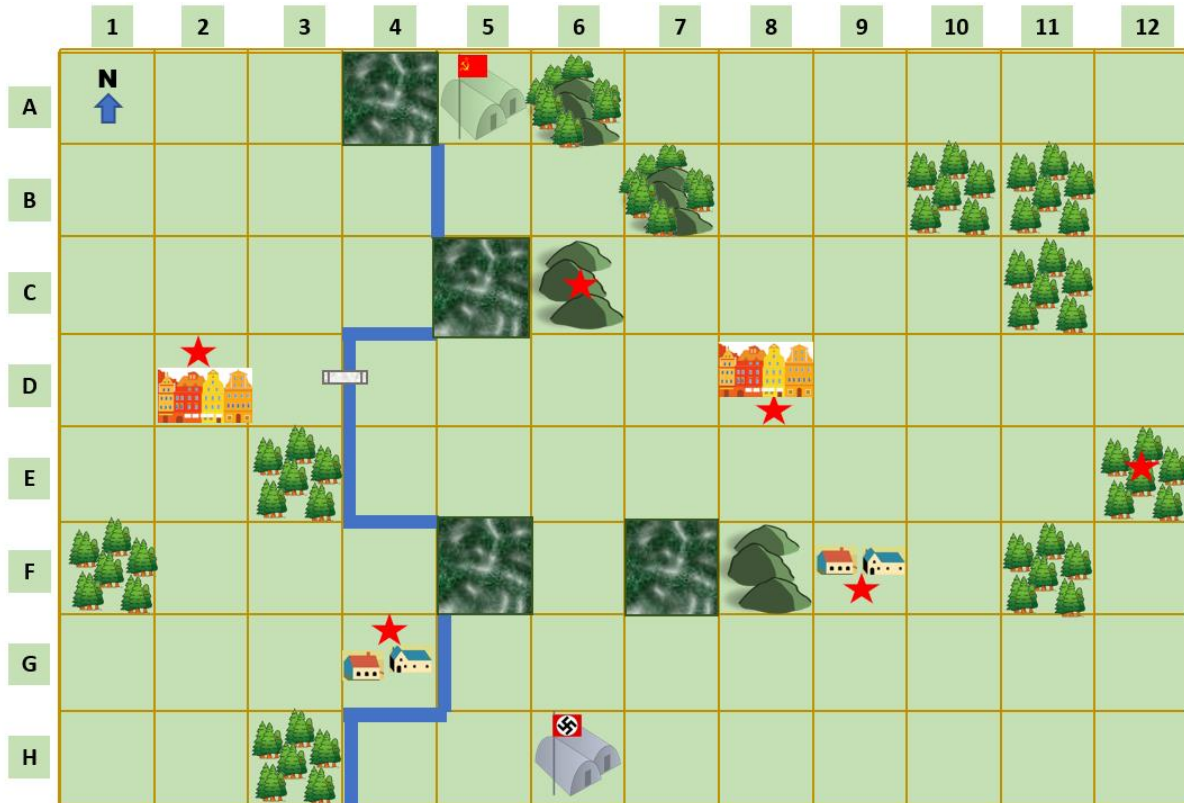


Second Battle of Targu Frumos – The Romanian Flank 2 May 1944



The weather is clear. Objective squares are denoted by stars. The dark green squares are marshy ground and count as soft ground. The River is uncrossable except at bridges. However, the river disperses into the swampy ground at A4, C5 and F5 and can be crossed only by entering or exiting one of those squares [eg C4 to C5 or vice versa]. Normal soft ground rules will apply on exit. Squares D2 and D8 are urban areas for combat purposes whilst G3 and G9 are hamlets which can be placed for scenic purposes but have no impact on combat. Supply lines cannot cross minefields [see set up].

Starting Ops:

The Soviets start with 6 Ops and the Romanian’s start with 3 Ops. The Soviets use their late war ops and the Romanians use the Romanian Mid War Ops.

Description:

After freeing Ukraine from the Axis forces the Soviets planned an advance into Romania. The first attempt was defeated at the First Battle of Targu Frumos. Unwilling to accept defeat Soviet Marshal Konev launched a second attack. The Romanians held the Western flank of the Axis line.

Victory:

The game is a standard single day of 16 moves. The Soviets need to be holding the four or more objectives at the end of the 16th turn to win.

Elements:

The Romanians have 2 Elements. The 6th Infantry Division and a Battle Group from the 1st Armoured Division. In an attempt to keep them in the war the Germans had recently bolstered the Romanian Armour with a number of Stugs, Panzer IVs and Sd.Kfz. 251 armoured personnel carriers.

The Soviets have 2 Elements. The relatively fresh 8th Guards Airborne Division and the much reduced 18th Tank Corps.

Set Up:

Soviet: The Russians deploy anywhere in lines A and B. The Russians move first.

Axis: The Romanian 6th Infantry Division deploys in lines C to H. They can have 6 prepared defences, but no more than 2 per square. They can place 5 minefields in open ground in their deployment area. The minefields are hostile to both sides. A maximum of 6 units can deploy West of the stream. The Romanian's deploy first.

Reinforcements:

The Romanian 1st Armoured arrives in the Marker Phase of turn 4 anywhere in Row H or column 12 E12 to H12.

Soviet	1	3	5	7	9	11	13	15
Axis	2	4R	6	8	10	12	14	16

ROMMEL SCENARIO

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
8th Guards Airborne			
17 x Rifle Infantry	4-3-2		Leg
1 x Rifle Infantry	4-3-2		Leg, Pioneer
1 x ISU-152	4-3-2	3-4	Infantry Support
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
1 x 122mm Artillery	12 / 3 / [0-1]		Motorised
18th Tank Corps			
1 x Light Tanks	4-3-2	1	Recon
2 x SU-85	4-3-2	2-3	
5 x T-34	4-3-2	2	
2 x Motor Rifle Infantry	4-3-2		Motorised
1 x Katyusha	4 / 4 / [0-1]		Self Propelled, Rockets
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
6th Romanian Infantry Division			
15 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	3[4]-2[3]-1[2]		Leg, Antitank
1 x 75mm Artillery	8 / 2 / [0-1]		Leg
1st Romanian Armoured Division			
3 x Panzer IV	4-3-2	3	
3 x Stug	4-3-2	2-3	
1 x Panzergrenadier	4-3-2		Armoured
3 x Infantry	4-3-2		Motorised
1 x 75mm Artillery	8 / 2 / [0-1]		Leg