JAVA 4e

LEFT HOOK



RAZDELNAYA, RUSSIA, 9 August 1941: While the lead platoons of Batalion Puscasi No.2 were regrouping in the woods, the Romanian 14th Dorobanti Regiment "Roman" ordered a short left hook, in an effort to try and outflank the Soviet defences. The Batalion Puscasi No.2 pushed through the wood to the east of the town and immediately came under heavy machine-gun fire from the buildings on the edge of the town. The Soviets immediately started to divert units on route to the railroad station, to reinforce their positions on east side of the town, before the Romanians could gain a foothold in the town. The Romanians slowly move forward and soon their lead platoons managed to gain a foothold in buildings, but they were unable to advance much further, as Soviet reinforcements had arrived in time to shore up their defence.

MAP CONFIGURATION

(Only hexrows O-X and hexes Numbered 17-30 are playable)



BALANCE:

Exchange 8-0 for 8-1 SMC



VICTORY CONDITIONS:

The Romanians win at Game End by controlling \geq 8 stone building hexes.





TURN RECORD CHART

RUSSIAN Sets Up First	* *	^	•	A		_	END
ROMANIAN Moves First	1	L 2	5 ₄	4 ₆	5	b	END

SPECIAL RULES:

1. See JAVA 4 Special Rules 1, 5, 6, 7, & 11.

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

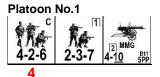


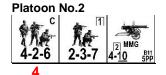


Elements 161st Strelkovy Regiment, 25th Strelkovy Division setup on any hex > 4 hexes from the east edge:



Reinforcements enters, on dr < the circled number listed on the Turn Record Chart, along the west edge. Each Platoon is to make a separate dr.





[ELR: 3]