

# ROMANIANS AXIS '44

OFFICIAL BRIEFING

ROMANIAN FORCES FIGHTING AGAINST THE SOVIETS  
JANUARY TO AUGUST 1944

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**FLAMES OF WAR.**

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# The Romanian Army in 1944

At the start of 1944 the Romanians had already seen much combat against the Red Army. They had fought all the way to the gates of Stalingrad only to be pushed back to the Crimea. They fought the Red Army in the Caucasus, in the Crimea and now the red menace was beating at their door!

## CRIMEA 1943 TO 1944

Romanian forces evacuated the Caucasus region through the Taman Peninsula in October 1943. The defeat and retreat after Stalingrad had left many of the Romanian divisions in a sorry state, with only the cavalry and mountain divisions in good condition. These units were pressed into combat by the Germans holding the Crimea.

These forces had already held off Soviet landings in November 1943 and in April 1944 the Soviets made a two-pronged attack into the peninsula, through the Perekop Isthmus in the north and from the east through the Taman Peninsula.

The successful Soviet break-in to the Crimea forced the German and Romanian forces to withdraw towards the port of Sevastopol due to insufficient reinforcements. However, the Romanian Mountain Corps did not retreat. Instead they were ordered to hold the northern defences of Sevastopol and guard the Yaila Mountain passes to allow the German V Corps to retreat from Simferopol. As more mountain units arrived in the city more were sent to man the old Soviet defences that surrounded it. For the rest of April the 1st and 2<sup>nd</sup> Mountain Divisions continued to hold off local Soviet attacks with German artillery support. At the end of April the Romanians held 35% of the Sevastopol defences, while

the Germans held the rest.

The Romanian leader, Marshal Ion Antonescu, managed to get Hitler to agree to an evacuation and non-combat troops were shipped out between 14 and 27 April. Next were the Cavalry divisions. By 28 April 13,330 Romanian troops were left in the Crimea when Hitler suspended the evacuation.

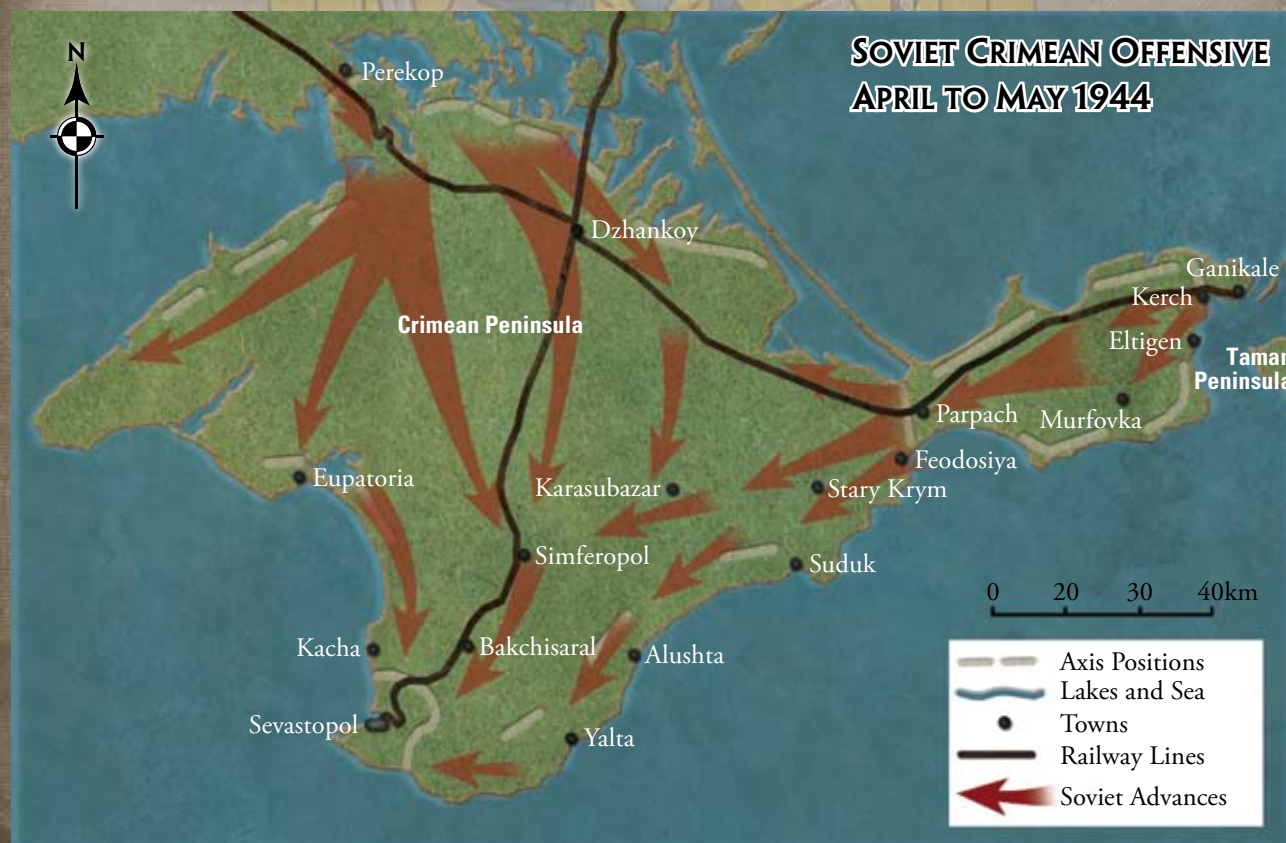
During early May the Soviets began to escalate their attacks against the northern sector, and the Romanian 2<sup>nd</sup> Mountain Division bore the brunt of the attack. It wasn't until nearly German divisions were overrun that the Mountain Corps was forced to retreat to avoid being cut off.

On 8 May Hitler finally allowed the Axis troops to be withdrawn from the Crimea after many previous requests were ignored. The remaining Romanian troops were evacuated by 12 May, with only the troops of the 1st Mountain Division remaining to act as a rear guard. However, these last troops were lost at Omega Bay the following day before they could be evacuated. Of the 64,712 Romanians that started in Crimea in 1944, 22,522 were lost during the fighting.

The combined losses of the Stalingrad, Caucasus and Crimean campaigns had cost almost the entire equipment of the 24 divisions committed to the Soviet Front. These forces had to be rebuilt during 1943 and 1944.

## THE ARMY REBUILDS

While rebuilding their shattered divisions the Romanians also set about reinforcing their fortifications. It was realised, even with the rebuilt divisions, the Romanian army would





be no match for the Soviets in mobile warfare. The natural defences of the Carpathians and lower Danube offered formidable obstacles for the Soviet invaders and these were further reinforced by fortifications in the 80km long Focsani-Namaloasa-Braila (FNB) gap on the lower Siret River.

In February 1944 the 'Cantemir' Mixed Armoured Group was organised, in lieu of a fully organised and equipped Armoured Division being available, and sent to the front to join the III Corps in Transnistria. The group consisted of two medium tank companies (total of 2 T-3 and 30 T-4 tanks), an assault gun company (10 TA assault guns), two tank-hunter batteries (total 14 TACAM T-60 tank-hunters) and two light tank companies (one of R-2 and one of R-35 tanks). This force was withdrawn from Transnistria 28 March and its R2 and R-35 tanks were taken out of service.

It was then formed into the Rapid Armoured Detachment and consisted of the elements of the 1st Armoured Division. It contained a motorised recon group, a motorised anti-tank battalion (six TAC43 Resita 75mm guns), the 63rd Tank-hunter Battery (TACAM T-60), a Tank Battalion (two companies of 16 T-4 tanks each and an assault gun company of 10 TA assault guns), the Motorised Vanatori Battalion, a Motorised Artillery Battalion (12 100mm Skoda howitzers) and an anti-aircraft company. While at the front the remainder of the 1st Armoured Division was built up around it.

## THE SOVIETS INVADE

On 8 March the Soviets made a major breakthrough against the Germans in the northern Ukraine and had overrun Northern Bucovina by 24 March. During this time the Romanian Fourth Army was activated to join the Third Army in the field. The IV Corps, with the 5<sup>th</sup> Cavalry, 4<sup>th</sup>

Mountain Training, 7<sup>th</sup> and 8<sup>th</sup> Infantry divisions, found its designated defensive area already in Soviet hands and was forced to evacuate half a million refugees and withdraw.

Next to be under threat was Transnistria, a former Soviet area between the Dnestr and Bug Rivers, which had been under Romanian administration until April 1944, when the Germans had formally taken over. Despite the 11% Moldavian (Romanian speaking) minority there was no real will on behalf of the Romanians to retain control of this territory. The Soviets broke through the German positions in the north of Transnistria and quickly out flanked the Romanian III Corps positions on the lower Bug and in Odessa. The Romanians withdrew across the Dnestr into Basarabia with little or no fighting.

## DEFENCE OF BASARABIA

While Romanian troops may have left Transnistria with little resistance, this was not to be the intention with Basarabia (the province to the south of Transnistria between the Bug and Prut rivers). This province, lost in 1940, was the reason the Romanians had entered the war in 1941 and they were determined not to give it up again without a fight. The Romanian and German units were in mixed commands, Group Wöhler consisted of the German Eighth Army and the Romanian Fourth Army and Group Dumitrescu contained the German Sixth Army and the Romanian Third Army. Both Mixed army groups were under German Army Group South Ukraine.

The Romanian Fourth Army dug-in on the hastily constructed Traian fortified line positioned below the Carpathian foothills on the Siret and Dnestr rivers covering the northern approaches to Basarabia. The German Sixth Army was positioned on the Stefan Line, a less complete position behind the eastern Traian Line. The Romanian Third Army was fortified along the lower Dnestr River. During May, Group Dumitrescu's positions on the Dnestr solidified, but those of Group Wöhler in northern Basarabia remained precarious into June.

The first of the re-constituted Romanian units in Group Wöhler to enter combat were the specialist mountain ski troops and frontier guards in the Carpathian passes fighting alongside the German XVII Corps during April. Various





Soviet Second Ukrainian Front probing attacks were conducted along the front line of Groups Wöhler and Dumitrescu throughout late April. On 28 April a counterattack by the German 23. *Panzerdivision* and 79. *Infanteriedivision* halted the Soviet attacks towards Iasi.

Other counterattacks were launched in late April with the Romanian Guard Division distinguishing itself while fighting alongside the elite German *Grossdeutschland* division north of Tirgu Frumos.

## TIRGU FRUMOS

On 2 May a major Soviet attack was launched towards Tirgu Frumos. It was preceded by a deafening 60-minute artillery barrage followed by a wave of infantry and tanks. The Romanian unit engaged by this assault was the Guard Division who were hit by the full force of the Soviet 8<sup>th</sup>

### THE ROMANIAN GUARD DIVISION

The Guards penetrated the defences of the Soviet 81<sup>st</sup> Guards Rifle Division and drove northward to the outskirts of Harmanesti, turning the left flank of the Soviet 8<sup>th</sup> Guards Airborne Division and forcing them to withdraw. The Romanian attack was finally halted at Harmanesti. One regiment of the division attacked northward up a valley to the southwest of Crivesti, but was forced back by a counterattack by the Soviet 81<sup>st</sup> Guards Rifle Division's rear area troops supported by the divisional artillery. To extract themselves from this difficult situation they required the aid of the *Grossdeutschland* division's Panzerregiment. After further fighting the position stabilised. The Germans and Romanians had advanced the defensive lines about 6km.

Guards Airborne Division and a supporting tank brigade from the 18<sup>th</sup> Tank Corps. After several hours of intense fighting the Soviets had broken through the Romanian positions south of Helestieni. By noon they Soviets had cut the Pascani-Tirgu Frumos road and the Romanians had withdrawn to a secondary fortified line.

Many of the nearby German *Grossdeutschland* units had held at strong defensive positions, disrupting the Soviet attack and forcing them to leave behind infantry to deal with the stubborn defenders. The *Grossdeutschland* Panzer Regiment soon came to the rescue and drove the Soviets back towards their initial positions. Various breakthrough and counterattacks continued throughout the day. *Grossdeutschland* was joined by 24. *Panzerdivision* from reserve and the attack/counterattack battle continued until 7 May when the final German counterattack halted the Soviet offensive.

The German Sixth Army made an effort to clear Soviet bridgeheads across the Dnestr River during May with some success, but these operations were conducted by German troops who were more suited to offensive operations than the supporting Romanian infantry formations.

### EARLY JUNE FIGHTING – GERMAN COUNTEROFFENSIVE

While the Soviets were still in planning for their drive into Romania, the German Eighth Army had plans of its own. Army Group Wöhler launched one of the few major offensives to be conducted by a German army during 1944 on the eastern front. Intelligence had identified large concentrations of Soviet troop north of Iasi and General Wöhler decided to form a Panzer group to attack and destroy these Soviet concentrations. In the region of Iasi, Romanian and German troops were intermingled defending the fortified





lines. The Romanian 6<sup>th</sup>, Guard, and 4<sup>th</sup> divisions were in the rearward line and the 1<sup>st</sup>, 18<sup>th</sup> Mountain, 3<sup>rd</sup>, and 11<sup>th</sup> Divisions in the forward lines. The 5<sup>th</sup> Cavalry Division was also held in reserve with the German 14. *Panzerdivision*. At the end of May Wöhler concentrated the 14. *Panzerdivision*, 23. *Panzerdivision*, 24. *Panzerdivision* and *Grossdeutschland Panzergrenadierdivision* in the Iasi region. The operation was launched in two stages with Operation Sonja starting on 30 May and Operation Katja on 2 June. Operation Sonja was conducted by 23. *Panzerdivision* and 24. *Panzerdivision* and was launched north of Iasi towards the Soviet assembly areas. They were supported by 79. *Infanteriedivision* and the Romanian 11<sup>th</sup> Infantry Division. The Romanian 18<sup>th</sup> Mountain Division was to protect the attack's left flank and the Romanian 3<sup>rd</sup> Infantry Division the right of the second phase Operation Katja, conducted mainly by the *Grossdeutschland Panzergrenadierdivision*.

Operation Sonja captured the area around the village of Sarca (south of the town of Cîrpiți) and threw back four Soviet Rifle Divisions on 30 May. The following day attacks were launched against Soviet salients on their left flank. On the right flank the Romanian 11<sup>th</sup> Infantry Division supported 23. *Panzerdivision Kampfgruppe*. On the third day 24. *Panzerdivision* withdrew to prepare for Operation Katja and left their positions to the 14. *Panzerdivision* and 79. *Infanteriedivision*, reinforced by the Romanian 3<sup>rd</sup> and 11<sup>th</sup> Infantry Divisions.

## OPERATION KATJA

The forces for Operation Katja formed around the village of Tautesti. The attack was launched on 2 June with the aim of taking the Soviet strong points at Horlești and Zahorna, northwest of Iasi, before swinging right. The two regiments of the Romanian 3<sup>rd</sup> Infantry were to follow 24. *Panzerdivision* and provide support and clean up bypassed pockets of resistance. To the 24. *Panzerdivision*'s left was the *Grossdeutschland Panzergrenadierdivision* with the aim of taking strong points at Avantul, Movileni Station and Epureni before continuing north to take the high ground overlooking the Jijia River. The Romanian 18<sup>th</sup> Mountain Division was to follow *Grossdeutschland* to provide additional infantry support and clear isolated enemy pockets. The Romanian 4<sup>th</sup> Infantry Division would come up from reserve to take over the 18<sup>th</sup> Mountain's positions.

The German Panzer *Kampfgruppen* set off early on 2 June and quickly advanced against weak Soviet opposition (three Rifle Divisions). After the first days fighting *Grossdeutschland* had reached all its objectives and turned the sector west of Epureni over to the Romanian 18<sup>th</sup> Mountain Division and reinforced the 24. *Panzerdivision*'s wing.

The assault resumed on 3 June as *Grossdeutschland* and 24. *Panzerdivision* continued their assaults on the Soviet positions. The Romanian 3<sup>rd</sup> Infantry Division joined the assault on the 24. *Panzerdivision*'s right. The Romanians assaulted the positions north of Vulturi and south of Hill 164 held by the Soviet 116<sup>th</sup> Rifle Division. Fighting intensified during 3 June as Soviet reinforcements arrived, including tanks of the 16<sup>th</sup> Tank Corps and new IS-2 heavy tanks.

By 4 June strong defences south of Epureni halted the *Grossdeutschland* advance. The Romanians continued in

their supporting role, taking over freshly taken ground each time the German *Panzertruppen* moved forward. The Romanian 3<sup>rd</sup> Infantry Division also finally took Hill 164 with support from 24. *Panzerdivision* and *Grossdeutschland panzergrenadiers*.

Heavy fighting continued into 5 June with fighting north of Hill 162. A Soviet counterattack almost overran the Romanian 18<sup>th</sup> Mountain Division, but *Grossdeutschland* intervention restored the situation. More Soviet forces shored up the Soviet line and fierce fighting continued into 6 June, but the attacks by German *Kampfgruppen* halted and the Axis defenders settled into the former Soviet trenches. The main objective had been achieved with the taking of the high ground overlooking the Jijia River. The Romanian 18<sup>th</sup> Mountain and 3<sup>rd</sup> Infantry took up the defence and the 20<sup>th</sup> Infantry Division, German *Grossdeutschland Panzergrenadierdivision* and 23. *Panzerdivision* went into reserve behind the newly won positions. However, Epureni still remained in Soviet hands and a number of small bridge-heads remain on the southern bank of the Jijia River.

A number of counterattacks were launched on 7-8 June by the Soviets, but most of the newly won ground was held and fighting died down by the end of 8 June. For the remainder of June and July the front remained relatively quite as events in Byelorussia drew Soviet and German attention elsewhere.

## FOURTH ARMY: IASI-CHISINAU

During the summer Antonescu suggested a controlled withdrawal to the more defensible Carpathian-Danube line, which was substantially more fortified. However, Hitler refused with a promise to hold sufficient German troops in Basarabia. With the launch of the Soviet Operation Bagration in late June, the Germans quickly started withdrawing armoured formations to shore-up the situation in Byelorussia. Also in the defensive line were the Romanian IV Corps (5<sup>th</sup> Motorised Cavalry, 7<sup>th</sup> and 3<sup>rd</sup> Infantry divisions and 102<sup>nd</sup> Mountain command) and the German IV Corps (German 376. *Infanteriedivision* and 79. *Infanteriedivision* and Romanian 11<sup>th</sup> Infantry Division) from the German Eighth Army.

On 20 August the Soviets attacked both the Third Army south of Tiraspol and the Fourth Army north of Iasi. The Germans

The Romanian Fourth Army included:

### Reserve:

- 1<sup>st</sup> Armoured Division
- 8<sup>th</sup> Infantry Division
- 18<sup>th</sup> Mountain Division
- German 20. *Panzerdivision*

**VII Corps** (103<sup>rd</sup> and 104<sup>th</sup> Mountain Commands)

**I Corps** (6<sup>th</sup> and 20<sup>th</sup> Infantry Divisions)

**V Corps** (4<sup>th</sup> Infantry and Guard divisions)

**VI Corps** (5<sup>th</sup> Infantry Division, 101<sup>st</sup> Mountain Command, German 76. ID)

**German LVII Corps** (Romanian 1<sup>st</sup> and 13<sup>th</sup> Infantry Divisions, German 46. ID)).



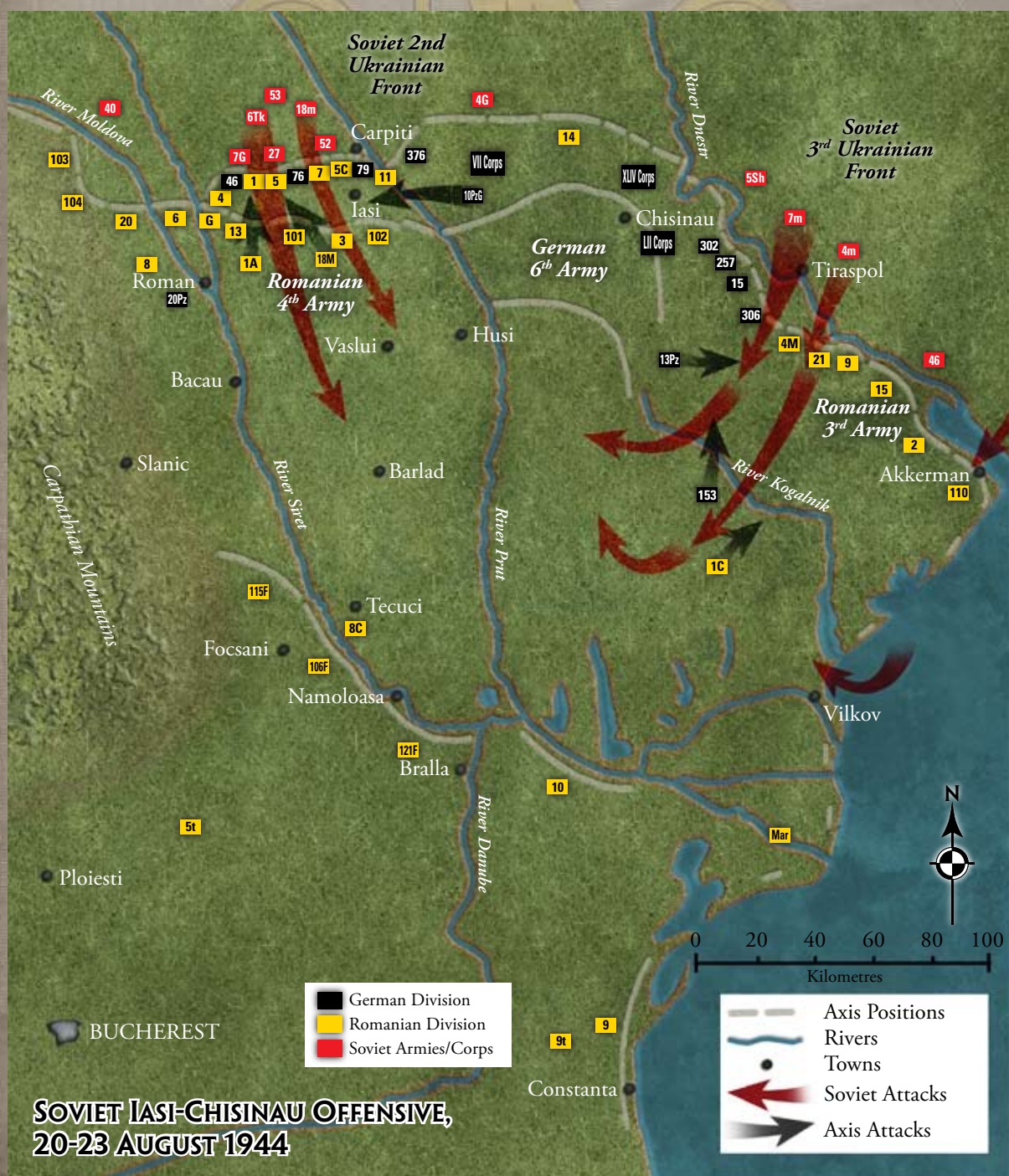
and Romanians had some sense of what was coming and had prepared what little armour they had to counterattack. In the Romanian Fourth Army the 1<sup>st</sup> Armoured Division, under the German LVII Corps, had been split into two battle groups, A and B. They had been positioned forward of the villages of Goesti, Crucea and Sinesti supporting the 1<sup>st</sup> and 5<sup>th</sup> Infantry Divisions where the Soviet blow was expected. Two small German Assault Gun detachments had also been attached to the 1<sup>st</sup> Armoured Division, *Kampfgruppen* Kessel and Brausch. Once the expected Soviet assault had begun the armoured forces were to counterattack north and north-east of it.

The Fourth Army faced the Soviet 7<sup>th</sup> Guards, 27<sup>th</sup> and 52<sup>nd</sup> Armies in the front lines with the 53<sup>rd</sup>, 6<sup>th</sup> Guards Tank armies and 18<sup>th</sup> Mechanised Corps in reserve for the exploitation phase of the operation.

## IASI ATTACK

The Soviet attack on the Fourth Army began on 20 August with holding attacks along the front of I, V and German LVII corps. The Romanian 20<sup>th</sup> Infantry Division held its positions, while the Guard, 4<sup>th</sup> and 6<sup>th</sup> Infantry divisions suffered localised penetrations that were quickly retaken with counterattacks during the day. A secondary attack by the Soviet 7<sup>th</sup> Guards Army fell on the Romanian 1<sup>st</sup> Infantry Division and German 46. *Infanteriedivision* who held steady, but by evening events on the right of the 1<sup>st</sup> Infantry Division threatened the flank as the VI and IV Corps were pushed back.

The main Soviet assault hit the VI and IV Corps after a 1½-hour preparatory bombardment, with the initial weight of the attack and artillery falling on the positions of the Romanian 5<sup>th</sup> Infantry Division. They were hit by the Soviet





27<sup>th</sup> Army, which was heavily equipped with tanks and assault guns. The Romanians were smashed and their positions quickly overrun. By 1230 hours the 27<sup>th</sup> Army had taken the village of Podul Iloaiei and had crossed the Bahlui River. On the 5<sup>th</sup> Infantry Division's right the Soviet 52<sup>nd</sup> Army had also punched through the Romanian 7<sup>th</sup> Infantry Division and broken the front of the German 76. *Infanteriedivision* between the two Romanian formations and forced them to retire. The destruction for the 5<sup>th</sup> Motorised Cavalry Division on the 7<sup>th</sup> Infantry Division's right forced it to withdraw to Tomesti to avoid being out flanked. The Romanian 11<sup>th</sup> Infantry Division, part of the German IV Corps to the right of the Romanian IV Corps, fought well holding off attacks before also being forced to withdraw by its threatened left flank when the German 79. *Infanteriedivision* withdrew.

Trench lines along the heights above the Bahlui River had been prepared over the summer and a secondary defensive position was setup. The Romanian 18<sup>th</sup> Mountain and 3<sup>rd</sup> Infantry divisions were moved forward to occupy these positions, with the gap between them being taken by the retreating German 76. *Infanteriedivision*. In reserve behind them was a small detachment of German Assault Guns. Unexpectedly the Soviets had released the 6<sup>th</sup> Guards Tank Army early to begin the breakthrough and the 18<sup>th</sup> Mountain Division ran into this massive armoured formation as it pushed through the breach made by the 27<sup>th</sup> Army at Podul Iloaiei. The 18<sup>th</sup> Mountain Division fought stubbornly in the wooded hills behind the Bahlui River.

## 1<sup>ST</sup> ARMoured DIVISION COUNTERATTACK

While the 18<sup>th</sup> Mountain Division tried to hold the 6<sup>th</sup> Tank Army, General Korne of the 1<sup>st</sup> Armoured Division organised his counterattack for 1400 hours. His aim was to push back the penetration made by the Soviet 6<sup>th</sup> Tank Army south of the Bahlui River. He sent German Kampfgruppe Kessel to retake Podul Iloaiei and Kampfgruppe Brausch to take Cosinteni and Scobilteni. The 1<sup>st</sup> Armoured Division would attack Hoisesti.

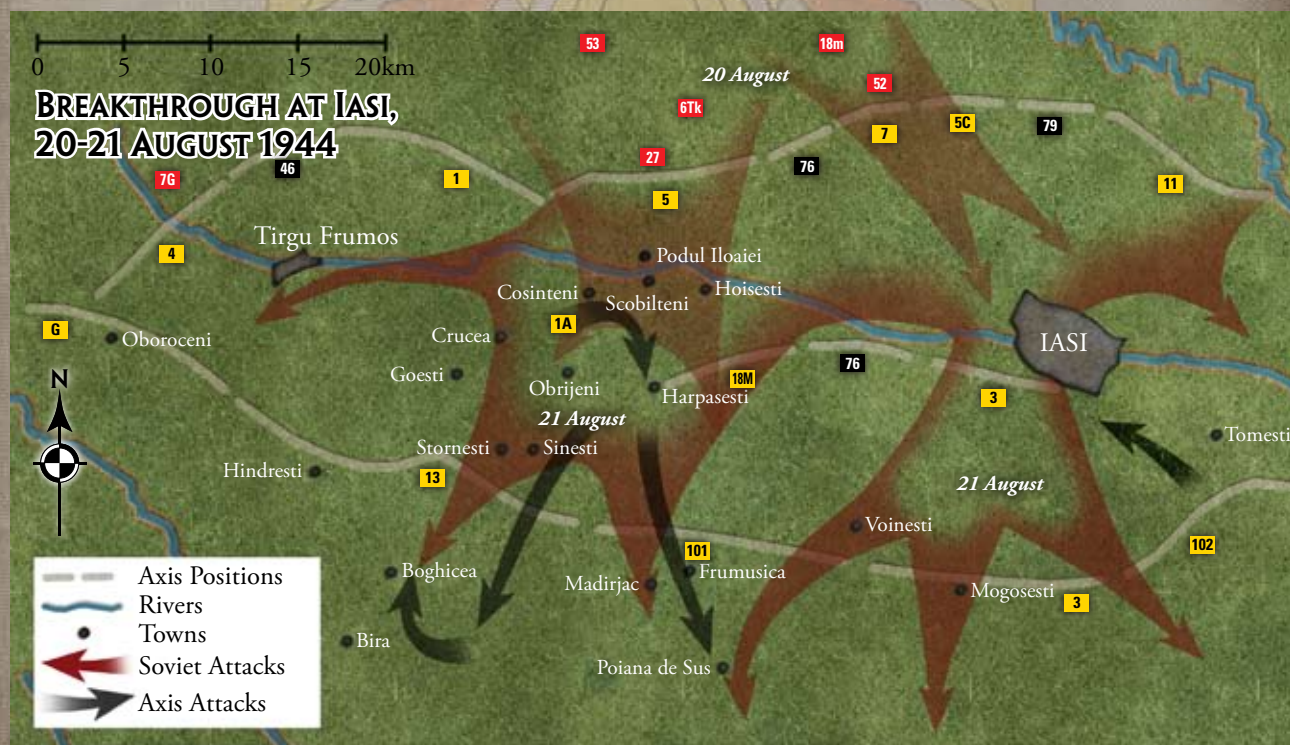
However, the Soviet tanks were in too greater number. *Kampfgruppe* Kessel was forced back well short of Podul Iloaiei and *Kampfgruppe* Brausch could only reach Cosinteni. The 1<sup>st</sup> Armoured Division's Battle Group B retook the heights of Hoisesti, which they only held temporarily. By 1915 hours the Soviets had flooded the area with masses of infantry and tanks. The hard pressed 18<sup>th</sup> Mountain Division began to give and the flanks of the armoured units were exposed forcing them to withdraw.

During the night of 20/21 August the 1<sup>st</sup> Armoured Division was reorganised, with the Battle Group A merging with *Kampfgruppen* Kessel and Brausch under Colonel Constantinescu. This group contained the 4<sup>th</sup> Motorised Rifle Regiment, 1<sup>st</sup> Motorised Artillery Regiment, 101<sup>st</sup> Anti-tank Battalion, an Armoured Infantry Company, a Reconnaissance Group, TACAM Battery, and 10 German Assault Guns (StuG G). Battle Group B, commanded by Colonel Nistor, contained a Tank Battalion (20 T-4), an Assault Gun Company (10 TA) and the 3<sup>rd</sup> Motorised Rifle Regiment. General Korne also signalled the German 20. *Panzerdivision* to send forward the tanks and assault guns left with them to train the Romanian 2<sup>nd</sup> Armoured Division. However, the Germans held on to the armour for their own use.

The Germans began to plan more counterattacks for 21 August, but the limited armoured resources available could do little. 20. *Panzerdivision* was ready, 10. *Panzergrenadierdivision* only had 20 tanks and made no impression on the 18<sup>th</sup> Mechanised Corps it was sent against and the Romanian 1<sup>st</sup> Armoured Division was just holding its own against the 6<sup>th</sup> Tank Army without trying to launch an attack.

## SOVIET BREAKTHROUGH

Early on 21 August the 18<sup>th</sup> Mountain Division was finally overrun, forcing the supporting 1<sup>st</sup> Armoured Division Nestor detachment to withdraw on the Fortified Traian Line to the positions of the 101<sup>st</sup> Mountain Command. Soviet





forward momentum continued with 18<sup>th</sup> Mechanised Corps moving south through Iasi and penetrating the front lines of the Romanian 3<sup>rd</sup> Infantry Division.

On the right of the main penetration the Romanian I and VII Corps were left relatively unmolested. The Romanian 1st Infantry Division (German LVII Corps) was hit in the flank by the 23<sup>rd</sup> Tank Corps forcing them and the 4<sup>th</sup> Infantry Division and German 46. *Infanteriedivision* to withdraw through Tirgu Frumos to the Traian Line.

By the end of the day the Soviets had broken through the Traian Line, getting as far as the counterattack assembly positions of 1<sup>st</sup> Armoured Division's 3<sup>rd</sup> Motorised Regiment at Poiana de Sus and driving them south during the night of 21/22 August. The line had been well and truly broken and Hitler finally agreed to fall back on the FNB line that Antonescu had first suggested during the summer.

On 22 August the Romanian Fourth Army began a phased withdrawal on the FNB line (fortifications in the 80km Focsani-Namaloasa-Braila gap on the lower Siret River). The VII Corps and the 20<sup>th</sup> Infantry Division moved to hold the passes in the Carpathian passes. The Soviets attacked the I and VII Corps on the same day with the aim of collapsing the whole Romanian front, but the 103<sup>rd</sup> Mountain Command (a brigade sized unit) and the 6<sup>th</sup> Infantry Division repulsed the Soviet infantry assault. The 4<sup>th</sup> Infantry and Guard divisions also successfully held off attacks on the Traian Line. However, the 13<sup>th</sup> Infantry Division did come under heavy pressure.

Meanwhile General Korne's 1st Armoured Division reunited around Boghicea and Bira, less the 3<sup>rd</sup> Motorised Rifle Regiment that had been driven off at Poiana de Sus. Under constant air attack they reorganised and counterattacked the Soviet assaults on the 13<sup>th</sup> Infantry Division's positions. The two divisions held off the Soviets until midnight on 22/23 August when the line of the 4<sup>th</sup> Motorised Rifle Regiment was breached, forcing the Romanians to withdraw. A 1<sup>st</sup> Armoured Division counterattack held the Soviets advancing out of Boghicea, allowing the Guard, 4<sup>th</sup>, 13<sup>th</sup>, 1<sup>st</sup> Infantry divisions and the German 46. *Infanteriedivision* to cross the Siret River north of Roman during morning of 23 August.

Despite being driven from Poiana de Sus the 3rd Motorised Rifle Regiment held up further Soviet advances during early

22 August, but with dawn the overwhelming presence of the Soviet Armour forced them to retreat south once again.

As 23 August dawned the retreat had proved too much for the 1<sup>st</sup> and 13<sup>th</sup> Infantry divisions who had disintegrated during the chaos of the night. The 1<sup>st</sup> Armoured Division and the relatively intact V Corps (Guard and 4<sup>th</sup> Infantry divisions) were tasked with covering the next phase of the withdrawal to the FNB Line from the Siret River to the Moldova River. The Fourth Army's last reserve division, the 8<sup>th</sup> Infantry, was committed to the fight to hold a bridgehead at Bacau for the retreating forces. Relations between the German 20. *Panzerdivision* and the 8<sup>th</sup> Motorised Cavalry Division (training to become the 2<sup>nd</sup> Armoured Division) ended with the Germans seizing all the tanks and heading north to cover the German Sixth Army's withdrawal and the Romanians being ordered to assemble on the FNB Line. A number of other training divisions were also ordered to assemble on the FNB Line. All the Romanian medium 88mm and 75mm anti-aircraft guns were also ordered to be relocated on the FNB Line from Bucharest and the Ploiesti oil fields.

The I Corps continued to hold up against Soviet attacks throughout 23 August, beating off one as late as 2040 hours that evening. At 0030 hours on 24 August Romanian units of the Fourth Army were formally ordered to cease-fire.

### THIRD ARMY: IASI-CHISINAU

The II Corps protected the coast round Dobrogea and the Marine and Frontier Guard units protected the Danube Delta to their north. The III Corps was positioned on the far right of the Axis line on the Basarabian coast. To their west was the German XXIX opposite the Soviet bridgehead at Tiraspol. The Romanian 14<sup>th</sup> Infantry Division was included in the German Sixth Army on the Third Army's

The Romanian Third Army included:

**II Corps** (9<sup>th</sup>, 10<sup>th</sup> Infantry, 9<sup>th</sup> Training divisions and Marine detachments),

**III Corps** (110<sup>th</sup> Brigade, 2<sup>nd</sup>, 15<sup>th</sup> Infantry Divisions)

**German XXIX Corps** (Romanian 21<sup>st</sup> Infantry and 4<sup>th</sup> Mountain divisions and the German 9. *Infanteriedivision*).



left. In reserve was the 1<sup>st</sup> Cavalry Division, two companies of obsolete R-35 tanks, the German *13. Panzerdivision* and *153. Infanteriedivision*.

## CHISINAU ATTACK

The Soviet attacks on the Third Army and German Sixth Army concentrated on intersection of the German Sixth and Romanian Third Armies. The major blows of the Soviet 37<sup>th</sup> Army fell on the German *15. Infanteriedivision* and *306. Infanteriedivision*. Secondary assaults were launched against German *257. Infanteriedivision* and *302. Infanteriedivision* by the 57<sup>th</sup> Army and the Romanian 4<sup>th</sup> Mountain Division by the 46<sup>th</sup> Army. The Soviets reported fierce fighting against the Romanian division, but by the end of 20 August the 4<sup>th</sup> Mountain had been completely overrun. The penetration of the Soviets drove up to 12km through the lines by the end of the day. The disintegration of the 4<sup>th</sup> Mountain forced the 21<sup>st</sup> Infantry Division to withdraw to protect its exposed flank. The German divisions feared little better, and a counterattack launched by *13. Panzerdivision* was thrown back with the loss of 15 of its 35 tanks.

## SOVIET BREAKTHROUGH

The complete destruction of the Romanian 4<sup>th</sup> Mountain Division and German *306. Infanteriedivision* early on 21 August and further failed counterattacks by the German *13. Panzerdivision* and *153. Infanteriedivision* allowed the Soviets to release their exploitation units, the 4<sup>th</sup> and 7<sup>th</sup> Mechanised Corps. This forced the collapse of the Romanian 21<sup>st</sup> Infantry Division and forced the German *9. Infanteriedivision* to retreat.

The Soviet 4<sup>th</sup> and 7<sup>th</sup> Mechanised Corps advanced a further 80km on 22 August. The *13. Panzerdivision* lost its last tanks and its further offensive capability. The Romanian 1<sup>st</sup>

Cavalry Division attempted to hold on the Kogalnik River but was driven back by the advancing mechanised corps.

The same day the Soviet 46<sup>th</sup> Army made an amphibious landing with 8000 troops against the III Corps' 110<sup>th</sup> Infantry Brigade on its coastal right flank. Despite a desperate counterattack by a regiment, the Soviets had taken Akkerman by the late evening. The III Corps was now under threat of being surrounded and cut off, withdrawal had become essential.

The Third Army avoided being surrounded only because the Soviet focus was on the German Sixth Army. The Soviet punch swung west behind the German positions, leaving the Romanian Third Army space to withdraw on the FNB Line. However, on foot the Romanian units of the Third Army were still behind the Soviet flank when the cease-fire was announced at 0030 hours on 24 August. Some units kept fighting into the next day in an attempt to breakout south. The fighting was centred on the towns of Jibrieni and Vilkov. It was not until the Soviets made another amphibious landing at Jibrieni late on 24 August that the Third Army finally capitulated.

## THE COUP

On 23 August the Palace Guard arrested Ion Antonescu while he was summoned before King Mihai. A new government was formed. Cease-fire negotiations were completed with the Soviets, ironically Antonescu had already done most of the groundwork, and at 0030 the Romanian forces in the field were ordered to cease fighting the Red Army. The Romanian officer corps remained loyal to the King, and despite German attempts they could not convince any Romanian units to continue fighting.

# Guard Infantry Division

The Romanian Guard Infantry Division fought during the summer campaign of 1944 in Basarabia. This elite division was more motivated than some of the other line divisions, but hadn't had the experience in Russia as a unit.

You may field a Guard Puscasi Battalion. If you do, your Battalion HQ and all of your Combat, Weapons and Support Companies are Guard and cost an additional +10 points per headquarters, company or platoon. They remain rated **Regular**.

They use the following special rule in addition to the other Romanian special rules on page 10.

## ROYAL GUARD

The iron discipline of the Guardsmen keeps them steady in battle. They hold against the Soviet onslaught when the regulars have abandoned their posts.

*Guards Companies or Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.*





## ROMANIAN SPECIAL RULES

### PEASANT ARMY

Romania's huge army was drawn from the rural peasant class, officered by the aristocratic upper class, and disciplined by NCO's using 18<sup>th</sup> Century-style corporal punishment. Men were regularly beaten for minor breaches in regulation and discipline. The separation of men, NCO's, and officers even went as far as meals that were supplied in three qualities, with officers, naturally, getting the best. The officers were also responsible for the training of their own units. This led to a great variation in the quality of troops combat preparedness. The distant relationship between the officers and their largely-illiterate men combined with the harsh conditions of army life and sometimes poor training, led to mixed level of performance and morale in the field.

*To reflect the variable quality of the men and officers' relationship and performance, Romanian platoons are rated as Regular or Elite. After deployment, but before the first turn, roll a die for each platoon and its attached teams and consult the Peasant Army table to determine their Training and Motivation characteristics.*

#### PEASANT ARMY TABLE

Roll	Regular	Elite
1	Reluctant Trained	Reluctant Veteran
2	Reluctant Veteran	Reluctant Veteran
3	Confident Trained	Confident Trained
4	Confident Trained	Confident Trained
5	Confident Trained	Confident Veteran
6	Confident Veteran	Confident Veteran

### DEFEND THE HOMELAND

Though the Romanian infantryman may have mixed treatment from his officers and NCO's, once in the thick of the fighting they fought tenaciously when confronted by the enemy. They were not interested in invading Russia or conquering the world, but simply fight stubbornly to defend what they already have.

*Romanian platoons use the British Bulldog special rule on page 171 of the rulebook.*

### FRENCH DOCTRINE

The Romanian troops are trained in the French doctrine of trench warfare. Their operational plan is to make a short deliberate advance under cover of massed artillery fire, then fortify their position to hold it while the artillery comes up to repeat the process. While the advance is slow, it is sure and will eventually result in the defeat of the enemy.

Once entrenched, Romanian infantry set up crossfire positions for every weapon allowing them to take any attack in enfilade.

*When entrenched in Foxholes or Gun Pits, Romanian Gun teams can shoot over any Romanian Infantry team in Foxholes or Trenches, whether it shoots or not, when conducting Defensive Fire.*

### MOUNTED MAN-PACKED GUNS

To keep pace with the fast moving Romanian Cavalerie their support weapons were also mounted. Machine-guns are strapped to pack horses and keep pace with the cavalymen in the charge, ready to dismount and defend the objective once it is taken. Some other types of infantry teams also find it difficult to fire their weapons while mounted.

*While mounted as Cavalry, Man-packed Gun teams, Panzerfaust and Panzerschreck teams count as Infantry teams like all other Cavalry teams, but cannot shoot until they dismount. Of course cavalry limbers and wagons remain Transport teams.*

### SPECIAL ORDER CATALOGUE

*Remember the Romanians appear in the Special Order Catalogue where you can get the RSO101 Romanian Artillery Group which comes with a Command Rifle team, Staff team, Observer Rifle team and 20 crew, enough for four guns. You can also get RSO102 Romanian Panzerfausts and RSO103 Romanian Panzerschrek team.*

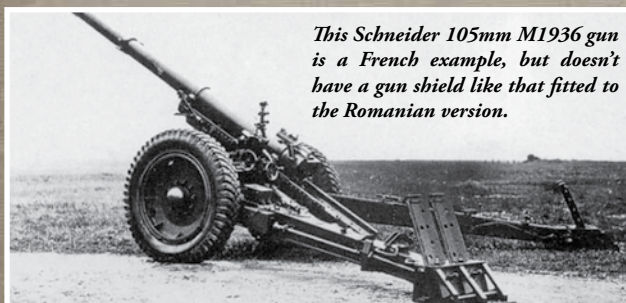


# ROMANIAN EQUIPMENT RECOGNITION GUIDE

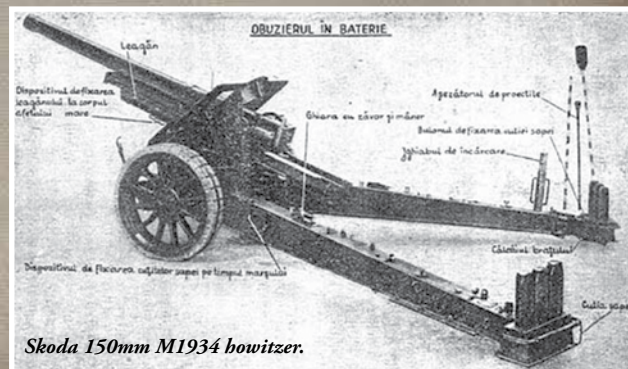
Romanian Name	Foreign Name	Original Nationality	Model to Use
R-2	Panzer 35(t)	Czech	RO010 or GE020
R-35	R-35	French	IT060 or FR030
R-35 Vanatorul de Care	R-35 with Soviet 45mm gun fitted	French/Soviet	IT060 & SU500
T-38	Panzer 38(t)	Czech	GE022
T-3	Panzer III N	German	GE034, GE036
T-4	Panzer IV H	German	GE046
TA	StuG III G	German	GE123
TACAM T-60	T-60 mounting a F-22 gun	Romanian/Soviet	-
AB	Sd Kfz 222	German	GE301
TB 251	Sd Kfz 251	German	GE241
Hotchkiss 13.2mm AA MG	-	French	-
Mitral 20mm gun	2cm FlaK38 gun	German	GE542
TAC 47mm Bohler gun	47/32 gun	Italian/Austrian	IT560
TAC 47mm Schneider gun	-	French	RBX02
TAC 38 50mm gun	5cm PaK38 gun	German	GE510
TAC 938 75mm gun	7.5cm PaK97/38	French/German	GE515
TAC 40 75mm gun	7.5cm PaK40 gun	German	GE520
TAC 43 Resita 75mm gun	-	Romanian	RBX02
76mm obr 1927 gun	76mm obr 1927 gun	Soviet	SU560
RF 75mm gun	76 K/02 gun	Russian	FI570
KF 75mm gun	Krupp 75mm field gun M1907/12	German	IT570
Skoda 100mm howitzer	Skoda 100mm howitzer M1914/19	Czech	IT580 or RBX02
Schneider 105mm M1936 gun	-	French	-
Skoda 150mm M1934 howitzer	-	Czech	-
1.5-ton truck	Horch or Steyr 1500 or 2000	German or Czech	GE413, GE426
3-ton truck	ZIS-5, Opel Blitz	Soviet, German	SU422, GE431

## CORPS HEAVY ARTILLERY BATTERY

The artillery pieces of the Corps Heavy Artillery Battery currently do not have models, but can easily be represented by models from the Flames Of War range. For the Schneider 105mm M1936 gun use the s10cm K18 gun model (GBX46, due out in July 2011), and for the Skoda 150mm M1934 howitzer just use the 15cm sFH18 howitzer (GBX20). Modifications that can be made to make them look more correct includes removing the top recoil piston from the guns and modifying the shields. These models are only suggestions, you could also use guns from the French, US and Soviet ranges.



*This Schneider 105mm M1936 gun is a French example, but doesn't have a gun shield like that fitted to the Romanian version.*



*Skoda 150mm M1934 howitzer.*

For more information go to: <http://www.worldwar2.ro>



# Batalion Puscasi

## RIFLE BATTALION

### (INFANTRY COMPANY)

#### HEADQUARTERS

##### HEADQUARTERS



Batalion Puscasi HQ

13

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

#### COMBAT PLATOONS AND COMPANIES

##### INFANTRY



Puscasi Company

13

##### INFANTRY



Puscasi Company

13

##### INFANTRY



Puscasi Company

13

##### MACHINE-GUNS



Puscasi Machine-gun Platoon

14

##### ARTILLERY



Puscasi Mortar Platoon

14

#### WEAPONS PLATOONS AND COMPANIES

##### ANTI-TANK



Puscasi Anti-tank Company

15

##### ARTILLERY



Puscasi Heavy Mortar Company

15

##### RECONNAISSANCE



Puscasi Scout Platoon

16

##### INFANTRY



Puscasi Pioneer Platoon

16

##### ALLIED PLATOONS



German Heer Platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

#### DIVISIONAL SUPPORT PLATOONS

##### ARMOUR



Tancuri Platoon (with T-38 tanks)

35

German Assault Gun Platoon

46

German Panzer Platoon

47

##### ANTI-TANK



Heavy Anti-tank Company

17

##### INFANTRY



Pioneer Platoon

45

Cavalerie Company

28

Cavalry Scout Platoon

31

German Grenadier Platoon

48

German Panzergrenadier Platoon

48

German Gepanzerte Panzergrenadier Platoon

47

##### ARTILLERY



Artillery Battalion

18

German Motorised Artillery Battery

49

##### ARTILLERY



Corps Heavy Artillery Battery

44

##### ANTI-AIRCRAFT



Puscasi Anti-aircraft Platoon

17

##### AIRCRAFT



Romanian Sporadic Air Support

45

German Sporadic Air Support

49

### EASTERN LEGIONS

While playing a Batalion Puscasi, whenever the rules talk about a Platoon read that as a Puscasi Company. Where the rules talk about a Company, read that as a Batalion Puscasi.



## MOTIVATION AND SKILL

Romania's contribution in 1944 has been reduced from 1942. However, they still contribute more men to the conflict than any other Axis power except Germany. A Batalion Puscasi is rated **Regular**.

REGULAR

ELITE

## HEADQUARTERS

### BATALION PUSCASI HQ

#### HEADQUARTERS

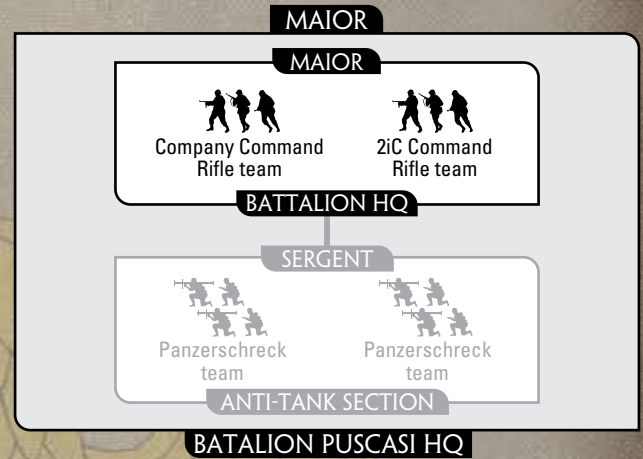
Company HQ

25 points

#### OPTIONS

- Replace either or both Rifle teams with Command Panzerfaust SMG teams for +15 points per team.
- Add Panzerschreck teams for +25 points per team.
- Add up to three Sniper teams for +50 points per team.

After the loss of equipment and specialists during the Stalingrad campaign the infantry regiments were increased to three battalions at the expense of the artillery and reconnaissance.



## COMBAT COMPANIES

### PUSCASI COMPANY

#### COMPANY

HQ Section with

3 Puscasi Platoons

405 points

2 Puscasi Platoons

275 points

1 Puscasi Platoon

145 points

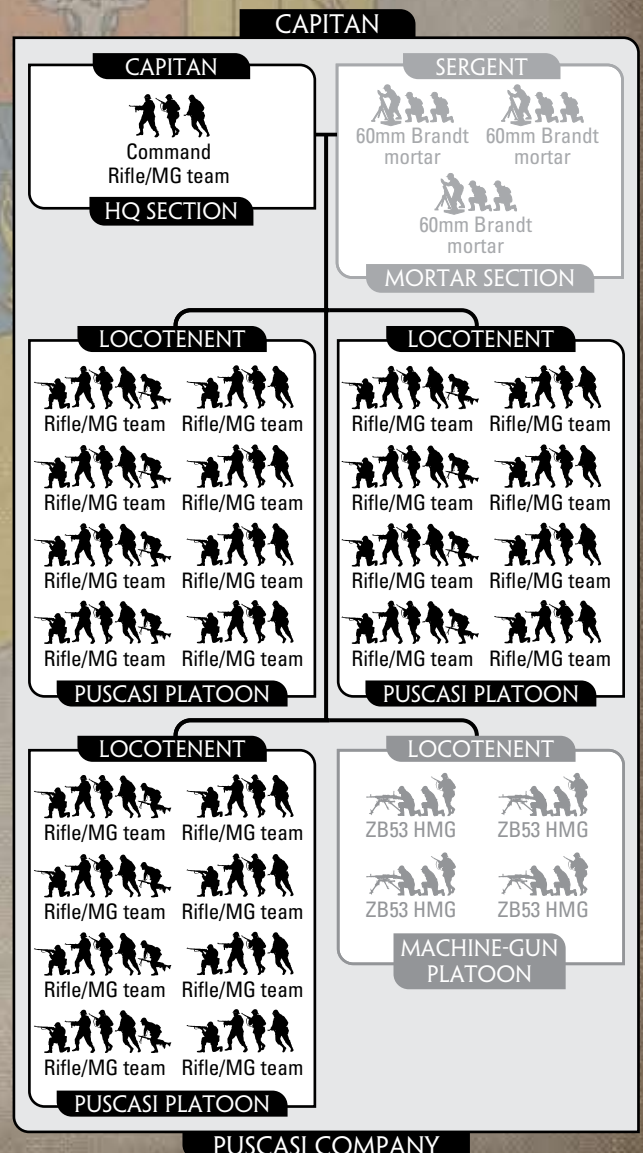
#### OPTIONS

- Replace the Command Rifle/MG team with a Command Panzerfaust SMG team for +10 points.
- Add 60mm Brandt mortars for +20 points per mortar.
- Add Machine-gun Platoon for +100 points.

The Romanian Infantryman has benefited from the experience of those that fought during 1941-43. Though still of mixed quality, they have a determination to defend their homeland and fight with stubborn intensity in the right situation. Though they may not have the same amount of artillery and other specialists, they do get modern German weapons such as the Panzerfaust and Panzerschreck as well as closer support from German units fighting alongside them.

The Romanian Puscasi (Rifle) Company is a simple formation. With riflemen, machine-guns and 60mm mortars they can hold their own against attacking infantry. The ZB53 machine-guns of the machine-gunners lay down well set out fire that will stop any attack, providing crossfire support from dug-in positions.

The company can call on the heavy weapons from the battalion, regiment and division for further support.





## PUSCASI MACHINE-GUN PLATOON

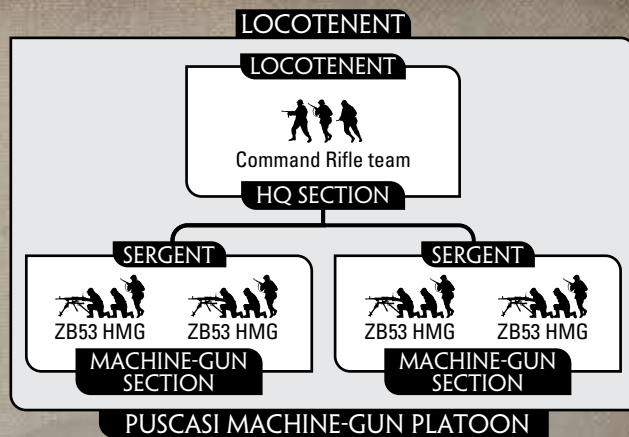
### PLATOON

HQ Section with  
2 Machine-gun Sections

110 points

The Czech designed ZB53 HMG of the machine-guns has proved an excellent support weapon. The gunners position their ZB53 HMGs in good positions with well sighted lanes of fire to give mutually supporting fire and to cover the infantry's positions.

*A Puscasi Machine-gun Platoon may make Combat Attachments to Combat Companies.*



## PUSCASI MORTAR PLATOON

### PLATOON

HQ Section with  
2 Mortar Sections

95 points

### OPTION

- Add Observer Rifle team for +15 points.

Important close support is also provided by the 81.4mm mortars. They place accurate fire on enemy positions as they assemble for an attack and can be used to suppress enemy fire prior to a counterattack.





## WEAPONS PLATOONS

### PUSCASI ANTI-TANK COMPANY

#### COMPANY

##### HQ Section with

6 TAC Bohler 47mm guns	115 points
4 TAC Bohler 47mm guns	80 points
2 TAC Bohler 47mm guns	45 points

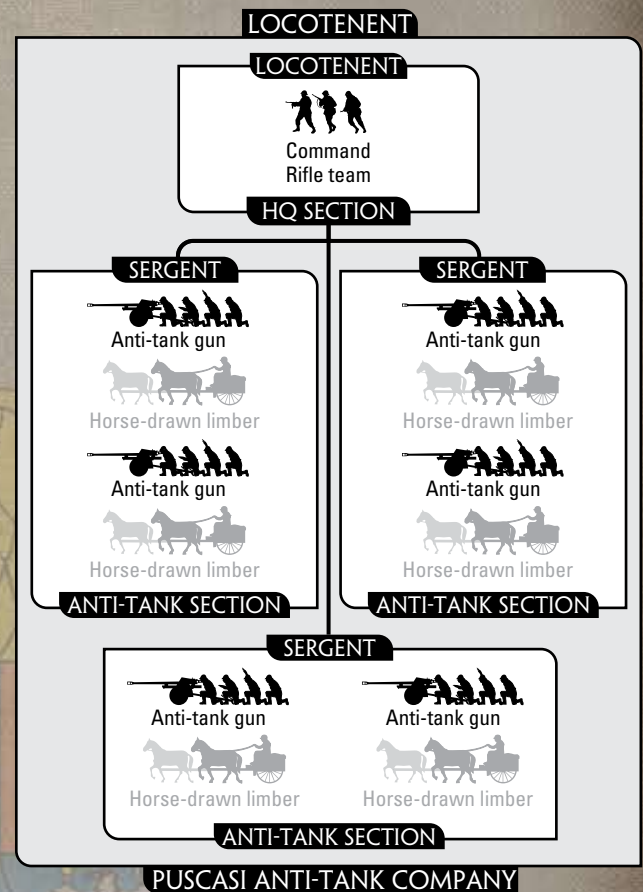
6 TAC Schneider 47mm guns	130 points
4 TAC Schneider 47mm guns	90 points
2 TAC Schneider 47mm guns	50 points

6 TAC 38 50mm guns	140 points
4 TAC 38 50mm guns	100 points
2 TAC 38 50mm guns	60 points

#### OPTION

- Add horse-drawn limbers at no cost.

The light anti-tank guns provide the infantry with a level of protection from Soviet light and medium tanks. Positioned well their fire can halt Red Army tank assaults.



### PUSCASI HEAVY MORTAR COMPANY

#### COMPANY

##### HQ Section with

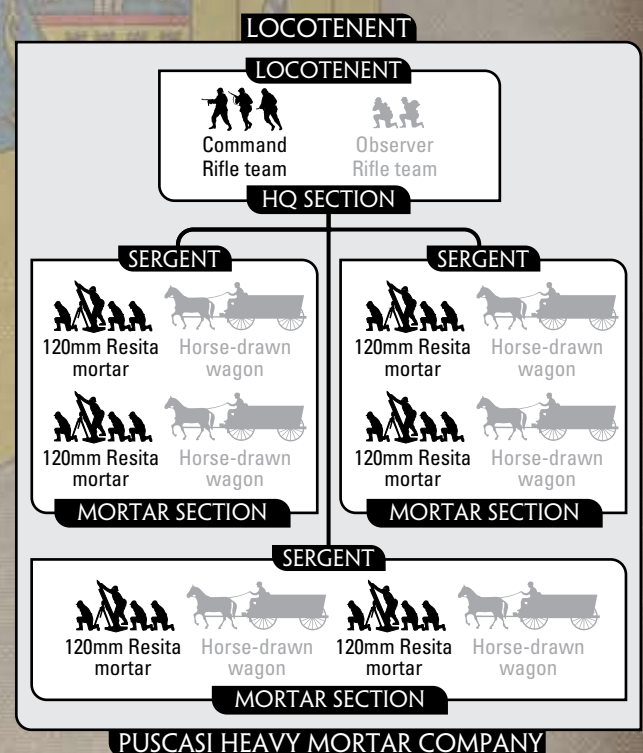
3 Mortar Sections	185 points
2 Mortar Sections	130 points
1 Mortar Section	70 points

#### OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn wagons at no cost.

A variety of Soviet equipment was captured in large numbers between 1941 and 1943, one of the most successful was the 120mm mortar. This proved so successful that copies were made by Resita and they became an integral part of the Romanian arsenal.

The 120mm mortars provided the infantry with fast on hand heavy firepower. The rounds of the heavy mortar can dig even the most stubborn defenders out of their positions.





## PUSCASI SCOUT PLATOON

### PLATOON

HQ Section with	
3 Scout Squads	150 points
2 Scout Squads	105 points

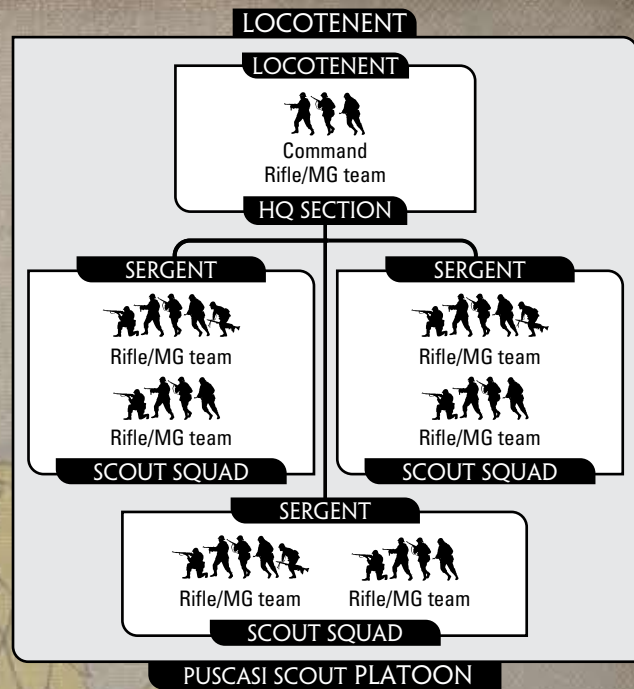
### OPTIONS

- Replace the Command Rifle/MG team with a Command SMG team at no cost, or with a Command Panzerfaust SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams at no cost.

These well trained reconnaissance infantry locate Soviet positions and assembly points to bring in artillery and other supporting troops to deal with them.

They are happy to use captured Soviet PPSH-41 submachine-guns on their previous owners as well as the native Orita, Italian Beretta and German Schmeisser.

*A Puscasi Scout Platoon is a Reconnaissance Platoon.*



## PUSCASI PIONEER PLATOON

### PLATOON

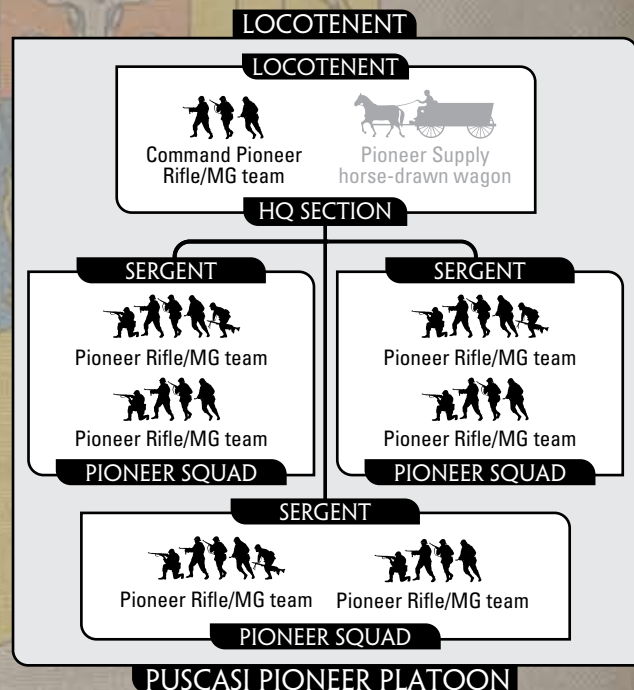
HQ Section with	
3 Pioneer Squads	150 points
2 Pioneer Squads	105 points

### OPTIONS

- Replace the Command Pioneer Rifle/MG team a Command Panzerfaust Pioneer SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams at no cost.
- Add Pioneer Supply horse-drawn wagon for +20 points.

Each division had an Assault Pioneer Battalion. These contained the most highly trained infantry whose tasks included river crossing assaults, bunker busting and tank destruction.

*You may replace up to one Pioneer Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.*





## SUPPORT PLATOONS

### HEAVY ANTI-TANK COMPANY

#### COMPANY

##### HQ Section with

6 TAC 938 75mm guns	145 points
4 TAC 938 75mm guns	100 points
2 TAC 938 75mm guns	55 points

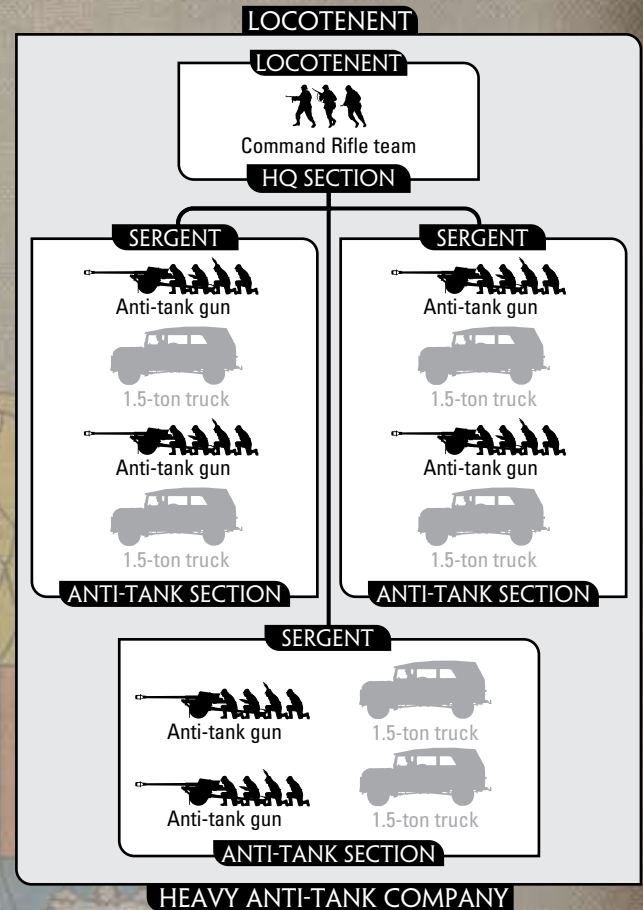
6 TAC 40 75mm guns	245 points
4 TAC 40 75mm guns	165 points
2 TAC 40 75mm guns	85 points

6 TAC 43 Resita 75mm guns	285 points
4 TAC 43 Resita 75mm guns	200 points
2 TAC 43 Resita 75mm guns	105 points

#### OPTION

- Add 1.5-ton trucks for +5 points for the platoon.

In 1944 each division's artillery organised a second battery of anti-tank guns. These divisional level anti-tank guns were 75mm guns for taking on the increasingly heavier Soviet tanks. In the Crimea German supplied TAC 938 and TAC 40 guns are available, while in Romania the native TAC 43 Resita is re-equipping the divisions.



### PUSCASI ANTI-AIRCRAFT PLATOON

#### PLATOON

##### HQ Section with

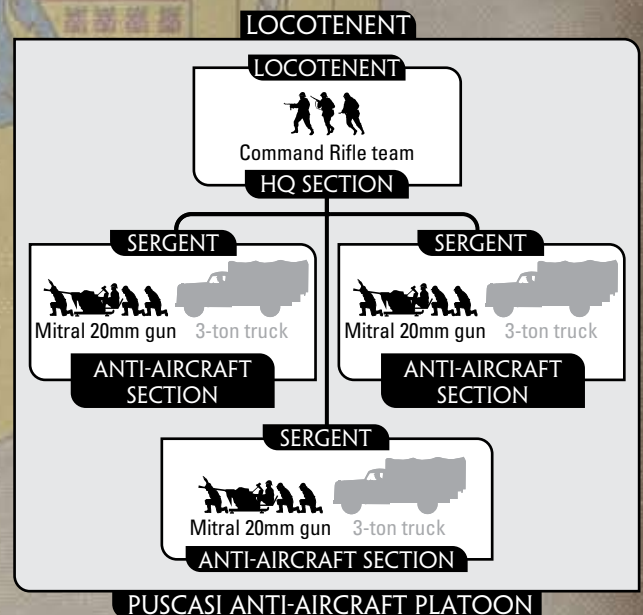
3 Mitral 20mm guns	65 points
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#### OPTION

- Add 3-ton trucks at for +5 points for the platoon.

The German designed Mitral 20mm gun (2cm FlaK38) remained the mainstay of the anti-aircraft protection of the infantry divisions into 1944.

Positioned and dug-in in key locations these light anti-aircraft guns can provide excellent protection from marauding Soviet aircraft as well as additional fire support against attacking Soviet infantry and light tanks.





## ARTILLERY BATTALION

### COMPANY

HQ Section with:

12 RF 75mm guns	225 points
8 RF 75mm guns	155 points
4 RF 75mm guns	95 points

12 Skoda 100mm howitzers	320 points
8 Skoda 100mm howitzers	220 points
4 Skoda 100mm howitzers	135 points

### OPTIONS

- Add Observer Rifle teams for +15 points per Gun Battery.
- Add horse-drawn wagon and limbers at no cost.

Due to the limited numbers of guns available after the losses during the Stalingrad campaign the infantry divisions' artillery was reduced to two two-battalion regiments in 1944.

Initially the Romanians planned to equip them with 100mm and 150mm howitzers, but large numbers of 75mm guns remained in service in 1944 and the 150mm guns and howitzers remained in independent units at corps level.

### EIGHT GUN BATTERIES

The Romanians often grouped the batteries of an artillery battalion into a single battery for fire missions.

*If a Bombarding Artillery Battalion has six or more weapons firing, re-roll failed to hit rolls.*

### TWELVE GUN BATTERIES

With the whole battalion firing the Romanians can lay down a devastating wall of fire.

*Romanian bombardments fired by nine or more guns use a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) to determine which teams can be hit. This is in addition to re-rolling to hit for firing a bombardment with six or more guns.*

*You must purchase all the guns from one Gun Battery before adding any teams from another Gun Battery.*





# Romanian Infantry Division

## Infantry Regiment

Engineer Company (12x MG's)  
Anti-tank Company (6x 50mm, 10x 47mm anti-tank guns)  
Reconnaissance Company (16x MG's, 2x 60mm Mortars)  
Heavy Mortar Company (6x 120mm Mortars)

## Batalion Puscasi

Companie Puscasi (12x MG's, 3x 60mm Mortars)  
Companie Puscasi (12x MG's, 3x 60mm Mortars)  
Companie Puscasi (12x MG's, 3x 60mm Mortars)  
Machine-gun Company (16x HMG's, 4x 81mm mortars)

## Batalion Puscasi

(As first Batalion Puscasi)

## Batalion Puscasi

(As first Batalion Puscasi)

## Infantry Regiment

(As first Infantry Regiment)

## Batalion Puscasi

(As first Batalion Puscasi)

## Batalion Puscasi

(As first Batalion Puscasi)

## Batalion Puscasi

(As first Batalion Puscasi)

## Infantry Regiment

(As first Infantry Regiment)

## Batalion Puscasi

(As first Batalion Puscasi)

## Batalion Puscasi

(As first Batalion Puscasi)

## Batalion Puscasi

(As first Batalion Puscasi)

## Artillery Regiment

## Artillery Battalion

(12x 100mm howitzers, 4x AAMG's, 4x MG's)

## Artillery Battalion

(12x 100mm howitzers, 4x AAMG's, 4x MG's)

## Artillery Regiment

## Artillery Battalion

(12x 100mm howitzers, 4x AAMG's, 4x MG's)

## 2x Artillery Battalion

(12x 75mm guns, 4x AAMG's, 4x MG's)

## Motorised Anti-aircraft Company

(12x 20mm anti-aircraft guns, 4x MG's)

## Motorised Anti-tank Battalion

Anti-tank Company (9x 75mm anti-tank guns, 4x MG's)  
Anti-tank Company (9x 75mm anti-tank guns, 4x MG's)

## Combat Engineer Battalion

Pioneer Company (9x MG's, 6x Flame-throwers)  
Pioneer Company (9x MG's, 6x Flame-throwers)  
Pioneer Company (9x MG's, 6x Flame-throwers)

## Reconnaissance Battalion

Cavalerie Companie (12x MG's, 3x 60mm Mortars)  
Motorised Anti-tank Company (3x 75mm, 4x 47mm anti-tank)

This is the theoretical structure. In the field the number and types of anti-tank guns and artillery weapons varied.



# Batalion Vanatori de Munte

MOUNTAIN INFANTRY BATTALION

(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Batalion Vanatori de Munte HQ

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

COMBAT PLATOONS AND COMPANIES

## INFANTRY



Vanatori de Munte Company

## INFANTRY



Vanatori de Munte Company

## INFANTRY



Vanatori de Munte Company

## MACHINE-GUNS



Munte Machine-gun Platoon

## ARTILLERY



Munte Mortar Platoon

WEAPONS PLATOONS AND COMPANIES

## ARTILLERY



Munte Heavy Mortar Company

## ANTI-TANK



Munte Anti-tank Platoon

## RECONNAISSANCE



Munte Scout Platoon

## INFANTRY



Munte Pioneer Platoon

## ALLIED PLATOONS



German Heer Platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Tancuri Platoon (with T-38 tanks)

German Assault Gun Platoon

German Panzer Platoon

## ANTI-TANK



Mountain Heavy Anti-tank Company

## INFANTRY



Pioneer Platoon

Cavalerie Company

German Grenadier Platoon

German Panzergrenadier Platoon

German Gepanzerte Panzergrenadier Platoon

## ARTILLERY



Mountain Artillery Battalion

German Motorised Artillery Battery

## ARTILLERY



Corps Heavy Artillery Battery

## ANTI-AIRCRAFT



Mountain Anti-aircraft Platoon

## AIRCRAFT



Romanian Sporadic Air Support

German Sporadic Air Support

## EASTERN LEGIONS

While playing a Batalion Vanatori de Munte, whenever the rules talk about a Platoon read that as a Vanatori de Munte Company. Where the rules talk about a Company, read that as a Batalion Vanatori de Munte.



## MOTIVATION AND SKILL

The mountain infantry are some of the best Romanian troops. These highly skilled professional soldiers are also well motivated and constantly withstand Soviet assaults when other units break. A Batalion Vanatori de Munte is rated **Elite**.

REGULAR

ELITE

## HEADQUARTERS

### BATALION VANATORI DE MUNTE HQ

#### HEADQUARTERS

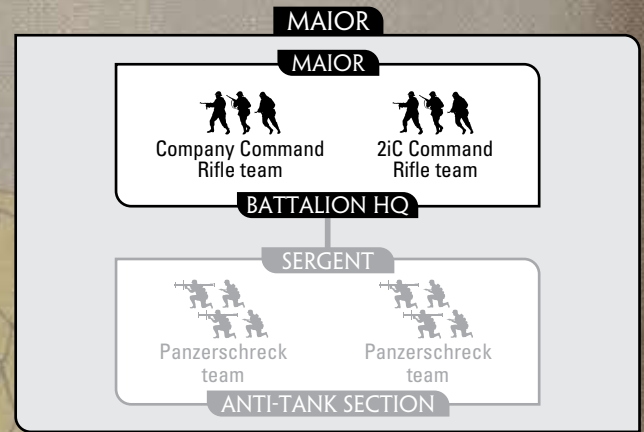
Company HQ

25 points

#### OPTIONS

- Replace either or both Command Rifle teams with Panzerfaust SMG teams for +15 points per team.
- Add Panzerschreck teams for +25 points per team.
- Add up to three Sniper teams for +50 points per team.

The mountain divisions had a high proportion of regulars who were professional soldiers even in peace time. By their very nature as mountain troops they had a high level of training, specialisation and expertise. The four divisions all saw action in 1944 and fought well, as did their training elements as the 101<sup>st</sup> to 104<sup>th</sup> Mountain Commands.



BATALION VANATORI DE MUNTE HQ

The teams of a Batalion Vanatori de Munte HQ are Mountaineers.

## COMBAT COMPANIES

### VANATORI DE MUNTE COMPANY

#### COMPANY

HQ Section with

3 Vanatori Platoons

335 points

2 Vanatori Platoons

230 points

1 Vanatori Platoon

125 points

#### OPTIONS

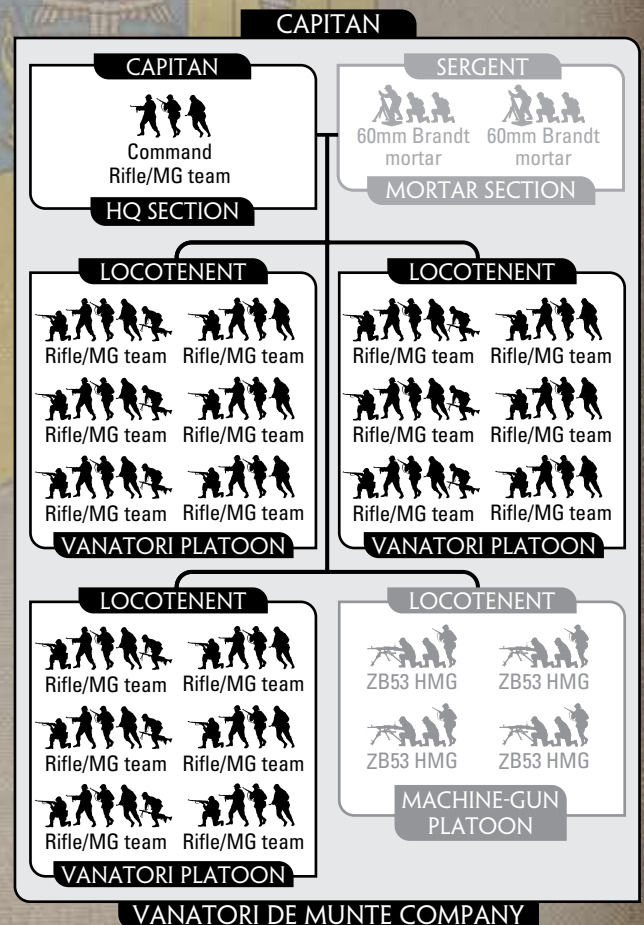
- Replace the Command Rifle/MG team with a Command Panzerfaust SMG team for +10 points.
- Add 60mm Brandt mortars for +20 points per mortar.
- Add Machine-gun Platoon for +105 points.

The hard fighting *Vanatori de Munte* of the mountain infantry are equipped with rifles and ZB30 light machine-guns. Each company also has supporting ZB53 heavy machine-guns and 60mm mortars.

While fighting in the Crimea the *Vanatori de Munte* provided the main defenders in the northern Sevastopol defences as the Axis forces desperately held the city.

Their higher levels of morale and training allow them to be more flexible and aggressive on defence.

*Vanatori de Munte Companies are Mountaineers.*



VANATORI DE MUNTE COMPANY



## MUNTE MACHINE-GUN PLATOON

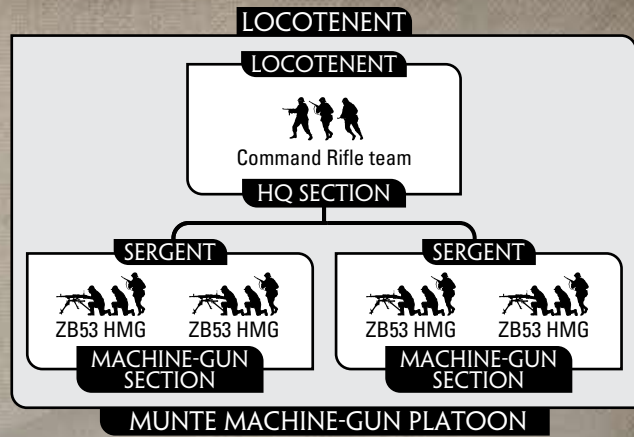
### PLATOON

HQ Section with  
2 Machine-gun Sections

120 points

Heavy machine-guns are equally valuable to mountain troops as they are to the regular infantry. Light and relatively easy to move, they are able to stay with the infantry to provide support at any time. Each *Vanatori de Munte* Battalion had available four machine-gun platoons, allowing each company to have one in support with one platoon in reserve.

*A Munte Machine-gun Platoon may make Combat Attachments to Combat Companies.*



*Munte Machine-gun Platoons are Mountaineers.*

## MUNTE MORTAR PLATOON

### PLATOON

HQ Section with  
2 Mortar Sections

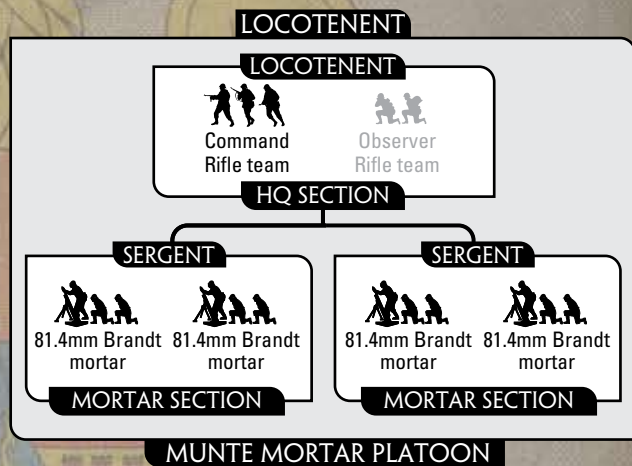
105 points

### OPTION

- Add Observer Rifle team for +15 points.

Medium mortars are ideal for mountain warfare where they can be loaded on a donkey or pulled up a cliff by rope.

*Munte Mortar Platoons are Mountaineers.*



## WEAPONS PLATOONS

### MUNTE HEAVY MORTAR COMPANY

### COMPANY

HQ Section with  
3 Mortar Sections  
2 Mortar Sections  
1 Mortar Section

205 points

140 points

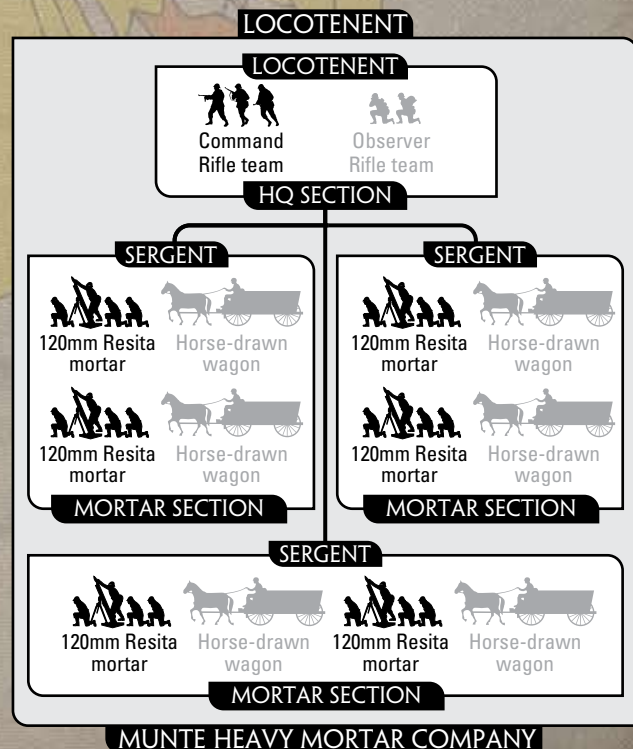
75 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn wagons at no cost.

The Mountain troops are also equipped with 120mm mortars. Heavy mortars are an ideal compromise between heavy firepower and easy mobility. They are an excellent addition to the mountain division's arsenal.

Rain down high explosive rounds on the Soviets with these weapons and keep the Red Army at bay, they won't find protection in their trench from the explosive power of the 120mm mortars.





### MUNTE ANTI-TANK PLATOON

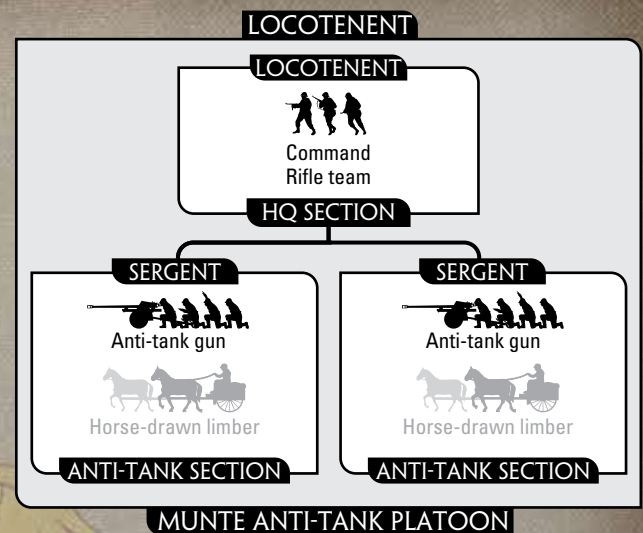
#### PLATOON

HQ Section with 2 TAC Bohler 47mm guns	50 points
2 TAC Schneider 47mm guns	60 points
2 TAC 38 50mm guns	65 points

#### OPTION

- Add horse-drawn limbers at no cost.

With the Vanatori de Munte fighting in the line with the rest of the infantry good anti-tank protection is important.



### MUNTE SCOUT PLATOON

#### PLATOON

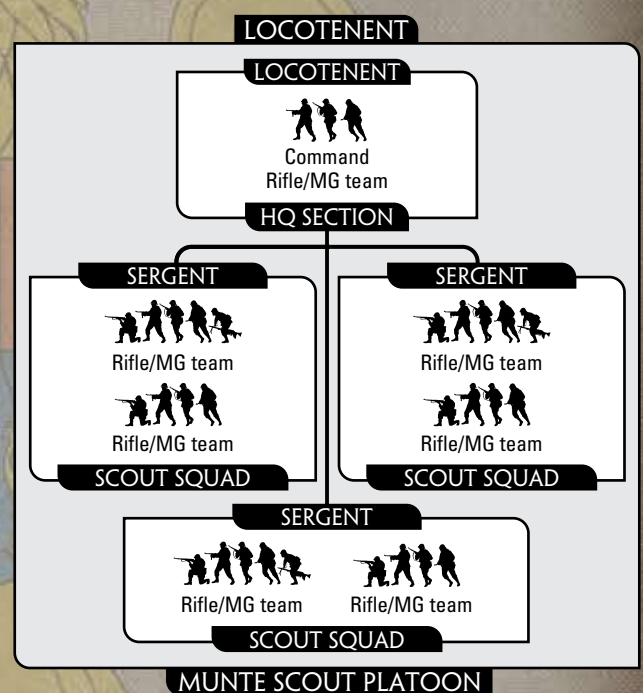
HQ Section with 3 Scout Squads	160 points
2 Scout Squads	115 points

#### OPTIONS

- Replace the Command Rifle/MG team with a Command SMG team at no cost, or with a Command Panzerfaust SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams at no cost.

The scouts are the best of the best. These handpicked reconnaissance specialists seek and find the enemy's intentions, so the *Vanatori de Munte* can be ready for the next onslaught.

*A Munte Scout Platoon is a Reconnaissance Platoon and are Mountaineers.*



### MUNTE PIONEER PLATOON

#### PLATOON

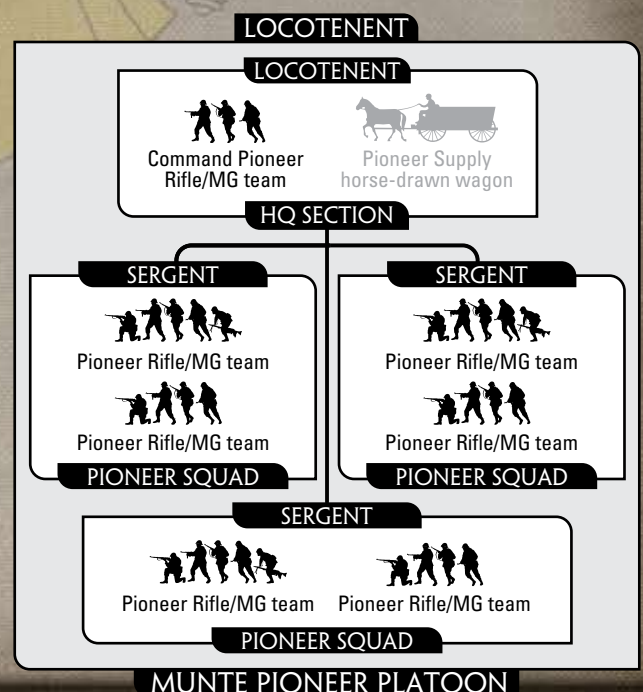
HQ Section with 3 Pioneer Squads	160 points
2 Pioneer Squads	115 points

#### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Pioneer Panzerfaust SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams at no cost.
- Add Pioneer Supply horse-drawn wagon for +20 points.

*You may replace up to one Pioneer Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.*

*Munte Pioneer Platoons are Mountaineers.*





## SUPPORT PLATOONS

### MOUNTAIN HEAVY ANTI-TANK COMPANY

#### COMPANY

##### HQ Section with

6 TAC Bohler 47mm guns	120 points
4 TAC Bohler 47mm guns	85 points
2 TAC Bohler 47mm guns	50 points

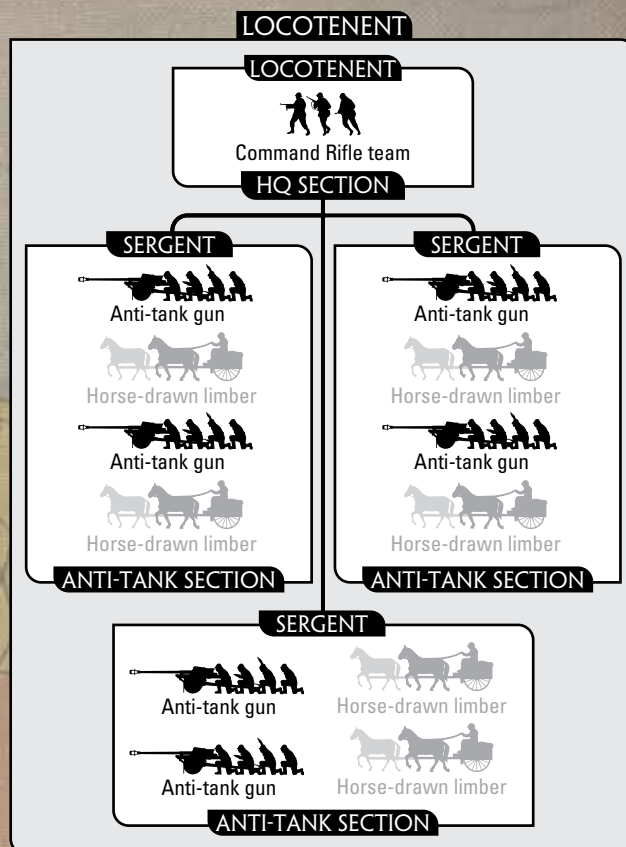
6 TAC 938 75mm guns	165 points
4 TAC 938 75mm guns	115 points
2 TAC 938 75mm guns	65 points

6 TAC 43 Resita 75mm guns	320 points
4 TAC 43 Resita 75mm guns	215 points
2 TAC 43 Resita 75mm guns	110 points

#### OPTIONS

- Add horse-drawn limbers at no cost.
- Replace horse-drawn limbers with 1.5-ton-trucks for +5 points for the platoon.

With much of their fighting not in mountainous terrain the mountain troops are vulnerable to tanks. However, more anti-tank guns have been added to the divisions and the *Vanatori de Munte* can get 75mm anti-tank guns and lighter 47mm guns to support them. The TAC Bohler 47mm gun is especially light and easy to manoeuvre and also makes an excellent infantry support weapon.



### MOUNTAIN HEAVY ANTI-TANK COMPANY

### MOUNTAIN ANTI-AIRCRAFT PLATOON

#### PLATOON

##### HQ Section with

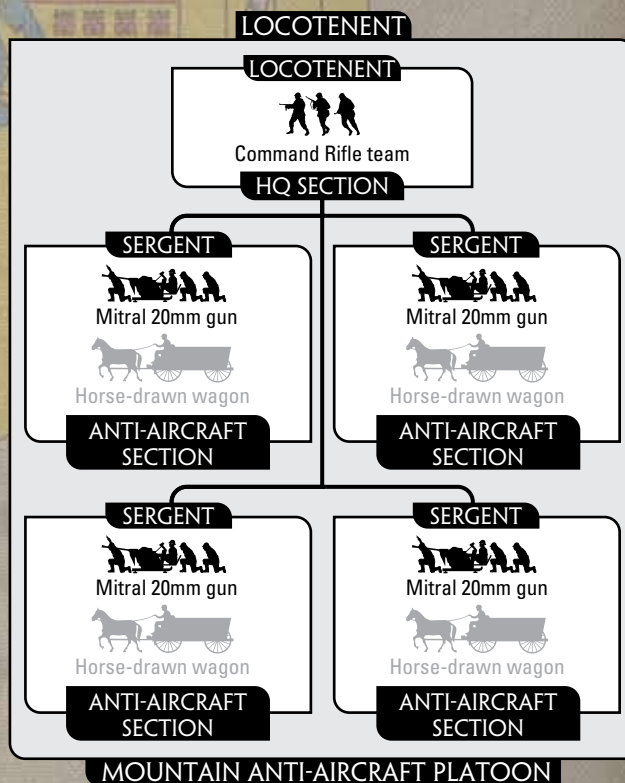
4 Mitral 20mm guns	90 points
3 Mitral 20mm guns	70 points
2 Mitral 20mm guns	50 points

#### OPTION

- Add horse-drawn wagons at no cost.

The light Mitral 20mm gun is light and easy to move. This made it ideally suited to be used by the mountain troops.

Its high rate of fire and all around traverse not only made it ideal for anti-aircraft defence, but could also be put to good use against a variety of ground targets.



### MOUNTAIN ANTI-AIRCRAFT PLATOON



## MOUNTAIN ARTILLERY BATTALION

### COMPANY

#### HQ Section with:

12 76mm obr 1927 guns	200 points
8 76mm obr 1927 guns	140 points
4 76mm obr 1927 guns	85 points

12 RF 75mm guns	235 points
8 RF 75mm guns	160 points
4 RF 75mm guns	95 points

12 Skoda 100mm howitzers	340 points
8 Skoda 100mm howitzers	230 points
4 Skoda 100mm howitzers	135 points

### OPTIONS

- Add Observer Rifle teams for +15 points per Gun Battery.
- Add horse-drawn wagon and limbers at no cost.

The mountain division's artillery was initially equipped with 75mm mountain guns, but as the war progressed they were frequently equipped with the 75mm field guns and 100mm howitzers.

In the Crimea, captured Soviet infantry guns were pressed into service with the mountain troops where the lightness and mobility of these guns suited the mountain role.

### EIGHT GUN BATTERIES

The Romanians often grouped the batteries of an artillery battalion into a single battery for fire missions.

*If a Bombarding Mountain Artillery Battalion has six or more weapons firing, re-roll failed to hit rolls.*

### TWELVE GUN BATTERIES

With the whole battalion firing the Romanians can lay down a devastating wall of fire.

*Romanian bombardments fired by nine or more guns use a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) to determine which teams can be hit. This is in addition to re-rolling to hit for firing a bombardment with six or more guns.*

*You must purchase all the guns from one Gun Battery before adding any teams from another Gun Battery.*



## MOUNTAIN ARTILLERY BATTALION



# Batalion de Cavalerie

CAVALRY BATTALION

(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Batalion de Cavalerie HQ

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

COMBAT PLATOONS AND COMPANIES

## INFANTRY



Cavalerie Company

Dismounted Cavalerie Company

## INFANTRY



Cavalerie Company

Dismounted Cavalerie Company

## MACHINE-GUNS



Cavalerie Machine-gun Platoon

## MACHINE-GUNS



Cavalerie Machine-gun Platoon

## ARTILLERY



Cavalerie Mortar Platoon

WEAPONS COMPANIES

## INFANTRY



Cavalerie Company

Dismounted Cavalerie Company

## ANTI-TANK



Cavalerie Anti-tank Company

## ALLIED PLATOONS



German Heer Platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



German Assault Gun Platoon

Tancuri Platoon (with T-38 tanks)

## ANTI-TANK



Cavalry Heavy Anti-tank Battery

## INFANTRY



Pioneer Platoon

German Grenadier Platoon

Puscasi Company

Vanatori de Munte Company

Vanatori Motorizata Platoon

## RECONNAISSANCE



Cavalry Scout Platoon

## ARTILLERY



Cavalry Heavy Mortar Company

## ARTILLERY



Horse Artillery Battalion

## ARTILLERY



Corps Heavy Artillery Battery

## ANTI-AIRCRAFT



Cavalry Anti-aircraft Platoon

## AIRCRAFT



Romanian Sporadic Air Support

German Sporadic Air Support

## EASTERN LEGIONS

While playing a Batalion de Cavalerie, whenever the rules talk about a Platoon read that as a Cavalerie Company or Dismounted Cavalerie Company. Where the rules talk about a Company, read that as a Batalion de Cavalerie.



## MOTIVATION AND SKILL

The Romanian Cavalry had many of the best recruits, often volunteers would join with their own horse or motorcycle. A Batalion de Cavalerie is rated **Elite**.

REGULAR

ELITE

## HEADQUARTERS

### BATALION DE CAVALERIE HQ

#### HEADQUARTERS

Battalion HQ

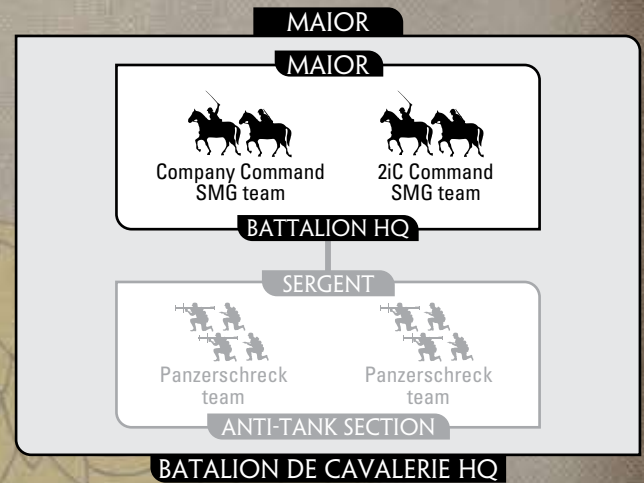
40 points

#### OPTIONS

- Replace either or both Command SMG teams with Panzerfaust SMG teams for +10 points per team.
- Add Panzerschreck teams for +25 points per team.
- Mount all Panzerschreck teams as Cavalry teams for +5 points for the section.

*Panzerschreck teams cannot shoot while mounted.*

The Romanian cavalry is traditionally divided into the Calarasi and Rosiori, but by 1939 any organisational or training differences had disappeared. The 12 Rosiori and six Calarasi regiments made up the six Cavalry Divisions, while the other 7 Calarasi Regiments provided the cavalry



for the infantry and higher formations. By 1944 at least one cavalry regiment of the three in each division had become fully motorised.

## COMBAT COMPANIES

### DISMOUNTED CAVALERIE COMPANY

#### COMPANY

HQ Section with

3 Cavalerie Platoons

330 points

2 Cavalerie Platoons

225 points

1 Cavalerie Platoon

120 points

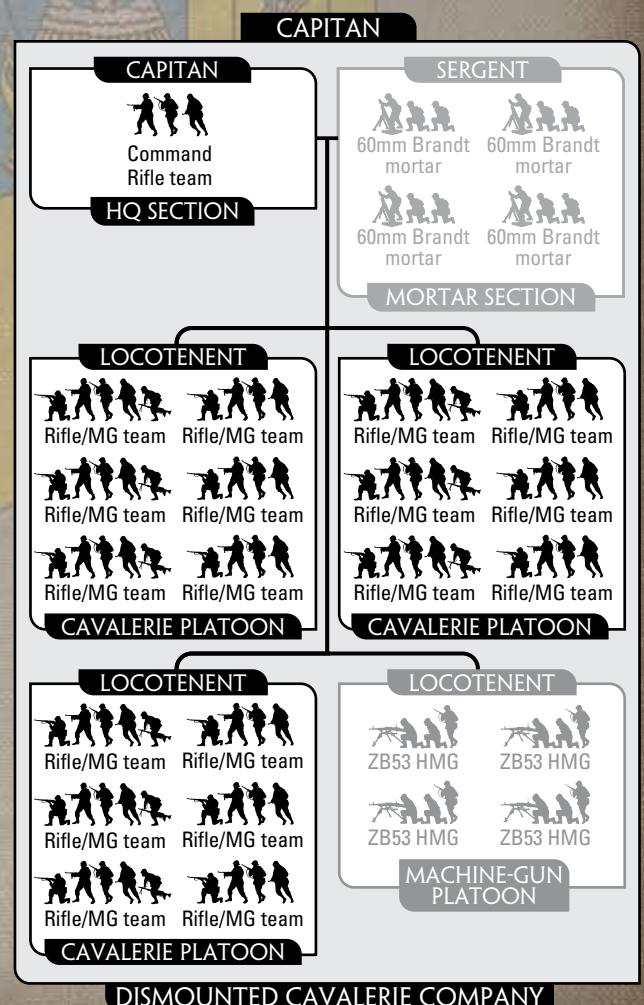
#### OPTIONS

- Replace the Command Rifle team with a Command Panzerfaust SMG team for +15 points.
- Add 60mm Brandt mortars for +20 points per mortar.
- Add Machine-gun Platoon for +105 points.

Modern cavalry are not the shock arm as they were of days gone by, though they are still more than capable of the odd dashing charge. Now they are like old fashion dragoons and fight as mounted infantry and are just as comfortable fighting dismounted.

They would often hold defensive positions alongside the infantry or, as happened during the fighting in Crimea, be forced to fight on foot because of a lack of horseflesh.

During the fighting in August 1944 the 5<sup>th</sup>, 6<sup>th</sup> and 9<sup>th</sup> Cavalry divisions fought on foot.









## CAVALERIE MACHINE-GUN PLATOON

### PLATOON

HQ Section with

2 Machine-gun Sections

1 Machine-gun Section

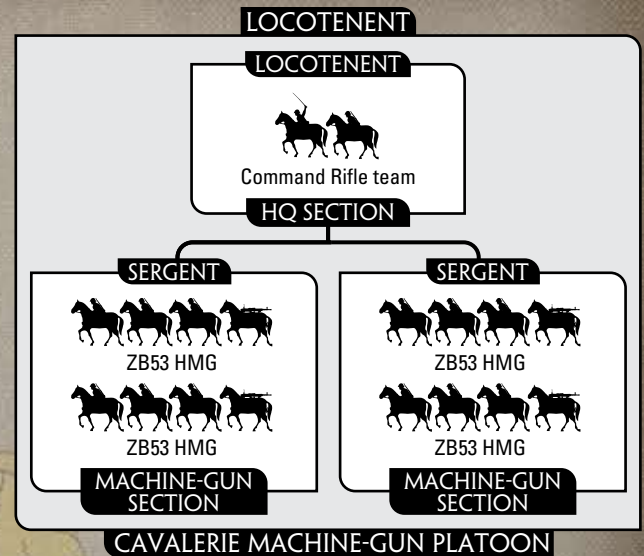
135 points

75 points

The machine-gun troops of the cavalry provide an important role in any battle plan. Being mounted on horse allows them to keep pace with the cavalry, but they must still dismount their ZB53 HMGs to provide fire support.

*A Cavalerie Machine-gun Platoon may make Combat Attachments to Combat Companies.*

*A Cavalerie Machine-gun Platoon may elect to dismount before the start of the game sending their horses to the rear and out of play for the rest of the game.*



*ZB53 HMG teams of a Cavalerie Machine-gun Platoon follow the Mounted Man-packed Guns special rule on page 10.*

## CAVALERIE MORTAR PLATOON

### PLATOON

HQ Section with

2 Mortar Sections

1 Mortar Section

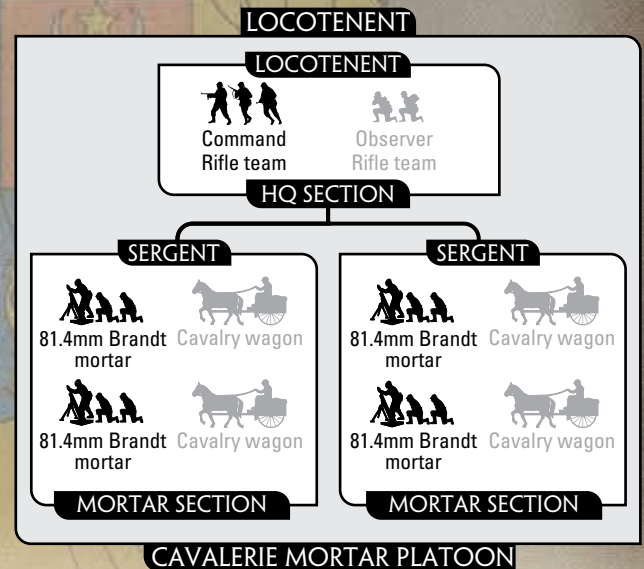
105 points

60 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Add Cavalry Wagons at no cost.
- Mount Command and Observer Rifle teams as Cavalry for +5 points per team.

The mortar platoons provide mobile artillery support for a cavalry battalion. When limbered they are able to keep up with the cavalry. They dismount and deliver supporting fire when they need to.





## WEAPONS PLATOONS

### CAVALERIE ANTI-TANK COMPANY

#### COMPANY

##### HQ Section with

6 TAC 37 45mm guns	130 points
4 TAC 37 45mm guns	90 points
2 TAC 37 45mm guns	50 points

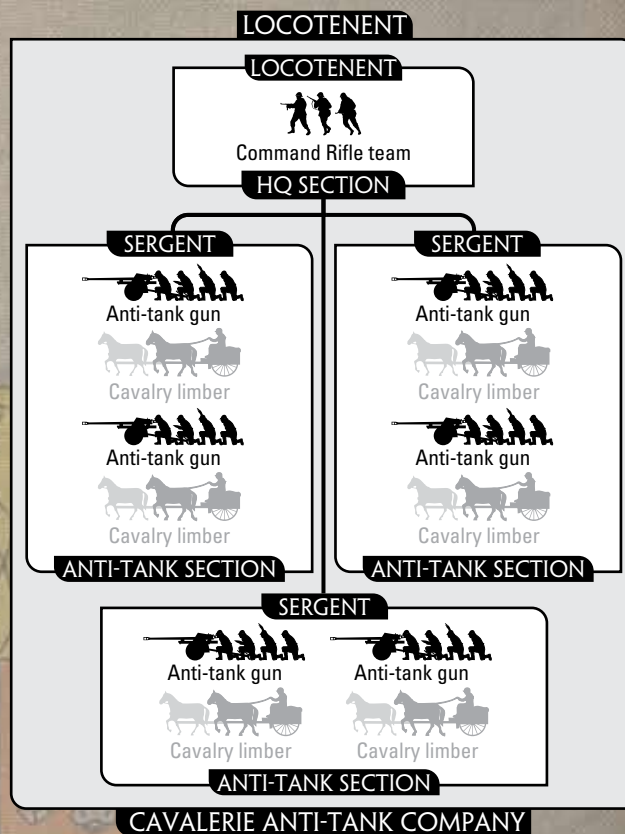
6 TAC 42 45mm guns	145 points
4 TAC 42 45mm guns	100 points
2 TAC 42 45mm guns	55 points

6 TAC 38 50mm guns	160 points
4 TAC 38 50mm guns	110 points
2 TAC 38 50mm guns	60 points

#### OPTION

- Add Cavalry limbers at no cost.

*A Cavalerie Anti-tank Company uses the Horse Artillery movement special rule (page 46 of the rulebook).*



## SUPPORT PLATOONS

### CAVALRY HEAVY ANTI-TANK COMPANY

#### COMPANY

##### HQ Section with

6 TAC 938 75mm guns	160 points
4 TAC 938 75mm guns	110 points
2 TAC 938 75mm guns	60 points

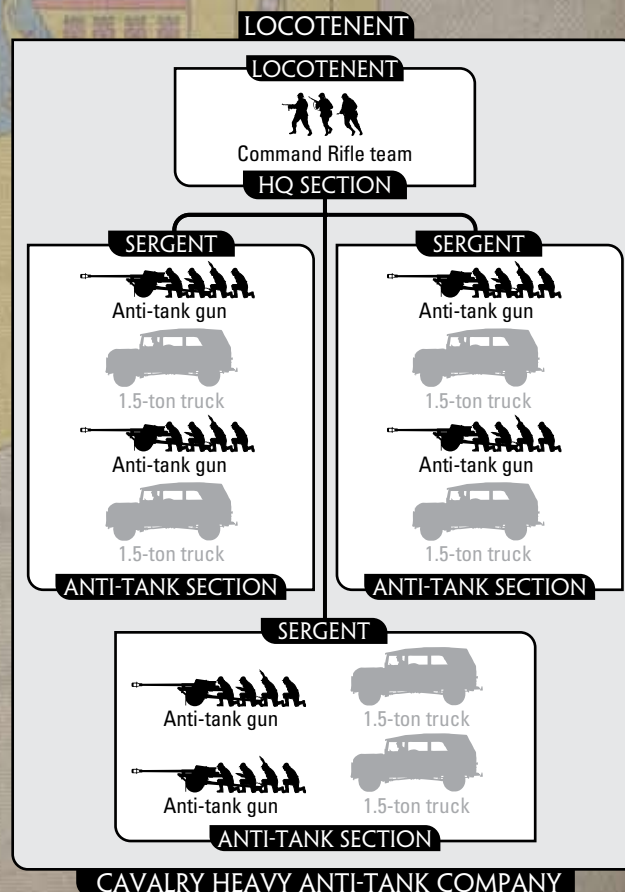
6 TAC 43 Resita 75mm guns	320 points
4 TAC 43 Resita 75mm guns	215 points
2 TAC 43 Resita 75mm guns	110 points

#### OPTION

- Add 1.5-ton trucks for +5 points for the platoon.

One of the lessons learnt from the Stalingrad campaign was the need for heavy anti-tank guns to deal with the Soviet T-34 and KV tanks.

Initially the cavalry divisions received German converted French 75mm field guns, the TAC 938 75mm gun (7.5cm PaK97/38). The units refitted for the summer campaign on the Romanian border were equipped with the home-grown TAC 43 Resita 75mm gun.





## CAVALRY SCOUT PLATOON

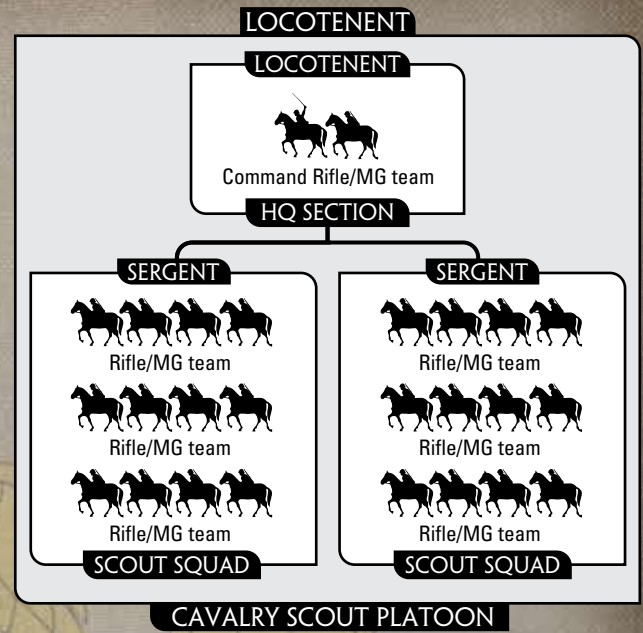
### PLATOON

HQ Section with	
2 Scout Squads	185 points
1 Scout Squad	105 points

The mounted scouts provide the reconnaissance for the cavalry divisions. These handpicked mounted troopers are fast and can seek out the enemy's intentions and uncover his ambushes with expert observation.

*A Cavalry Scout Platoon is a Reconnaissance Platoon.*

*A Cavalry Scout Platoon may elect to dismount before the start of the game sending their horses to the rear and out of play for the rest of the game.*



## CAVALRY HEAVY MORTAR COMPANY

### COMPANY

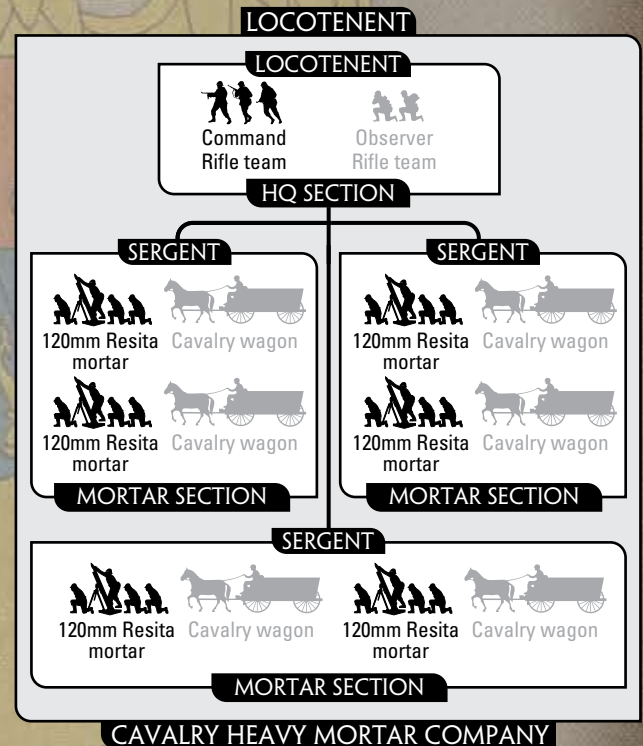
HQ Section with	
3 Mortar Sections	205 points
2 Mortar Sections	140 points
1 Mortar Section	75 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Add Cavalry wagons at no cost.

The cavalry divisions were supplied with captured Soviet 120mm mortars and later with Romanian Resita copies. The 120mm mortars are transported in light wagons designed to keep up with the cavalry. The 120mm mortars are easy to set up and can be put into action quickly.

They provide excellent indirect fire capable of knocking out entrenched enemy and the occasional vehicle.





## HORSE ARTILLERY BATTALION

### COMPANY

HQ Section with:

12 KF 75mm guns	245 points
8 KF 75mm guns	170 points
4 KF 75mm guns	100 points

12 Skoda 100mm howitzers	355 points
8 Skoda 100mm howitzers	240 points
4 Skoda 100mm howitzers	140 points

### OPTIONS

- Add Observer Rifle teams for +15 points per Gun Battery.
- Add Cavalry wagon and limbers at no cost.
- Mount Command and Observer Rifle teams as Cavalry for +5 points per team.

The horse artillery are provided with more horses to allow them to keep pace with the cavalry. They are also trained to get into action as quickly as possible. They gallop into action, swinging the limber around at the last moment to unhitch and get the gun ready to fire in just moments.

*A Horse Artillery Battalion uses the Horse Artillery movement special rule (page 46 of the rulebook).*

### EIGHT GUN BATTERIES

The Romanians often grouped the batteries of an artillery battalion into a single battery for fire missions.

*If a Bombarding Horse Artillery Battalion has six or more weapons firing, re-roll failed to hit rolls.*

### TWELVE GUN BATTERIES

With the whole battalion firing the Romanians can lay down a devastating wall of fire.

*Romanian bombardments fired by nine or more guns use a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) to determine which teams can be hit. This is in addition to re-rolling to hit for firing a bombardment with six or more guns.*

*You must purchase all the guns from one Gun Battery before adding any teams from another Gun Battery.*





## CAVALRY ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with

2 Anti-aircraft Sections

80 points

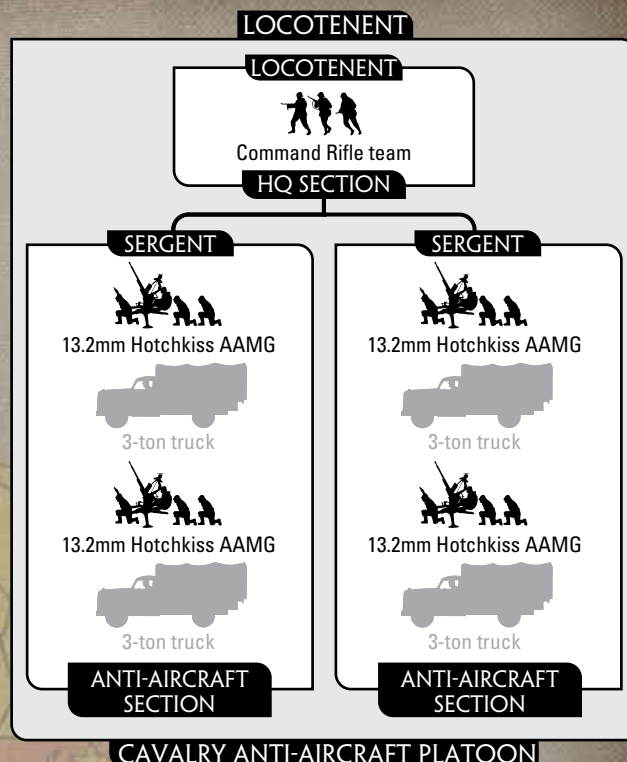
1 Anti-aircraft Section

40 points

### OPTION

- Add a 3-ton trucks for +5 points for the platoon.

Anti-aircraft cover for cavalry is provided by the divisional anti-tank company armed with the 13.2mm Hotchkiss model 1931 anti-aircraft machine-gun. This anti-aircraft machine-gun was mounted on a seated tripod much like the Italian Breda.





# Companie Tancuri

TANK COMPANY

(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Companie Tancuri HQ

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

COMBAT PLATOONS

## ARMOUR



Tancuri Platoon

## ARMOUR



Tancuri Platoon

## ARMOUR



Tancuri Platoon

## ARMOUR



Tancuri Platoon

WEAPONS PLATOONS

## ARMOUR



Tancuri Medii Platoon

## ALLIED PLATOONS



German Heer Platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Tank-hunter Platoon



German Assault Gun Platoon

## INFANTRY



Pioneer Platoon



German Grenadier Platoon

Vanatori de Munte Company

Vanatori Blindata Platoon

Vanatori Motorizata Platoon

## INFANTRY



Pioneer Platoon

Vanatori Blindata Platoon

Vanatori Motorizata Platoon

## RECONNAISSANCE



Armoured Car Platoon

## ARTILLERY



Motorised Artillery Battery

Corps Heavy Artillery Battery



German Motorised Artillery Battery

## ANTI-AIRCRAFT



Motorised Anti-aircraft Platoon

## AIRCRAFT



Romanian Sporadic Air Support

German Sporadic Air Support



## MOTIVATION AND SKILL

The armoured troops of the Romanian army, while not always equipped with the best, were always well motivated and trained. A Companie Tancuri is rated **Elite**.

REGULAR

ELITE

## HEADQUARTERS

### COMPANIE TANCURI HQ

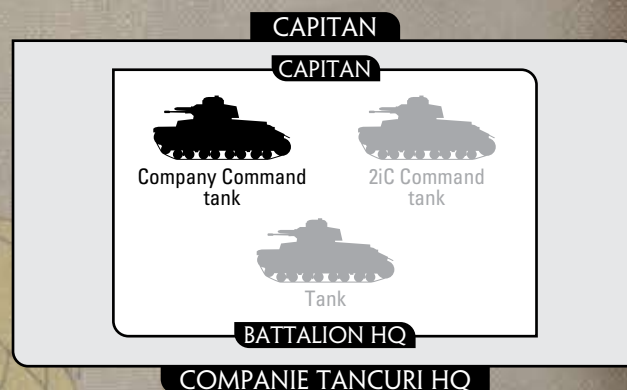
#### HEADQUARTERS

- 1 R-2 35 points
- Add up to two R-2 tanks for +35 points each.
- 1 R-35 Vanatorul de Care 30 points
- Add up to two R-35 tanks for +20 points each or R-35 Vanatorul de Care tanks for +25 point each.
- 1 T-38 35 points
- Add up to two T-38 tanks for +35 points each.

The tankers are ably supported by armoured cars to find gaps in the defences, motorised infantry to hold the gaps created and to rapidly move to support the tankers, motorised anti-tank gunners and TACAM tank-hunters to get quickly to where they are needed to support the attack.

In the Crimea only the T-38 tanks of the 2<sup>nd</sup> Armoured Regiment were available to support the Romanian troops during the 1944 Crimean campaign.

The R-2, R-35 and R-35 Vanatorul de Care tanks served in the early part of the campaigns in Transistria and Basarabia in Romania's north east with the 'Cantemir' Mixed Armoured Group. The Cantemir group contained supporting T-3 and T4 (Panzer III N and Panzer IV H) medium tanks, TACAM



*If the Company HQ has more than one tank you cannot have a forth Tancuri Platoon.*

*Your company must have at least one Tancuri Platoon with the same type of tank as the Company HQ.*

*T-38 armed companies only fought in the Crimea, so they can only be fielded as a Company entirely equipped with T-38 tanks, and may not have a Tancuri Medii Platoon or a Tank-hunter Platoon as a Weapons or Support Platoon.*

T-60 tank-hunters, and TA (StuG III G) assault guns.

In March the R-2, R-35 and R-35 Vanatorul de Care tanks were withdrawn from service, but were once more back in reserve for the Romanian 3<sup>rd</sup> Army in August 1944.

## COMBAT PLATOONS

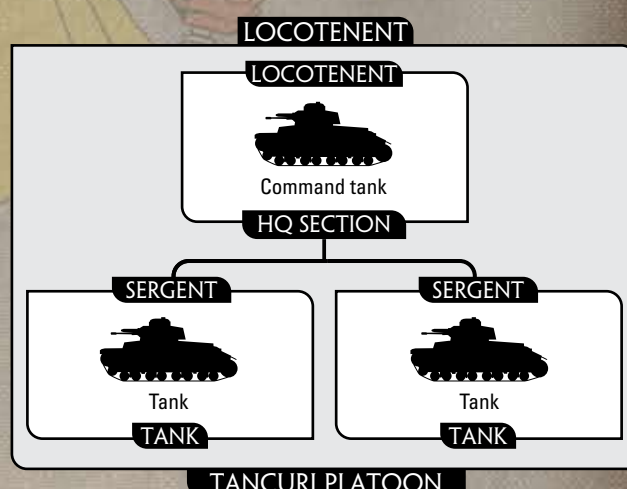
### TANCURI PLATOON

#### PLATOON

- 3 R-2 105 points
- 3 R-35 Vanatorul de Care 95 points
- Replace up to one R-35 Vanatorul de Care tank with an R-35 tank for -10 points.
- 3 T-38 105 points

The old light tanks of the Romanian armoured forces only saw short service in 1944 before being withdrawn from any real combat in March.

The R-35 Vanatorul de Care converted the R-35 to take the Soviet 45mm obr 1938, which were captured in large numbers. This gave it improved anti-tank capabilities, but the co-axial machine-gun had to be removed to fit



the gun. To protect it from infantry it would operate with un-converted R-35 tanks armed with a 37mm gun and a co-axial machine-gun.



# Comanie Tancuri Medii

MEDIUM TANK COMPANY

(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Comanie Tancuri Medii HQ

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

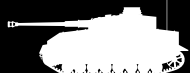
COMBAT PLATOONS

## ARMOUR



Tancuri Medii Platoon

## ARMOUR



Tancuri Medii Platoon

## ARMOUR



Tancuri Medii Platoon

## ARMOUR



Tancuri Medii Platoon

## ARMOUR



Tancuri Medii Platoon

WEAPONS PLATOONS

## ARMOUR



Tancuri Platoon  
(with R-2, R-35, or R-35  
Vanatorul de Care)

## ALLIED PLATOONS



German Heer Platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Tank-hunter Platoon

German Assault Gun Platoon

## INFANTRY



Pioneer Platoon

Vanatori Blindata Platoon

Vanatori Motorizata Platoon

## INFANTRY



Pioneer Platoon

Vanatori Blindata Platoon

Vanatori Motorizata Platoon

## RECONNAISSANCE



Armoured Car Platoon

## ARTILLERY



Motorised Artillery Battery

Corps Heavy Artillery Battery

German Motorised Artillery Battery

## ANTI-AIRCRAFT



Motorised Anti-aircraft Platoon

## AIR SUPPORT



Romanian Sporadic Air Support

German Sporadic Air Support



## MOTIVATION AND SKILL

The armoured troops of the Romanian army were always well motivated and trained. The troops of the medium tank companies have undergone additional training with the Germans in their new T-4 tanks and TA assault guns. A Companie Tancuri Medii is rated **Elite**.

REGULAR

ELITE

## HEADQUARTERS

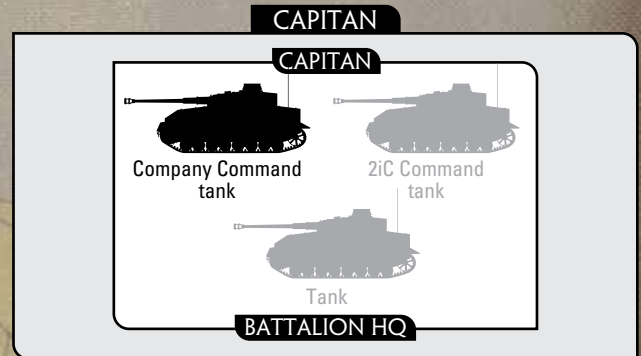
### COMPANIE TANCURI MEDII HQ

#### HEADQUARTERS

- 1 T-4 80 points
- Replace T-4 tank with a T-3 tank for -25 points.
- Add up to two T-4 tanks for +80 points each.
- 1 TA assault gun 80 points
- Add up to two TA assault guns for +80 points each.

In 1943 further deliveries of German equipment started to arrive in Romania, some were new, some were cast offs from German Panzerdivisions, but all were welcome additions to the Romanian armoured forces.

The T-3, T-4 tanks and TA assault guns saw service from early in 1944, first with the 'Cantemir' Mixed Armoured Group and from March 1944 with the Rapid Armoured Detachment and finally, by August, with the full 1<sup>st</sup> Armoured Division.



### COMPANIE TANCURI MEDII HQ

If the Company HQ has more than one tank you cannot have a fifth Tancuri Medii Platoon.

Your company must have at least one Tancuri Medii Platoon with the same type of tank as the Company HQ (although a T-3 Company Command tank must be accompanied by a platoon of T-4 tanks).

## COMBAT PLATOONS

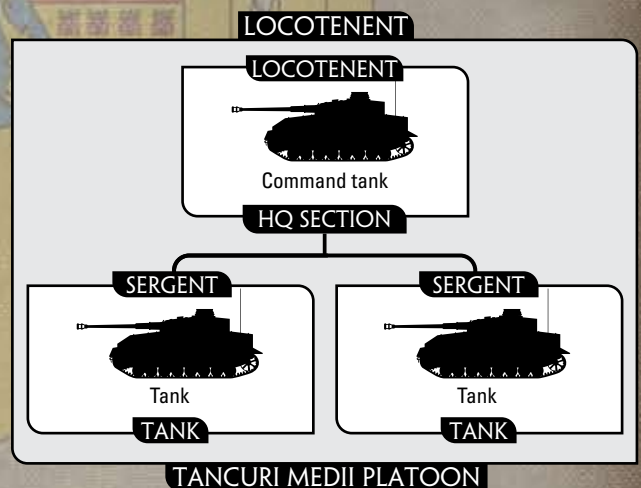
### TANCURI MEDII PLATOON

#### PLATOON

- 3 T-4 240 points
- 3 TA assault guns 240 points

The Tancuri Medii (Medium Tank) Platoons came from three battalions, two were armed with T-4 tanks and the third was an assault-gun battalion armed with TA assault guns.

These German vehicles provided the Romanians with armour that would finally be effective against the Soviet T-34. Backed up by the TACAM T-60 tank-hunter the Romanian armour can really hold their own against the red steel.





# Companie Vanatori Motorizata

MOTORISED INFANTRY COMPANY

(INFANTRY COMPANY)

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

HEADQUARTERS

## HEADQUARTERS



Companie Vanatori Motorizata HQ

38

COMBAT PLATOONS

## INFANTRY



Vanatori Motorizata Platoon

38

## INFANTRY



Vanatori Motorizata Platoon

38

## INFANTRY



Vanatori Motorizata Platoon

38

## MACHINE-GUNS



Motorizata Machine-gun Platoon

40

## ALLIED PLATOONS



German Heer Platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

WEAPONS PLATOONS

## ARTILLERY



Motorizata Mortar Platoon

40

## ANTI-TANK



Motorizata Anti-tank Platoon

40

## ANTI-TANK



Motorised Heavy Anti-tank Platoon

41

## ARTILLERY



Motorised Heavy Mortar Platoon

41

## INFANTRY



Pioneer Platoon

45

REGIMENTAL SUPPORT PLATOONS

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Tancuri Platoon

35

Tancuri Medii Platoon

37

Tank-hunter Platoon

43

German Assault Gun Platoon

46

## ARMOUR



Tancuri Platoon

35

Tancuri Medii Platoon

37

Tank-hunter Platoon

43

## ANTI-TANK



Divisional Heavy Anti-tank Platoon

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German Anti-tank Gun Platoon

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## INFANTRY



Cavalerie Company

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German Motorised Artillery Battery

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## ARTILLERY



Motorised Artillery Battery

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Motorised Anti-aircraft Platoon

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German Sporadic Air Support

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## MOTIVATION AND SKILL

The Vanatori of the 1<sup>st</sup> Armoured Division and the motorised cavalry regiments are the best and most experienced troops in the Romanian Army. Often used as fire brigades, racing from crisis to crisis whenever the infantry cannot handle the situation alone. A Companie Vanatori Motorizata is rated **Elite**.

REGULAR

ELITE

## HEADQUARTERS

### COMPANIE VANATORI MOTORIZATA HQ

#### HEADQUARTERS

Company HQ

25 points

#### OPTIONS

- Replace either or both Command Rifle teams with Panzerfaust SMG teams for +15 points per team.
- Add 60mm Brandt mortars for +20 points per mortar.
- Add Panzerschreck teams for +25 points per Panzerschreck team.
- Add additional 1.5-ton trucks for +5 points for the Anti-tank Section and Mortar Section.

The *Vanatori Motorizate* (motorised light infantry) provided the 1<sup>st</sup> Armoured Division with mobile infantry support.

During 1944 the 8<sup>th</sup> Cavalry Division was fully motorised and was in the process of retraining as the 2<sup>nd</sup> Armoured Division before the 20. *Panzerdivision* absconded with their tanks in August.



## COMBAT PLATOONS

### VANATORI MOTORIZATA PLATOON

#### PLATOON

HQ Section with

4 Vanatori Squads 220 points

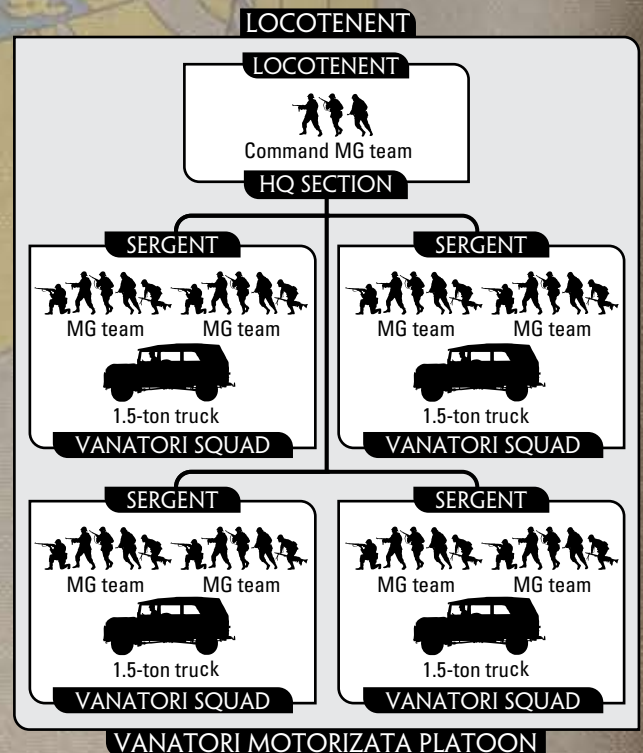
3 Vanatori Squads 170 points

2 Vanatori Squads 120 points

#### OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

The elite motorised infantry's role is to hold the positions taken by the tanks, as well as rapidly moving to support them. They ferret out the Soviet anti-tank guns and deal with them before they can knock out the Romanian tanks. Highly motivated they will attack on the move, almost before their trucks have even stopped.





## MOTORIZATA MACHINE-GUN PLATOON

### PLATOON

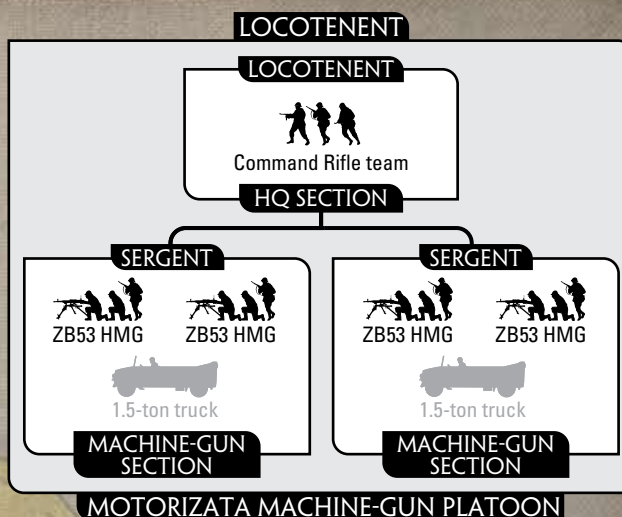
HQ Section with  
2 Machine-gun Sections 115 points

### OPTION

- Add 1.5-ton trucks for +5 points for the platoon.

The motorised machine-guns give the *vanatori* fire support, pinning the enemy down as they attack. In defence, their high rate of fire mows down massed Soviet attacks.

*A Motorizata Machine-gun Platoon may make Combat Attachments to Combat Platoons.*



## WEAPONS PLATOONS

## MOTORIZATA MORTAR PLATOON

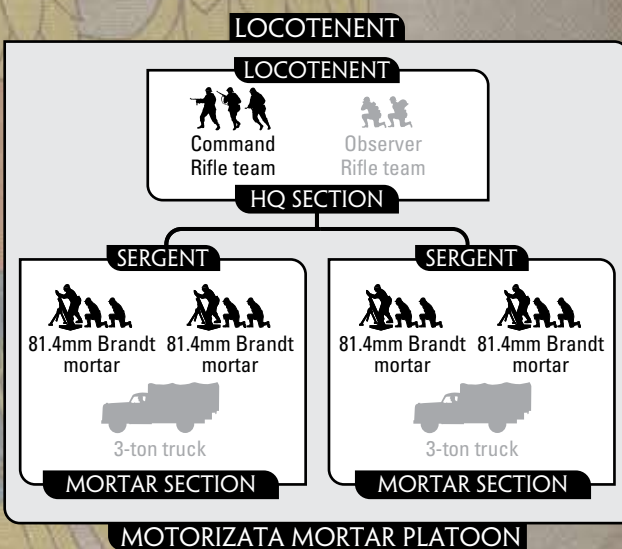
### PLATOON

HQ Section with  
2 Mortar Sections 100 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Add 3-ton trucks for +5 points for the platoon.

The motorised infantry's own artillery, their mortars are always on call for instant artillery support. While less effective than artillery guns in prolonged bombardments, the mortars get their rounds on target quicker, making them more useful in hasty attacks.



## MOTORIZATA ANTI-TANK PLATOON

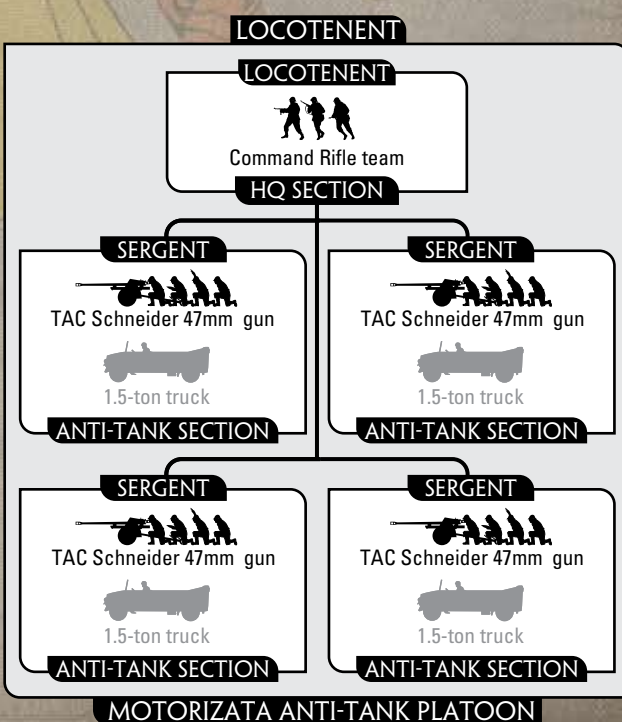
### PLATOON

HQ Section with  
4 TAC Schneider 47mm guns 100 points  
3 TAC Schneider 47mm guns 75 points

### OPTION

- Add 1.5-ton trucks for +5 points for the platoon.

The French designed TAC Schneider 47mm gun is used by the motorised infantry. It is small and has a low profile, but provides a good punch.





## REGIMENTAL SUPPORT PLATOONS

### MOTORISED HEAVY MORTAR COMPANY

#### COMPANY

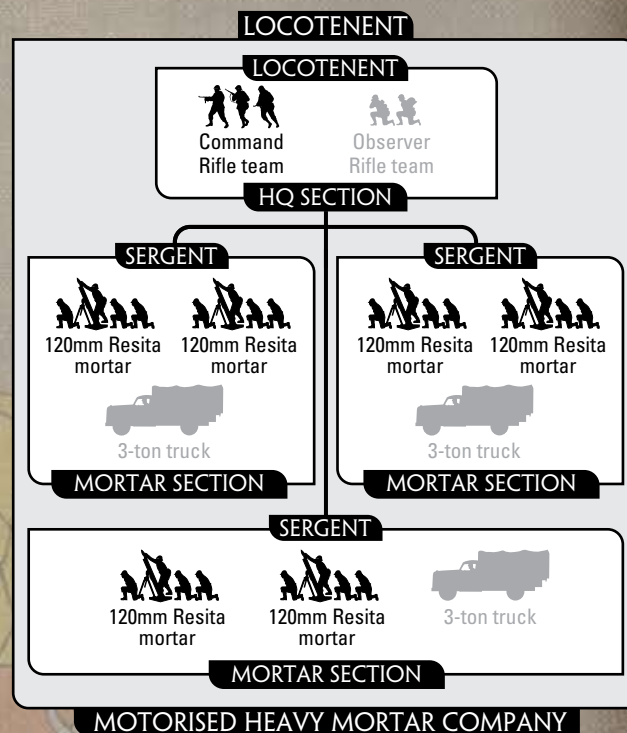
HQ Section with	
3 Mortar Sections	205 points
2 Mortar Sections	140 points
1 Mortar Sections	75 points

#### OPTIONS

- Add Observer Rifle team for +15 points.
- Add 3-ton trucks for +5 points for the platoon.

The 1<sup>st</sup> Armoured Division was supplied with captured Soviet 120mm mortars and later with Romanian Resita copies. The 120mm mortars are transported in trucks designed to keep up with the motorised infantry and tanks. The 120mm mortar are easy to setup and can be put into action quickly.

They provide excellent indirect fire capable of knocking out entrenched enemy and the occasional vehicle.



### MOTORISED HEAVY ANTI-TANK PLATOON

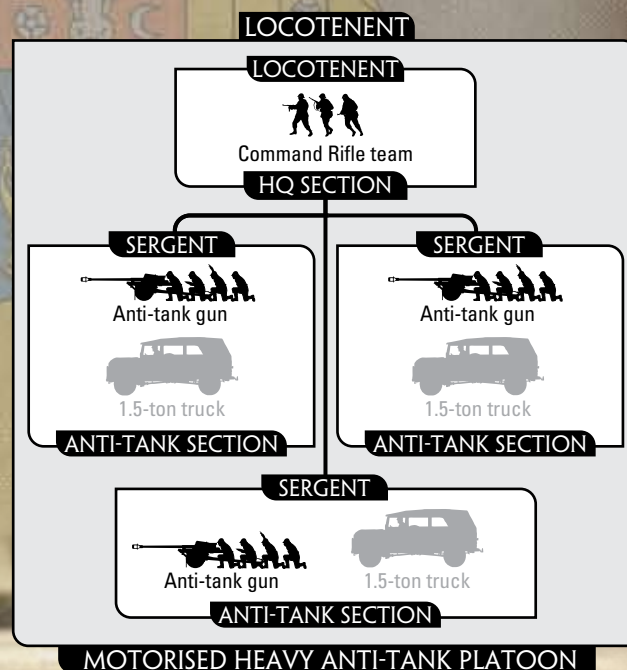
#### PLATOON

HQ Section with	
3 TAC 38 50mm guns	85 points
2 TAC 38 50mm guns	60 points
3 TAC 938 75mm guns	90 points
2 TAC 938 75mm guns	65 points

#### OPTION

- Add 1.5-ton-trucks for +5 points for the platoon.

The motorised infantry are provided with German supplied 50mm and 75mm anti-tank guns. These protect the infantry from Soviet light and medium armour.





## SUPPORT PLATOONS

### VANATORI BLINDATA PLATOON

#### PLATOON

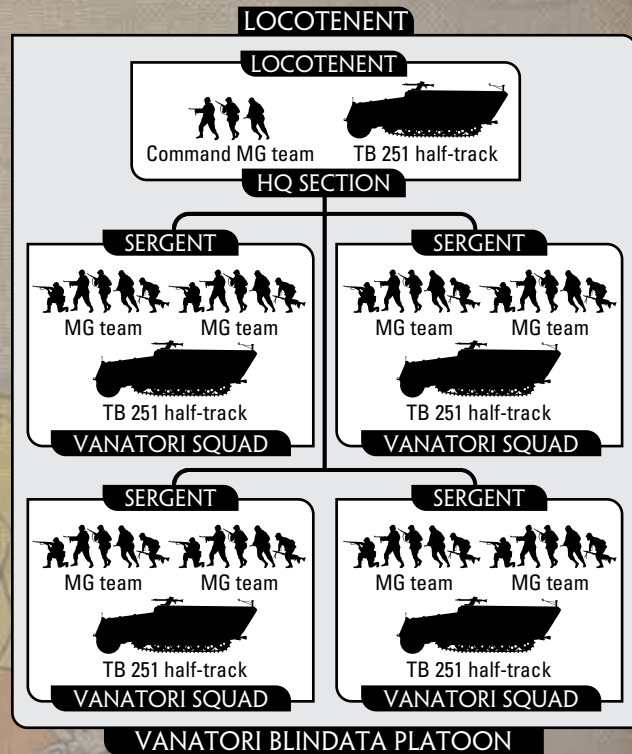
HQ Section with	
4 Vanatori Squads	255 points
3 Vanatori Squads	200 points
2 Vanatori Squads	145 points

#### OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

The 1<sup>st</sup> Armoured Division had a number of armoured infantry platoons available mounted in TB (Sd Kfz 251) half-tracks. Twenty half-tracks were supplied by the Germans and these were concentrated in a battalion and used to support counterattacks as required during 1944.

*Vanatori Blindata Platoons use similar tactics to German Gepanzerte Panzergrenadiers Platoons and may use the Mounted Assault special rule on page 167 of the rulebook.*



### MOTORISED ANTI-AIRCRAFT PLATOON

#### PLATOON

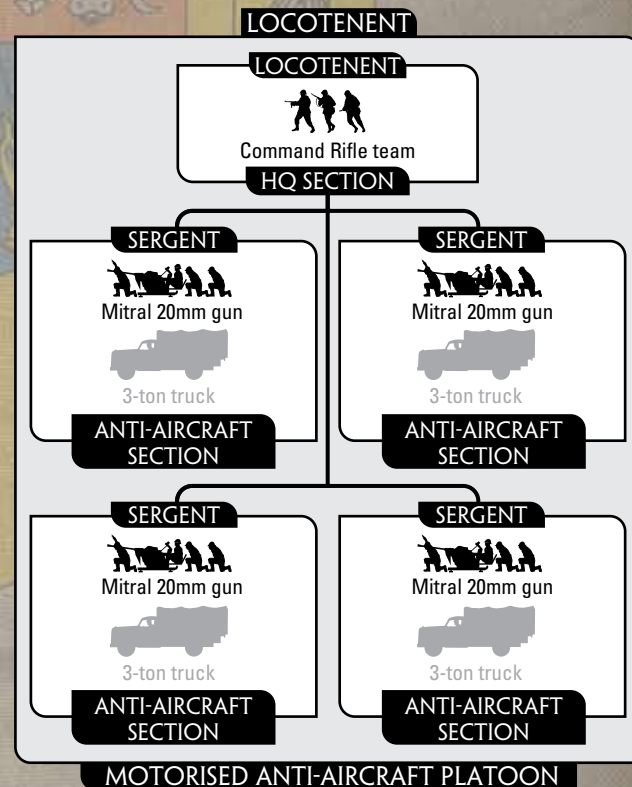
HQ Section with	
4 Mitral 20mm guns	85 points
3 Mitral 20mm guns	65 points
2 Mitral 20mm guns	45 points

#### OPTION

- Add 3-ton trucks for +5 points for the platoon.

The light Mitral 20mm gun is light and easy to move. This made it ideally suited to be used by mobile troops.

Its high rate of fire and all around traverse not only made it ideal for anti-aircraft defence, but could also be put to good use against a variety of ground targets.





## DIVISIONAL HEAVY ANTI-TANK PLATOON

### PLATOON

HQ Section with

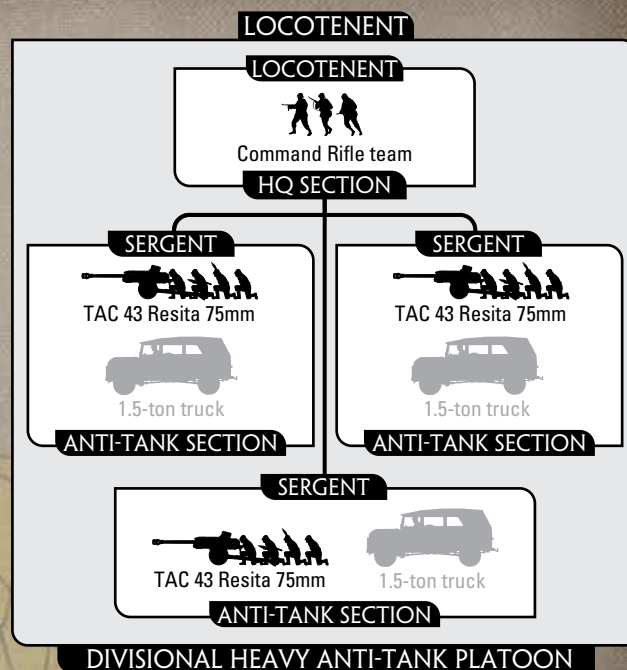
3 TAC 43 Resita 75mm guns	160 points
2 TAC 43 Resita 75mm guns	110 points

### OPTION

- Add 1.5-ton trucks for +5 points for the platoon.

In 1944 each division's artillery organised a second battery of anti-tank guns. These divisional level anti-tank guns were 75mm guns for taking on the increasingly heavier Soviet tanks.

The 1<sup>st</sup> Armoured Division is equipped with the native TAC 43 Resita gun. This gun took the best of the German PaK40 and Soviet ZIS-3 and combined them into a design of its own.

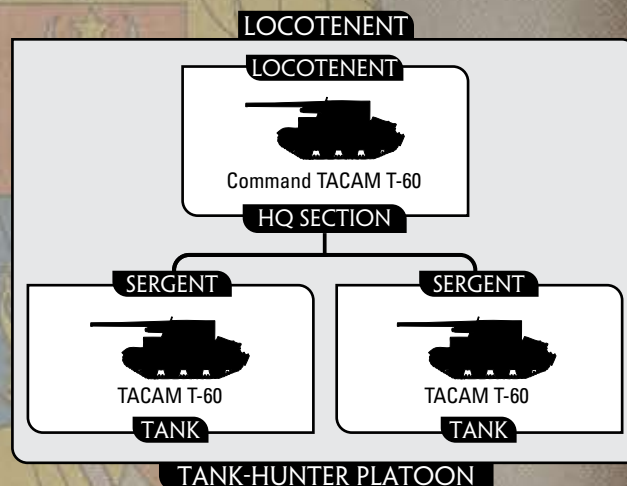


## TANK-HUNTER PLATOON

### PLATOON

3 TACAM T-60	135 points
2 TACAM T-60	90 points

The TACAM T-60 is an ingenious combination of two bits of captured Soviet equipment, the T-60 light tank and the 76.2mm obr 1936 field gun (FK36(r) as used by the Germans). 34 vehicles were completed by the end of 1943 and assigned to the training unit of the 1<sup>st</sup> Armoured Division where they were split into the 61<sup>st</sup> and 62<sup>nd</sup> TACAM companies. They saw service in Transnistria and Basarabia in February to August 1944.



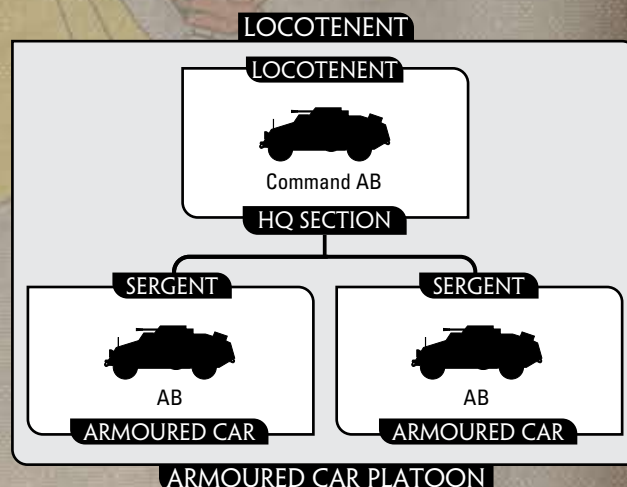
## ARMoured CAR PLATOON

### PLATOON

3 AB armoured cars	90 points
2 AB armoured cars	60 points

Armed with modern light armoured cars supplied by the Germans these elite troops stealthily probe the Soviet front line looking for gaps their tankers and motorised infantry can exploit.

*An Armoured Car Platoon is a Reconnaissance Platoon.*





## MOTORISED ARTILLERY BATTERY

### PLATOON

HQ Section with:

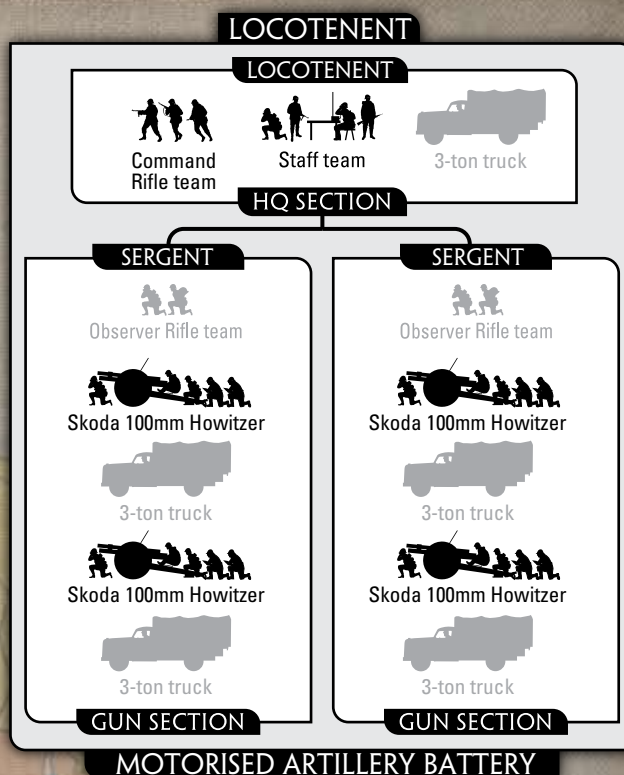
4 Skoda 100mm howitzers	135 points
2 Skoda 100mm howitzers	70 points

### OPTIONS

- Add Observer Rifle teams for +15 points per Gun Section.
- Add 3-ton trucks for +5 points for the platoon.

Like all other Romanian artillery the 1<sup>st</sup> Armoured Division had its artillery upgraded to 100mm M14/19 Skoda howitzers, replacing the old 75mm field guns.

Plans to introduce 150mm guns to each division were never completed and the artillerymen had to make do with the 100mm howitzers only.



## Divisional Support

### MOTIVATION AND SKILL

Romanian divisions are supported by a number of different platoons, some are particular to the type of division (found in each Company or Battalion's Intelligence Briefing above), but others are of a commonly shared organisation. The rating of the following Divisional Support Platoons is indicated under each platoon.

## CORPS HEAVY ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 Skoda 150mm M1934 howitzers	270 points
2 Skoda 150mm M1934 howitzers	140 points
4 Schneider 105mm M1936 guns	190 points
2 Schneider 105mm M1936 guns	105 points

### OPTIONS

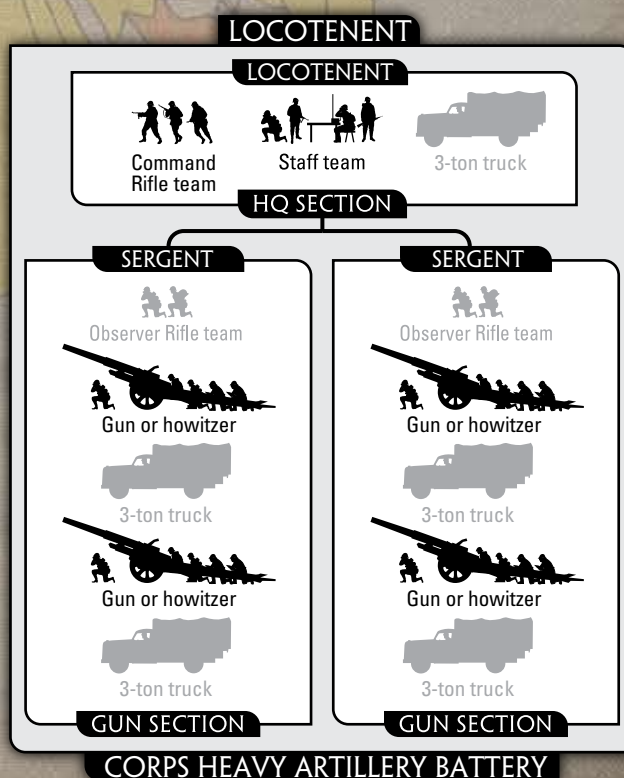
- Add Observer Rifle teams for +15 points per Gun Section.
- Add 3-ton trucks for +5 points for the platoon.

Each Romanian corps had an independent motorized heavy artillery battalion and were made up of 105mm Schneider model 1936 guns and 150mm Skoda model 1934 howitzers. These were comparable in terms of firepower and mobility with German regiments.

The corps artillery some of the best troops. A Corps Heavy Artillery Battery is rated **Elite**.

REGULAR

ELITE





## PIONEER PLATOON

### PLATOON

HQ Section with

3 Pioneer Squads

160 points

2 Pioneer Squads

115 points

### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Panzerfaust Pioneer SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams for no cost.
- Add 3-ton trucks to the platoon for +5 points.
- Add Pioneer Supply 3-ton truck for +25 points.

*You may replace up to one Pioneer Rifle/MG or SMG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.*

*A Romanian Pioneer Platoon is rated **Elite**.*

REGULAR

ELITE

### LOCOTENENT

#### LOCOTENENT

Command Pioneer  
Rifle/MG team

Pioneer Supply  
3-ton truck

#### HQ SECTION

#### SERGEANT

Pioneer Rifle/MG team

Pioneer Rifle/MG team

3-ton truck

#### PIONEER SQUAD

#### SERGEANT

Pioneer Rifle/MG team

Pioneer Rifle/MG team

3-ton truck

#### PIONEER SQUAD

#### SERGEANT

Pioneer Rifle/MG team

Pioneer Rifle/MG team

3-ton truck

#### PIONEER SQUAD

### PIONEER PLATOON

Romania's motorised combat pioneers are some of the best trained and equipped troops in service. They can knock out bunkers, destroy tanks or clear minefields.

## AIR SUPPORT

### ROMANIAN SPORADIC AIR SUPPORT

Ju 87D Stuka

100 points

Ju 87G Stuka

100 points

Hs 129B

115 points

The Romanian Royal Air Force had German Stuka dive-bombers for ground attack work. The 38<sup>th</sup> Squadron was armed with German Hs 129B ground attack aircraft.

### LOCOTENENT

#### LOCOTENENT

Aircraft

Aircraft

Aircraft

#### FLIGHT

#### FLIGHT



# German Support

## MOTIVATION AND SKILL

The Romanians fight alongside the Germans and will often call on them to provide support. German platoons supporting the Romanians are always rated **Confident Veteran** and follow the German special rules.

They are Allies to the Romanians and follow the Allies rules on page 183 of the rulebook.



## GERMAN ASSAULT GUN PLATOON

### PLATOON

3 StuG G

2 StuG G

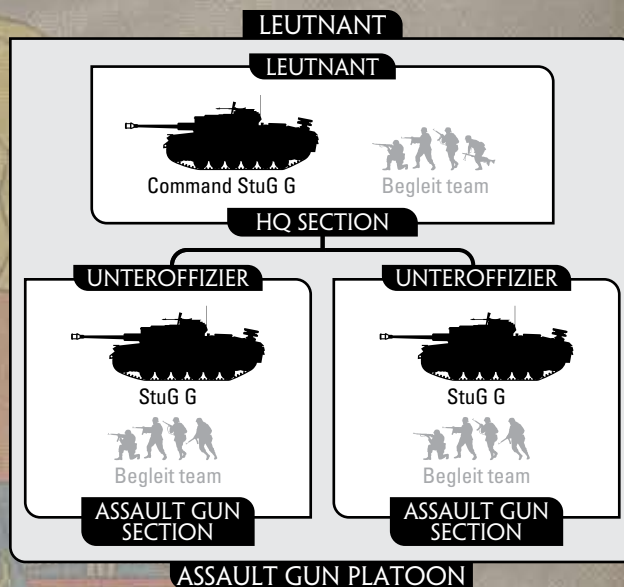
 285 points  
190 points

### OPTIONS

- Replace one StuG G assault gun with a StuH42 assault gun for +5 points.
- Mount a Begleit Assault Rifle team on each StuG G or StuH42 assault gun for +30 points per Begleit team.

*If you have Begleit teams you must mount them on all the StuG G or StuH42 assault guns in the platoon.*

Romanian troops were supported by various German assault gun units during their campaigns in 1944. StuG assault guns were in support of the infantry, cavalry and mountain troops in Crimea and again during counterattacks against the Soviets on the Basarabian frontier.



## GERMAN BEGLEIT TANK RIDER SPECIAL RULES

*Begleit Assault Rifle teams are normal Assault Rifle teams with the following special rules.*

*While Begleit Assault Rifle teams are mounted on tanks from their own platoon, they operate as tank riders (see pages 44 and 71 of the Flames Of War rulebook), but gain the following benefits:*

- One team per assault gun can shoot as if dismounted if the tank moves 6"/15cm or less, but no teams can shoot at all if the tank moves over 6"/15cm.
- They fight in assaults as if dismounted (they can roll to hit and be allocated hits separately from the tank).
- If only one team is mounted on a tank, it has a 3+ save when the tank is hit instead of the normal 5+ Passenger Save, but is automatically Destroyed if the tank is Destroyed.

*Ignore Destroyed Begleit Assault Rifle teams when determining whether a StuG Platoon is below half strength and needs to take a Platoon Morale Check.*

Escort troops are assigned to protect their assault gun at all costs. They spot threats to the vehicle and quickly assault them before they can cause any harm.

*A platoon with tanks and Begleit Assault Rifle teams carries on with its assault after being Pinned Down by Defensive Fire, despite having Infantry teams in the platoon. If this happens, only the tanks fight in the first Assault Combat Round. The Begleit Assault Rifle teams remain in contact and can counter-attack in subsequent rounds.*

The heroic Begleit tank riders deal with any threat to their assault guns, even at the cost of their own lives! Remember, in assault combat, you allocate hits. Therefore, it is best to place hits from anti-tank teams like pioneers and anti-tank rifles on your Begleit teams instead of your assault guns.

*During Assault Combat Rounds when the defender allocates hits, they must allocate a hit to each Begleit Assault Rifle team before they can allocate any hits to the assault guns.*



## GERMAN PANZER PLATOON

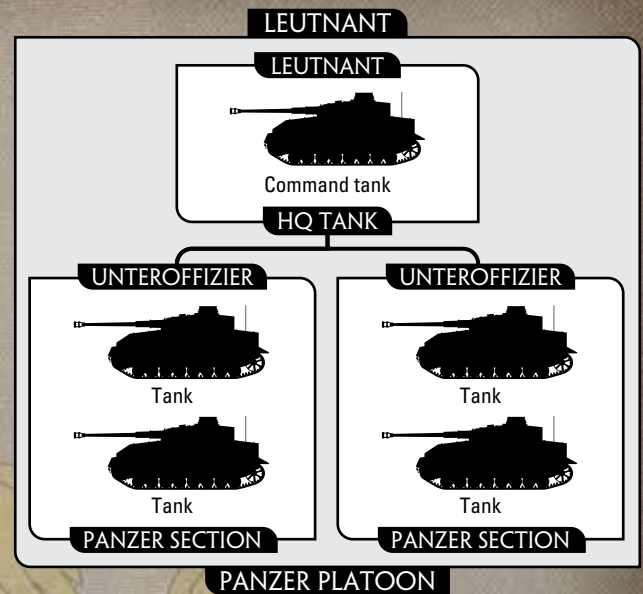
### PLATOON

5 Panzer IV H	475 points
4 Panzer IV H	380 points
3 Panzer IV H	285 points

- Replace up to half of the Panzer IV H tanks with Panzer III M tanks for -25 points per tank or Panzer III N tanks for -30 points per tank.

5 Panther D or A	940 points
4 Panther D or A	750 points
3 Panther D or A	560 points

During April and June *Grossdeutschland Panzergrenadier*, 14., 23. and 24. *Panzer* divisions were supported by the 18<sup>th</sup> Mountain and 3<sup>rd</sup> Infantry divisions during the counter-offensive. German panzers also rescued the Guard Division from a sticky situation.



## GERMAN GEPANZERTE PANZERGRENADIER PLATOON

### PLATOON

HQ Section with:

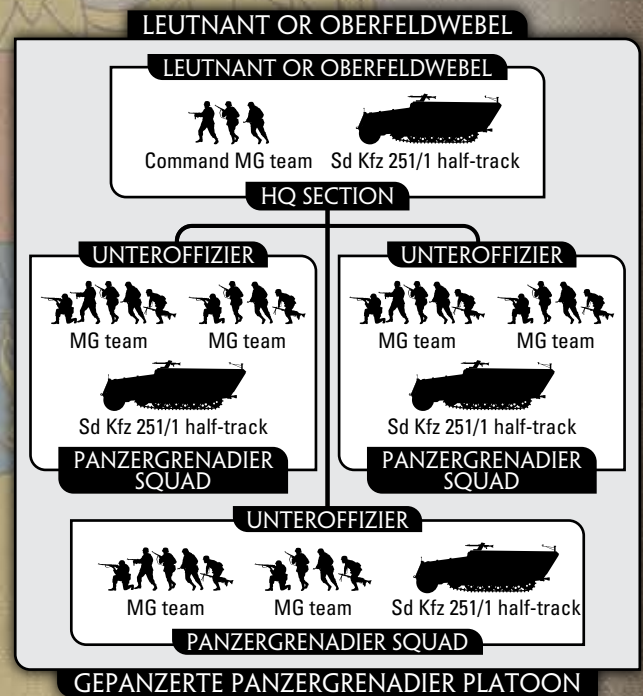
3 Panzergrenadier Squads	275 points
2 Panzergrenadier Squads	200 points

### OPTIONS

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.
- Replace Sd Kfz 251/1 half-track in HQ Section with a Sd Kfz 251/10 (3.7cm) half-track at no cost.

Where the German panzers go the panzergrenadiers are sure to follow. When the German *panzertruppen* fought alongside the Romanians the armoured infantry also fought.

*Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule on page 167 of the rulebook.*





## GERMAN PANZERGRENADIER PLATOON

### PLATOON

HQ Section with:

3 Panzergrenadier Squads

205 points

2 Panzergrenadier Squads

145 points

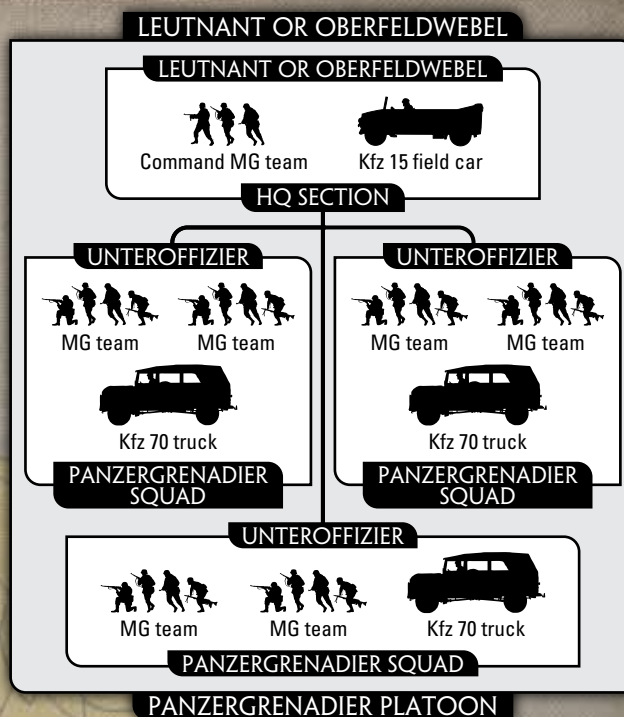


### OPTIONS

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.
- Remove Kfz 15 field car and replace Kfz 70 trucks with 3-ton trucks at no cost.

The 10. Panzergrenadierdivision launched a counterattack against the Soviet breakthrough at Iasi on 20 August to stem the red tide. With only a few tanks the panzergrenadiers were no match for the Soviets overwhelming numbers.

In May and June motorised panzergrenadiers also fought alongside the Romanians during Operations Sonja and Katja.



## GERMAN GRENADIER PLATOON

### PLATOON

HQ Section with:

3 Grenadier Squads

155 points

2 Grenadier Squads

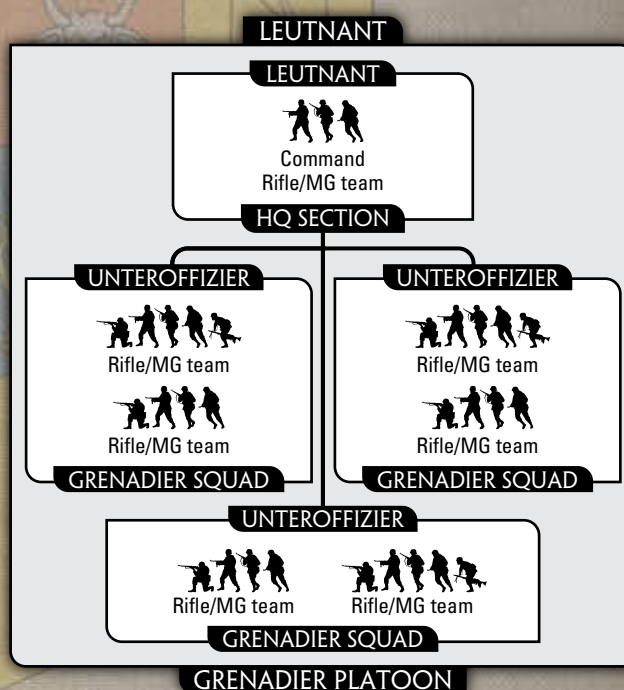
110 points



### OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.

During their fighting in Crimea and Basarabia the Romanians fought alongside many different German *Infanterie* divisions. Some of these grenadier units were fighting in direct support, reinforcing or counterattacking from reserve or simply neighbouring divisions in the line fighting off heavy Soviet attacks.





## GERMAN ANTI-TANK GUN PLATOON

### PLATOON

HQ Section with

4 7.5cm PaK40

3 7.5cm PaK40

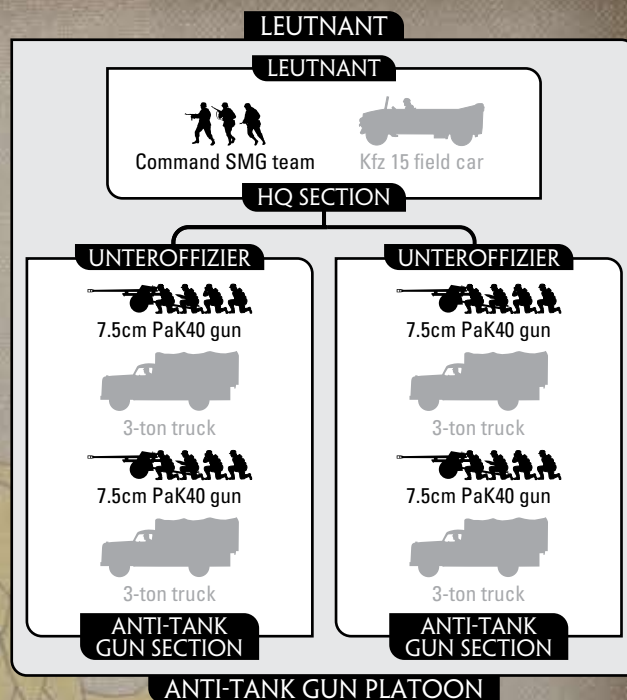
2 7.5cm PaK40

 215 points  
165 points  
115 points

### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all 3-ton trucks with RSO tractors at no cost or Sd Kfz 11 half-tracks for +5 points for the platoon.

One asset the Germans could back up the Romanians with was a good number of anti-tank guns. Supporting and neighbouring German anti-tank units have the firepower to hold off the Soviet tanks that the Romanians don't always have on hand.



## GERMAN MOTORISED ARTILLERY BATTERY

### PLATOON

HQ Section with

2 Gun Sections

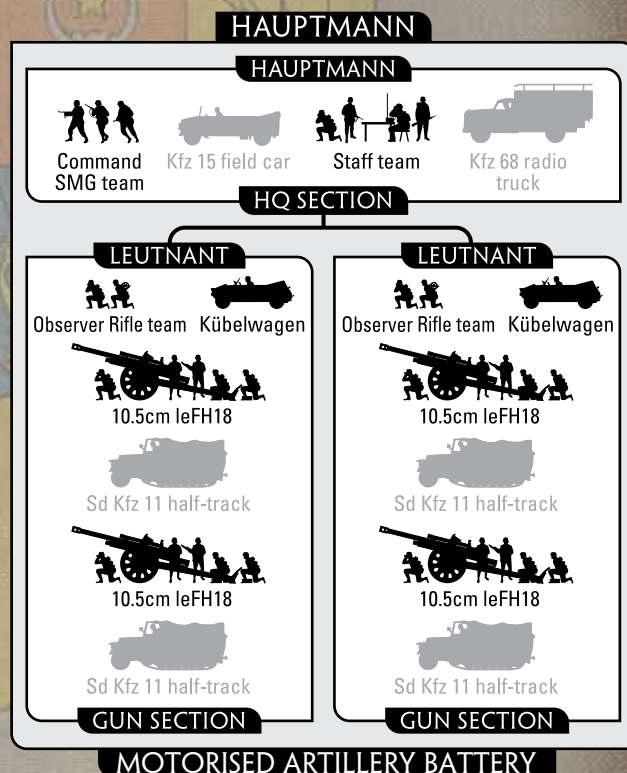
1 Gun Section

 220 points  
125 points

### OPTIONS

- Add Kfz 15 field car, Kfz 68 radio truck and Sd Kfz 11 half-tracks at no cost.
- Replace all 10.5cm leFH18 howitzers and Sd Kfz 11 half-tracks with 15cm sFH18 howitzers and Sd Kfz 7 half-tracks for +60 points per Gun Section.
- Replace all Kübelwagen jeeps with Sd Kfz 250 half-tracks for +5 points per half-track.

German artillery was also on hand to support Romanian units, especially during combined operations.



## AIR SUPPORT

### GERMAN SPORADIC AIR SUPPORT

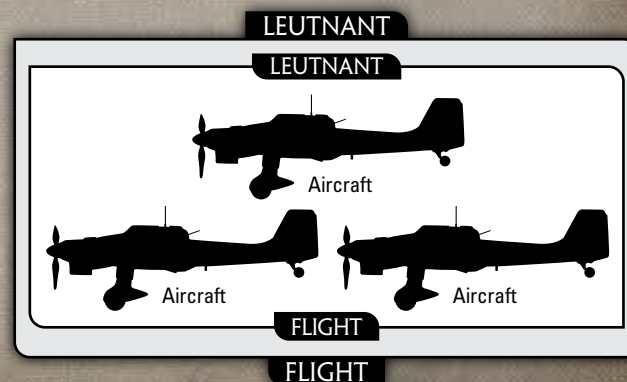
Ju 87D Stuka

100 points

Ju 87G Stuka

100 points

The *Luftwaffe* will endeavour to destroy the Red Army at any turn, whether it is attacking Germans or Romanians. The scream of the Stuka dive-bomber is a welcome sound to Romanians and Germans alike.





# Romanian Arsenal

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>LIGHT TANKS</b>					
R-2 (Panzer 35(t)) 3.7cm KwK35(t) gun	Fully-tracked 24"/60cm	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
R-35 37mm SA18 gun	Fully-tracked 16"/40cm	3 2	3 4	1 4+	Co-ax MG, Slow tank. One-man turret.
R-35 Vanatorul de Care 45mm obr 1938 gun	Fully-tracked 24"/60cm	3 2	3 7	1 4+	Slow tank. One-man turret.
T-38 (Panzer 38(t)) 3.7cm KwK35(t) gun	Fully-tracked 24"/60cm	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
<b>MEDIUM TANKS</b>					
Panzer III M 5cm KwK39 gun	Fully-tracked 24"/60cm	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panzer III N 7.5cm KwK36 gun	Fully-tracked 24"/60cm	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
T-3 (Panzer III N) 7.5cm KwK36 gun	Fully-tracked 24"/60cm	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV H 7.5cm KwK40 gun	Fully-tracked 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
T-4 (Panzer IV H) 7.5cm KwK40 gun	Fully-tracked 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther D or A 7.5cm KwK42 gun	Fully-tracked 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
<b>ASSAULT GUNS</b>					
TA (StuG G) 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuG G 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 10.5cm StuH42 gun	Fully-tracked 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Hull mounted, Smoke.
<b>SELF-PROPELLED ANTI-TANK</b>					
TACAM T-60 76mm F-22 gun	Fully-tracked 32"/80cm	1 2	0 10	0 3+	AA MG, Overloaded. Hull mounted.
<b>ARMoured CARS</b>					
AB (Sd Kfz 222) 2cm KwK38 gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG, Hull rear MG. Self-defence anti-aircraft.
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ZB 53 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
60mm Brandt mortar	Man-packed	24"/60cm	2	1	3+	Can fire over friendly troops.
firing bombardments		32"/80cm	-	1	6	
81.4mm Brandt mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
120mm Resita mortar	Light	56"/140cm	-	3	3+	
Hotchkiss 13.2mm AA MG	Light	16"/40cm	3	3	5+	Anti-aircraft, Turntable
Mitral 20mm gun (2cm FlaK38)	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
TAC 37 45mm gun (obr 1937)	Light	24"/60cm	3	7	4+	Gun shield.
TAC 42 45mm gun (obr 1942)	Light	24"/60cm	3	8	4+	Gun shield.
TAC 47mm Bohler gun (47/32)	Man-packed	24"/60cm	3	7	4+	
TAC 47mm Schneider gun	Medium	24"/60cm	3	8	4+	Gun shield.
TAC 38 50mm gun (5cm PaK38)	Medium	24"/60cm	3	9	4+	Gun shield.
TAC 938 75mm gun (7.5cm PaK38/97)	Medium	24"/60cm	2	10	3+	Gun shield.
TAC 40 75mm gun (7.5cm PaK40)	Medium	32"/80cm	2	12	3+	Gun shield.
TAC 43 Resita 75mm gun	Heavy	32"/80cm	2	13	3+	Gun shield.
76mm obr 1927 gun	Light	16"/40cm	2	5	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
RF 75mm gun (76K/02)	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
KF 75mm gun (75/27)	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
Skoda 100mm howitzer (100/17)	Immobile	24"/60cm	1	9	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
Schneider 105mm M1936 gun	Immobile	32"/80cm	1	12	2+	Gun shield.
Firing bombardments		88"/220cm	-	4	4+	
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		80"/200cm	-	4	4+	Smoke bombardment.
Skoda 150mm M1934 howitzer	Immobile	32"/80cm	1	13	1+	Gun shield, Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	cannot shoot				Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4. Panzerknacker teams are rated as Tank Assault 5.



## TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

### TRUCKS

Kfz 15 field car or Kübelwagen jeep	Jeep	-	-	-	
1.5-ton, 3-ton, Kfz 70, or Kfz 68 Radio truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
Cavalry wagon	Cavalry Wagon	-	-	-	

### TRACTORS

RSO tractor	Fully-tracked	-	-	-	Slow tank.
Sd Kfz 7 and 11 half-tracks	Half-track	-	-	-	
Horse-drawn limber	Wagon	-	-	-	
Cavalry limber	Cavalry Wagon	-	-	-	

### ARMoured PERSONNEL CARRIERS

TB 251 (Sd Kfz 251 D)	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 D	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/10 D <i>3.7cm PaK36 gun</i>	Half-tracked <i>16"/40cm</i>	1 2	0 6	0 4+	Passenger-fired AA MG. <i>Hull mounted.</i>

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank.