

ROMANIAN MARINĂ



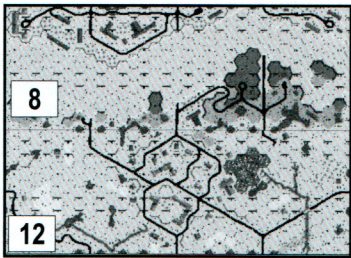
HOB

RBF-19

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Russians win at game end by accumulating ≥ 11 VP. Each 75mm Gun Eliminated/captured is worth 4VP. Each Controlled building Location on level 2 terrain is worth 1 VP.

SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.

Historical Rules:

- Romanian 75 mle 1897 ART Guns set up Emplaced without the benefit of HIP or concealment. The Guns must set up on three of the following board 8 hexes: W5, X4, X5, X6, X7, AA6, Z5. The guns are unmanned and may not fire at any time during the scenario.
- Russian 4-2-6 MMC (and any half squads created from them) are treated as second line Russian Infantry for Movement purposes only.



Balance:

ROMANIANS: Two squad equivalents with any SW/SMC stacked with them may set up HIP.

RUSSIANS: Add a 5-2-7 Assault Engineer (Treated as Elite) with a FT to the Russian Turn 2 reinforcements.

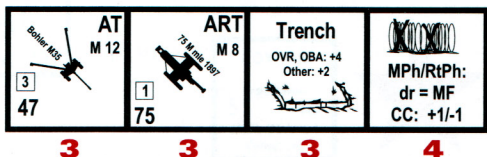
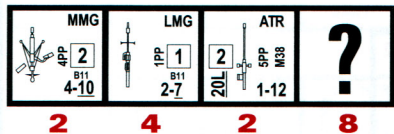
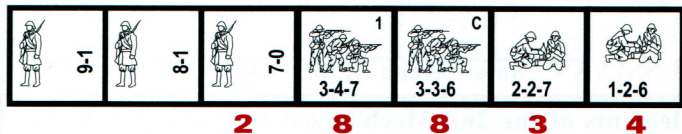
Historical Perspective: Hokovti, Romania, 26 June, 1941:

The three battalions of the Romanian Marină Regiment guarded the Danube River and delta area along the Soviet border. The Marine Regiment was only recently formed and was poorly equipped with obsolete weapons surplus to army requirements. The Soviet Danube Flotilla would have to pass under the guns of the Marină at Chilia Veche and Periprava in order to effect its retreat to the Black Sea. On June 26 in its only successful attack on Axis soil in 1941, Soviet forces crossed the Danube and enveloped both river positions.

The Batalion 15 Marină was ill-prepared and quickly overrun. The Batalion 17 Marină at Periprava was better prepared and was equipped with a section of Naval 47mm guns. After a short but bloody firefight, the Soviets were repulsed. This was significant because, when the Soviet Flotilla finally made its run to the sea, the guns at Periprava sank three Soviet river gunboats.

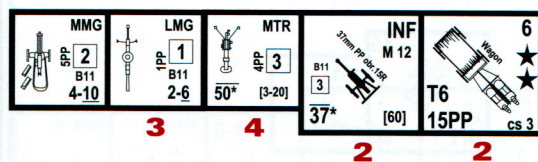
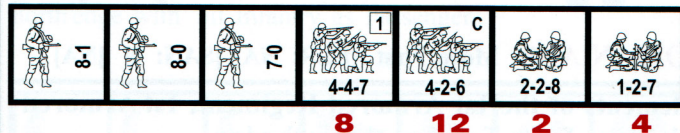
ROMANIANS Set up First [ELR: 2] [SAN: 3] [110]

Elements of Batalion 17 Infanterie Marina: Set up within 5 hexes of 8Y9 and/or 12P3.



TURN RUSSIANS Move First [ELR: 3] [SAN: 2] [130]

Raiding Elements of the Soviet 9th Army: Enter Turn 1 on the south edge.



Make a pre-game secret dr and enter the resulting reinforcements along the south edge on Turn 2.

dr Reinforcements

- | | |
|-----|---|
| 1-2 | 4 x T-37, 7 x 4-4-7, 8 x 4-2-6, 3 x LMG, 7-0 |
| 3-4 | 3 x T-40, 2 x 4-5-8, 3 x 4-4-7, 5 x 4-2-6, 2 x LMG, 6+1 |
| 5-6 | 2x T-37, 2 x BA-6, 3 x 4-4-7, 6 x 4-2-6, 4 x LMG, 9-0 |

AMATEURS AT WAR



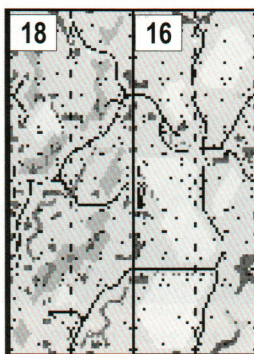
HOB

RBF-20

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Russians win immediately upon exiting ≥ 3 tanks off the south edge, while the Romanians win immediately upon exiting ≥ 1 tank with functioning MA off the north edge.

Balance:

ROMANIANS: The Romanians receive an additional 8-1 Armor Leader.

RUSSIANS: Add an 8-1 Armor Leader to the Russian OoB.

Historical Rules:

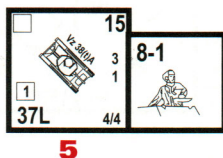
1. Neither side may gain Acquisition (C6.5).
2. This scenario has no set number of turns. Continue playing until one side has met its Tactical Objective. If the game comes to a point where neither side can fulfill its Tactical Objectives, the Russians win.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas. Both sides set up before seeing the opposing forces.



ROMANIANS Move First [ELR: NA] [SAN: 0] [NA]

Elements of the 1st Armored Regiment, 1st Armored Division: Enter Turn 1 on the south edge.



5

TURN

1 ★

2 ★

?

HSR 2



SCENARIO

VARIABLES

EC/Wind

Moderate with no Wind at start.

Roads

Road Movement Rate (D3.41) is NA.

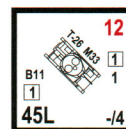
Historical Perspective: **South of Brinzeni, Basarabia (Russia) 5 July, 1941** As part of Operation Barbarossa, the Romanian 3rd and 4th Armies, along with the German 11th Army were combined into Army Group Antonescu. The only armored unit within the Army Group was the Romanian 1st Armored Division assigned to the German 11th Army. On July 2, the German XI Korps created a bridgehead across the Prut River. This bridgehead was quickly exploited by the Romanians when on July 3, they crossed the river and broke through the Russian lines. The retreating Soviet 74th and 176th Infantry Divisions, along with their armor support, the 2nd Mechanized Corps, fell back to Brinzeni on July 4 and 5, followed closely by the Romanian 1st Armored.

To buy time, elements of the Soviet 2nd Mechanized Corps turned to launch a holding action against the Romanians. The Romanians experienced their first tank-versus-tank engagement of the war when a platoon of Romanian R-2 tanks clashed with a dozen Russian T-26 tanks. Neither side stopped for static fire in this fast moving meeting engagement between two untried opponents. The Romanians came off the better, knocking out two Soviet T-26 tanks for the loss of only one of their own. The Soviets were unable to stop the Romanian tanks as they broke through the Soviet lines again and headed for Ataki in northern Basarabia. On July 8, Ataki fell to the Romanians, blocking the northern retreat route for the Russian infantry.

RUSSIANS Move Second [ELR: NA] [SAN: 0] [NA]

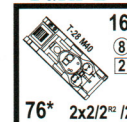
Elements of the 2nd Mechanized Corps: Enter on the north edge on the indicated Turn.

Turn 1



6

Turn 2



6

MASSIF ASSAULT



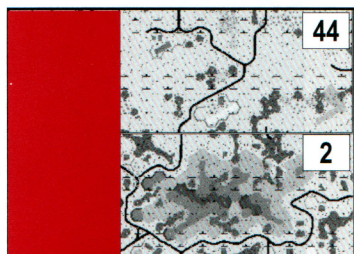
HOB

RBF-21

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Play Area:
Only hexes A-V

Tactical Objective: The Romanians win immediately by Exiting ≥ 12 VP off the south edge (Trucks are NA) provided the Russians have not Eliminated/Captured ≥ 3 Romanian tanks.

SCENARIO	VARIABLES
EC/Wind	Moderate with no wind at start.

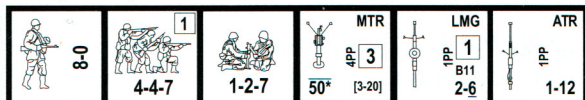
Historical Rules:

- The Russians may set up \leq one squad equivalent HIP per board and any SW/SMC set up with them.
- The Russians receive one module of 70+mm OBA (HE and smoke). The radio may not be exchange for a field phone. The observer may set up HIP.
- The Russian player may not exchange a leader for a second Commissar.

RUSSIANS Move Second [ELR: 3] [SAN: 3] [102]

Elements of the 5th Cavalry Division:

Set up in any whole hex on board 44.

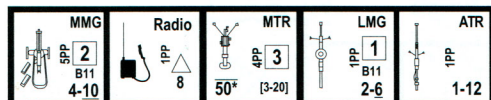


2 2

Set up anywhere on board 2.

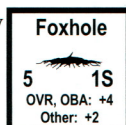


7 2 3



2 2

Foxholes must be set up in any whole hex on board 2.



3



TURN

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4

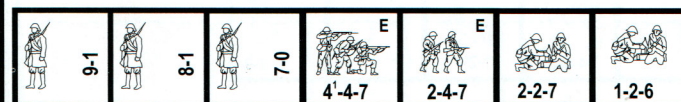
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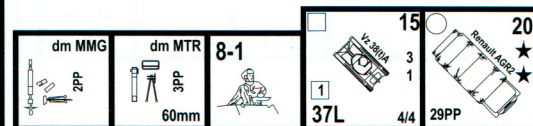
SIMULTANEOUS Set Up: Place an unused mapboard between set up areas. Both sides set up before seeing the opposing forces.

ROMANIANS Move First [ELR: 3] [SAN: 2] [124]

Elements of the 1st Armored Division: enter on Turn 1 on the north edge with all Infantry as Passengers.



12 2 2 2



2 2 4 6



BREAKING THE MASSIF



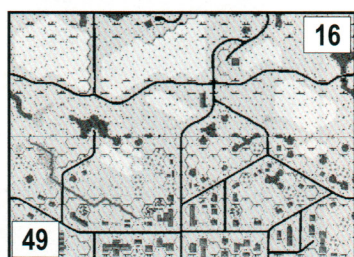
HOB

RBF-22

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Romanians win immediately at the end of any Game Turn if they Control the Russian HQ building (See HSR 2).

SCENARIO	VARIABLES
EC/Wind	Moderate with no wind at
Buildings	Buildings 49P7 and 49E8 are Factories (B23.74). Rooftops (B23.8) are in play.

Historical Rules:

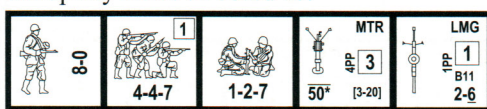
1. Kindling is NA.
2. The Russian player must secretly designate during setup either building 49E8, 49K9, or 49P7 as their HQ building. The HQ building is revealed as soon as a Romanian unit enters the building.
3. The Russians may set up \leq one squad equivalent HIP per board and any SW/SMC set up with them.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas. Both sides set up before seeing the opposing forces.

RUSSIANS Move Second [ELR: 2] [SAN: 3] [86]

Remnants of the 95th Rifle Division:

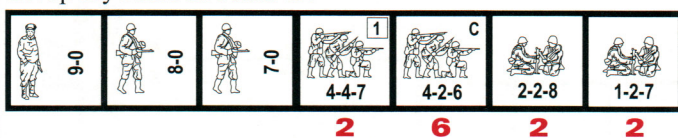
Set up anywhere on board 16.



3



Set up anywhere on board 49.

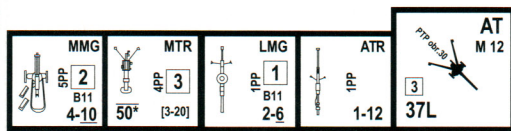


2

6

2

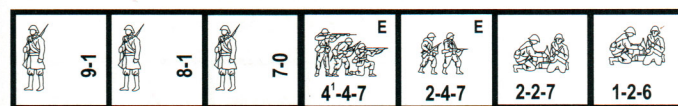
2



2

TURN ROMANIANS Move First [ELR: 3] [SAN: 2] [127]

Elements of the 1st Armored Division: Enter Turn 1 on the north and/or east edge of Board 16.

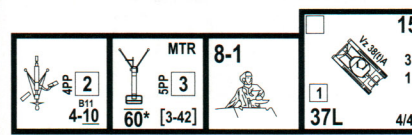


12

3

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2



2

2

4



ROMANIAN HOLIDAY



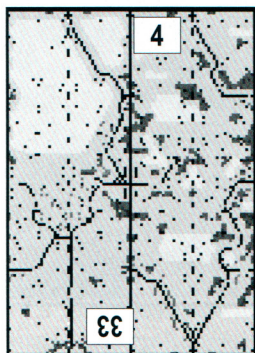
HOB

RBF-23

Recon By Fire

Design: Paul Kenny

Battlefield Orientation:



Tactical Objective: The Russians win immediately by earning ≥ 15 VP. 1 VP is earned for each building hex Controlled and 2 VP for each Pillbox Controlled.

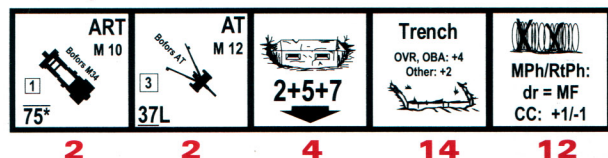
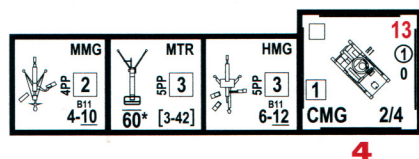
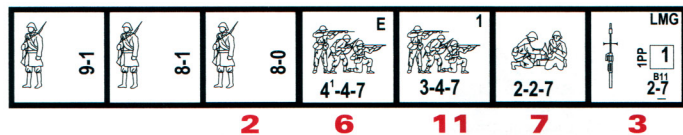
SCENARIO	VARIABLES
EC/Wind	Moderate with a Mild Breeze from the Southeast.
Burning Wrecks	Place burning wrecks in 4Y4, 4S5, 4M6, and 4F8.

Historical Rules:

- The Pillboxes must be set up on board 4 on/between hexes numbered 4 and 6 with a CA to the SE or NE. Pillboxes must be set up > 4 hexes from each other and > 3 hexes from a board edge. Wire must be setup on board 4 in hexes numbered ≤ 6 .
- The Russians receive one module of 70mm OBA (HE & Smoke) directed by an Off board Observer secretly recorded during set up on a west edge hex at Level 2.

ROMANIANS Set Up First [ELR: 4] [SAN: 4] [150]

Elements of the 1st Mixed Mountain Brigade: Set up on board 33 in hexes numbered ≥ 6 (HSR 1).



TURN

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10



Balance:

ROMANIANS: Add a 4-4-7 and LMG to at start OoB.

RUSSIANS: Increase SAN to 4.

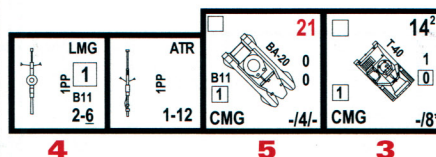
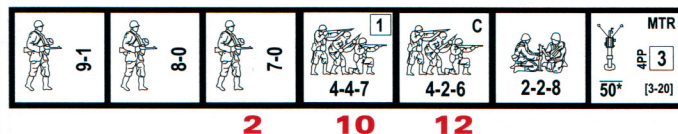
Historical Perspective: Hokovti, Russia, July 17, 1941:

The Romanian crossing of the Dneister had gone very well. The Russian defenders were caught by surprise, a surprise that was made even greater by the political uncertainty of whether the Romanians would even enter Russia. But cross the River they did. The first line of fortifications were quickly destroyed by the assault troops of the Romanian 3rd Army. After capturing the pillboxes, the Romanian troops and cavalry stopped to regroup for the next assault. Late in the day, the Russian 164th Rifle Division backed by armored vehicles counterattacked the Romanians.

The Russians slammed into the left flank of the 3rd Army, specifically into the 1st Mixed Mountain Brigade. Although the first counterattack was easily repulsed a second more powerful attack at dusk pushed the Mountain Brigade back 1.5 kilometers, however with the sun going down this attack also ran out of steam.

RUSSIANS Move First [ELR: 3] [SAN: 2] [124]

Elements of the 164th Rifle Division: Enter Turn 1 or later on the west edge.



MEETING AGAIN



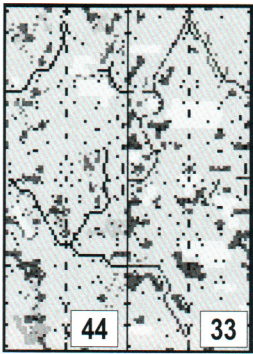
HOB

RBF-24

Recon By Fire

Design: Steven Swann

Battlefield
Orientation:



Tactical Objective: The Romanians win at game end by earning ≥ 40 Exit VP off of the west edge provided that ≥ 3 AFVs worth at least 13 Exit Vps are included in the total.

SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.
Buildings	Buildings are ground level only.

Historical Rules:

1. The Russian player may use HIP for ≤ 2 squad equivalents (and any SW/SMC) set up with them.



Balance:

ROMANIANS: Russian Group 2 set up limit is 4 hexes.
RUSSIANS: Russian Group 2 set up limit is 6 hexes.

Historical Perspective: Karpovo, Russia 18 August

1941 After breaking through the Cornesti Massif Romanian forces pursued the Soviet army to Odessa. Once there the elements of the 1st Armored Division, were broken up into a infantry support role. The 1st Armored Regiment of the 1st Armored Division, was shifted west to spearhead the III Corp's attack on the Soviet defenses west of Odessa. On 18 August it attacked with elements of the 7th Infantry Division that had no preparation in cooperating with armored formations. The tanks broke clean through the Soviet 95th Rifle Division's (the Romanian's old adversaries from the Cornesti Massif {Scenario RBF-21}) front at Karpovo, but the untrained infantry were unable to follow closely.

Unsupported, the tanks were caught in the open by Soviet 76.2mm artillery and 45mm AT guns. After a fiery time attempting to withdraw from the Soviet's trap, the remainder of the 1st Armored Regiment returned to Romanian lines. The Romanians suffered 11 tanks destroyed and 24 damaged- half of the force committed.

RUSSIANS Set Up First [ELR: 3] [SAN: 3] [148]

Remnants of the 95th Rifle Division:

Group 1: Set up outside of the Romanian set up area. (i.e. ≥ 3 hexes of 33Q6).

8-0 7-0 4-4-7 2-2-8 1-2-7 LMG 1PP B11 2-6 50* [3-20] MTR 4PP 3

8 3 2 2

ATR 1PP 1-12 ART M8 B11 1 76*

Group 2: Set up within 5 hexes of the north and/or south edges of boards 33 and/or 44.

8-0 7-0 4-4-7 4-2-6 2-2-8 1-2-7 LMG 1PP B11 2-6

2 2 6 3 3 2

MMG 5PP B11 4-10 MTR 4PP 3 50* [3-20] ATR 1PP 1-12 AT M 11 45L 3 2

TURN

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7

ROMANIANS Move First [ELR: 2] [SAN: 2] [34+160]

Elements of the 1st Armored Regiment: Set up second within 2 hexes of 33Q6.

8-1 3-4-7 1-2-6 LMG 1PP B11 2-7 60* [3-42] MTR 4PP 3 9-1 8-1

4 2

15 3 1 37L 4/4 6

Elements, 7th Infantry Division: Enter Turn 1 or later on the east edge.

9-1 8-0 7-0 3-4-7 1-3-7 2-2-7 LMG 1PP B11 2-7

2 2 22 3 2 6

MMG 5PP B11 4-10 MTR 4PP 3 60* [3-42]

3 2

ODESSA SQUEEZE



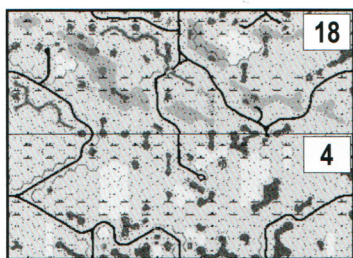
HOB

RBF-25

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Russians win immediately if they have Captured/Eliminated all four Romanian Guns.

SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.

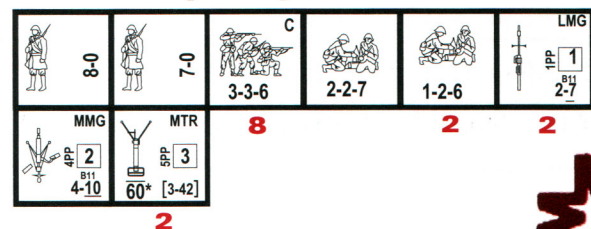
Historical Rules:

1. Romanians receive Air Support (E7.) in the form of two German Stukas w/Bombs on a dr < the Turn Number or Turn 4, whichever comes first.
2. Russians receive Air Support (E7.) in the form of two 1939 FB w/Bombs on a dr < the Turn Number or Turn 4, whichever comes first.
3. Romanian artillery *MAYNOT* setup HIP. Boresighting is NA.
4. Russians also receive 100+mm NOBA (G14.6) with a shipboard observer at Level 2 at a pre-designated hex along the south edge of board 4.

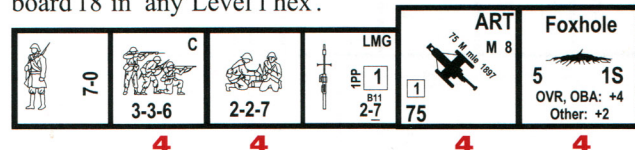
ROMANIANS Set Up & Move First [ELR: 3] [SAN: 2] [132]

Elements of the 15th Infantry Division:

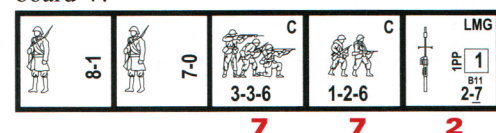
Rear Area Troops: Set up within 8 hexes of 4P6.



Divisional Artillery: Set up on board 18 in any Level 1 hex.



Retreating Units: Enter Turn 1 on the west edge of board 4.

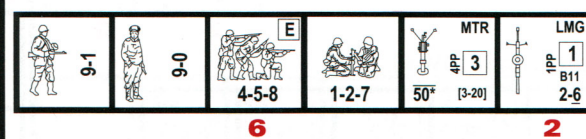


TURN



RUSSIANS Set Up & Move Second [ELR: 4] [SAN: 3] [204]

Elements, 3rd Naval Brigade: Enter Turn 1 on east edge.



Soviet Parachute Troops: Enter Turn 1 via Parachute (E9.).



Elements, 421st Rifle Div.: Enter Turn 2 on the west edge.



FLATFOOTED CAVALRY



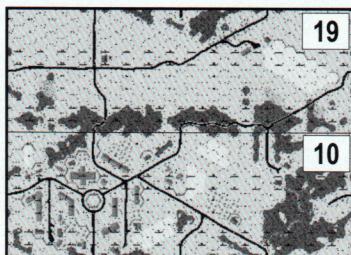
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RBF-26

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: Either side wins immediately by destroying/capturing all of the opponents AFVs; otherwise the side which has inflicted the most CVP's at Game End wins.

SCENARIO

VARIABLES

EC/Wind

Moderate with no Wind at start.

Historical Rules:

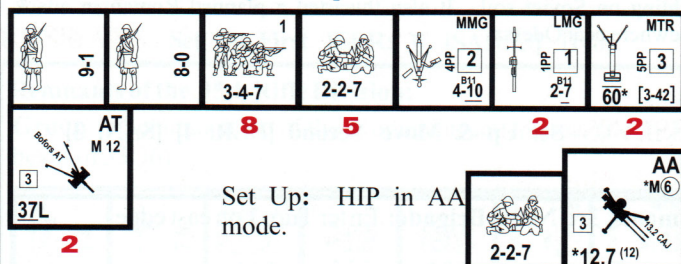
1. The Romanians are Elite for Ammunition Depletion purposes. The Romanian SAN is initially 2 until Game Turn 3, when their SAN is increased by 1.
2. Russians receive Air Support in the form of two 1939 FB w/Bombs on a d r ≤ the Turn Number.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas. Both sides set up before seeing the opposing forces.

ROMANIANS Move Second [ELR: 3] [SAN: 2] [266]

Elements of the 5th Cavalry Brigade & 2nd Mechanized Squadron:

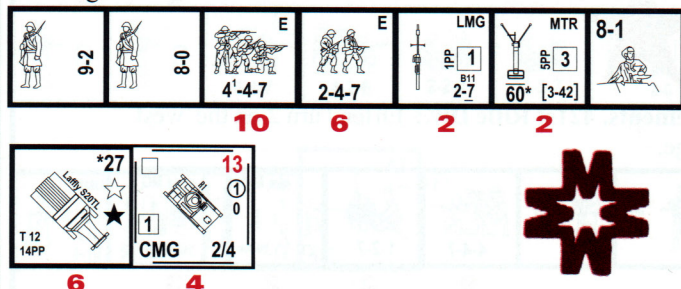
Elements, 5th Cavalry: Set Up on/west of hexrow F.



set up ≤ 4 hexes from 10W10.

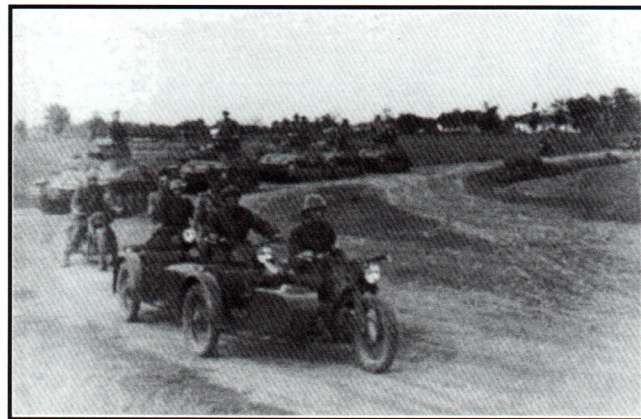
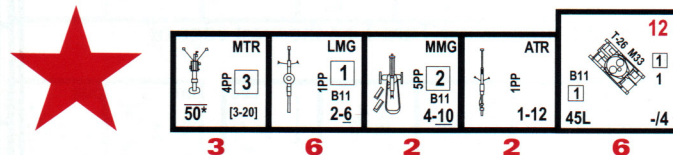
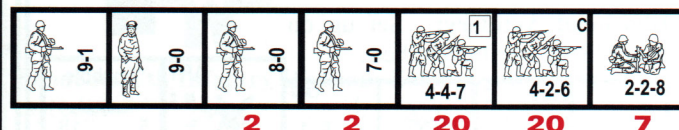


Elements, 2nd Mechanized & 6th Rosiori: enter Turn 1 on the west edge.



TURN RUSSIANS Move First [ELR: 2] [SAN: 3] [262]

Elements of the 30th Rifle Division: Enter Turn 1 on the east edge.



Balance:

ROMANIANS: Add an 8-1 Armored Leader to the at start OoB.

RUSSIANS: Add an 8-1 Armored Leader to the at start OoB.

Historical Perspective: Akimovka, Russia 26

September, 1941 By 25 September, 1941, the Romanian 3rd Army had taken exposed positions in the Nogai Steppe which ran along the Sea of Azov. The Romanian Cavalry Corps was posted on the right flank along the sea, with the German XXX Korps in the center. On 26 September the Soviet 9th and 18th Armies attacked the 3rd Army before it had time to establish strong defensive positions. The elite cavalry brigades were usually able to repulse the primitive Soviet attacks, but here the Soviets were able to overwhelm elements of the 5th Cavalry Brigade by sheer weight of numbers and inflicted nearly 50% casualties.

Calling for help, the cavalry corps responded by dispatching the 2nd Mechanized Squadron to their aid. The 2nd Mechanized Squadron assisted by elements of the 6th Motorized Rosiori, counter-attacked and sealed the breach. However, the situation remained serious until the arrival of the German 1st SS Motorized Division in early October.

ROMANIAN PANZERS



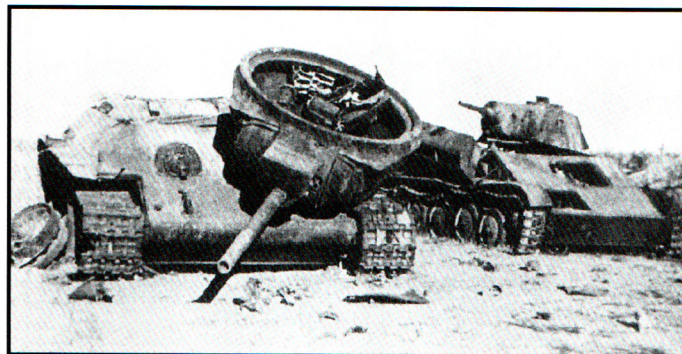
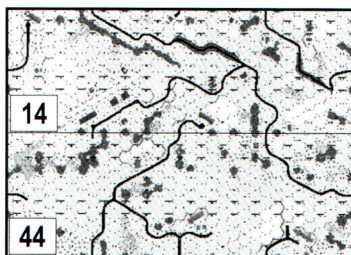
HOB

RBF-27

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Romanians win at game end by accumulating more CVP than the Russians; either side wins immediately by eliminating/capturing ≥ 8 AFVs.

Balance:

ROMANIANS: Add a 9-1 Armor leader to the at start OoB.

RUSSIANS: Add a 9-1 Armor leader to the at start OoB.

SCENARIO	VARIABLES
EC/Wind	Wet with no Wind at start.
Weather	Ground Snow (E3.72) and Overcast.

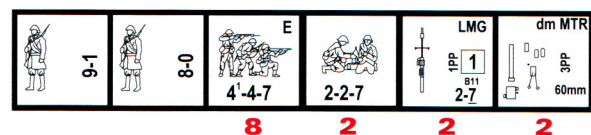
Historical Rules:

1. Russian tanks in Romanian OoB are captured. (Captured Use penalties apply).
2. All Infantry must enter as Passengers/Riders. The Inherent Crew of the M3A1 Scout Cars are 2-2-8, and the Inherent passenger are 2-3-7 HS. Russian HSs of the same quality may freely combine. The MA may be removed as a DM .50cal HMG and the SA may be removed as a Russian LMG.
3. The minimum road rate for a vehicle during Turn 1 is 1 MP.
4. Both sides are Elite for Ammo Depletion purposes (C8.2).

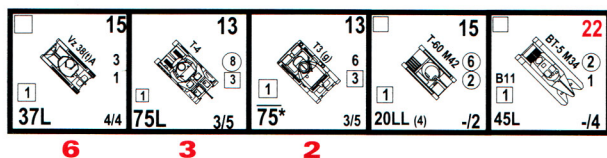
SIMULTANEOUS Set Up: Place an unused mapboard between set up areas. Both sides set up before seeing the opposing forces.

ROMANIANS Move Second [ELR: 4] [SAN: 4]

Elements of the 1st Armored Division: Enter Turn 1 on the east edge.



8 2 2 2



6 3 2

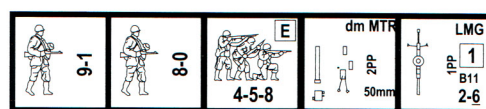


TURN

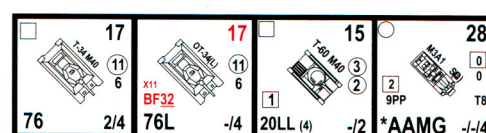
1
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RUSSIANS Move First [ELR: 3] [SAN: 3]

Elements of 216th Tank Brigade: Enter Turn 1 on the west edge



5 2



4 2 6



BREAKTHROUGH!



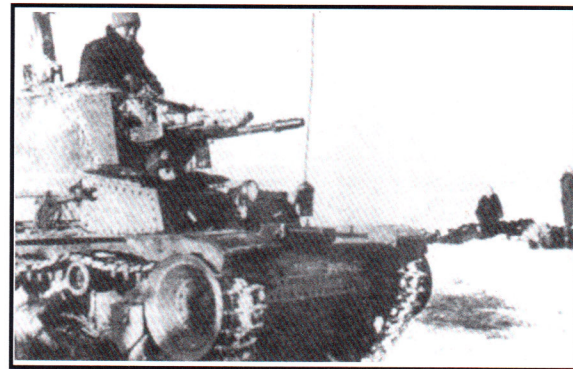
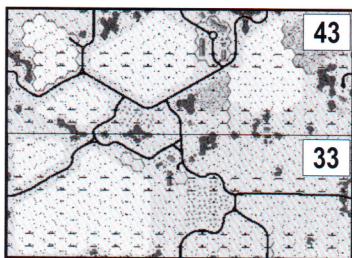
HOB

RBF-28

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Romanians win at game end by accumulating ≥ 30 VP. VP = CVP (the bonus for prisoners/captured equipment is NA) + Exit VP of Romanian units exited off the west edge.

SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start
Grain	Treat as Brush (B12).

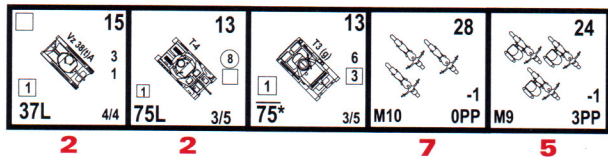
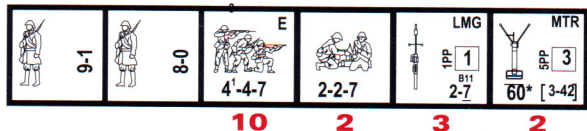
Historical Rules:

1. The Russian Guns may not set up HIP or emplaced. They must set up with a CA facing west which cannot be changed until its crew has LOS to a known Romanian unit.
2. Romanian Infantry enter Mounted on Motorcycles/Sidecars.
3. Romanian Friendly board edge is the 'West Edge' for Exit and Recall purposes.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas. Both sides set up before seeing the opposing forces.

ROMANIANS Move First [ELR: 3] [SAN: 3] [112] TURN RUSSIANS Move Second [ELR: 4] [SAN: 4] [NA]

Elements of the 1st Armored Division: Enter Turn 1 on the east edge.



1*

2*

3*

4

5

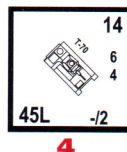
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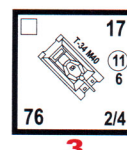
Elements of the 8th Independent Tank Brigade: Set up on/west of hexrow L.



Enter Turn 2 on the east edge.



Enter Turn 3 on the east edge.



BLOCKED ESCAPE



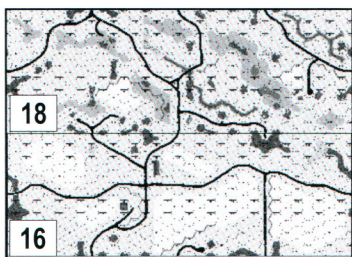
HOB

RBF-29

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Romanians win at game end by Exiting ≥ 30 VP off the west edge. The bonus for prisoners/captured equipment is NA, but VPs can include Recalled AFVs and broken Romanian infantry

Balance:

ROMANIANS: Extend game length to $8 \frac{1}{2}$ turns.

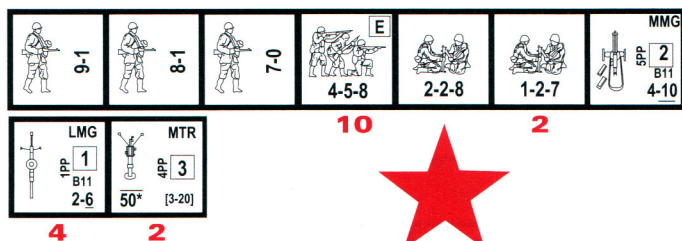
RUSSIANS: Add a 7-0 SMC to the Russian reinforcements.

Historical Rules:

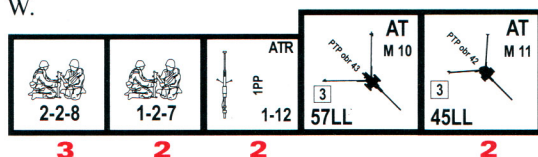
1. Place a Blaze in all locations of 1806. The Russian player may place three wooden Rubble counters in any terrain [EXC: Road hex] anywhere on the playing area.
2. The Russians may use HIP for \leq two squads and any SW/SMC set up with them.
3. Romanian tanks may carry Riders. Romanian FT and DC may be used without the penalty of (A22.3/23.2) by any Romanian MMC/SMC.
4. The Romanian Friendly Board Edge is the 'West Edge' for Exit, Recall and Rout purposes.
5. Romanian MMC may not voluntarily break.

RUSSIANS Set Up First [ELR: 3] [SAN: 4] [120]

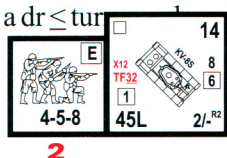
Elements of 112th Cavalry Division: Set up on/west of hexrow W.



Elements, 179th AT Regiment: Set up on/west of hexrow W.



Elements of 511th Tank FT Tank Regiment.: Enter on the west edge on a dr \leq turn



TURN



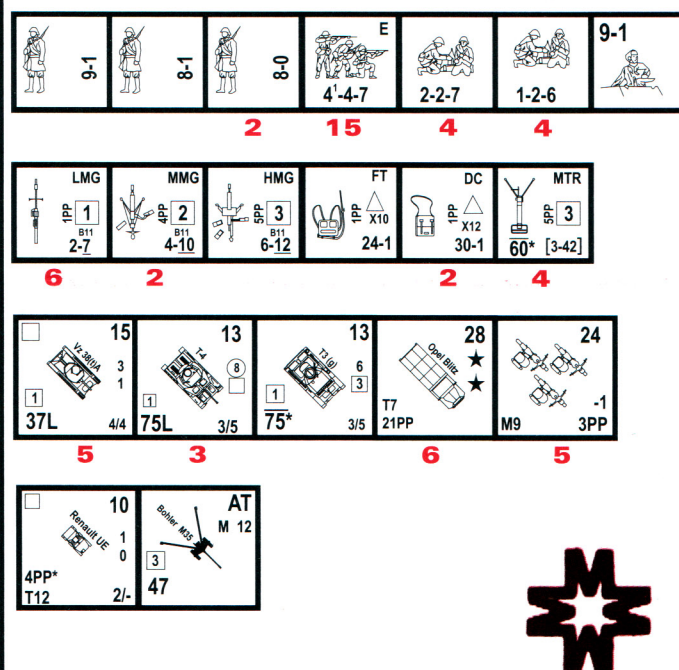
SCENARIO	VARIABLES
EC / Wind	Moderate with a Mild Breeze at start.
Wind Direction	Determined by Romanian after set up.

Historical Perspective: Krasnoiarovka, Russia 23 November, 1942 By 23 November, the Romanian 1st Armored Division was down to 50% of its combat strength and very low on fuel. This forced it to attack westwards by the shortest route to its depots behind Cernishevskaiia. However, the Soviet 112th Cavalry Division, supported by the 179th AT artillery Regiment and the 511th Tank Flame-thrower Regiment had been deployed around Krasnoiarovka precisely to foil such an attempt, and the 1st Armored Division was repulsed.

Seven R-2's were lost to mechanical failure, and nineteen without fuel had to be set afire and abandoned. The Romanians lost only one tank to Soviet fire, and only two Soviet tanks were claimed by the Romanians. However the Soviets had suffered other losses, including 61 soldiers captured. Afterwards the 112th Cavalry did little to interfere with the 1st Armored Division as it withdrew south of the Kurtlak River and regrouped north of Oserski.

ROMANIANS Move First [ELR: 4] [SAN: 4] [164]

Elements of the 1st Armored Division: Enter Turn 1 on the east edge.



STALINGRAD SOUTH



HOB

RBF-30

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Russians win at game end by Controlling ≥ 30 stone locations on/north of hexrow Q.

Balance:

ROMANIANS: Reduce the number of Russian tanks to five.

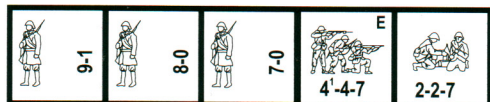
RUSSIANS: Exchange the 8-0 SMC for a 8-1 SMC.

Historical Rules:

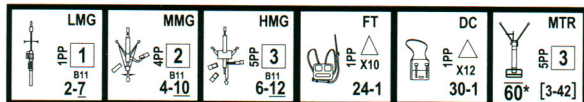
1. Prior to set up both players may each place 6 Rubble, 4 Shellhole and 1 Blaze counter in hexes of their choice, beginning with the Romanian player and alternating until all counters are placed. All locations of the hex are effected by the Rubble/Blaze/Shellhole counter placed. Falling Rubble is possible. Note that the appropriate Rubble counters are placed in building hexes, Shellholes are placed in non-building hexes and Blaze in an burnable terrain.
2. The Romanians may secretly designate two 4-4-7s as Assault Engineers (H1.22) which have an ELR of 5. The Romanians may use HIP for \leq two Squad equivalents and any SW/SMC set up with them.
3. Each Russian tank must enter with 1 squad as a Rider.
4. The Romanians may secretly Fortify 5 building locations (Tunnel Exchange [B8.6] is NA).

ROMANIANS Set Up First [ELR: 4] [SAN: 4] [186]

Elements of the 82nd Infantry Regiment: Set up on/north of hexrow CC.



2 18 7



4 2 2



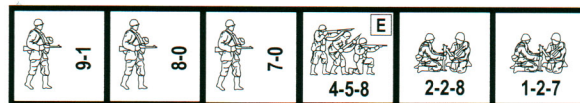
2



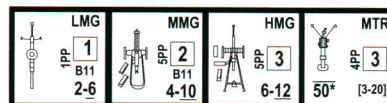
TURN RUSSIANS Move First [ELR: 4] [SAN: 2] [294]

1★

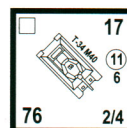
Elements of the 4th Mechanized Corps: Enter Turn 1 on the south edge.



24 2 3



4 3



6



GERMAN RESCUE



HOB

RBF-31

Recon By Fire

Design: Steve Swann

Battlefield
Orientation:



Play Area: K-GG
on Board 46 and A-
W on Board 11.



Tactical Objective: The Axis wins at game end by Exiting ≥ 50 VP of Infantry/SW off the north and/or south edges provided the Russians do not Control ≥ 22 building hexes. Romanian SW count as their assembled PP number. Romanian Infantry/SW as Passengers count as 1.5 times their normal Exit VP.

Balance:

AXIS: Add a Pz IIIJ to the at start OoB.

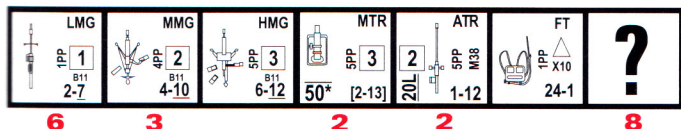
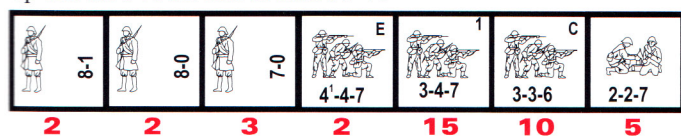
RUSSIANS: Add an 8-1 Armor Leader.

Historical Rules:

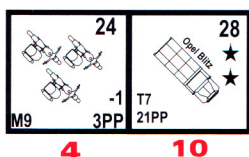
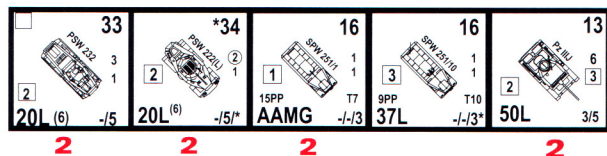
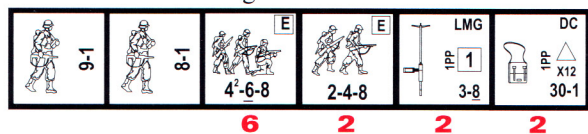
1. The Russians may utilize HIP for two squad equivalents (and any SW/SMC with them) stacked with them.
2. The Romanians may utilize HIP for one squad equivalent (and any SW/SMC with it) stacked with them. Only Romanian 4-4-7 squads (or their HS) may operate the FT without Inexperienced Use penalties.
3. German and Russian units are Elite for Special Ammunition (C8.2).

AXIS Set Up & Move First [ELR: below] [SAN: 2] [166]

Elements of Romanian 15th Infantry Division [ELR: 2]: Set up on board 46 on/east of hexrow V.



Reconnaissance Company, 22nd Panzer Division [ELR: 3]: Enter Turn 1 or later on the south edge.



TURN



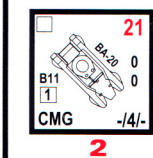
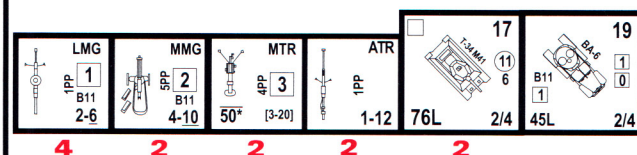
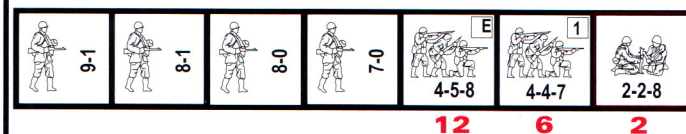
SCENARIO	VARIABLES
EC/Wind	Moderate with a Mild Breeze from the southwest at start.
Terrain	The dirt road continues from 11S3 to 11S9. Place foot-bridge counters to represent the road. Orchards/hill still exist. The 11S4 building does not exist, treat as an Orchard-road hex. All buildings are ground Level only, [EXC: 46AA7]. Rowhouses are N/A.

Historical Perspective: Bolshaia Donschinka, Russia 24 November, 1942: During the night of 23/24 November the German AT guns were withdrawn from Bolshaia Donschinka without the knowledge of General Sion, the commander of the Romanian 15th Division. As a result, morning attacks by the Soviet 346th Rifle Division and 8th Guards Tank Brigade caused heavy losses in the Romanian ranks.

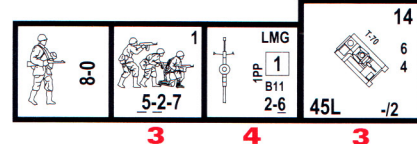
With no relief in sight the shattered elements of the 15th Infantry Division had to be coaxed to breakout of their trap with the assistance of the Reconnaissance Company of the 22nd Panzer. At 1100, the Reconnaissance Company at last reached Bolshaia Donschinka, opening a channel that the remnants of the 15th Infantry could use to escape into the perimeter of the German 22nd Panzer Division. That night, 800 Romanian soldiers loaded into trucks recovered from lost elements of the 1st Armored Division. Thus the last remaining elements of the 22nd Panzer, 1st Armored and 15th Infantry Divisions escaped into the night.

RUSSIANS Move Second [ELR: 4] [SAN: 3] [186]

Elements of 346th Rifle Division & 8th Guards Tank Brigade: Set up board 46 on/west of hexrow T and/or on board 11 on/north of V10-I4-A4.



Enter Turn 1 or later on the north edge with AFVs already expended 7MP.



MOUNTAIN CROSSMARCH



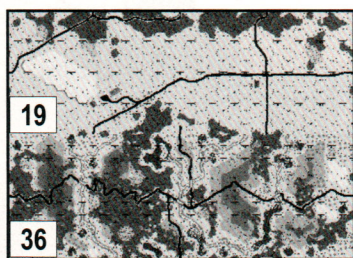
HOB

RBF-32

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Axis wins immediately by exiting ≥ 2 squad equivalents off the north edge and two AFVs off the east edge.

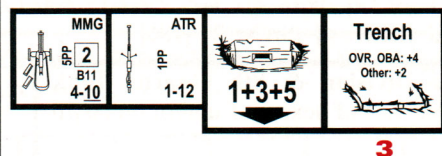
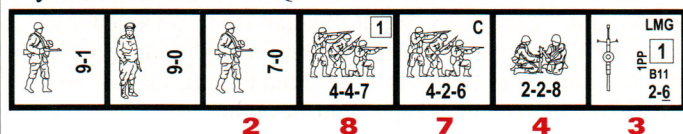
SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.
Woods	Are Brush (B12.).

Historical Rules:

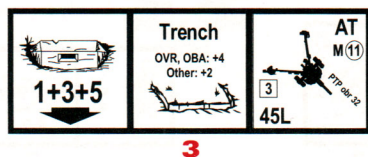
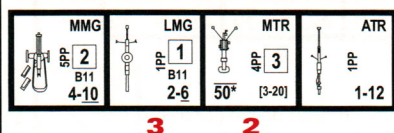
1. Romanians receive German Air Support in the form of two '42 FB w/Bombs (E7.) on a $dr \leq$ the Turn Number.
2. The Russians may use HIP for \leq four squads and any SW/SMC set up with them. Russian SMC/MMC that have a Morale of ≥ 8 also have an ELR of 4.

RUSSIANS Set Up First [ELR: 3-4 (HSR 2)] [SAN: 3] [228]

Elements of 295th Rifle Division: Set up on board 19 on any hex east of hexrow Q.

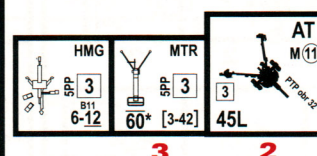


Elements, 2nd Guards Rifle Division: Set up \leq Level 1 on/ west of hexrow Q on board 36.

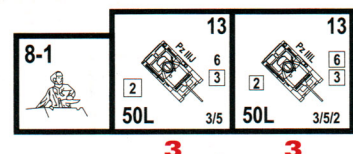


TURN ROMANIANS Move First [ELR: 4] [SAN: 3] [208]

Elements of 2nd Mountain Division: Set up on board 36 \geq Level 2.



Elements of German III Panzer Corps: Enter Turn 1 on the west edge on/between hexes 36A5 and 19A5.



BROUGHT LOW IN LOJEV



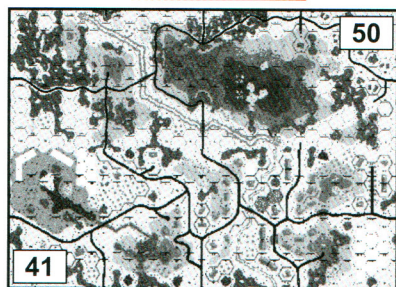
HOB

RBF-33

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



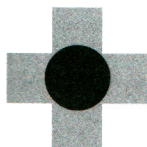
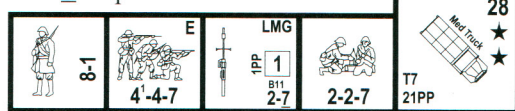
Tactical Objective: The Slovak win by Rescuing (*HSR 2*) a Police Prisoner Squad (PPS)/Half-Squad (PPHS) or by accumulating ≥ 15 CVP (the bonus for Prisoners is NA). To be Rescued, the PP(H)S must be on board 50, stacked with an Unbroken Armed Slovak MMC and out of Normal Range of any Good Order Partisan unit. If a PPHS is Rescued, the Slovak must accumulate at least 5 CVP more than the Partisan.

Historical Special Rules:

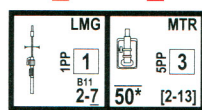
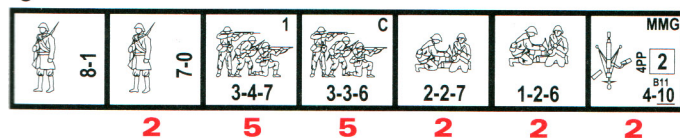
1. The Partisans may use HIP for \leq two squad-equivalents, and any SMC/SW set up with them. Partisan MMG are Axis Minor SW and Captured Use penalties are NA. Russian MMC are Partisan (A25.24) in all respects. Partisans have Molotov (A22.6) capability vs AFV.
2. The Unarmed counter represents the Police Prisoner Squad (PPS). During set up, the Partisan sets up this unit HIP, no guard is needed. The PPS must be within one hex of the following: 41O5 or 41Y4. Each time a Partisan unit is Captured, the Partisan player must indicate an area the PPS is NOT set up in; this information cannot be duplicated. Once the PPS set up area is known to the Slovak player, any additional units captured, the Partisans will indicate a hex in this area which does NOT have the PPS. Contrary to A25.24, Partisans WILL surrender via the route phase method. The PPS may also be Revealed by any Slovak Good Order unit entering it's hex. The PPS will perform no actions until stacked with a Good Order Slovak MMC. The Partisan can perform no action which will harm the PPS until it is stacked with an Armed Slovak MMC. Elimination or reduction of the PP(H)S has no CVP, it only determines which VC come into effect. Once stacked with an Armed Slovak MMC, the PP(H)S conforms to all actions of the Slovak MMC. If recaptured by the Partisan, the PP(H)S is treated as a normal Unarmed unit [EXC: It may not attempt Escape].

SLOVAKS Move First [ELR: 3] [SAN: 3]

Scouting Group, Slovak Security Division: Set up in any Road hex on board 50 with ≥ 2 squads as PRC.



Elements of Slovak Security Division: Enter Turn 2 on north edge.



TURN

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SCENARIO VARIABLES°

EC/Wind	Moderate with Mild Breeze from the south at start.
Roads	All Roads are Dirt. A Dirt road exist between 50 I1 & C4 and 50Y6 & Y10. Place a Bridge in 50Y9.
Streams	Stream continues between 50K1 and 41W1.
Grain	Is in Season.

Balance:

PARTISANS: Crews receive a -1 Repair drm if they possess the Malfunctioned SW.

SLOVAKS: Exchange a 7-0 SMC for an 9-1 SMC.

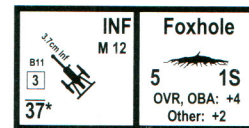
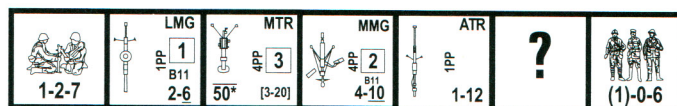
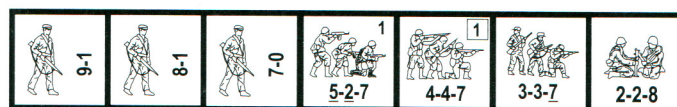
Historical Perspective: Road to Lojev, Yugoslavia, 8

November 1942: On 27 June 1942 the Security Division finally received a company of its long awaited armored vehicles, commanded by Lieutenant Gas. The company, numbered six vehicles and 26 men, was assigned to the scouting group in Korosten, commanded by Light Colonel Kmickiewicz. The combined scouting group suffered a major defeat on 8 November 1942 in Lojev. The group has received news that a strong partisan attack had broken the resistance of a German field police unit in Lojev and captured the town. The group immediately sent four armored vehicles and motorized infantry to help their German allies.

However, on approaching the rescuers suddenly found themselves in a trap. The partisans began their attack with mortars and destroyed the last vehicle, blocking the road. With their retreat path blocked, the infantry jumped from their trucks in an effort to find cover from the raking partisan fire. Using captured anti-tank rifles the partisans began firing on the other vehicles. Two more armored vehicles were burned with a total loss of their crews. The last armored vehicle was damaged but managed to use its machine guns to cover the retreat of the infantry who had suffered a large number of casualties. The Slovakian troops rapidly retreated to Chojnik and returned to Lojev on 10 November after being reinforced. However the partisans had already withdrawn from the town and the Slovaks could just bury their dead.

PARTISANS Set Up First [ELR: 4] [SAN: 4] [12]

Slovak Home Partisans: Set up on Board 41.



BLOODY HILL



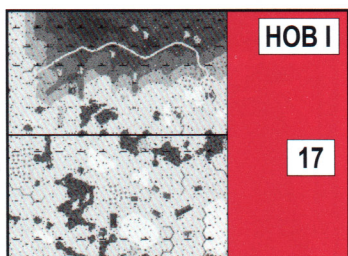
HOB

RBF-34

Recon By Fire

Design: Chas Smith

Battlefield Orientation:



Only hexrows M-GG of boards HOB I and 17 are in play.

Tactical Objective: The Romanians win at game end by earning ≥ 22 VP provided the Germans have ≤ 5 Good Order squad equivalents on level 3 or 4 hill hexes. VP calculated as Good Order units on level 3 hill hexes, plus $1.5 \times$ Exit VP of Good Order units on level 4 hill hexes; crews do not count for VP.

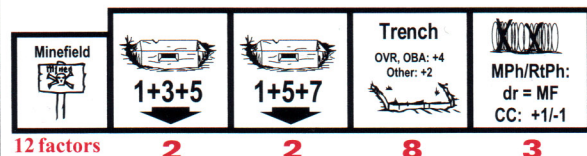
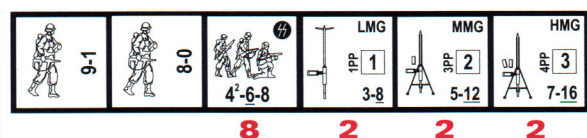
SCENARIO	VARIABLES
EC/Wind	Wet, No Wind at start.

Historical Rules:

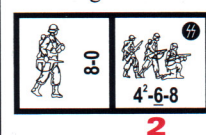
- Prior to set up, make six random distance/direction DRs from HOB I X7 and place Shellholes; if the result is offboard place in X7, re-roll if the hex already contains a Shellhole.
- The Romanians receive one module of 70+mm OBA directed by an offboard observer (C1.63) secretly recorded during setup on a south edge at level 3 with Plentiful Ammunition (HE and smoke), a Pre-registered hex (C1.73), and is Barrage capable (E12). The first card draw is automatically black, remove one from the Draw Pile.
- The Romanian 5-3-7s and their HS are Assault Engineers (H1.22), Sappers (H1.23), and Elite; increase their broken side morale by one.

GERMANS Set Up First [ELR: 5] [SAN: 3] [104]

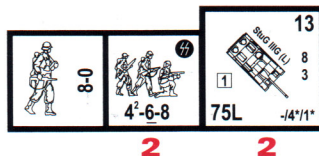
Elements of 8th SS Cavalry Division "Florian Geyer": Set up on board HOB I.



Enter Turn 3 on the north edge.



Enter Turn 5 on the north edge.

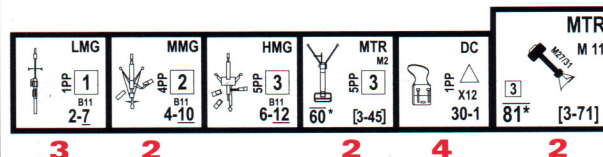
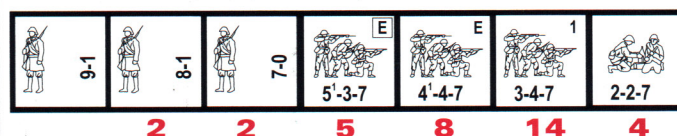


TURN



ROMANIANS Move First [ELR: 3] [SAN: 2] [213]

Elements of 36th Regiment, 9th Romanian Infantry Division: Set up on board 17.



Balance:

Romanians: Replace four 3-4-7s with four 4-4-7s.

Germans: Change To ≤ 4 Good Order squad equivalents.

Historical Perspective: Northwest of Oarba de

Mures, Transylvania, 24 September, 1944: The Romanian 4th Army was ordered by the Soviets to attack the Sangeorgiu Hill mass near Oarba de Mures. The Soviets provided no armor support, even though it was available. The Fourth Army's 11th Division was ordered to attack the village itself, while the 9th Division was ordered to attack the hills. The SS were dug-in on the mountain mass in fortified positions. The attack began on 22 September in terrible weather and the Romanians were supported by no fewer than seven artillery battalions. The initial attacks were repulsed by machine gun fire, artillery, and Stukas, inflicting heavy losses on the Romanians.

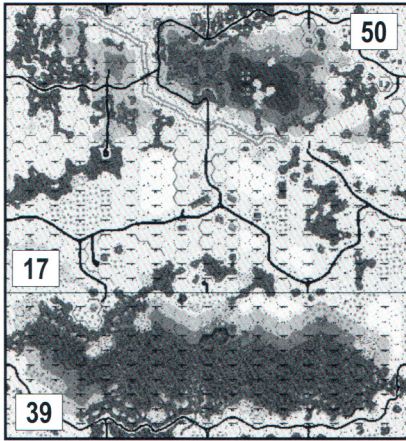
The Romanians continued to attack for several days, constantly pounding the defenders with artillery. On 25 September the 36th Regiment managed to fight their way up the hill and broke into the trench line. They had established themselves on the peak of Hill 463 and success was in sight. The Germans quickly launched local counterattacks with infantry and assault guns. The Romanians lacked significant antitank support, and they were pushed off the hill. They were finally able to take Hill 463, but the entire mountain was referred to as bloody hill due to the horrendous casualties.

RBF-35

Recon By Fire

Design: Steven Swann

Battlefield Orientation:



Balance:

BULGARIANS: .

GERMANS: .

Historical Perspective: Vakarel, Bulgaria, 7 September, 1944. The Bulgarian Army began its withdrawal from Yugoslavia and Greece at the end of August. This brought about the first conflicts with German troops. On the morning of 6th September, forces of 3rd Ukrainian Front under command of Gen. Tolbuhin entered Bulgaria. The Bulgarian government announced a Declaration of War against Germany the same day. Bulgaria finds itself in a very undesirable situation; at war with the major countries from both sides; Hitler's Germany on the one side and the USSR, USA and UK on the other. The new government submitted unconditionally to the requirements of Moscow and joined the "Soviet Union in order to chase out the Germans from the Balkans". According to the surrender agreement with USSR, USA and UK, Bulgaria starts the disarmament of the German troops passing through Bulgarian territory.

At the same time German units began their withdrawal from Bulgaria. The Soviets insisted that the Bulgarians take immediate action to halt the Germans in their retreat. On 7 September, the 1. Armored Regiment together with supporting units of the Armored Brigade ambushed a retreating German column. After intense combat, the Bulgarians managed to disarm a retreating German motorized group, consisting of dozens of vehicles, near the village of Vakarel. The next day the 1. Regiment, under command of Colonel Dikov received orders to protect the Military Ministry with one armored company. The rest of the regiment would stay "ready for action" against the retreating Germans.

SCENARIO VARIABLES

EC/Wind Moderate with no Wind at start.

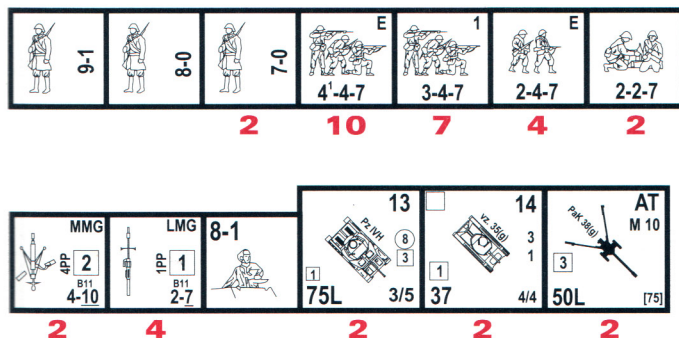
Historical Rules:

1. All Bulgarian MMC are considered Elite. The broken side Morale of the Bulgarian MMC is equal to their front side Morale. The Bulgarians player may set up ≤ 2 squad-equivalent(s) (and any SW/SMC stacked with them) using HIP.
2. The German player may set up ≤ 2 squad-equivalent(s) (and any SW/SMC stacked with them) using HIP. German vehicles must set up on a road with ≤ 6 vehicles in Motion. Contrary to E1.4 any German units that select to set up IN German vehicles may set up Cloaked. The AT Gun *must* set up in-tow.

BULGARIANS Set Up and Move First [ELR: 3]

[SAN: 3] [146]

Elements of 1. Armored Regiment, Armored Brigade: Set up on boards 39 and/or 50 ≥ 3 hexes from board 17 and/or west of hexrow I on board 17 (see **HSR 1**).

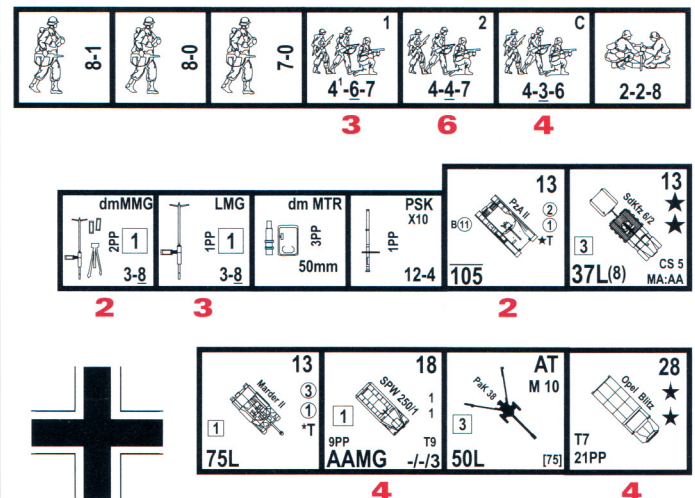


TURN

1
2
3
4
5
6
7

GERMANS Set Up Second [ELR: 3] [SAN: 4] [100]

Retreating Elements of Army Group E: Set up on/east of hexrow M on board 17 (see **HSR 2**).



FIZZLED FURY



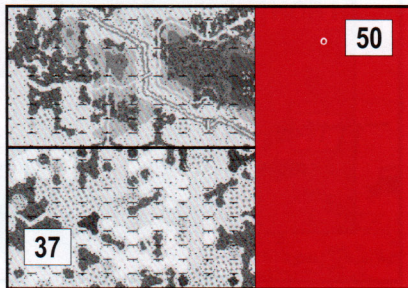
HOB

RBF-36

Recon By Fire

Design: Chas Smith

Battlefield Orientation:



Only hexes N-GG on board 50 and A-T on board 37 are in play.

Tactical Objective: The Hungarians win at game end by earning ≥ 7 LVP. Each level two hill hex west of the stream and each bridge is worth 1 LVP (10 LVP total).

SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.
Ground	Soft Ground (D8.21) is in effect.
Bridges	Can not be destroyed for any reason.
Kindling	Is NA.

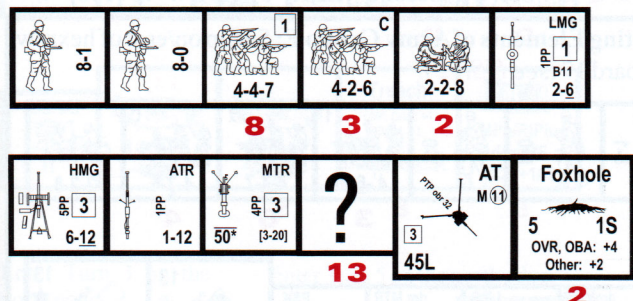
Historical Rules:

1. All Hungarian 4-4-7s their half-squads are Assault Engineers (H1.22).
2. The Hungarians are Elite for Special Ammunition (C8.2).
3. Crews may not voluntarily abandon a vehicle.

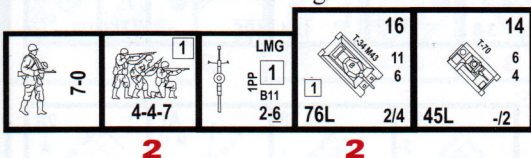
Historical Perspective: Northeast of Kletsk, Belorussia, 3 July 1944: After the capture of Slutsk by the 1st Belorussian Front's Cavalry Group on 30 June, the Front Commander, General K. K. Rokossovsky, ordered the 1st Mechanized Corps to aggressively pursue the now withdrawing

RUSSIANS Set Up First [ELR: 3] [SAN: 3] [80]

Elements of 1st Mechanized Corps: Set up on board 50.



Enter on Turn 4 on the east edge.

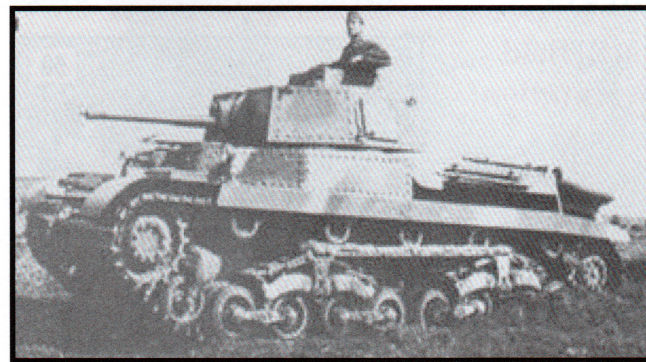
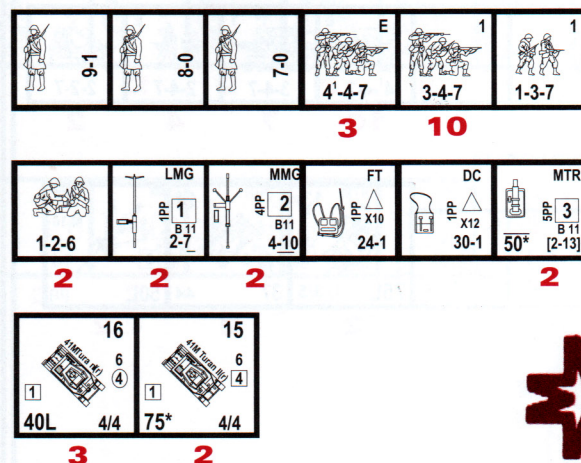


TURN



HUNGARIANS Move First [ELR: 3] [SAN: 2] [89]

Elements of Hungarian 1st Cavalry Division: Set up on board 37.



Balance:

Russians: Lower Hungarian ELR by 1.

Hungarians: Increase Hungarian ELR by 1.

enemy and capture the railroad junction at Baranovich by 3 July. Field Marshal Model had given an order that priority of reinforcement was Slutsk, and the 1st Hungarian Cavalry Division was ordered to move there on 29 June. They were already on the move, but only near Sinyavka, approximately 60-70 kilometers west of Slutsk. The Hungarians were unable to cover the ground before Slutsk fell, and two-thirds of the division moved to a position near Kletsk to cover Baranovich. On 2 July the Hungarians, along with the 4th Panzer Division, were preparing to attack northeast from the Kletsk area to capture Nesvizh. Model wanted the attack to take place on 2 July, but the forces were not ready and it was delayed until 3 July.

Until 3 July the 1st Mechanized Corps was slowly negotiating the very restrictive terrain of the Pripyat Marshes, but faced relatively weak German forces. Early on 3 July they began to meet tougher resistance, and took up temporary positions to prepare for further attacks later in the day. Meanwhile, the 1st Hungarian Cavalry Division launched its attack, and ran into elements of the Corps. The Hungarian Division was just recently re-equipped but not very experienced, and after a small period of success the attack failed, gaining little ground. Just as the attack fizzled out, the 1st Mechanized Corps launched its attack, and struck the Hungarians in the flank. This attack allowed Russian forces to get behind the 4th Panzer Division, and would be the first in a series of setbacks for the Hungarians.

THE FANGS OF TRANSYLVANIA



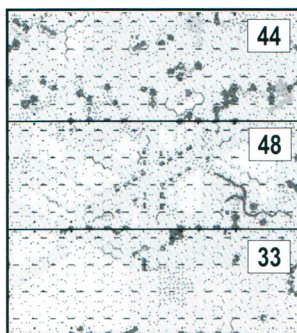
HOB

RBF-37

Recon By Fire

Design: Chas Smith

Battlefield Orientation:



Tactical Objective: The Romanians win at game end by accumulating ≥ 113 VP. VP equals board 48/44 building Control (1 VP for single hex/2VP for multi-hex [35 total]) plus CVP (the bonus for Prisoners/Captured equipment is NA) plus Exit VP of Romanian units off the north board edge provided they do not lose ≥ 72 CVP (the bonus for prisoners/captured equipment is NA), which results in an immediate Hungarian win.

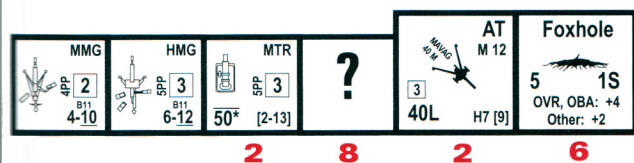
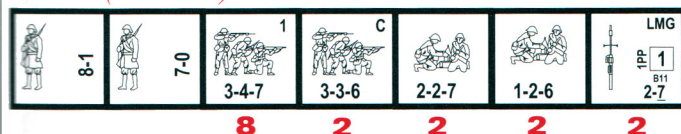
SCENARIO	VARIABLES
EC/Wind	Moist with no Wind at start.
Roads	Vehicles using road movement must pay a minimum of 1 MP.
Close Combat	Both sides may declare Hand to Hand Combat (J2.31).
Kindling	Is NA.

Historical Rules:

1. The Hungarians set up as if the Romanians were entering from off board.
2. The Romanians may set up with vehicles in motion but guns must always be in tow.
3. The Romanian 5-3-7/2-2-7s are Assault Engineers (H1.22) and Elite; increase their broken side moral by an additional one.
4. The Turan II tanks and the Tacam R-2 tanks both have unlimited AP.
5. All Hungarian AFVs that enters on Turn 2 have already expended $\frac{1}{2}$ their MP allotment (FRU).

HUNGARIANS Set Up First [ELR: 3] [SAN: 4] [166]

Elements of 25th Hungarian Infantry Division: Set up on board 48 (See HSR 2).



Elements of 2nd Armored Division: Enter Turn 1 on the north edge.



Enter Turn 2 on the north edge (See HSR 5).

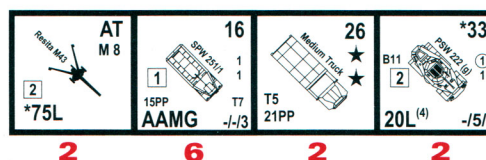
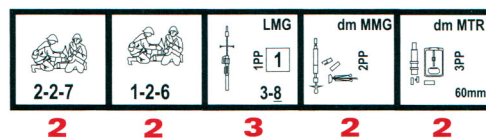
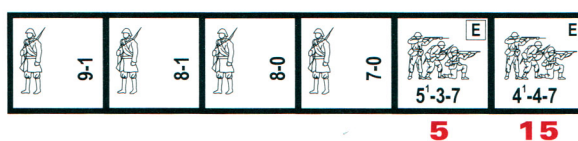


TURN



ROMANIANS Move First [ELR: 3] [SAN: 3] [187]

Elements of Armored Group 'Niculescu/Matei': Set up on board 33 in hexes ≤ 5 .



NO QUARTER AT CLUJ

RBF-38

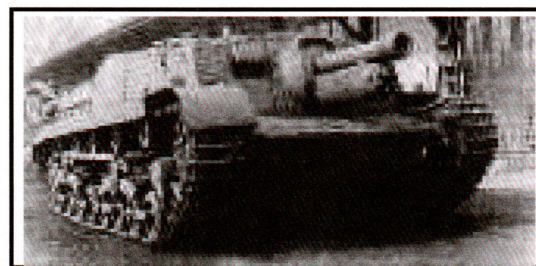
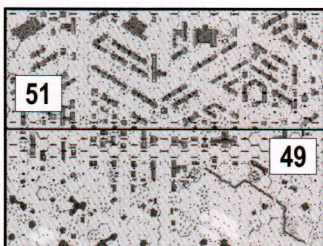
Recon By Fire

Design: Chas Smith



HOB

Battlefield Orientation:



Tactical Objective: The Hungarians win at game end by Controlling ≥ 5 board 51 multi-hex buildings in their setup area.

SCENARIO	VARIABLES
EC/Wind	Moist no Wind at start.
Factories	Are in play (B23.74) for the following Buildings on board 51: C3, O2, R2, U3.
Rooftops	Are in effect (B23.8) for Factories only.
No Quarter	Is in effect (A20.3).
Close Combat	Both sides may declare Hand to Hand Combat (J2.31).
Kindling	Is NA.

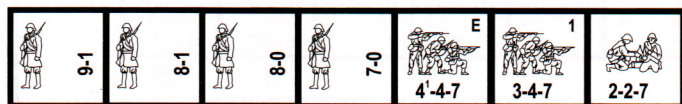
Historical Rules:

1. The Hungarians set up as if the Allies were entering from offboard [EXC: bore-sighting is NA].
2. Both Hungarian Guns may set up in buildings.
3. The Hungarians may use HIP for \leq one squad equivalent and any SW/SMC set up with them.
4. Russian 6-2-8/3-2-8s are Assault Engineers (H1.22).
5. The Romanian 5-3-7/2-2-7s are Assault Engineers (H1.22) and Elite; increase their broken side moral by an additional one.
6. The Allied player may attempt a MMC Self-rally for both Russians and Romanians in their Rally Phase.
7. Crews may not voluntarily abandon an AFV.

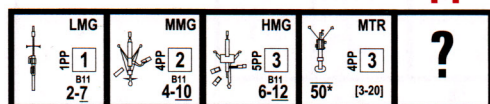
HUNGARIANS Set Up First [ELR: 3] [SAN: 5]

[166 + 40]

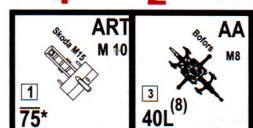
Elements of 2nd Hungarian Corps: Set up on board 51 east of hexrow I.



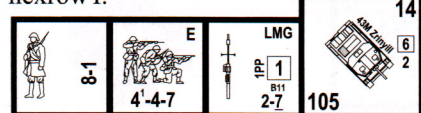
11 7 6



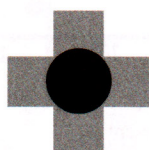
4 2 2 11



Enter Turn 4 on the north edge east of hexrow I.

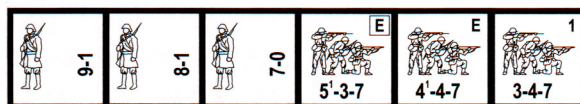


5 2 2

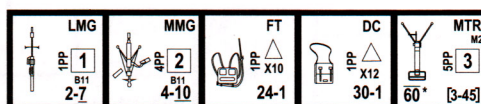


TURN ALLIED Move First [ELR: 3] [SAN: 3] [143]

Elements of Romanian 18th Infantry Division, 27th Soviet Army: Set up on board 49.



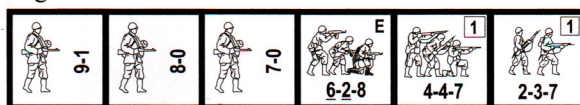
2 4 7 10



4 2 2



Elements of 27th Soviet Army: Enter Turn 2 on the west edge.



2 11 4



3 3

