

JAVA 4c

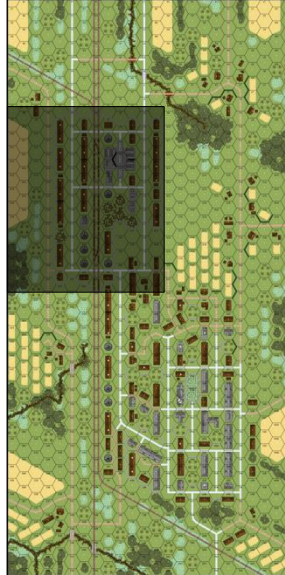
A HEAVY COST



RAZDELNAYA, RUSSIA, 9 August 1941: The Romanians' 14th *Dorobanti* Regiment "Roman" initial attack on the railroad station had managed to gain a foothold, now began the grueling task of clearing the Soviets out. Engineers with flamethrowers and demolition charges were called forward and together with the support of the machine-gun company, *Batalion Puscasi No.1* started its advance. In what would be a prelude of what the Romanians could expect the following month in Odessa, the Romanian began to clear out the Soviets, building by building. It was a slow and costly task, for even when the Romanians had managed to drive the Soviets out of a building; the Soviet would quickly rally and launch an immediate counterattack to retake the building. By the afternoon, the Romanians had managed clear out the Soviets from the smoking ruins of what was left of the railroad station, but the cost was heavy.

MAP CONFIGURATION

(Only hexrows A-N and hexes Numbered 8-22 are playable)



BALANCE:

- ✦ Exchange 9-1 for 9-2 SMC
- ★ Add 12 Mine factors to OB

VICTORY CONDITIONS:

Provided the Russians have not amassed ≥ 30 CVP; the Romanians win at game end by, controlling all 22 Buildings located within the stone wall railroad station facility.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✦	1	2	3 ^① ★	4 ^②	5 ^④	6 ^⑥	7	8	END
✦ ROMANIAN Moves First										

SPECIAL RULES:

1. See JAVA 4 Special Rules 1, 5, 6, 7, & 11.
2. Prior to set up, each player alternately (Romanian first) places three rubble counters at ground level of any building onboard and then makes a Kindling DR (B25.11), placing a Flame counter on the rubble if successful Kindled.

Elements 14th Dorobanti Regiment "Roman" sets up on any hex numbered ≤ 11 :

E 4-4-7 3	1 3-4-7 16	1 1-3-7 5	2-2-7 4	Fohadnagy 9-1	Porocik 8-1 2	Plutonier 8-0	LMG B11 1PP 2-7 4	MMG B11 4PP 4-10 4	HMG B11 5PP 6-12 4	MTR(f) 3 60* [3-42] 5PP 1PP	FT X10 24-1 1PP	DC X12 30-1 2
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[ELR: 3]

(SAN: 2)

Elements 161st Strelkovy Regiment, 25th Strelkovy Division setup concealed on any hex numbered ≥ 13 :

C 4-2-6 12	1 2-3-7 2	2-2-8 6	Leftenant 9-1	Commissar 9-0	MMG B11 5PP 4-10 2	HMG B11 5PP 6-12 4	7 Morale ? 8	INF PP obr 27 76* 2	Fortified M 8 2
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Reinforcements enters, on dr \leq the circled number listed on the Turn Record Chart, along the south edge.

1 5-2-7 6	Starshina 8-1
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[ELR: 3]

(SAN: 2)

