JAVA 4b RIGHT FOOT FORWARD



RAZDELNAYA, RUSSIA, 9 August 1941: The Romanians' 14th *Dorobanti* Regiment "*Roman*" attack on the railroad station began with its lead companies cautiously advancing towards the station. The Soviets waited until the Romanians had moved into the open before they opened up with their machineguns, forcing the Romanians to take cover under the withering fire. The pinned down, the Romanian platoons urgently requested tank and artillery supported and soon the first tanks rumbled forward towards the railroad station, while medium mortars began dropping smoke to give the exposed platoons some cover. The Romanians' advance slowly started to gain momentum and soon their lead platoons were able to gain a foothold in the railroad station; now came the daunting task of clearing the Soviets from the station.

MAP CONFIGURATION

(Only hexrows A-L and hexes Numbered < 14 are playable)



BALANCE:

+ Add a R35(f) & 9-1 AL to reinforcements



Add two Fortified Locations to OB

VICTORY CONDITIONS:

The Romanians win at Game End by having more unbroken squad-equivalents in Building J12 than the Russians.





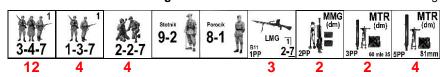
TURN RECORD CHART

RUSSIAN Sets Up First	# 4	2	2	A	E	C	7	0	END
ROMANIAN Moves First	1	L ₂	5 ₄	4 ₆	J	O	1	Ŏ	LIND

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.

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



Reinforcements enters, on dr \leq the circled number listed on the Turn Record Chart, along the north edge.

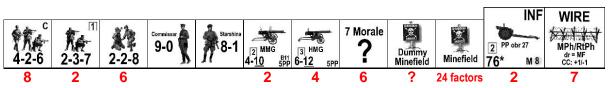


[ELR: 3]

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





(SAN: 2)