

INFANTRY

INEXPERIENCED INFANTRY SECTION (new)

From 1937 to 1941 the Romanian army expanded from 130,000 men to 686,000 men. By 1944 the army had expanded to 1,224,000 men. Many of the soldiers had only the most basic infantry training before they were put in the front line.

Cost: 52 points (Inexperienced)

Composition: 1 NCO and 6 men

Weapons: The NCO is armed with an SMG, all others with rifles.

Options:

- Add up to 7 additional men with rifles at +7pts each.
- One soldier may have a light machine gun for +20 points – another soldier becomes the loader.
- Equip the NCO with a rifle for -3pts.
- Equip the whole squad with anti-tank grenades for +2pts per man.

Special Rules

- Tank Hunters if unit equipped with anti-tank grenades.

EARLY WAR CAVALRY SECTION (New)

Cost: 72 points (Regular), 90 points Veteran

Composition: 1 NCO and 5 men mounted on horses.

Weapons: Rifles.

Options:

- Add up to 7 additional horse-mounted men with rifles at +12pts each (Regular) or 15pts (Veteran).

Special Rules

- As per page 89 of “Armies of Italy and the Axis” as FAQ’d.

EARLY WAR MOTORISED INFANTRY SECTION (new)

Cost: 53 pts (Regular), 68 pts (Veteran)

Composition: 1 NCO and 4 men

Weapons: The NCO is armed with an SMG, all others with rifles.

Options:

- Add up to 5 additional men with rifles at +10pts (Regular) or +13 (Veteran).
- Up to 2 soldiers may have a light machine gun for +20 points – another soldier becomes the loader for each of the machine-guns purchased.
- Equip the NCO with a rifle for -3pts.
- Equip the whole squad with anti-tank grenades for +2pts per man.

Special Rules

- Tank Hunters if unit equipped with anti-tank grenades.

ASSAULT PIONEER SECTION (new)

Each Corps, Infantry Division and Mountain Division had an Assault Pioneer Battalion.

Cost: 53 pts (Regular), 68 pts (Veteran)

Composition: 1 NCO and 4 men

Weapons: The NCO is armed with an SMG, all others with rifles.

Options:

- Add up to 5 additional men with rifles at +10pts (Regular) or +13 (Veteran).
- One soldier may have a light machine gun for +20 points – another soldier becomes the loader.
- One soldier may have a flamethrower for +20 points – another soldier becomes the assistant.
- Up to 5 soldiers may be armed with SMGs for +3pts per man
- Equip the whole squad with anti-tank grenades for +2pts per man.

Special Rules

- Tank Hunters if unit equipped with anti-tank grenades.

FLAMETHROWER TEAM (new)

The Romanians used the Italian M1935 flamethrower, normally issued with 6 flamethrowers per pioneer company.

Cost: 50 points (Regular), 65 pts (Veteran)

Team: 2 men

Weapon: 1 infantry flamethrower.

Special Rules

- Team weapon
- Flamethrower

TANKS

R1 (new)

The R1 was a tankette from the Czech Skoda-CKD company. 36 machines were purchased in 1936. They had no commander cupola and only light armour, but the 50 hp Praga engine gave good range and speed. They equipped the mechanized reconnaissance squadrons of the 1st, 5th, 6th, 7th, 8th and 9th Cavalry Brigades (with either 6 or 4 tanks each). They saw action with the Cavalry Corps in Ukraine and the Caucasus in 1941-42.

Cost: 75 pts (Regular), 90 pts (Veteran).

Weapons: 1 turret-mounted MMG, 1 hull-mounted LMG.

Damage Value: 7+ (tankette)

Special Rules:

- Recce

R2 (new)

The R2 was a Czech-built tank based on the Czech 10-ton tank (which also formed the basis of the Pz35(t)). The R2 was by far the most populous early war Romanian tank, with 126 purchased. The big difference between the R2 and the Pz35(t) was that the R2 had a difference engine. In game terms the two tanks are identical. The R2s represented the bulk of the 1st Tank Regiment of the Armoured Division in 1941-42. They fought at Odessa and defended the Don Bend.

Cost: 108 pts (Inexperienced), 135 pts (Regular), 162 pts (Veteran).

Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG, 1 forward-facing hull-mounted MMG.

Damage Value: 8+ (light tank)

ARMoured CARS

TATRA OAVZ ARMoured CAR (new)

Each Corps had a troop of Tarta OAvz armoured cars for reconnaissance. The Czech-built armoured car was based on a 6 x 4 truck chassis, and was also used by Germany, Slovakia and Hungary. The armoured cars used by Romania were Czech army ones that fled to Romania when Germany invaded Czechoslovakia.

Cost: 70 pts (Regular), 85 pts (Veteran).

Weapons: 1 turret-mounted LMG, 1 hull-mounted LMG.

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

CAPTURED SOVIET VEHICLES

In 1941 the Germans over-ran a huge amount of Soviet equipment. The Romanians, who had few armoured cars of their own, collected over 100 ex-Soviet armoured cars and put them into Romanian service. These were a mix of BA10 and BA64. In August 1942 the Germans supplied Romania with 35 SdKfz 223 armoured cars.

CAPTURED BA10 (new)

Cost: 96 (Inexperienced), 120 pts (Regular), 144 pts (Veteran).

Weapons: 1 turret-mounted light anti-tank gun with co-axial LMG, 1 hull-mounted forward facing LMG.

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

CAPTURED BA-64 (new)

Cost: 52 (Inexperienced), 65 pts (Regular), 78 pts (Veteran).

Weapons: 1 turret-mounted LMG with 360 degree arc

Damage Value: 7+ (armoured car)

Special Rules:

- Recce
- Open-topped
- Flak

Theatre Selectors

Remove 1941-1943: Onwards to the Caucasus. This is a mish-mash of lots of different units, some of which are not historical in these years.

Odessa – Hero City! (new)

Odessa was a Soviet 'Hero' city on the coast of the Black Sea. It was the main Soviet Black Sea port and an important communications hub. In 1941 the Germans needed it captured and asked the Romanians for help. The city was defended by 86,000 Soviets in three fortified lines who were told to hold it at all costs. The assault was made by the Romanian I, III, IV, V, and XI Corps plus the Romanian 1st Armoured Division and 1st Cavalry Brigade. The Romanians made progress in a series of expensive assaults, and by 30 September the Soviets had decided to abandon the city and evacuated the garrison by sea. The battle had costs the Romanians over 90,000 casualties, but was the only Hero City captured by an Axis power other than the Germans.

Odessa – Hero City! Reinforced Platoon

Assault in a Hero city

1 Lieutenant – First or Second

2 Infantry sections – Early War infantry, Inexperienced infantry

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (Artillery)

Infantry

0-4 Early War infantry, Inexperienced infantry, Early War Motorised infantry, a maximum of 1 Assault Pioneer infantry.

0-1 Machine gun team

0-1 Flamethrower Team

0-1 Sniper Team

0-1 Mortar team, light, medium or heavy.

Artillery

0-1 gun from:

Anti-tank Gun: light anti-tank gun

Field Artillery: light artillery, medium artillery, heavy artillery.

Anti-Aircraft Gun: light or heavy automatic cannon.

Armoured Cars and Recce Vehicles

0-1 vehicles from Tarta OAvz armoured car

Tanks and Tank Destroyers

0-1 vehicle from R2 or Renault R35.

Transports and Tows

0-1 transport vehicle for each infantry unit in the Reinforced Platoon: truck.

0-1 tow: truck

Special Rules

German Support: at the request of the Romanians the Germans provided a number of Assault Engineer units. The Reinforced Platoon can include a single German Sturmpioniere (Assault Engineer) squad.

The Caucasus Coast (new)

Clearing the Kuban

As the Germans swept south into the Caucasus in 1942 they left the Romanians to clear the right flank along the Black Sea. This was accomplished by the Romanian Cavalry Corps, consisting of the 5th, 6th and 9th Cavalry Divisions. They chased the Azov flotilla first out of its base at Yeisk and then from their new base at Primorsko-Akhtarskaya. The Cavalry Corps not only used their speed to over-run scattered Soviet defenders, they captured the Black Sea port of Anapa by turning captured Soviet artillery on the defenders! Cavalry Divisions included two horse mounted Regiments and one motorised Regiment.

The Caucasus Coast Reinforced Platoon

1 Lieutenant – First or Second

2 Infantry sections – Early War Cavalry, Early War Motorised infantry

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (Artillery)

Infantry

0-4 Early War Cavalry, Early War Motorised infantry, a maximum of 1 Assault Pioneer infantry.

0-1 Machine gun team

Artillery

0-1 gun from:

Anti-tank Gun: light anti-tank gun

Field Artillery: light artillery, medium artillery, captured Soviet heavy artillery

Armoured Cars and Recce Vehicles

0-2 vehicles from R1 tankette

Special Rules

German Support: The German flank support was the German V Corps with the 9th, 125th and 198th Infantry divisions (the 73rd Division was added for the attack on the Kuban river). To keep up with the Romanians the Germans pooled their vehicles into motorised Vorausabteilung. A 'The Caucasus Coast' Reinforced Platoon may include 0-2 German Heer Infantry squads or German Heer Veteran Infantry squads.

Mounted Arm: Headquarters units may mount each man on a horse for +2pts per man.

Defending the Don

Protecting the flanks of the assault on Stalingrad

The Romanian 3rd Army were in place north of Stalingrad by September 1942.

The terrain was open steppe, but the Germans refused to allow the Romanians to attack up to the river and drive the Soviets over it. This fatally exposed the position, which was attacked in overwhelming force by the Soviets in November 1942.

Defending the Don Reinforced Platoon

1 Lieutenant – First or Second

2 Infantry sections – Early War infantry, Inexperienced infantry

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (Artillery)

Infantry

0-4 Early War infantry, Inexperienced infantry, Early War Motorised infantry, a maximum of 1 Assault Pioneer infantry.

0-2 Machine gun team

0-1 Flamethrower Team

0-1 Sniper Team

0-1 Mortar team, light, medium or heavy.

Artillery

0-1 gun from:

Anti-tank Gun: light anti-tank gun, 7.5cm Pak 97/38

Field Artillery: light artillery, medium artillery, heavy artillery.

Anti-Aircraft Gun: light or heavy automatic cannon.

Armoured Cars and Recce Vehicles

0-1 vehicles from Captured Soviet BA10, Captured Soviet BA64, SdKfz 223

Tanks and Tank Destroyers

0-1 vehicle from R2, Panzer III N or Panzer IV G.

Transports and Tows

0-1 transport vehicle for each infantry unit in the Reinforced Platoon: truck.

0-1 tow: truck

Special Rules

Dug In: the Reinforced platoon may have 0-3 pieces of hard cover, each up to 6" long. Any piece of hard cover can be exchanged for two pieces of soft cover.

German Support: The Germans had the 22nd Panzer Division as Army reserve, which used the Panzer 38(t) as its main tank. The Reinforced platoon may have a single German support unit from: Panzer 38(t), Heer

Infantry Squad, Heer Veteran Infantry Squad, or 50mm PAK 38. Plus 0-1 transport or tow from SdKfz 251/1 or Truck.