























Second Battle of Targu Frumos – Right Flank 2 May 1944

	1	2	3	4	5	6	7	8	9	10	11	12	
A													
B													
C													
D													
E													
F													
G													
H													

The weather is clear. Objective squares are denoted by stars. The dark green squares are marshy ground and count as soft ground. D6 and E2 are urban areas for combat purposes. Supply lines cannot run through mine fields [see set up below].

Starting Ops:

The Soviets start with 6 Ops and the Germans start with 3 Ops. Both sides use their late war ops. The Germans cannot use the Igelstellungen Event in this scenario.

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 German 46th Infantry Division held the right flank end of the Axis defence line.

Victory:

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

Elements:

The Germans have 2 Elements. The 46th Infantry Division and the 24th Panzer Division.

The Soviets have 4 Elements from the 27th Army. Three infantry divisions and units from the 3rd Guards Tanks Corps. All the Soviet elements are badly depleted from months of continuous fighting. The Russian Army Support units can support any unit without penalty.

ROMMEL SCENARIO

Set Up:

Soviet: The Russian Rifle Divisions and the Army Support Units deploy anywhere in lines A and B. The Russians move first.

Axis: The German 46th Infantry Division deploys in lines C to H. They can have 8 prepared defences, but no more than 2 per square. They can place 4 minefields in open ground in their deployment area. The minefields are hostile to both sides. The German's deploy first.

Reinforcements:

The 24th Panzer arrives in the Marker Phase of turn 4 anywhere in Row H.

The 3rd Guards Tank Corps arrives in the Marker Phase of turn 3 anywhere in Row A or in column 12A to 12D.

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

ROMMEL SCENARIO

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
27th Army			
93rd Guards Rifle Division			
7 x Rifle Infantry	4-3-2		Leg
1 x Rifle Infantry	4-3-2		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
202nd Rifle Division			
7 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	4-3-2		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
206th Rifle Division			
7 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	4-3-2		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
3rd Guard Tank Corps			
1 x Light Tanks	4-3-2	1	Recon
2 x SU-85	4-3-2	2-3	
4 x T-34	4-3-2	2	
4 x Motor Rifle Infantry	4-3-2		Motorised
1 x Katyusha	4 / 4 / [0-1]		Self Propelled, Rockets
Army Support Units			
1 x ISU-152	4-3-2	3-4	Infantry Support
1 x 152mm Artillery	16 / 4 / [0-1]		Motorised
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
46th Infantry Division			
14 x Rifle Infantry	4-3-2		Leg
2 x Rifle Infantry	4-3-2		Leg, Antitank
24th Panzer Division			
1 x Light Tanks	4-3-2	1	Recon
3 x Panzer IV	4-3-2	3	
2 x Stug	4-3-2	2-3	
1 x JagdPanzer IV	4-3-2	3-4	
1 x Marder	2-1-1	1-3	
1 x Panzergrenadier	5-4-3		Armoured
2 x Panzergrenadier	4-3-2		Motorised
1 x Nebelwerfer	3 / 5 / [0-1]		Motorised, Rocket
Corps Support Units			
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery
1 x 105mm Artillery	12 / 3 / [0-1]		Motorised