

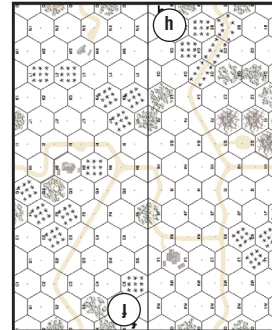
BEYOND THE ODER

BB 10.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Russian wins by controlling buildings hL4, fM3, and fh2 at game end.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							



Balance:

Russian: Exchange one 9-1 for one 9-2

German: Exchange one 4-6-7 for one 8-3-8

Elements of Kustron Garrison, 9th Army [ELR:3] set up west of road hA3/hO3 {SAN:5}:

4-6-7 6	4-4-7 5	2-2-8 2	8-1 2	7-0 2	LMG 3-8 3	HMG 7-16 2	Minefield 6	AT M 10 50L 3	SPW 251/1 16 1 2	PSW 222(L) 34 2 20L[6] -S	Foxhole 5-1S OUR, OBA +4 Other: +2 4
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VASL artwork used with permission of Rodney Kinney

3rd Company 5th Shock Army [ELR:5] enter anywhere along the east edge {SAN:2}:

4-5-8 10	6-2-8 6	9-1 8-1 1-4-9	LMG 8-11 2-6 3	HMG 6-12 2	DC X12 30-1 2	IAG-6 15 33PP 2
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Armored Support enter on Turn 3 via any east edge hex:

SU-122 16 122 2

SSR:

1. EC are ground snow with no wind at start.
2. Russians have limited PF capability. Captured use applies but inexperienced does not. Each Russian MMC may make a PF check, the MMC has a PF available if the dr is a 1. The Russian player may only make 15 PF attempts.
3. Building fh2 is a level 2 building and is fortified on all levels
4. Buildings hF1, hF2, and hG1 are rubble.
5. Hedges do not exist
6. raised road does not exist. road exists at level 0
7. No quarter is in effect
8. Russian has a 120mm Btl Mortar OBA (HE only) available for turns 1-4 only. There is an offboard observer at level 4 anywhere on the east edge.

AFTERMATH:

Advancing unnoticed up to the fortification, Jr. Sgt. Mosienko tossed in some grenades and quickly silenced the ground level machineguns. When his men poured small arms fire and panzerfausts into the upper levels, along with HE rounds from the supporting assault guns, the German defenders surrendered. Later that day Jr. Sgt. Mosienko would knock out a variety of German vehicles including 11 halftracks, 3 tanks and 5 self-propelled guns. For his extreme valor, he was named a Hero of the Soviet Union.