



# COMPANIE DE PUSCASI





# COMPANIE DE PUSCASI

RIFLE COMPANY

(INFANTRY COMPANY)



HEADQUARTERS

HEADQUARTERS



4

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either Regular (marked ) or Elite (marked ). All Combat, Weapons and Support platoons with variants must be of the same type as your Company HQ.

DIVISIONAL SUPPORT PLATOONS

INFANTRY



4

INFANTRY



4

INFANTRY



4

ALLIED PLATOONS



German Platoons in your force are Allies and follow the Allies rules in the rulebook.

WEAPONS PLATOONS

ANTI-TANK



5

ARTILLERY



5

INFANTRY



6

ARMOUR



6

ARMOUR



6

ANTI-TANK



5



10

INFANTRY



6

7

7



10

ARTILLERY



8



11

ARTILLERY



8

ANTI-AIRCRAFT



9

AIRCRAFT



9



# ROMANIAN SPECIAL RULES

## PEASANT ARMY

Romania's huge army was drawn from the rural peasant class, officered by the aristocratic upper class, and disciplined by NCO's using 18<sup>th</sup> Century-style corporal punishment. Men were regularly beaten for minor breaches in regulation and discipline. The separation of men, NCOs, and officers even went as far as meals that were supplied in three qualities, with officers, naturally, getting the best. The officers were also responsible for the training of their own units. This resulted in a great variation in the quality of troops' combat preparedness.

*After deployment, but before the first turn, roll a die for each Romanian platoon and Independent Warrior team. Consult the Peasant Army table to determine their Skill and Motivation ratings. Platoons held in Reserves do not roll until they arrive.*

### PEASANT ARMY TABLE

Roll	Regular	Elite
1	Confident Conscript	Confident Trained
2	Fearless Conscript	Confident Trained
3	Fearless Conscript	Confident Trained
4	Confident Trained	Fearless Trained
5	Confident Trained	Fearless Trained
6	Fearless Trained	Confident Veteran

## FRENCH DOCTRINE

The Romanian troops are trained in the French doctrine of trench warfare. Their operational plan is to make a short deliberate advance then fortify their position.

*Romanian Infantry and Gun teams attempting to Dig In succeed on a roll of 3+.*

*When conducting Defensive Fire, Infantry and Gun teams that are Dug In or in Entrenchments can shoot over any Man-packed or Light Gun teams that are also Dug In or in Entrenchments.*

## CENTRAL FIRE CONTROL

Like the US Army, the Romanians were great followers of French doctrine during the 1920's and 1930's and their artillery methods reflect this.

*Romanian Company Command teams cannot act as spotting teams for Artillery Bombardments.*

*When a Romanian artillery battery that has a Staff team fires an Artillery Bombardment, any other artillery batteries with Staff teams may join it before rolling to Range In and fire as a single combined Artillery Battery.*

## DEFEND THE HOMELAND

Though the Romanian infantryman may have mixed treatment from his officers and NCO's once in the thick of the fighting he would often fight tenaciously when confronted by the enemy. They were not interested in invading Russia or conquering the world, but to simply fight stubbornly to defend what they already have.

*When Romanian platoons take a Motivation Test to Counterattack in assaults, you may re-roll the die and apply the re-rolled result to Romanian platoons instead of the original result.*

## ONE-MAN TURRET

The French R35 tank only has enough room in its turret to have one man, who has to command the tank as well as load and fire the gun.

*Any tank with a One-man Turret that moves adds +1 to the score required to hit when shooting with its turret main gun. Machine-guns and Flame-throwers do not suffer this penalty.*

*In addition, a tank with a One-man Turret may not fire both the turret main gun and the turret machine-gun in the same turn.*



### MOTIVATION AND SKILL

The Romanian infantry is made up of hardy peasant stock. They capable of long sustained marches and determined attacks. A *Companie de Puscasi* is rated **Regular**.



REGULAR  
ELITE

The *Frontier Division* are a well trained division with experience partolling Romania's long borders. The *Guard Division*, while recruited from conscripts, has a high *Espirit du Corps*. A *Guard Companie de Puscasi* is rated **Elite**.



REGULAR  
ELITE

## HEADQUARTERS

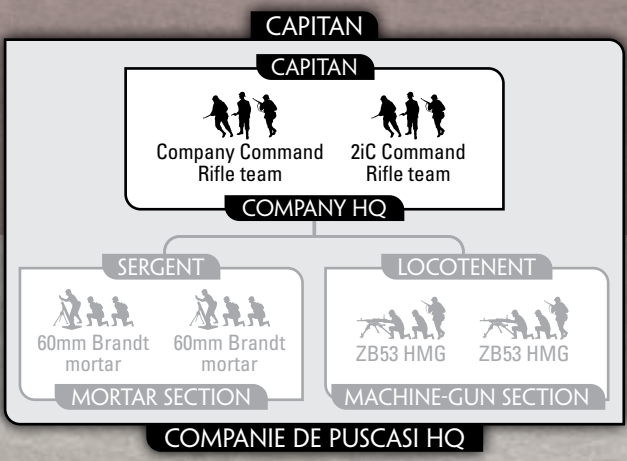
### COMPANIE DE PUSCASI HQ

#### HEADQUARTERS

Company HQ	25 points	30 points
Add Mortar Section	+35 points	+40 points
Add Machine-gun Section	+45 points	+50 points

The stoic infantrymen of the Romanian infantry divisions are led by the upper echelons of society, who are not always in tune with the simple needs of their men. Their rule was reinforced by the harsh discipline of the NCOs.

However, despite these conditions the Romanian infantryman managed to fight with bravery and purpose of action.



## COMBAT PLATOONS

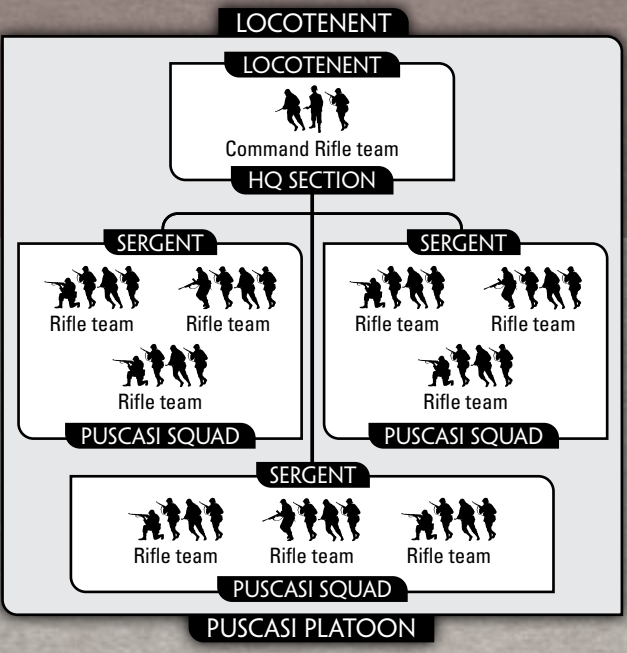
### PUSCASI PLATOON

#### PLATOON

HQ Section with:

3 Puscasi Squads	115 points	135 points
2 Puscasi Squads	80 points	95 points

Each rifleman in Puscasi Platoon (Rifle Platoon) is armed with a 7.92mm ZB-24 or 8mm Mannlicher M95 rifle. Each squad is backed up by the a 7.92mm ZB-30 light machine-gun, a Czech weapon from which the famous British Bren gun was derived.





# SUBLOCOTENENT MARIUS DUMITRESCU

## CHARACTERISTICS

Sublocotenent Marius Dumitrescu is a Warrior Command Rifle team is rated **Fearless Veteran**. Dumitrescu may join a Companie de Puscasi and replaces the Command Rifle team in Puscasi Platoon for an additional +15 points.

### LEAD THE ASSAULT!

Dumitrescu led the assault on Karpova railway station from the front, inspiring his men and the rest of his battalion and regiment to get forward.

*Dumitrescu's platoon may Re-roll failed Motivation Tests to rally from being Pinned Down.*

### FIGHTING!

Dumitrescu fought to the bitter end, taking many Red Army soldiers with him.

*Dumitrescu may re-roll any failed Skill Tests to hit in Assault for his team.*

## WEAPONS PLATOONS

### PUSCASI ANTI-TANK PLATOON

#### PLATOON

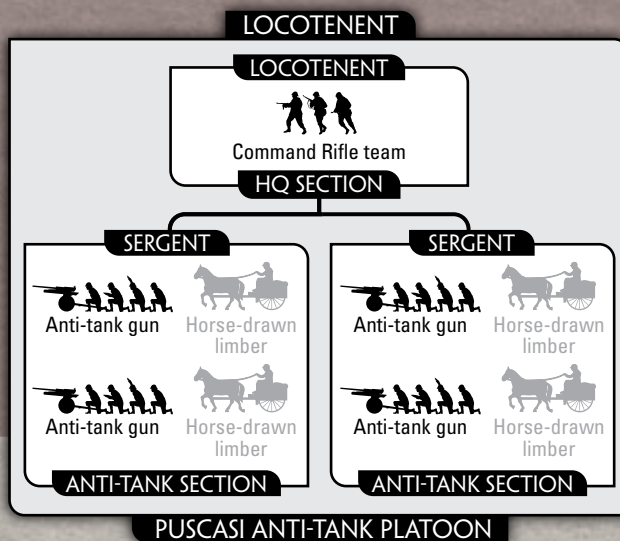
HQ Section with:

4 TAC 37mm Bofors	100 points	120 points
2 TAC 37mm Bofors	50 points	60 points
4 TAC 47mm Bohler	100 points	120 points
2 TAC 47mm Bohler	50 points	60 points

#### OPTION

- Add Horse-drawn limbers for +5 points for the platoon.

The anti-tank guns of the Romanian infantry come in a variety of type and include Swedish 37mm Bofors guns and Austrian 47mm Bohler guns.



### PUSCASI MORTAR PLATOON

#### PLATOON

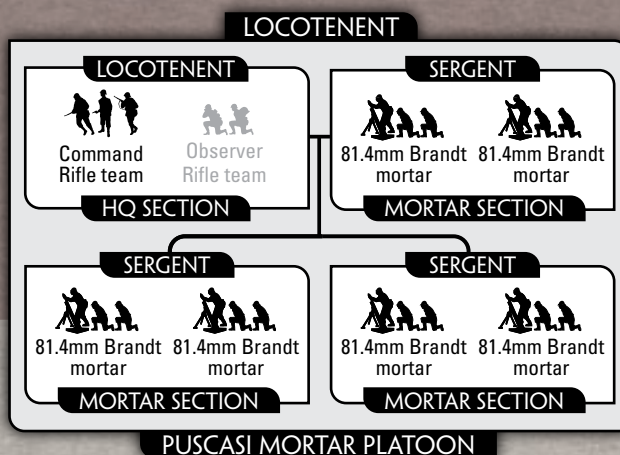
HQ Section with:

6 81.4mm Brandt mortar	95 points	110 points
4 81.4mm Brandt mortar	70 points	80 points

#### OPTION

- Add Observer Rifle team for +15 points.

Medium mortars give the Romanian infantrymen immediate support that can be called on quickly when needed. A few minutes later a mortar barrage will be falling among the enemy troops causing havoc and destruction.





## PUSCASI PIONEER PLATOON

### PLATOON

HQ Section with:

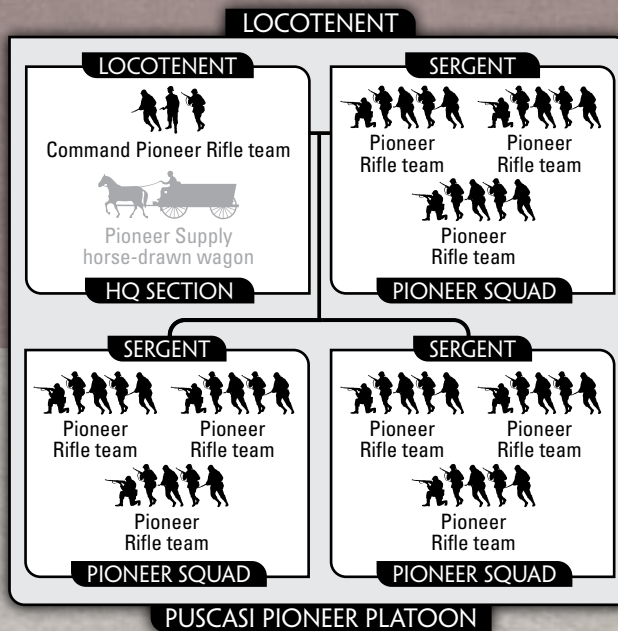
3 Pioneer Squads	155 points	180 points
2 Pioneer Squads	110 points	125 points

### OPTION

- Add Pioneer Supply horse-drawn wagon for +20 points.

*You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.*

The infantry pioneers carry their engineering supplies on foot or in a horse-drawn wagon. But don't let their old-fashioned equipment lead you to underestimate the pioneers abilities. These troop are more than capable of clearing fortifications, mines and obstacles.



## DIVISIONAL SUPPORT

### MOTIVATION AND SKILL

*Many of the divisional troops supporting the combat companies of the Romanians are specialist in their field and under go more training. Romanian Divisional Support Platoons are rated **Elite** unless otherwise noted.*

REGULAR  
**ELITE**

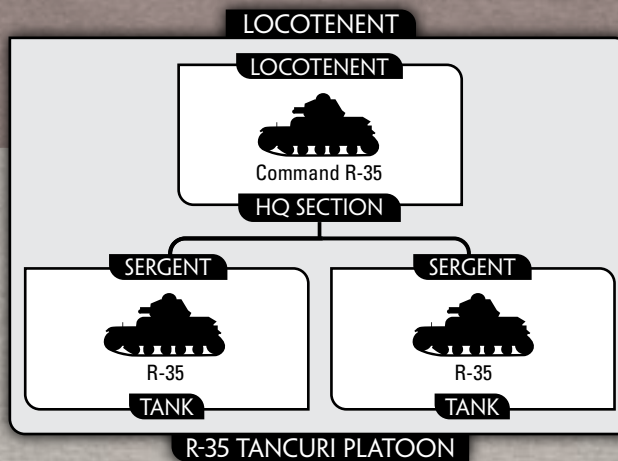
## R-35 TANCURI PLATOON

### PLATOON

3 R-35	135 points
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Due to their low speed and weak gun of the R-35 tank the 2nd Tank Regiment, who were armed with the R-35, were kept with Fourth Army HQ. They were used in the liberation of Bessarabia and Northern Bucovina and in the siege of Odessa.

The R-35 did have heavy armour to its advantage, but their low speed and weak gun restricted them to infantry support role.



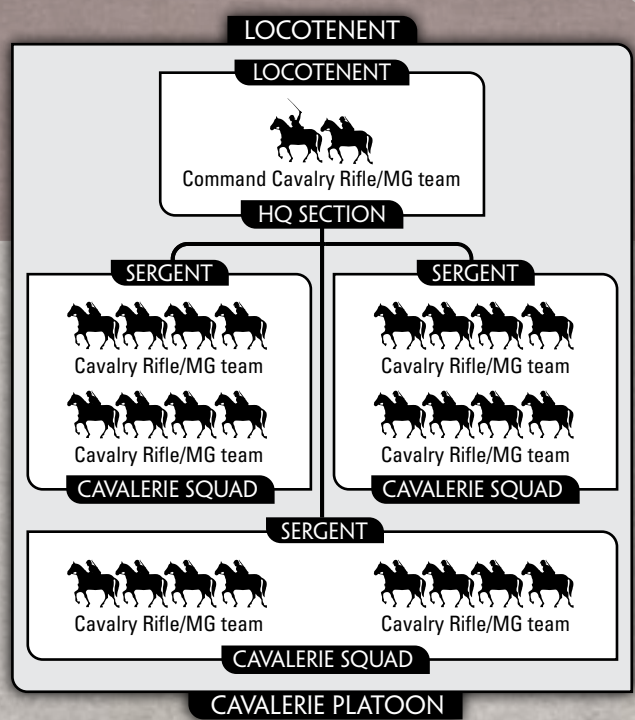
### CAVALERIE PLATOON

#### PLATOON

HQ Section with:

- 3 Cavalerie Squads 150 points
- 2 Cavalerie Squads 105 points

The cavalry are the elite of the Romanian army. They are mobile, highly trained and motivated. The cavalry proved time and time again some of the toughest troops in the Romanian forces.



### CAVALERIE SCOUT PLATOON

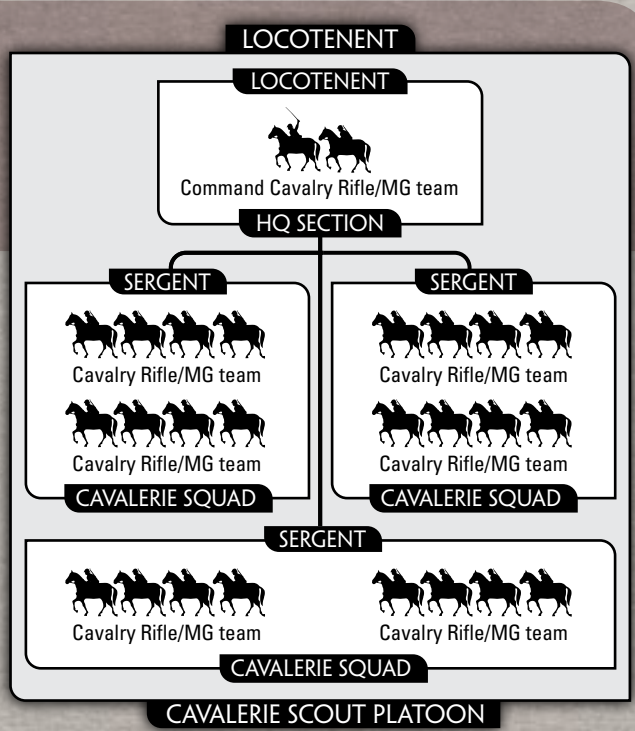
#### PLATOON

HQ Section with:

- 3 Cavalerie Squads 190 points
- 2 Cavalerie Squads 135 points

*Cavalerie Scout Platoons are Reconnaissance Platoons.*

The mounted scouts provide the reconnaissance for the cavalry brigades. These hand picked mounted troopers are fast and can seek out the enemy's intentions and uncover his ambushes with expert observation.





## ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 RF 75mm	190 points	220 points
2 RF 75mm	100 points	115 points
4 Skoda 100mm M14	185 points	215 points
2 Skoda 100mm M14	90 points	110 points
4 Skoda 100mm M30	205 points	225 points
2 Skoda 100mm M30	100 points	115 points

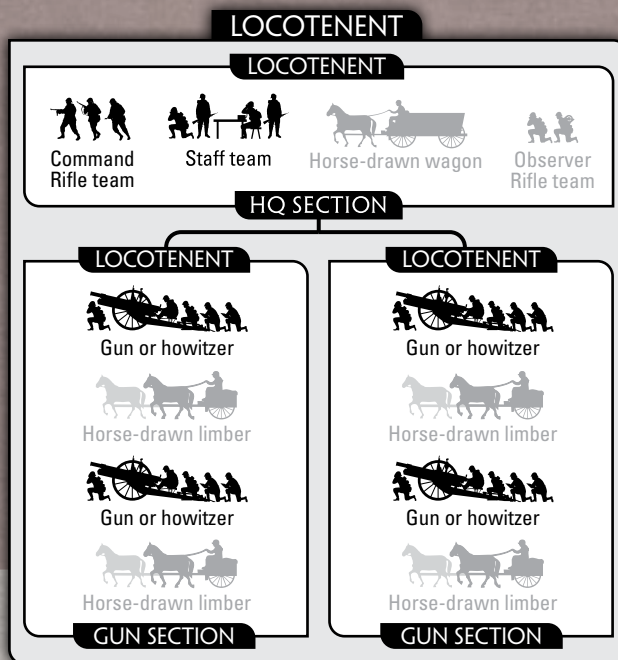
### OPTIONS

- Add Observer Rifle teams for +15 points per team.
- Add Horse-drawn wagon and Horse-drawn limbers for +5 points for the battery.

*An Artillery Battery may not be deployed in Ambush.*

The Romanians use artillery guns and howitzers from a variety of sources, some a new, while others were gained as war reparations from the Austro-Hungarians after WWI.

The RF 75mm is an old Russian field gun dating back to the first world war, while the howitzers are both reliable Czech Skoda designs.



*Artillery Platoons (marked ) are rated Regular.*  
*Artillery Platoons (marked ) are rated Elite.*

## CORPS ARTILLERY BATTERY

### PLATOON

HQ Section with:

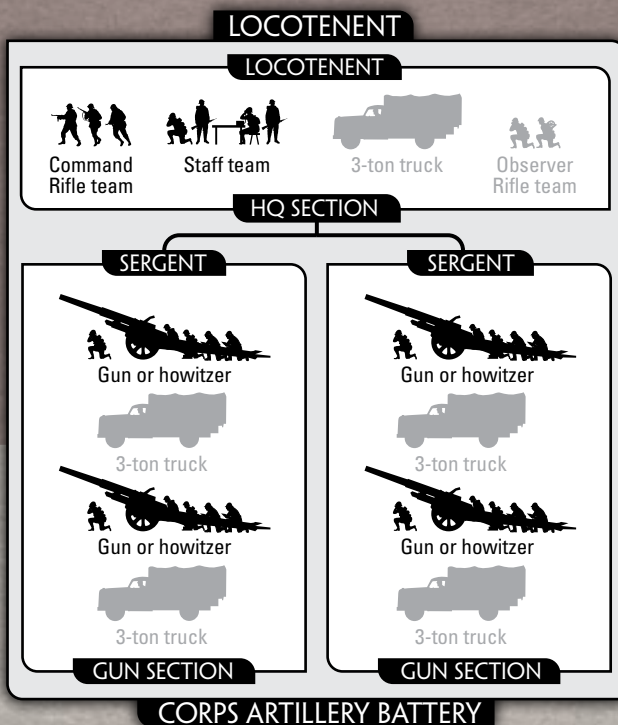
4 Skoda 150mm M34	460 points
2 Skoda 150mm M34	235 points
4 Schneider 105mm M36	385 points
2 Schneider 105mm M36	195 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Add 3-ton trucks +5 points for the battery.

*A Corps Artillery Battery may not be deployed in Ambush.*

At corps level heavy guns are available to reinforce artillery fire missions. They are armed with either 105mm guns or 150mm howitzers. Both weapons a modern designs and are equal to any guns the Germans have available.





## ANTI-AIRCRAFT PLATOON

### PLATOON

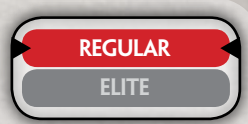
HQ Section with:

4 Mitral 20mm	90 points
2 Mitral 20mm	45 points

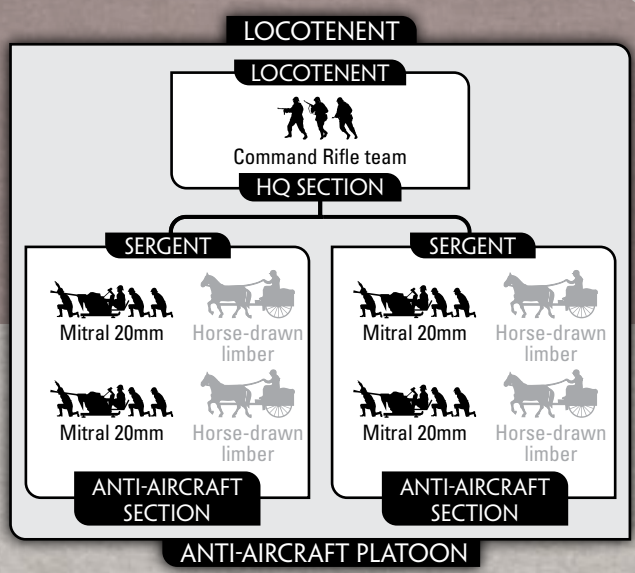
### OPTION

- Add Horse-drawn limbers +5 points for the platoon.

*Anti-aircraft Platoons are rated Regular.*



Most anti-aircraft platoon rely on horse-power to move them about on the battlefield. Luckily the Mitral 20mm is a light and mobile design that allows for fast and easy positioning.



## AIR SUPPORT

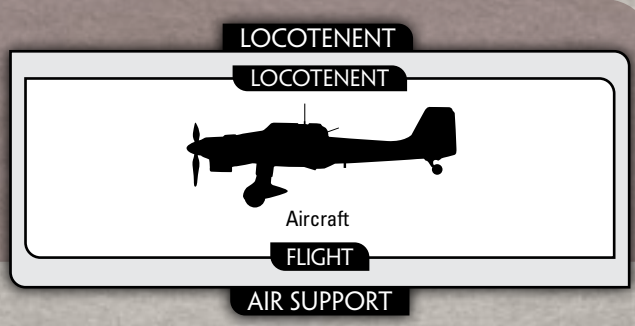
### SPORADIC AIR SUPPORT

HE-112B	90 points
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### GERMAN SPORADIC AIR SUPPORT

Ju 87B Stuka	90 points
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The Romanian 5<sup>th</sup> and 51<sup>st</sup> Fighter Groups were equipped with Heinkel HE-112B aircraft. The Heinkels were mainly used in a ground attack role and were quite successful, but due to the lack of armour protection they did suffer high losses.







# German Support

## MOTIVATION AND SKILL

The German army is at its peak. After three years of hard fighting it contains some of the most experienced and well-motivated troops available in Europe!

HEER	
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

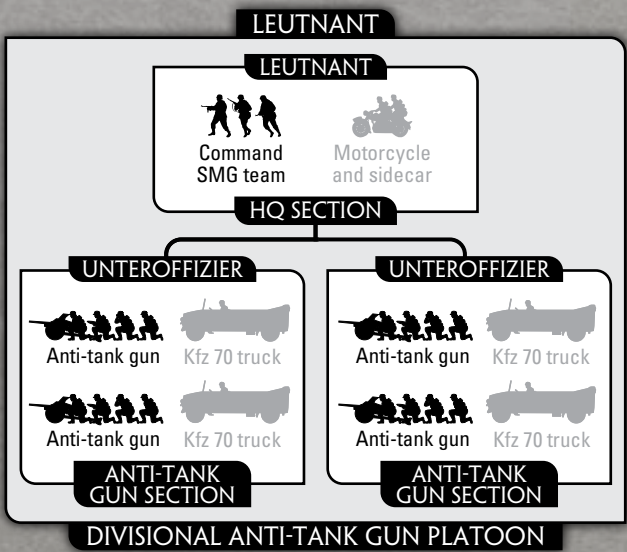
SS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

Heer Divisional Support platoons (marked ) are rated as **Confident Veteran**. SS Divisional Support Platoons (marked ) are rated as **Fearless Veteran**.

## DIVISIONAL ANTI-TANK GUN PLATOON

HQ Section with:	HEER
4 3.7cm PaK36	145 points
3 3.7cm PaK36	110 points
2 3.7cm PaK36	75 points
3 5cm PaK38	255 points
2 5cm PaK38	170 points
2 7.62cm FK36(r)	240 points
2 7.62cm FK39(r)	200 points

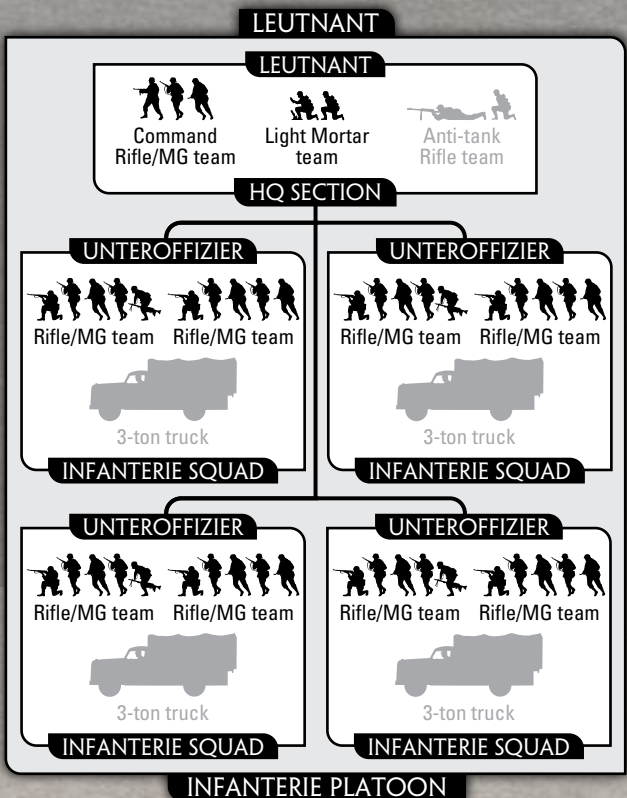
- OPTION**
- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.



## INFANTERIE PLATOON

HQ Section with:	HEER	SS
4 Infanterie Squads	220 points	260 points
3 Infanterie Squads	175 points	210 points
2 Infanterie Squads	130 points	155 points
Add Anti-tank Rifle team	+20 points	+25 points

- OPTIONS**
- Replace Command Rifle/MG team with a Command SMG team at no cost.
  - Replace Command Rifle/MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points
  - Add 3-ton trucks for +5 points for the platoon.



The SS and a few elite motorised divisions are mounted in trucks. These motorised formations are able to keep pace with the fast moving panzer spearheads that lead the advance.

The bulk of the German infantry travel on foot. This does not diminish their fighting ability or importance to the German war effort.



## LIGHT ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 10.5cm leFH18
2 10.5cm leFH18

 HEER	360 points
	190 points

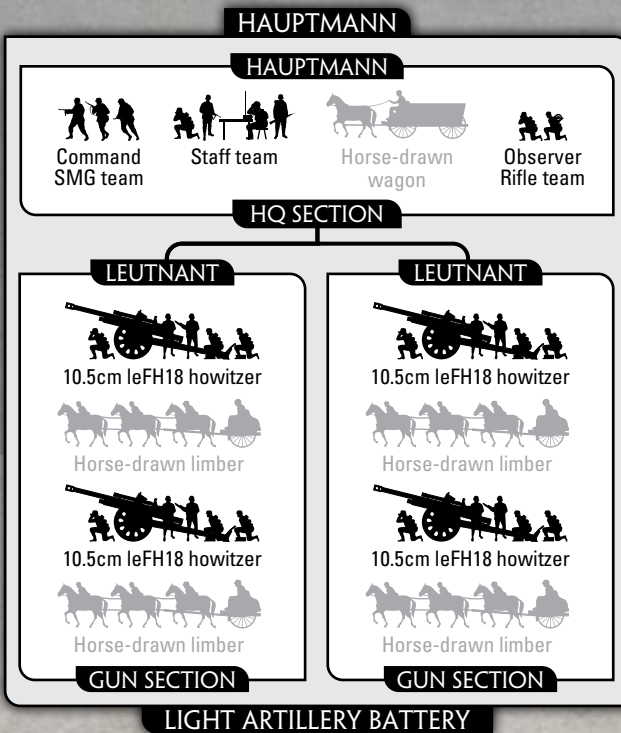
 SS	405 points
	215 points

### OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 11 half-tracks at no cost.

*A Light Artillery Battery may not be deployed in Ambush.*

The artillery of the divisions sent to invade the Soviet Union have been almost universally equipped with the excellent 10.5cm leFH18 howitzer. This sturdy howitzer has superior hitting power than Soviet field guns who still mostly rely on lighter 7.62cm models.





# ROMANIAN ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour			Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>		

### TANKS

R-35 <i>37mm SA18 gun</i>	Slow Tank <i>16"/40cm</i>	3 2	3 4	1 4+	Co-ax MG. <i>One-man turret.</i>
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## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	6	Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	6	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3. German Panzerkancker teams are Tank Assault 4.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

### TRUCKS

Kfz 15 field car	Jeep	-	-	-
BMW motorcycle and sidecar	Jeep	-	-	-
1.5-ton truck (Kfz 70)	Wheeled	-	-	-
3-ton trucks (Opel)	Wheeled	-	-	-
Opel Kfz 68 radio trucks	Wheeled	-	-	-

### TRACTORS

Horse-drawn limber	Wagon	-	-	-
Horse-drawn wagon	Wagon	-	-	-
Sd Kfz 11 half-track	Half-tracked	-	-	-



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
<b>MACHINE-GUNS</b>						
ZB53 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 while pinned down or moving.
<b>MORTARS</b>						
60mm Brandt mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	6	
81.4mm Brandt mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
<b>ANTI-AIRCRAFT GUNS</b>						
Mitral 20mm (2cm FlaK38) gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
<b>ANTI-TANK GUNS</b>						
TAC Bofors 37mm gun	Light	24"/60cm	3	6	4+	Gun shield.
TAC Bohler 47mm (47/32) gun	Man-packed	24"/60cm	3	6	4+	
<b>ARTILLERY</b>						
RF 75mm (76K/02) gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
Skoda 100mm M14 (100/17) how	Immobile	24"/60cm	1	7	2+	Gun shield, Breakthrough gun.
Firing bombardments		72"/180cm	-	4	4+	
Skoda 100mm M30 (wz. 14/19) how	Immobile	24"/60cm	1	8	2+	Gun shield, Breakthrough gun.
Firing bombardments		88"/220cm	-	4	4+	
Schneider 105mm M36 gun	Immobile	32"/80cm	1	12	2+	Gun shield, Breakthrough gun.
Firing bombardments		88"/220cm	-	4	4+	
Skoda 150mm M34 howitzer	Immobile	32"/80cm	1	13	1+	Gun shield, Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	
<b>GERMAN GUNS</b>						
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	10	3+	Gun shield.
7.62cm PaK39(r) gun	Heavy	32"/80cm	2	9	3+	Gun shield.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
HE-112B	Bombs	4+	5	2+	
Ju 87B Stuka	Bombs	4+	5	2+	