

JAVA 4d

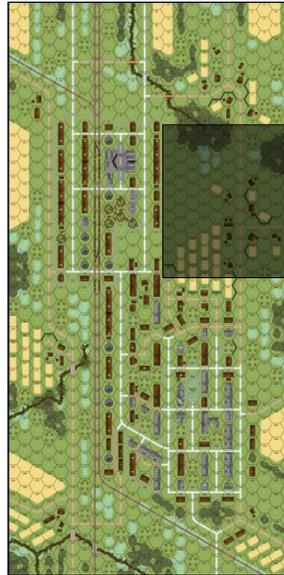
CATCH-UP



RAZDELNAYA, RUSSIA, 9 August 1941: The Romanian 14th *Dorobanti* Regiment “Roman”, *Batalion Puscasi No.1*'s attack on the railroad station was slowly advancing forward, its lead assault companies had become tied up clearing the stubborn Soviet defenders from smouldering ruins of station. On the left flank of the advance, *Batalion Puscasi No.2*, supported by tanks of the 7th Tank Regiment, had finally broke through the Soviets' defensive position at the crossroad; but no sooner had the infantry cleared the wood line, when it came under fire from the next Soviet position. While the Romanian infantry advanced under Soviet mortar and machine-gun fire, their supporting tanks struggled to free themselves from the last position and catch up. The Soviets managed to halt the Romanians advance by destroying several tanks and forcing the infantry to retreat back to the woods, where it had to regroup and wait for further reinforcements.

MAP CONFIGURATION

(Only hexrows N-X and hexes Numbered 9-20 are playable)



BALANCE:

- ✦ Add a 9-1 Armor Leader to Platoon No.1
- ★ Add 4x Wire to OB

VICTORY CONDITIONS:

The Romanians win immediately by exiting ≥ 19 VP off the south edge (prisoners are worth 0 VP); **or** at game end by controlling all the buildings ≤ 2 hexes from T16.

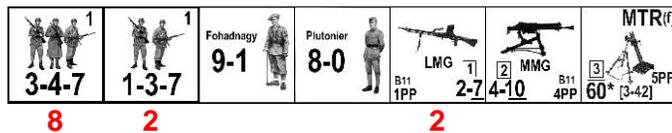
TURN RECORD CHART

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

SPECIAL RULES:

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

Elements 14th Dorobanti Regiment “Roman” supported by 7th Tank Regiment setup on any hex ≤ 10 :



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

Platoon No.1:



Platoon No.2:



[ELR: 3]

(SAN: 2)



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



[ELR: 3]

(SAN: 2)

