JAVA 4f

HURRY, HURRY!



RAZDELNAYA, RUSSIA, 9 August 1941: While the *Batalion Puscasi* No.1 was attacking the railroad station from the north, the Romanian 14th *Dorobanti* Regiment "*Roman*" executed a flanking manoeuvre in an attempt to outflank the Soviet defences. The *Batalion Puscasi* No.3 had swung wide and as it cleared the grain fields to the west of the town, it immediately came under mortar fire. The Soviets hurriedly started to divert units destined for the railroad station in an effort to reinforce their positions on west side of the town, before the Romanians could gain a foothold. The Romanians, reinforced with tanks and engineers, broke into the buildings at the edge of the town, managing to gain a lodgement, just before the bulk of the Soviet reinforcements had arrived to shore up their defences.

MAP CONFIGURATION

(Only hexrows A-N and hexes Numbered \geq 29 are playable)

_ ▲ N

BALANCE:

- + Add 9-1 Armor Leader to Turn 2
- ★ Add 4x Wire to OB

VICTORY CONDITIONS:

The Romanians win at Game End by controlling \geq 6 stone building hexes.





TURN RECORD CHART

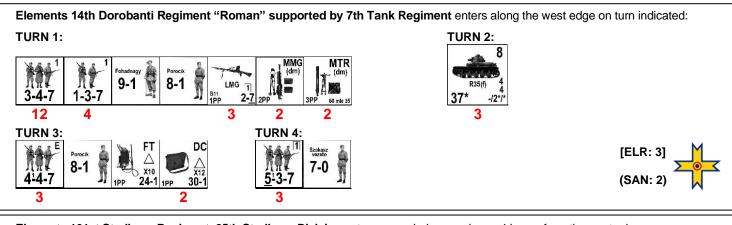
★ RUSSIAN Sets Up First	+ ▲	+ ↑	*_ *_	5	C	7	0	
ROMANIAN Moves First		Ζ	3 1 4 2	\mathbf{J}_{4}	0_{6}	1	ð	

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 161st Strelkovy Regiment, 25th Strelkovy Division setup concealed on any hex \geq 4 hexes from the west edge:

