

## PLATOON #1

1944 Allied Romanian Infantry Division

## OFFICER

**Second Lieutenant (Armies of Italy and the Axis page 88)** **Inexperienced** **35****Qty Weapons Range Shots Pen Special**

1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

## INFANTRY SQUADS

**Late War Infantry Section (Armies of Italy and the Axis page 89)** **Regular** **95****Qty Weapons Range Shots Pen Special**

8	Infantry with Rifle	24"	1	n/a	
1	NCO with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Combat Pioneer Section (Fortress Budapest page 132)** **Regular** **121****Qty Weapons Range Shots Pen Special**

6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Combat Pioneer Section (Fortress Budapest page 132)** **Regular** **124****Qty Weapons Range Shots Pen Special**

5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Combat Pioneer Section (Fortress Budapest page 132)** **Regular** **121****Qty Weapons Range Shots Pen Special**

6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## FREE INFANTRY SQUAD

**Free Infantry Section (see special rules) (Armies of Italy and the Axis page 89)** **Regular** **0****Qty Weapons Range Shots Pen Special**

9	Infantry with Rifle	24"	1	n/a	
1	NCO with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## MORTAR

**Medium Mortar team (Armies of Italy and the Axis page 90)** **Inexperienced** **35****Qty Weapons Range Shots Pen Special**

1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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## SNIPER

<b>Sniper team (Armies of Italy and the Axis page 90)</b>						<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper	36"	1	n/a	Team (2 men), Sniper

**ARTILLERY**

<b>ZiS-3 Divisional gun (Armies of the Soviet Union page 40)</b>						<b>Regular</b>	<b>80</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1"), Versatile
		48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")

**TANKS AND SP GUNS**

<b>TACAM R-2 Tank Destroyer (Fortress Budapest page 133)</b>						<b>Regular</b>	<b>125</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	TACAM R-2 Tank Destroyer		Tracked	-	7+ ZiS-3 Divisional dual-purpose gun, Open-topped
	Forward-facing medium anti-tank gun		60"	1	+5 Front arc, HE (1")
	Forward-facing hull-mounted MMG		36"	5	n/a Front arc

**TRANSPORTS**

<b>Miscellaneous Trucks (Armies of Italy and the Axis page 93)</b>						<b>Inexperienced</b>	<b>31</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Truck		Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun				
	0				+0

<b>Miscellaneous Trucks (Armies of Italy and the Axis page 93)</b>						<b>Inexperienced</b>	<b>31</b>
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	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun				
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	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun				
	0				+0

**SPECIAL RULES**

**Assault**

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**Fixed**

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

**Flamethrower**

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

**Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

**HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

**HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### Indirect fire

(p71)

### One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

### Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (4 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Versatile

Can also fire as a light howitzer 48"(24-60), HE (2")

### ZiS-3 Divisional dual-purpose gun

The main gun may fire as either a medium anti-tank gun or as a light howitzer. This must be declared before the attack is resolved or the ambush order set.

## 1944 Allied Romanian Infantry Division

### SELECTOR SPECIAL RULES

0-1 Transport vehicle **for every two** infantry units.

Replace all Romanian national rules from the *Armies of Italy and the Axis* with the following:

**Stalin's Cannon Fodder:** The Soviets often used the massed peasant riflemen of their new allies as cannon fodder, throwing them into the most vicious assaults. For every three Romanian regular or inexperienced sections taken of the same type, a fourth section will be free. This free section is identical to the cheapest squad purchased at the lowest experience level already chosen.

**Red Army Support:** The Soviets assigned many anti-tank units to bolster the Romanian infantry divisions as well as Commissars to ensure their correct level of motivation. All units marked with an asterisk (\*) are taken from the *Armies of the Soviet Union* army list (Commissar, Forward Observer, 45mm Model 37, M-42 anti-tank gun, ZIS-2 anti-tank gun, ZIS-3 divisional, A-19 field gu, BS-3 anti-tank gun, SU-76M assault gun, T-34/76, T-34/85, OT-34, Lend-Lease M4A4 Sherman (75mm), Lend-Lease M4A4 Sherman (76mm), Truck, Half-track truck, Komsomolets artillery tractor). These units retain their relevant unit special rules and the Soviet national special rule "Great Patriotic War" from page 21 of *Armies of the Soviet Union*.

**Ancestral Enemies:** Whenever a Romanian and Hungarian unit are engaged in an assault, both side's units count as having the *Fanatic* special rule.

### Pick List

Romanian Infantry with Flamethrower (requires assistant)	3
Romanian Infantry with Rifle	50
Romanian Infantry with Submachine gun	4
Romanian Medium Mortar	1
Romanian men have Panzerfaust in addition to other weapons	7
Romanian NCO with Rifle	4
Romanian NCO with Submachine gun	3
Romanian Second Lieutenant	1

Romanian Sniper	1
Romanian TACAM R-2 Tank Destroyer	1
Romanian Truck	4
Soviet Union ZiS-3 Divisional gun	1