



**RAZDELNAYA, RUSSIA, 9 August 1941:** The Romanian General Staff issued Operative Directive No. 31 stipulating the 4th Army was to defeat the enemy between the Dniester River and the Tiligulskiy Bank and to occupy Odessa from the move. It was thought that the heavily outnumbered garrison would surrender quickly. However, Odessa was a heavily fortified position, which thanks to the Soviet Black Sea Fleet could not be cut off. The 34,500 Soviet infantry, cavalry, artillery, naval infantry and NKVD defenders were deployed in three defensive lines, the outer 25-30 km out from the city, the middle and main line 6-8 km, and the inner and last line inside the city itself. The Romanian 4th Army advance, its 3rd Corps had to undertake a frontal attack on the Razdelnaya – Odessa axis, while the 5th Corps conducted a sweeping manoeuvre northwards towards Katargy before turn south. The 3rd Reconnaissance Group of the 3rd Infantry Division advanced towards Razdelnaya and reported that the town was burning and the railroad station occupied by Soviet troops. On 9 August, operations were going well; the 4th Dobobanti Regiment defeated Soviet forces in the Bakalovy area, while the 30th Dobobanti Regiment took hold of the village of Ponyatovka. The 7th Infantry Division occupied the railroad station and the town south of the station; but the Romanians' fortunes were soon going to change the closer they advanced toward Odessa.

## MAP CONFIGURATION



## VICTORY CONDITIONS:

Provided the Russians do not amass  $\geq 75$  CVP; the Romanians win at Game End, if they control  $\geq 35$  Stone (Rubbled) Building hexes.



## TURN RECORD CHART

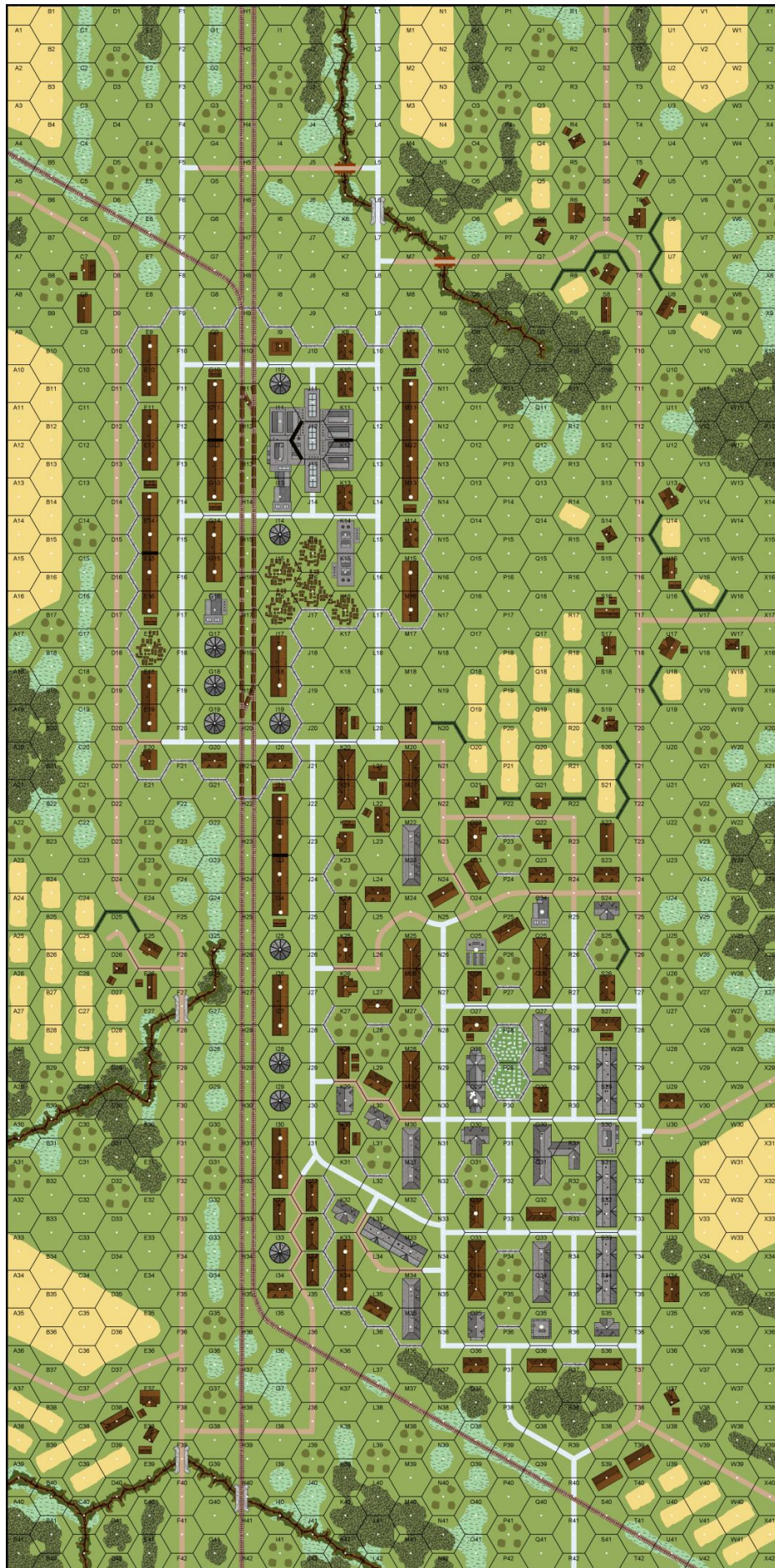
★ RUSSIAN Sets Up First	✦	1	2	✦★	3	★	4	✦	5	6	7	8	9	10	11	12
✦ ROMANIAN Moves First					①		②		④	⑥						

## SPECIAL RULES:

- EC are Moderate with Mild Breeze from the Southeast. The Railroads are GLRR (B32.1, B32.41) with Railroad Boxcars (V4.) in hexes containing brown rectangles (EX. H15); Building J12 is a Factory (B23.74) with Factory Interior Walls (O5.3) and vehicle-sized entrances along the the J10-J11 and the J13-J14 hexsides; each *Multi-hex* building with a large white centre dot (EX. M15-16) is a Factory (B23.74) with no vehicle-sized entrances (B23.742); hex O29 contains an Onion Dome Steeple (B31.2) (EXC. B31.21 is NA); a Single-Hex building with a large white centre dot (EX. Q24) is a Two-Story House (B31.3); a large round stone structure (EX. G18) is a Storage Tank (O9.); hexes P28-29 are Graveyards (B18.); and hexes E17-I15-I16-J15-J16-K16 are Lumberyards (B23.211).
- Russian early war doctrine is effect (A25.212). A Russian 4-5-8/2-4-8 MMC has underlined Morale (A1.23) and are Assault Engineers (H1.22). If a 4-4-7/2-3-7 MMC Battle-Hardens, it will instead become Fanatic (A10.8). If a 5-2-7 Squad that fails its ELR, it is Replaced by two 2-2-7 HS; if a 2-2-7 HS fails its ELR, it is Disrupted (A19.12).
- The Russians may not exchange any SMC for Commissars (A25.22).
- The Russians have MOL capabilities (A22.6).
- A Russian gun receives a wagon, only if it enters from off map.
- The Russians setup/enter as follows:
  - Secretly choose and setup fortifications on map;
  - Divisional Support Companies are to be secretly allotted to each Strelkovy Batalon (no more than 5 companies per Batalon)
  - Each Strelkovy Batalon must setup of its 5 companies on the map in its designated area; each MMC (in suitable terrain) may setup in Foxholes; and
  - Each Strelkovy Batalon must enter the remainder of its companies along the south map edge on a dr. Starting on Turn 3 (and each subsequent turn until they entered) each Batalon must make a dr; if the dr  $\leq$  the circled number listed on the Turn Record Chart, that Batalon's companies enter.
- The Russians' Phone (Radio if enters from off map) represents one-module of 76mm OBA (HE & Smoke). Battery Access for both is never

- lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
- A Romanian 4-4-7/2-4-7 MMC has underlined Morale (A1.23) and are Assault Engineer and Sappers (H1.22, H1.23). A 5-3-7/2-2-7 MMC is Stealthy (A11.17); if a 5-3-7 Squad that fails its ELR, it is Replaced by two 2-2-7 HS; if a 2-2-7 HS fails its ELR, it is Disrupted (A19.12).
- The Romanians receive a pre-registered hex for a pre-game bombardment. The bombardment is resolved *after all on-map setup* is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes  $\leq 5$  hexes of that hex now undergo Bombardment (C1.82-.823). There are *no "spared hexes"*. After the bombardment has been fully resolved, its FFE:C is removed.
- The Romanian Radios represent one-module of 75mm OBA (HE & Smoke) and one-module of 100mm OBA (HE & Smoke). Battery Access for both modules is never lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
- Prior to setup, the Romanians must secretly allot his Divisional Support Platoons to each of his Batalion Puscasi (no more than 4 Platoons per Batalion Puscasi). The Romanians must then enter one Batalion Puscasi along north edge (on/between hexrows A-L), one Batalion Puscasi (on/between hexrows L-X), and one Batalion Puscasi as a flanking unit [on any hex  $\leq 6$  hexes from hex A35 or X23 (not both)]:
  - Each Batalion Puccasi is to enter 3 companies/platoons on Turn 1, along its designated entry area;
  - Each Batalion Puccasi is to enter 2 companies/platoons on Turn 3, along its designated entry area;
  - Each Batalion Puccasi is to enter 2 companies/platoons on Turn 5, along its designated entry area;
- Each side's SAN may never be  $< 2$ ; any action which would reduce a side's SAN to  $< 2$ , insteads Pins that side's sniper.







Elements of the 161st Strelkovy Regiment, 25th Strelkovy Division sets up on any hex  $\geq 4$  hexes from the West/North/East map edge (see SSR 2-7); each Strelkovy Batalon is to setup in its deisgnated area:

Chose 180 Points of Fortifications (**cost each** | **maximum # allowed**) to be placed on any hex in the setup area:

7 Morale ?	HIP HS (with SW/SMC)	Dummy Minefield	6 Minefield	8 Minefield	AT 1 Mines	SAN +1	WIRE MPh/RtPh dr = MF CC: +1/-1	TRENCH OVR/OBA +4 OTHER +2	1+3+5	1+5+7	ROADBLOCK	Fortified
1/2   20	2   6	1   10	3   10	4   5	3   5	5   2	2   12	1   12	4   6	6   4	3   5	3   10

Strelkovy Batalon No. 1 sets up on any hex numbered 5-20:

## Batalon HQ 1:

4-5-8	Leitenant 9-1	Commissar 9-0	DC X12 30-1 1PP
4			2

## Company No.2:

4-2-6	2-3-7	Starshina 8-1	MMG 4-10 B11 5PP
8			

## Company No. 3:

4-2-6	2-3-7	MMG 4-10 B11 5PP
8		

## Company No. 4:

4-2-6	2-3-7	Serzhant 8-0	MMG 4-10 B11 5PP
8			

Strelkovy Batalon No. 2 sets up on any hex numbered 21-42:

## Batalon HQ 1:

4-4-7	Leitenant 9-1	Commissar 9-0	ATR PTRD 1941 1-12 1PP
2			4

## Company No.2:

4-2-6	2-3-7	Starshina 8-1	MMG 4-10 B11 5PP
12	2		2

## Company No. 3:

4-2-6	2-3-7	MMG 4-10 B11 5PP
8		

## Company No. 4:

4-2-6	2-3-7	Mladshij Serzhant 7-0	MMG 4-10 B11 5PP
8			

[ELR: 3]

(SAN: 2)



## DIVISIONAL SUPPORT

### Company No.1:

2-2-8	HMG 6-12 5PP
4	4

### Company No.2:

2-2-8	HMG 6-12 5PP
4	4

### Company No.3:

2-2-8	MTR obr 37 82* [3-78] M11
4	4

### Company No.4:

1-2-7	MTR obr 40 50* [3-20] 4PP
4	4

### Company No.5:

2-2-8	INF PP obr 27 76* M8 15PP	8 Wagon cs 3 T6
4	4	4

### Company No.6:

2-2-8	AT PTP obr.32 45L M11	8 Wagon cs 3 T6
4	4	4

### Company No.7:

11 T-26 M37/39 45L B11	3 -4
5	

### Company No.8:

12 T-28 M34 76* 2x2/2 <sup>2</sup> /2	3 2
4	

### Company No.9:

5-2-7	Starshina 8-1
6	

### Company No.10:

8-0 Serzhant	PHONE X12 11
	76mm





Elements of the 14th Dorobanti Regiment "Roman", 7th Infantry Division supported by the 7th Tank Regiment: enters on **TURN 1** (See SSR 8-11):

## No.1 Batalion Puscasi

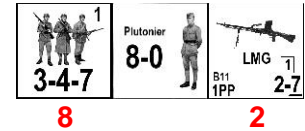
### Batalion HQ 1:



### Company 2:



### Company 3:



## No.2 Batalion Puscasi

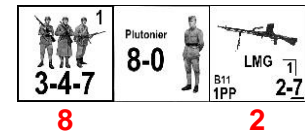
### Batalion HQ 1:



### Company 2:



### Company 3:

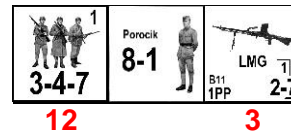


## No.3 Batalion Puscasi

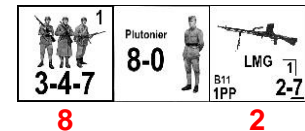
### Batalion HQ 1:



### Company 2:



### Company 3:



[ELR: 3]  
(SAN: 2)



## DIVISIONAL SUPPORT

### Platoon 1:



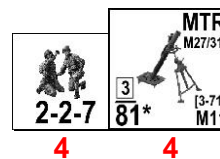
### Platoon 2:



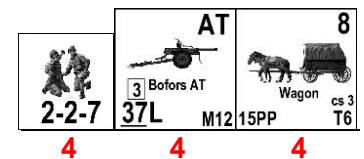
### Platoon 3:



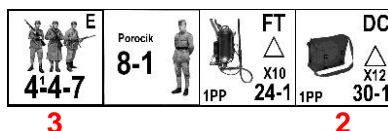
### Platoon 4:



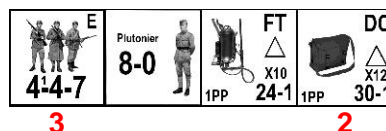
### Platoon 5:



### Platoon 6:



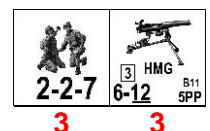
### Platoon 7:



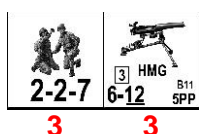
### Platoon 8:



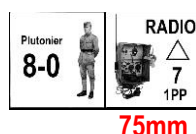
### Platoon 9:



### Platoon 10:



### Platoon 11:



### Platoon 12:

