduced as the defenses at Berlin took priority. The Game length for this scenario was hard to determine. If you find the game too quick, I recommend trying a 5 turn game and have Group B entering on Turn 3.

Comments and suggestions would be welcome.