

"Friends or Enemies?"



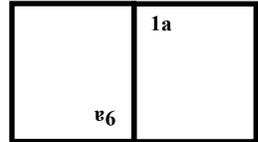
Near Targul Frumos, Romania — May 3rd, 1944

On May 2nd, 1944, the Red Army began an offensive to drive into Romania near Targul Frumos. German units together with their Romanian Allies were in a defense in depth to hold back the onslaught. In the section of the line controlled by the Grossdeutschland Division, the Soviets had overwhelmed and destroyed to a man the 1.Kompanie (SPW)Pz.Gr.Regt. GD commanded by Lt. Dieter Bernhagen. As the Soviets pressed forward, 2. Kompanie (SWP)Pz.Gr.Regt. GD led by Oberleutnant Hans-Karl Richter found itself desperately trying to stem the tide along with a platoon of stugs. Their Romanian allies abandoned their positions and left the Germans with a gap in their line, which the Soviets moved to exploit.

VICTORY CONDITIONS: The player who controls the majority of the following locations at game end wins. 9aJ4, 9aG12, 9aG16, 9aI17, 1aJ8, 1aJ15, 1aN6, & 1aM14.



Board Configuration:



Boards 1a & 9a

Russian Player moves first	★ 1	2	3	+	4	5	6	7	8
German Player sets up first									



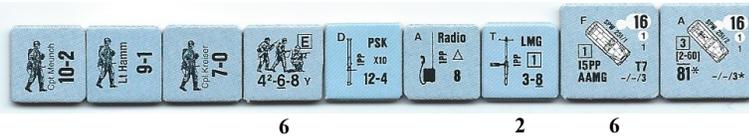
1.(Stug)/Pz.Gr.Rgt. GD (ELR 4) (SAN 3) (Set up: on Board 1a in building Hex numbered 7 or greater)



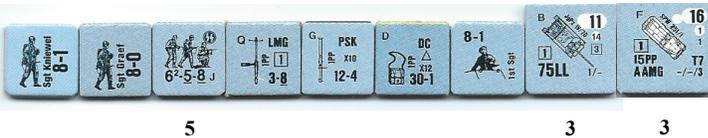
Rom. 18th Mtn. Div. (ELR 2) (Set up: set up 1 squad per trench hex& SSR 2)



2.(SPW)/Pz.Gr.Rgt. GD (ELR 4) (Set up: south of Railroad Embankment)



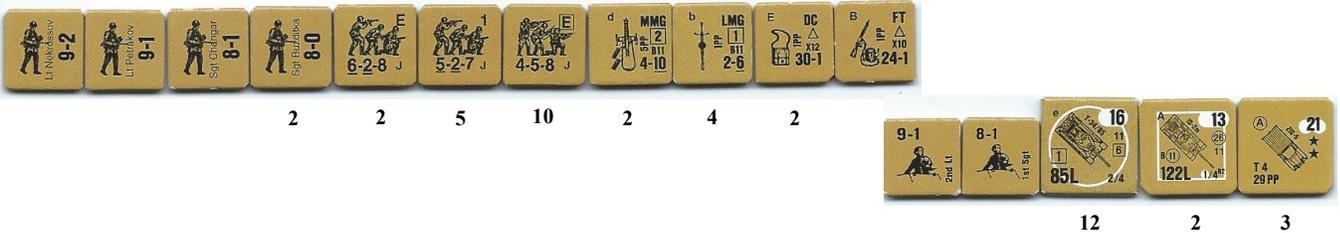
Elements of SS Panzer Grenadier Regiment 6 "Theodor Eicke"(ELR 4) (Set up: enter Turn 4 along the west edge)



Elements of Soviet 2nd Tank Army (ELR 4) (SAN 2) (Set up: in a rubble hex on Board 9a numbered 14 or greater)



Elements of Soviet 2nd Tank Army (ELR 4) (Set up: enter on Turn 1 on the north edge)



Special Rules/Notes:

- EC are Moist with no wind.
- Place rubble counters in the following hexes on Board 9a: E14, F13, F14, G9, G10, G11, G17, H17, I16, J17, & K15. Place wrecks in the following hexes on Board 9a: F15, F17, H15, I13, J13, L13, L15, & M15. Place trench hexes in the following hexes on Board 1a: B13, C13, D13, E13, F11, G11, H10, I10
- Place overlay RR8 in hexes 9aM9-N9 & RR7 in hexes 1aB18-A18.
- The Railway embankment is a 1/2 level hindrance/LOS obstacle and armor units may become hull down behind it. The road in 9aJ7 goes over the embankment.
- The German Radio represents one module of Nebelwerfer 100mm OBA.
- The ROMANIANS: During this engagement the Romanians declined to support the Germans. Therefore on Turn 1, the German Player may elect to begin moving the Romanians off board. Otherwise, beginning on Turn 2, during each Rally Phase, the German Player rolls 1d6. If the roll is less than the current turn number, the Romanians switch sides and come under the control of the Russian Player for the duration of the game. If the Romanians are still in their trench by Turn 4 and have not joined the Russians, they will then fight with the Germans for the duration of the game. Until the Romanians have chosen a side, they will not fire at either German or Russian units, unless a unit of either side moves adjacent, at which time, they immediately join the other side for the duration of the game. The German Player may only exit the Romanians on Turn 1. If the Romanians exit on Turn 1, they move CX and exit the south board edge as quickly as possible. They will not engage German or Russian Units in any way during their exit. NOTE: The Romanians perform no actions until they have committed to a side or are in the process of exiting the board.



Aftermath: With T-34's and Stalin II's sweeping the field, Richter moved his SPW's behind the cover of a railway embankment. He then called on artillery support from a nearby nebelwerfer battery. But these measures would have been for naught, were it not for the timely arrival of assault guns from the Totenkopf Division, which broke up the Soviet assault. For Richter and his men, they would enjoy a measure of revenge for their fallen comrades in 1.Kompanie.