JAVA 4a

PRELUDE



RAZDELNAYA, RUSSIA, 9 August 1941: The Romanian 14th *Dorobanti* Regiment "*Roman*" attack on the railroad station began with its lead companies cautiously advancing towards the forest to northeast of the station. From there, the Romanians planned to establish a position to provide fire support for the planned attack on the railroad station and on the town south of the station. In the area of the crossroads, the Soviets had established a strong position, supported by machine guns and heavy guns, behind a minefield; where they waited for the Romanians. When the Romanians did arrived, they found themselves faced with minefield covered by fire; their lead platoons started probed the minefield, trying to find an opening; but each time they were rebuffed and forced to withdraw. Urgent messages for tank and artillery supported were sent to the rear.

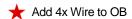
MAP CONFIGURATION

(Only hexrows M-X and hexes Numbered < 11 are playable)



BALANCE:

Add 7-0 Leader to OB



VICTORY CONDITIONS:

The Romanians win at Game End if there are no unbroken Russian MMC in any building ≤ 3 hexes of S6.





TURN RECORD CHART

RUSSIAN Sets Up First	*	^	2	4			END
ROMANIAN Moves First		Z	3	4	D	O	END

SPECIAL RULES:

- 1. See JAVA 4 Special Rules 1, 5, 6, 7, & 11.
- **2.** The Russians may add one Dummy Minefield counter to his OB for every 24 Known Minefield factors (B28.45) he sets up. In addition, he may make a secret dr (halved, FRD) and receives an additional number of Dummy Minefield counter s equal to the result.
- **3.** The Russians may setup (in suitable terrain) entrenched in foxholes (B27.11).

Elements 14th Dorobanti Regiment "Roman" enter on TURN 1 on the north edge:



[ELR: 3]

(SAN: 2)

Elements 161st Strelkovy Regiment, 25th Strelkovy Division setup on any hex numbered ≥ 4:



[ELR: 3]

(SAN: 2)

