



MM'98

FOOTNOTES

1. ALLIED MINOR ROMANIAN FORCES (24/8/1944-45)



1.1 POST-23 AUG. 1944 (ALLIED MINOR) ROMANIANS: After 23 August 1944, Romanian forces fighting on the side of the Allies are represented by two-tone counters (Allied Minor Green surrounded by Russian Brown borders).¹ *Non-elite* Allied Minor Romanian MMC must pass a 1PAATC (rather than a normal PAATC) when called upon to take a PAATC (as per A25.91), and their broken Morale Level is likewise lowered by one (as per A25.8). The Heat of Battle DRM for Allied Minor Romanians is +3; outside the borders of Romania/Hungary they will surrender on a Final Heat of Battle DR ≥ 10 , and will not attempt escape unless abandoned.



1.11 AUTOMATIC WEAPONS-ARMED MMC: The Allied Minor Romanian elite 5-3-7 squads and 2-3-7

HS (and their Green 4-3-6 squads and 2-2-6 HS "ELR Replaced" counterparts) represent units equipped primarily with automatic weapons (paratroops, assault pioneers, mechanized infantry tank riders, etc.), and are distinguished from other Allied Minor Romanian units by the square around their Class identifier.² Elite 5-3-7 squads are Replaced by Green 4-3-6 squads when they suffer ELR Replacement (A19.13); likewise an elite 2-3-7 HS is Replaced by its Green 2-2-6 HS counterpart. A *Green* Allied Minor Romanian MMC that Battle Hardens is exchanged for an *elite* Allied Minor Romanian Automatic Weapons-Armed MMC of the same unit size (i.e., a 4-3-6 squad that Battle Hardens is Replaced with a 5-3-7 squad):



1.12 ASSAULT PIONEERS: Allied Minor Romanians that are Pioneers or Engineers (to include Assault Engineers and/or Sappers) *never* receive the captured SW X# penalties (A22.3; A23.2) for use of friendly FT/DC, regardless of their Class (i.e., if an Assault Engineer-designated 5-3-7 elite squad undergoes Unit Replacement to a 4-3-6 Green squad, that 4-3-6 may operate any FT/DC without Captured-use penalties despite not being an elite Class unit).

1.13 ANTI-TANK CREWS: Romanian 1-2-7 AT Crews represent troops specially trained for close combat anti-tank work.³ These MMC are exempt from PAATC, and have a CCV of 5. Romanian AT Crews may use ATMM as if they were 1944 German Infantry [EXC: the CC DRM for this Romanian ATMM is -1, not -3]; they receive a cumulative -1 drm to their ATMM Check dr. Romanian AT Crews are counted as a squad for purposes of determining the total number of PF shots that may be taken during a scenario (*only*). Romanian AT Crews receive a -2 drm to their PF Check dr. Romanian AT Crews may *never* fire PF (or use ATMM) against non-AFVs, and suffer non-qualified use penalties (A21.13) whenever firing a Gun or vehicular ordnance. Romanian AT Crews are worth one point for Casualty/Exit VP purposes (A26.21; A26.3).



1.2 SUPPORT WEAPONS: In addition to their Allied Minor Romanian-color SW, Allied Minor Romanians may also use Axis Minor-color SW, German HMG, MMG, LMG, FT, DC, PSK and Italian FT without Captured-use penalties.⁴ Use Russian DC for Romanian SW not included in the counter mix; these Russian-color SW in Allied Minor Romanian use likewise do not suffer any Captured-use penalties. Allied Minor Romanian-color (g)-type SW may be used by German and Hungarian troops without Captured-use penalties.

1.21 PF USAGE: Allied Minor Romanian MMC may use PF (C13.3-.36)

without any Captured-use penalties. An Allied Minor Romanian PF Check dr is successful on a Final dr ≤ 2 (while an Original 6 dr still pins that unit, regardless of type). Only the following (cumulative) drm are applicable:

- +1 drm if fired at other than an AFV;
- +1 drm if used by a CX unit;
- +1 if the unit is a HS/crew [EXC: *not* applicable to AT Crews (1.13)];
- 2 if the unit is an AT Crew (1.13).

The total number of PF shots taken in the course of a scenario may not exceed the number of Allied Minor Romanian squads in the OB. Allied Minor Romanian PF always have a maximum range of two hexes, regardless of scenario date.



1.3 ORDNANCE: Barring a contrary Vehicle/Ordnance Note, Allied Minor Romanian ordnance always uses the red To Hit Numbers; Allied Minor Romanian OBA needs a Final Accuracy dr of ≤ 1 for accuracy (C1.3). The Allied Minor Romanian OBA Draw Pile consists of 6 Black and 3 Red Chits.

2. ALLIED MINOR BULGARIAN FORCES (9/9/1944-45)



2.1 POST-8 SEPTEMBER 1944 (ALLIED MINOR) BULGARIANS: After 8 September 1944, Bulgarian forces fighting on the side of the Allies are represented by the two-tone Allied Minor Romanian counters; all rules applicable to Allied Minor Romanians are applicable to Allied Minor Bulgarians except as noted herein.⁵ The Heat of Battle DRM for Allied Minor Bulgarians is +3; outside the borders of Bulgaria/Yugoslavia they will surrender on a Final Heat of Battle DR ≥ 10 , and will not attempt escape unless abandoned. Allied Minor Bulgarians may *never* fire PF at non-AFVs. AT Crews (1.13) are not available to Bulgarians.

3. AXIS MINOR HUNGARIAN FORCES



3.1 (AXIS MINOR) HUNGARIANS: Hungarian forces are covered by the standard Axis Minors rules (A25.8-.81) [EXC: A25.82 is not applicable].⁶

3.2 SUPPORT WEAPONS: After 1943, Hungarians may use German SW *without* any Captured-use penalties. If non-Axis Minor-color German SW are in use by Hungarians during a scenario, the Hungarians may use concealment counters (if available) of Axis Minor/German colors at will. Axis Minor-color (g)-type SW may be used by Germans and Romanians without Captured-use penalties.

3.21 PF USAGE: After 3/1944, Hungarian MMC may use PF (C13.3-.36) as if they were German Infantry during the same time frame [EXC: there is always a (cumulative) +1 drm to the Hungarian PF Check dr].

FOOTNOTES

1.1.1 ALLIED MINOR ROMANIANS: The purpose for representing the Romanian forces fighting on the side of the Allies with new counters—different from those already existing in the Allied Minor counter mix—is two-fold. Firstly, while the Romanians switched sides literally overnight, the fighting capabilities of Romanian units (and more specifically the Romanian soldier) did not experience a drastic change. Indeed, in spite of becoming allied with the Soviet Union, Stalin carried out a policy of the slow destruction of the Romanian armed forces rather than supplying it with new arms to fight their common foe. The average Romanian soldier tended to be just as *unenthusiastic* about the war in late 1944 as he had been in 1942-43 (with the exception being when fighting the Hungarians, especially in Transylvania—a hotly-contested area for both nations). As a result, suddenly depicting the Romanians with 8 morale counters for elite troops where the day before they had been 7 morale troops appeared extremely discordant. Secondly, the option of simply continuing to use Axis Minor counters for the Romanians in '44-'45 also did not work: many of the actions fought by Romanian troops during that period were against the Hungarians—who would also be represented by those same Axis Minor counters. The use of new counters allows the addition of several new unit types not represented with the old counters (see below).

2.1.11 AUTOMATIC WEAPONS-ARMED MMC: The new 5-3-7 and 4-3-6 squads are normally used to represent specialist troops, especially paratroops and assault pioneers. These unit types were not included in the original Axis Minor (or Allied Minor) counter-mix. The extra rules were required to explain Unit Replacement and Battle Hardening for these units, since a 1st Line Class does not exist for them.



FOOTNOTES

3. 1.13 **ANTI-TANK CREWS:** Due to the lack of an anti-tank rifle in the Romanian weapons inventory, Romanian infantry and cavalry units formed special anti-tank teams in order to have a close-in defense against armored vehicles. Called *Vânător de Care*, these tank destroyer teams normally consisted of two men outfitted with grenade bundles and explosives. After the Germans started supplying the Romanians with panzerfausts, the *Vânător de Care* added them to their arsenal for battling tanks.

4. 1.2 **ROMANIAN SUPPORT WEAPONS:** Although the Romanians used many of their early-war small arms and support weapons during the late war period, they also began to receive shipments of German weapons.

5. 2.1 **ALLIED MINOR BULGARIANS:** Like the Romanians, the Bulgarians—spurred on by the sweeping Soviet successes just outside their border (and encouraged by Romania's choice to switch sides)—declared war on the Germans in September of 1944. Bulgarian forces participated in the fighting in Yugoslavia and Hungary.

6. 3.1 **AXIS MINOR HUNGARIANS:** By the late-war period, much of the fight had gone out of the Hungarians (although they showed considerable spirit in their attacks into Romanian-contested Transylvania, as well as in Hungary proper). The Germans considered Hungarian units to be extremely unreliable, and attempted to bolster Hungarian defensive lines by interlacing German units alongside Hungarian units. Although it may seem to be quite punishing, the ELR of "0" for the Hungarians in 1945 (as suggested by the ELR Generation Chart; H1.28) is probably appropriate for all but the most seasoned Hungarian troops.

ROMANIAN VEHICLE NOTES

★ T-38(t)



8/44-45

LT BPV:44 WGT:10 RF:1.6 AF:h AF:t
Size:+1 MP:14[†] GT:ST CS:4 GP:L 4 4
MA:37L[†] ROF:1 BMG:4 CMG:4[†] 2 3
Am:sD5 Notes:R1,A1,B2,C3,T



R1. T-38(t): This vehicle was the German Pz 38(t) in Romanian service. Fifty worn-out examples were delivered to the Romanians in the Crimea in late spring of 1943. Some 20 surviving examples were shipped back to Romania prior to the Crimean evacuation in 1944. There they served mainly with the 2nd Armored Regiment, with several platoons soldiering on into spring of 1945.

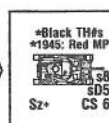
1944. There they served mainly with the 2nd Armored Regiment, with several platoons soldiering on into spring of 1945.

★ T-4(g) & T-4(L)(g)

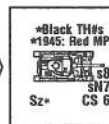


8/44-45

T-4(L)(g) data is shown in brackets if different.
MT BPV:73 WGT:25 RF:1.2 AF:h AF:t
Size:0 MP:13[†] GT:T [ST] CS:6 8 6
MA:75L[†] ROF:1 BMG:3 CMG:5 [AAMG:2] 3 4
Am:s8;sD5[sN7] Notes:R2,A1,B2,Sz*[†],G,J



R2. T-4(g) & T-4(L)(g): This is the German Pz IVH and Pz IVJ in Romanian service. Under the Olivenbaum and Quittenbaum plans, a total of some 120 Pz IVs were supplied to the Romanians beginning in October 1943. These vehicles were intended to be used to equip the reforming 1st Armored Division. T-4(g)s were used in the various special armored detachments until the end of the war. The game piece also represents Pz IVs in Bulgarian service, of which at least 46 had been supplied in 1943.

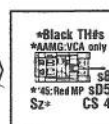


★ TAs(g)



8/44-45

AG BPV:61 WGT:23.5 RF:1.3 AF:h AF:t
Size:+1 MP:13[†] GT:NT CS:4 8 8
MA:75L[†] ROF:1 AAMG:2[†](VCA only) 3 3
Am:s8;sD5 Notes:R3,A1,B2,D3,Sz*[†],G,J



R3. TAs(g): The Olivenbaum and Quittenbaum programs also provided quantities of StuG IIIs for use by the Romanians. In service the Romanians normally employed them in assault gun batteries of 7-11 vehicles

apiece, and used them to complement the standard issuance of tanks in armored formations. Some 100 TAs were supplied to the Romanians, and they were used until the end of the war. As with the T-4(g), the game piece also represents the StuG III in Bulgarian service, of which at least 25 had been supplied in 1943.

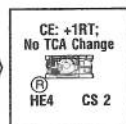
VdC R-35

★ Transformat(f)



8/44-45

TD BPV:35 WGT:10.5 RF:1.6 AF:h AF:t
Size:+1 MP:8 GT:1MT CS:2 GP:L 4 6
MA:45L(B[†]) ROF:0 4 6
Am:HE4 Notes:R4[†],F



R4. VdC R-35 Transformat(f): In 1943 an effort was undertaken to upgrade the capabilities of the existing Romanian armor. Although the French R-35 chassis was extremely limited in its growth potential, the availability of spare parts was critical to the choice to use it to form the basis of a new tank destroyer. A modified turret was fitted with Soviet 45mm guns from captured T-26 and BT-5 tanks. Although the resulting conversion increased the capabilities of the existing vehicle, it was still hampered by the same drawbacks that plagued the original French version: its one-man turret and radioless configuration. Additionally, the converted vehicle had a severely limited ammunition supply. In spite of these shortcomings, the VdC R-35 Transformat entered service as a tank destroyer in 1944, with some 30 vehicles having been converted. The Romanian 2nd Armored Regiment used them in its final battles in Hungary and Austria in 1945.

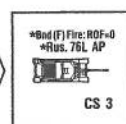
[†] The CE DRM is +1 vs Indirect Fire, as well as vs Direct Fire that emanates from within the turret's rear Target Facing. Additionally, the TCA may not be changed in relation to the VCA if this AFV is CE. Both of these notes are signified by "CE: +1RT; No TCA Change" on the counter.

★ TACAM R-2



8/44-45

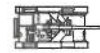
TD BPV:44 WGT:11 RF:1.6 OT AF:h AF:t
Size:0 MP:12 GT:NT CS:3 3 2
MA:76L(B[†])[†] ROF:1[†] 1 1
Notes:R5,E2 ★T



R5. TACAM R-2: The TACAM R-2 was another Romanian conversion of an existing chassis into the tank destroyer role. In this case, the R-2 tank chassis (as the Czech LT vz.35 was known in Romanian service) was modified by fitting an open-topped superstructure mounting a captured Soviet 76mm field gun. The design was hampered by its awkward three-man crew, which tended to lower its rate of fire in action, and also by the fact that the 76mm gun that it mounted was already outclassed by most of the armor that the TACAM R-2 might face. Twenty-one TACAM R-2s were converted, and they served in tank destroyer companies in the various armored detachments until the end of the war.

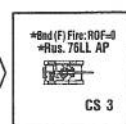
[†] This AFV uses the Russian 76L AP To Kill Numbers, as denoted by "Rus. 76L AP" on the counter.

★ TACAM T-60



8-10/44

TD BPV:48 WGT:9 RF:1.6 OT AF:h AF:t
Size:+1 MP:14 GT:NT CS:3 GP:L 3 2
MA:76LL[†] ROF:1[†] 2 1
Notes:R6,E2 ★T



R6. TACAM T-60: The TACAM T-60 was another tank destroyer converted from existing AFV chassis, in this case captured Soviet T-60 light tanks. The vehicle was heavily modified by the Romanians, to include the fitting of a Romanian-built Ford engine. An open-topped lightly-armored superstructure was fitted, into which was mount-



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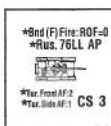
Vehicle H1

ed the captured Soviet 76mm M1936 field gun. Although this tank destroyer conversion mounted the most powerful gun available to the Romanians at the time, the final vehicle suffered from the same drawbacks as the TACAM R-2: poor crew layout, open-topped configuration, and generally light armor protection. Only 34 TACAM T-60s were converted. Their use in combat was very limited, since Soviet policy after Romania's defection was to confiscate any material that had previously belonged to the Soviet Union.

†¹ This AFV uses the *Russian 76LL AP To Kill Numbers*, as denoted by "Rus. 76LL AP" on the counter.

★ TACAM T-60A 8-10/44

TD BPV:51 WGT:9 RF:1.6 OT AF:h AF:t
Size:+1 MP:13 GT:NT CS:3 GP:L 6†³ 2
MA:76LL†¹ ROF:1†² 3†³ 1
Notes:R7,E² ★T



R7. *TACAM T-60A*: This was a variation of the TACAM T-60 built using the T-60A chassis with its heavier armor.

†¹ This AFV uses the *Russian 76LL AP To Kill Numbers*, as denoted by "Rus. 76LL AP" on the counter.

†³ The upper-superstructure ("turret") AF of the TACAM T-60A is weaker than allowed by the normal limits of the standard AF, resulting in a front upper-superstructure AF of "2" and a side upper-superstructure AF of "1". This is indicated by "Tur. Front AF: 2" & "Tur. Side AF: 1" on the counter.

★ PSW 222(g) 8/44-45

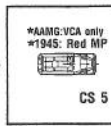
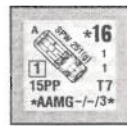
AC BPV:36 WGT:5 RF:1.6 OT AF:h AF:t
Size:+1 MP:33†¹ GT:ST CS:3 1 1
MA:20L†²(B11) ROF:2 IFE:4 CMG:5 AAMG:†³ 1 1
Am:sD5 Notes:R8,A¹,B²,G,J,AA³



R8. *PSW 222(g)*: The Germans supplied the PSW 222 to the Romanians in small numbers as a reconnaissance vehicle. Some 20 vehicles of this type were also supplied to the Bulgarians in 1943.

★ SPW 251(g) 8/44-45

APC BPV:31 WGT:9 RF:1.6 OT AF:h AF:t
Size:+1 MP:16†¹ CS:5 1 1
MA:AAMG†² ROF:1 AAMG:3†²(VCA only) 1 1
15PP/T7 Notes:R9,A¹,D²,G,J

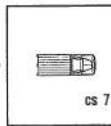


R9. *SPW 251(g)*: This was the standard German infantry halftrack in Romanian (and Bulgarian) service. While these vehicles normally served in reconnaissance units, there were several company-sized armored infantry units formed whose role was the same as that

of the German panzergrenadier. The SPW 251 was the standard infantry carrier in these units.

★ Ford 3-Ton Truck 8/44-45

tr BPV:15 WGT:9 RF:1.3 AF:h/t
Size:0 MP:25 cs:7 ★
29PP/T4 Notes:R10,J ★



R10. *Ford 3-Ton Truck*: The Romanians used a bewildering number of truck types during the war, pressing every type available into service to meet the needs of the army. The Ford 3-Ton is one example of the numerous types employed by the Romanians.

ROMANIAN ORDNANCE NOTES

★ Concordia 4.7cm 8/44-45

AT BPV:28 RF:1.0 TSize:+1 M#:10
CSize:47L ROF:3 Range:152
Special:NT, QSU Notes:R1



R1. *Concordia 4.7cm AT Gun*: This was the French Schneider 47mm AT gun. 160 anti-tank guns of this type were delivered to the Romanians, and it was also license-produced in Romania by the firm Concordia. While the original license limited Romanian production to only 140 pieces, actual numbers produced were "far in excess of those specified in the original license..." A Romanian 1944 infantry division's regimental AT company contained 16 medium caliber AT weapons, including Concordia 47mm guns as well as German 50mm AT guns.

★ Reșita M43 75mm 8/44-45

AT BPV:45 RF:1.2 TSize:0 M#:8
CSize:75L† ROF:2 Range:300
Special:NT, QSU, AP TK#:18 Notes:R2

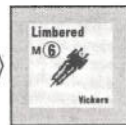
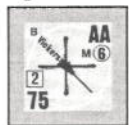


R2. *Reșita M43 75mm AT Gun*: This gun was probably the most successful Romanian designed and built weapon of the war. Combining features of both the German PaK 40 AT gun and the Russian Zis 3 field gun, the Reșita was a potent AT weapon whose armor penetration performance was better than both weapons it was based on. Although the weapon was relatively new in mid-1944, most front-line divisions had at least 6 (and some as many as 12) guns in their TO&E.

† The 75L Basic AP To Kill Number of this Gun is "18", as indicated by "AP TK#: 18" on the counter.

★ Vickers 75mm 8/44-45

AA BPV:39 RF:1.4 TSize:-1 M#:6
CSize:75 ROF:2 Range:345
Special:T Notes:R3



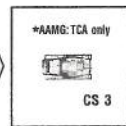
R3. *Vickers 75mm AA Gun*: This was a license-built copy of a 1930s design by the British firm Vickers. 200 pieces were built by the firm Reșita. In order to give Romanian divisions some AT capability, an AP round was developed that gave the Vickers gun some capability against armor. In spite of successful use in the AT role on several occasions, the gun's large size, inability to fire while limbered, and lack of a gun shield limited its utility for anti-tank work. Along with German-supplied 88mm FlaK guns, the Vickers gun was the standard heavy AA weapon for industrial and urban air defense.

ERRATA: The Manhandling # of this Gun should be printed in *red* on the counters, indicating a Target Size of -1.

HUNGARIAN VEHICLE NOTES

□ 38.M Toldi II 6/41-45

LT BPV:28 WGT:8.5 RF:1.1 AF:h AF:t
Size:+1 MP:17 GT:ST CS:3 GP:L 3 2
MA:20L ROF:2 IFE:4 CMG:4†² AAMG:†² 1 1
Notes:H1,H²



H1. *38.M Toldi II*: This was the license-built version of the Swedish Lansverk L60 light tank. By 1941 some 110 examples had been produced, and they were originally employed in the cavalry brigades before being used to equip armored units in lieu of the delayed



Vehicle H1

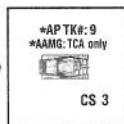
Turan medium tank. The use of the Toldi as a battle tank in Russia led to high losses. As a result, with the availability of the Turan, the Toldis were once again relegated to reconnaissance duties.

38.M Toldi IIA



4/43-45

LT BPV:32 WGT:9.5 RF:1.3 AF:h AF:t
Size:+1 MP:16 GT:ST CS:3 GP:L 4 3
MA:40†1 ROF:1 CMG:4†2 AAMG:†2 1 1
Notes:H2,H2



H2. 38.M Toldi IIA: In 1943 the shortcomings of the Toldi II on the Eastern Front led to 80 examples being withdrawn to be fitted with a bigger gun and heavier armor. The gun chosen was a shortened version of the 40mm 41M L/51 gun fitted to the Turan I, and it fired the same ammunition as the 40mm Bofers gun.

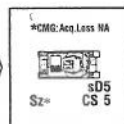
†1 The 40 Basic AP To Kill Number is "9", as indicated by "AP TK#: 9" on the counter.

40.M Turan I



8/43-45

MT BPV:47 WGT:18.5 RF:1.1 AF:h AF:t
Size:0 MP:15 GT:ST CS:5 6 6
MA:40L ROF:2 BMG:4 CMG:4†2 4 3
Am:sD5 Notes:H3,C2,I,Sz*



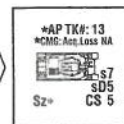
H3. 40.M Turan I: In the late 1930s the Hungarian military began to accept bids from foreign manufacturers for a new medium tank to replace the light models then in service. The Czech firm of Skoda presented the T-21, an advanced version of the LT vz.35 then in service with several armies. In 1940 the Hungarians purchased a license to build a modified version of the T-21. The new tank became known as the Turan. The Turan mounted a respectable 40mm gun on a well-armed and mechanically reliable platform. Like the T-21, the Turan's turret machine gun was mounted in a separate ball mount in the turret front, allowing it to either fire coaxially to the main gun, or fire at different targets than those being engaged by the main gun. Deliveries of the Turan did not begin until late spring of 1942, however, and by the time that the first units were equipped and trained the tank had already been eclipsed by developments in the Soviet Union. A total of 285 40.M Turan I tanks were produced, and they first saw combat during April of 1944 in eastern Poland. Turan Is were used until the end of the war, filling out tank regiments in both the 1st and 2nd Armored Divisions, as well as in the 1st Cavalry Division. In 1944, many Hungarian AFVs were fitted with armor skirts in an effort to provide extra protection against anti-tank rifle fire.

41.M Turan II



8/43-45

HT BPV:52 WGT:19.5 RF:1.2 AF:h AF:t
Size:0 MP:15 GT:ST CS:5 6 6
MA:75 ROF:1 BMG:4 CMG:4†2 4 3
Am:s7;sD5 Notes:H4,C2,I,Sz*



H4. 41.M Turan II: In 1941 the need for a heavier gun in the Turan was recognized, and the 41.M Turan II was developed to fill the role of heavy support tank. The Turan II was fitted with a Bohler 75mm field gun in a modified turret. In spite of its larger caliber, the

new gun had only mediocre anti-tank capability. 56 rounds were carried for the main armament. Turan IIs were issued to armored units on the same scale as the Turan Is, and they were often mixed within units. A total of 139 41.M Turan IIs were produced. Like the Turan Is, the Turan IIs were first used in combat in eastern Poland during April of 1944. In these actions the Hungarian armor suffered heavily at the hands of Soviet tank units. Turan IIs were sometimes issued to assault artillery battalions in place of Zrinyi assault guns. A Turan III—mounting a long-barrelled 75mm gun and heavier armor—was planned, but the deteriorating war situation ended its development before it could enter production.

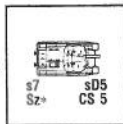
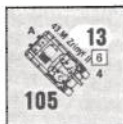
MM'98

43.M Zrinyi II



7/44-45

AG BPV:48 WGT:21.5 RF:1.3 AF:h AF:t
Size:+1 MP:13 GT:NT CS:5 6 8
MA:105 ROF:0 4 4
Am:s7;sD5 Notes:H5,I,Sz*



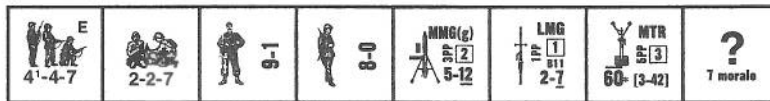
H5. 43.M Zrinyi II: Influenced by German assault gun types, the Zrinyi was rushed into production to provide a heavy fire support vehicle for the new assault artillery battalions. The 43.M Zrinyi II mounted a MAVAG 105mm field gun firing separate loading ammunition on a modified Turan chassis. Built low to the ground, the Zrinyi II was still relatively fast in spite of its heavy armor protection. Although the 105mm gun could fire an armor piercing shell, its armor penetration performance left much to be desired when facing the Soviet tank models of 1944. The Zrinyi II first saw combat during the summer 1944 battles, and continued in use until the end of the war. They equipped the 1st and 10th Assault Artillery Battalions, with 30 guns per battalion. A total of 66 Zrinyi IIs were produced during the war, and they were doubtless the most successful Hungarian AFV design. A tank destroyer version mounting a high velocity 75mm anti-tank gun, known as the Zrinyi I, was also developed. Four examples of the Zrinyi I were built, but it is not known if they saw any combat service.

ROMANIAN, BULGARIAN & HUNGARIAN MULTI-APPLICABLE VEHICLE NOTES

- This vehicle is considered to have its MP printed in **red** in 1945, as indicated by "1945: Red MP" on the counter.
- This vehicle uses the Black To Hit numbers, as indicated by "Black TH#s" on the counter.
- The CMG of this AFV may fire at/Interdict a target other than that which is currently acquired by the MA *without* causing loss of MA Acquisition (provided that the TCA does not change when firing the CMG). This is indicated by "CMG: Acq. Loss NA" on the counter.
- The AAMG may not fire outside the VCA—as indicated by "AAMG: VCA only" on the counter.
- Due to the ungainly crew layout of this AFV, the ROF of its MA is reduced to "0" whenever it uses Bounding (First) Fire (i.e., whenever To Hit Case C may be applied to the shot), as indicated by "Bnd (F) Fire: ROF = 0" on the counter.
- The (f) in the piece name indicates "French" for ESB (D2.5) purposes.
- The (g) in the piece name indicates "German" for ESB (D2.5) and Scrounging/Removal purposes. For Scrounging purposes (D10.52), any MG Scrounged from this vehicle is represented by an Allied Minor Romanian-color German LMG(g).
- The CMG may be repositioned as a 4-FP AAMG. This can be done only by placing an AA counter on the AFV at the end of any friendly fire phase (not (MP) in which its Inherent crew is CE and could have fired the MG (even if malfunctioned) but did not. This AAMG may fire only at a target that lies within the AFV's TCA—as indicated by "AAMG: TCA only" on the counter. The AAMG may be repositioned as the CMG by using the same principles to remove the AAMG counter.
- The ESB DRM for this vehicle is +0, not +3.
- This vehicle was also used by Allied Minor Bulgarian forces; the same RF is applicable to Allied Minor Bulgarian forces as that used for Allied Minor Romanian forces.
- Sz*. This AFV may be fitted with Schürzen (D11.2). In addition to the lessened effect of HEAT (including SCW) ammunition when attacking Schürzen-equipped AFVs (D11.23), any hit by AP/APCR/APDS ≤ 20mm—or any caliber Direct Fire HE ammunition—against a Target Facing protected by Schürzen, has its Basic To Kill Number (C7.11) reduced by one (-1) prior to any modification.
- The (t) in the piece name indicates "Czech" for ESB (D2.5) purposes. For Scrounging purposes (D10.52), any MG Scrounged from this vehicle is represented by an Allied Minor Romanian-color LMG.
- AA. The MA and CMG (if so equipped) have AA capability, as signified by "MA:AA" on the counter.

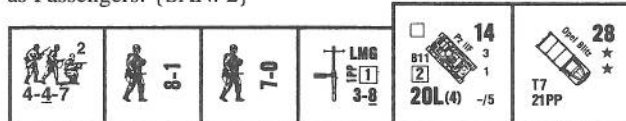
22	P2 X18 St3
	21

✱ ROMANIAN Sets Up First	✱ 1	✱ 2	3 ✱	4	5 ✱	6	7	END
✱ GERMAN Moves First								



 E 41-4-7	 8-1	 LMG 1 1P B11 2-7	 12
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☐ *14
T-30 (D) 4
☐ 1 ☐ 2
37L 4/4

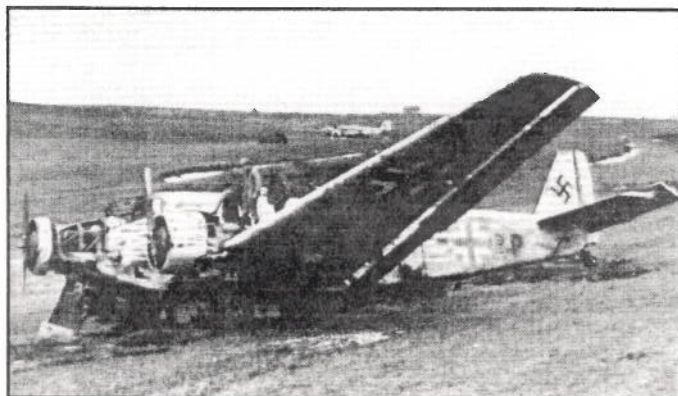


 1-2-7	 6 + 1	Limbered AA  8111 2M ④ 1 *88 AS/4/3/4	Limbered AA  8111 2M ④ 2 *20 (6)	17 ★  T-4 19PP	18 ★ ★  T6 16PP	30 ★ ★  T10 9PP
--	--	---	---	--	---	---

AFTERMATH: The King's cavalymen were well prepared for action, and forced Gerstenberg's column to deploy into an assault formation. Just in time, a platoon of T-38 tanks of the Romanian 2nd Armored Regiment came forward in support, and a fierce battle raged at the bridge. At the end of the fight, which failed to achieve a breakthrough or even secure the bridge, the Germans were forced to re-deploy and bring up additional reinforcements. The Romanians responded in kind, and eventually brought enough force to bear to turn the hunter into the prey. Gerstenberg fell back on the German-held airfield at Otopeni and linked up with the tattered remnants of the Brandenburg Fallschirmjäger Bataillon, themselves bloodied by a series of failed raids on Romanian airfields. Three days later, after a series of running pursuit battles, Gerstenberg's force was surrounded and he was forced to surrender—his boast just another hollow echo of misguided German military arrogance towards its former Romanian allies.

BRANDENBURGER FIASCO

ASL SCENARIO MM '98 B



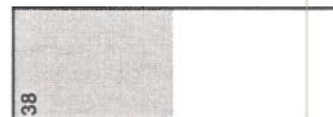
BOTENI AIRFIELD, ROMANIA, 24 August 1944: In the summer of 1944 as the tide of war swung decisively against the Axis, the Romanian alliance of convenience with Germany was rapidly reaching the end of its usefulness. Even with substantial Luftwaffe and Wehrmacht support, the Ploiești oilfields were being bombed on a routine basis by the Allies, and the Soviet Union was poised to strike at both the oil production facilities and the capital, Bucharest. When the Romanian frontier defense line was crushed by the Soviet August 1944 offensive, King Mihai removed Mareșal Antonescu from power and declared an end to hostilities against the Soviet Union. For some eight hours the nation was in a sort of political 'twilight', no longer allied with Germany and yet not displaying hostile intentions to it or to the tens of thousands of German troops on Romanian soil. Hitler, naturally, acted immediately to influence events in Bucharest and keep Romania in the Axis sphere (as had occurred so successfully in Hungary the previous March). To facilitate the suppression of the coup, German Special Forces received immediate orders to paralyze the Romanian armed forces by various means. One such operation called for the destruction of the German-supplied aircraft of Corpul 1 Aerian, the transport fleet of the Romanian paratroop battalion. Several platoons of the elite German Brandenburg Division were tasked with making ad hoc raids on several airfields, and, capitalizing on the confusion in the region of the capital, to destroy the airlift capability of the Royal Romanian Air Force (FARR).

VICTORY CONDITIONS: The Germans win immediately upon the elimination (by any means) of all of the Romanian Aircraft.

TURN RECORD CHART

BOARD CONFIGURATION: BALANCE:

✦ In the last sentence of SSR 6, change "≤ 3" to "≤ 4".
✦ In the last sentence of SSR 6, change "≤ 3" to "≤ 2".



(Only hexrows A-P are in play)

✦ SEMI-SIMULTANEOUS Set Up

✦ ROMANIAN Moves First

1 2 3 4 5 END



Parked Aircraft of Corpul 1 Aerian set up first with one aircraft in each of hexes 38F3, 38G4, 38E5, 38F5, 38D8, 38E8, 38E10, 38F9, 38K5, 38L4, 38M4, 38N3, 38L6, 38M6, 38M7, 38K8, and 38L8 (see SSR 2):



17

AA Guns of 2nd AA Brigade set up second with one Gun in each of the indicated hexes (see SSR 3):



38E2 (Romanian) 38M10 (Romanian) 38B9 (German) 38P2 (German)



Elements of 4th Parachute Battalion, FARR Security Company and 2nd AA Brigade [ELR: 3] set up semi-simultaneously as per SSR 4; these units may *not* Deploy prior to set up: {SAN: 2}



6 4 3 2

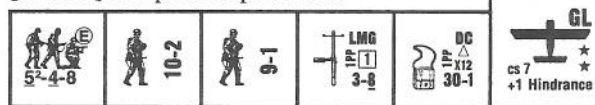


Elements of Luftwaffe FlaK Division 5. and Luftwaffe Ground and Support crews [ELR: 1] set up semi-simultaneously as per SSR 4: {SAN: 2}



3 6 3

Elements of Fallschirmjäger Bataillon Brandenburg [ELR: 5] set up last as per SSR 5:



3 3 2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. The hex grains from 38N4-38D9 and 38E4-38M8 are *runways* (B7.). Entrenching attempts are NA. Both sides may declare Hand-To-Hand CC (J2.31). All crews and all non-Elite Class MMC of both sides are Lax. Any Romanian MMC in possession of a functioning LMG is Fanatic. No Quarter is in effect for *both* sides. Routing units of both sides may ignore enemy units ≥ three hexes away. The use of PF (C13.3)/ATMM (C13.7) is NA for both sides. Kindling fires is NA.

2. All Aircraft are represented by landed gliders and are treated exactly like Immobilized unarmored vehicles [EXC: they have a +1 Hindrance DRM even in their unwrecked state; the last sentence of D8.1 is not applicable to these Aircraft] and are considered to have an aircraft depiction on their wrecked side (i.e., they leave a wreck when eliminated and can become a burning wreck).

3. All AA Guns are Emplaced At Start; however, they are neither Concealed nor HIP At Start, nor can they gain Concealment during play. All units of both sides suffer Captured-use penalties when firing an AA Gun. The CA of each Gun is determined randomly at the moment of *each* successful Recovery attempt for that Gun.

4. After placement of the Romanian Aircraft and the AA Guns, setup is semi-simultaneous, with both players alternating in placing *one counter* from their

respective OB in any hex of the playing area (with the Romanians being first to place a counter, and placing all remaining Romanian counters after the German has placed the last German counter of this group) [EXC: neither side may place a counter on a runway or in hexes that contain an Aircraft, or an AA Gun, or an enemy unit]. Neither side may set up more than one MMC per hex.

5. After the SSR 4 set up is complete, all units of Fallschirmjäger Bataillon Brandenburg set up on any *one* runway (i.e., either on hex grain 38N4-38D9 or 38E4-38M8); all Infantry must set up ADJACENT to/stacked with either/both of the German Aircraft. All MMC in the Brandenburg At Start OB are considered to have their morale underlined (A1.23; A19.13).

6. After all setup and immediately prior to play, the German player may place ≤ six "PIN" counters and ≤ six "CX" counters on any Romanian MMC. At the start of the RPh of the first Romanian Player Turn, the Romanian player may remove ≤ 3 of these counters.

AFTERMATH: In the early afternoon of 24 August, two German Ju-52s landed on the runway of Boteni Airfield and offloaded their Brandenburgs. The German attack met with little success due to a lack of total surprise, a lack of coordination with the Luftwaffe units at the airfield, and a rather staunch fight put up by Romanian paratroops and air force security troops. Within minutes of landing, the majority of Brandenburgers were killed or captured without inflicting major damage to the parked Romanian aircraft. This action was probably one of the quickest and most complete defeats inflicted on German special forces during the war.

RIDERS ON THE STURM

ASL SCENARIO MM '98 C



VICTORY CONDITIONS: The Germans win at game end if they control ≥ 4 buildings (treating multi-building hexes [EX: 33I10] as one building) and Exit ≥ 25 Exit VP of German units from the south edge of the playing area; or the Germans win at game end if they control all nine of the buildings in the playing area.

TURN RECORD CHART

★ ROMANIAN Sets Up First (see SSR 3)	1	2	3	4	5	6	END
✚ GERMAN Moves First							

South of LUDUS, ROMANIA, 7 September 1944: The defection of Romania to the Allies in August of 1944 had caught the Germans and Hungarians ill-prepared. In order to maintain a solid defense on their suddenly-exposed southern flank, a line had to be formed in the Carpathians. Unfortunately, swift Romanian action following their defection had managed to seize most of the mountain passes through the Carpathians—effectively removing the best defensive terrain from Axis hands. In early September, all along the Romanian frontier, the Hungarians and Germans launched multiple attacks designed to regain the Carpathian passes and steal the initiative from the Allies. Elements of the Romanian VI Corps attempted to delay the advance with its three training divisions, but the Hungarian 2nd Armored Division broke through the 21st Training Division at Ludus on 6 September. Striking south-west from Tirgu Mures, SS-Kavallerie Division 8. (Florian Geyer) took advantage of the gap in the Romanian line, and launched an exploitation attack. Just as swiftly, however, the Romanian 8th Motorized Cavalry Division arrived on the scene, hoping to plug the holes in the line left by the withdrawal of the 21st Training Division.

BOARD CONFIGURATION:

BALANCE:

★ Replace the German 10-3 leader in the German reinforcements with a 10-2 leader.

✚ Remove one 60* MTR from the Romanian At Start OB.



33	16
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Elements of 8th Motorized Cavalry Division [ELR: 2] set up on/south of hexrow H; $\leq$ two squad-equivalents (and any SMC/SW that stack with them) may use HIP: {SAN: 4}

1 3-4-7	2-2-7	1-2-7	10-2	8-0	5-12	3-8	60* [3-42]	12-4	7 morale	2 *75L	8 OVR, OBA: +4 Other: +2
10	4	4	2		3	2	2	18	2	8	

Reinforcing elements of the 62nd TACAM Company enter from the south board edge on Turn 2:

13 *76LL	14 *76LL
2	2

Late arriving elements of the 8th Motorized Cavalry Division enter from the south board edge on Turn 4:

1 3-4-7	7-0	3-8
3		



Forward Observation Post of SS-Kavallerie Division 8. (Florian Geyer) [ELR: 5] set up in any one woods hex on/north of hexrow G (see SSR 3): {SAN: 2}

3-4-8	3-8	3-8	8	7 morale
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Elements of SS-Kavallerie Division 8. (Florian Geyer) enter on/after Turn 1 from the north board edge or on/between 16A1-16K1; all, some and/or none may enter on each/any turn(s), but from the same entry area:

6-5-8	3-8	3-8	3-8	3-8	3-8	3-8	12	13	13
13	2	4	13	3					

SPECIAL RULES:

- EC are Wet, with no wind at start. All buildings have a ground level only. Kindling fires is NA.
- All Romanian units are considered Elite for Heat of Battle purposes.
- Prior to all Romanian set up, the German player must secretly record which hex the Forward Observation Post will be set up in. After Romanian set up, the German places the OP force onboard (and concealed) in the secretly recorded hex.
- The Germans receive one module of 105mm OBA (HE and Smoke only) with Scarce Ammunition. This OBA module never has a red chit permanently removed from its Battery Access Draw Pile for ANY reason. This OBA module may be directed by either an Infantry Observer or by a Pz III OP Tank (H1.462). Only one radio (either the SW radio or the Pz III OP radio) may be In Contact with the OBA battery at any one time. Furthermore, only one Observer may have Battery Access with this OBA battery at any one time. Once a SR has been placed onboard

for an OBA Fire Mission, only the Observer who placed that SR may correct/convert this Fire Mission until such time that a FFE:C is placed onboard, or that Fire Mission is cancelled (whether voluntarily or involuntarily). At that time, either Observer has the opportunity to gain Battery Access normally for the next Fire Mission (and has the option to use the FFE:C to continue fire/correct from in the normal manner).

AFTERMATH: The troops of the 8th Motorized Cavalry Division took over a series of defensive lines vacated by the 21st Training Division when it withdrew. The Romanian consolidation came none too soon, as the Florian Geyer troops—mounted in true cavalry style—continued their attempt at the pursuit of their defeated foe. The resulting clash between the cavalrymen of both sides was bloody but inconclusive, with neither side able to gain the upper hand. For Florian Geyer, however, this result was the equivalent of a defeat, since they were prevented from breaking out into the Romanian rear. The next day, the Romanian Mechanized Corps launched a series of counterattacks, pushing the Hungarian and German attackers back across their start line. On 9 September, the first Soviet troops arrived in the area, and the Axis threat from northern Transylvania could never again be considered a serious danger to Romania.

CLIMAX AT THE MUREȘ DEFILE



ASL SCENARIO MM '98 D



VICTORY CONDITIONS: The Hungarians win at game end if they accumulate ≥ 60 VP. The Hungarians receive Casualty VP normally; additionally, the Hungarians receive a number of VP for every HS-equivalent of Good Order Hungarian non-vehicular crew MMC in the following hexrows at game end (for VP allotment purposes, a Mobile non-Recalled non-shocked AFV with functioning MA counts as four HS-equivalents of Good Order MMC):

On/between hexrows 40Z and 40CC and/or 2H and 2E $1/2$ VP

On/between hexrows 40DD and 40GG and/or 2D and 2A 1 VP

Exited from the east edge of the playing area $1 1/2$ VP

TURN RECORD CHART

★ ROMANIAN Sets Up First	1	2	3	4	5	6★	7	8	END
☐ HUNGARIAN Moves First									

Elements of Detachment Pauliș [ELR: 2] set up on/east of hexrows 40I and/or 2Y, using HIP for $\leq$ two squad-equivalents (and any SW/SMC that stack with them): {SAN: 3}

5-3-7	4-4-7	2-2-7	1-2-7	3-3-6	3-3-6	5-12	2-7	24-1	47L	5 OVR, OBA: +4 Other: +2
3	6	3	8	2	3	3	3	4		

Elements of Romanian 19th Training Division enter from the east edge of the playing area on Turn 6:

3-3-6	3-3-6
5	5

Elements of Soviet 18th Tank Division [ELR: 4] enter from the east edge of the playing area on Turn 6:

4-5-8	2-2-7	2-6	1-12
5	2	2	2

Elements of Hungarian 1st Armored Division [ELR: 2] enter from the west edge of the playing area on/after Turn 1; all, some and/or none may enter on each/any turn(s): {SAN: 2}

4-4-7	2-2-7	3-3-6	3-3-6	3-3-6	3-8	3-8	3-8	10mm	75 4/4*	40L 4/4*	20L 4/4*
14	4			2	5	2	3	5	2		

SPECIAL RULES:

1. EC are Moist, with no wind at start. The stream is shallow, and all ponds are deep. The river has a slow current flowing to the west, and is considered a *shallow* river. Wading (G13.42-.4223) is allowed in shallow river hexes [substitute the word "RIVER" for the word "OCEAN" in the wading rules, and consider all non-river hexes to be Hinterland; Waterproofing (G13.4221) and Swamping (G13.4222) are not applicable]. Bore Sighting and/or kindling fires is NA.

2. All 5-3-7 squads in the Romanian At Start OB are Assault Engineers.

3. The Hungarians receive one module of 105mm OBA (HE and Smoke capable) with Plentiful Ammunition and one Pre-Registered hex (Barrage is NA). This OBA module is directed by an Offboard Observer whose location at Level 2 in any west edge hex is recorded prior to all set-up. All eligible Hungarian AFVs are equipped with Schürzen (Hungarian/Romanian Multi-Applicable Vehicle Note Sz*).

Outside PAULIȘ, ROMANIA, 17 September 1944: The defection of Romania to the Allied side in August of 1944 left Germany and Hungary scrambling to secure Hungary's southern borders. The Carpathian Alps, a formidable natural barrier, formed the most defensible line to keep the Soviets and their Romanian allies from penetrating Hungary from the south; however, swift Romanian action in late August had caught the Axis powers off guard. Romania had seized the bulk of the Carpathian mountain passes before the Germans and Hungarians could make them secure. In a series of actions in September, Hungary and Germany attempted to regain a foothold in the Carpathians, mounting attacks out of Yugoslavia and Hungary against the *ad hoc* Romanian units that were holding on until relieved by the Soviets. On 14-16 September, elements of the Hungarian 1st Armored Division attacked a Romanian position at Pauliș, in the mouth of the Mureș defile. After three days of bitter fighting, the Hungarians finally breached the defenses of the four villages, forcing a battalion of the 19th Training Division to retire with heavy losses. The Reserve NCOs of Detachment Pauliș regrouped and formed a new line, preparing to delay the Hungarian armor until help could arrive.

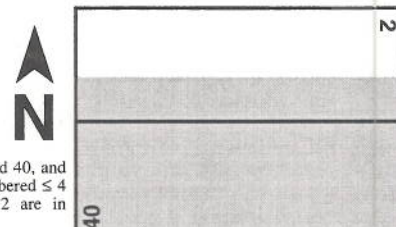
BOARD CONFIGURATION:

BALANCE:

★★ In the Victory Conditions, change " ≥ 60 " to " ≥ 64 ".

☐ In the Victory Conditions, change " ≥ 60 " to " ≥ 56 ".

(Only board 40, and hexes numbered ≤ 4 on board 2 are in play)



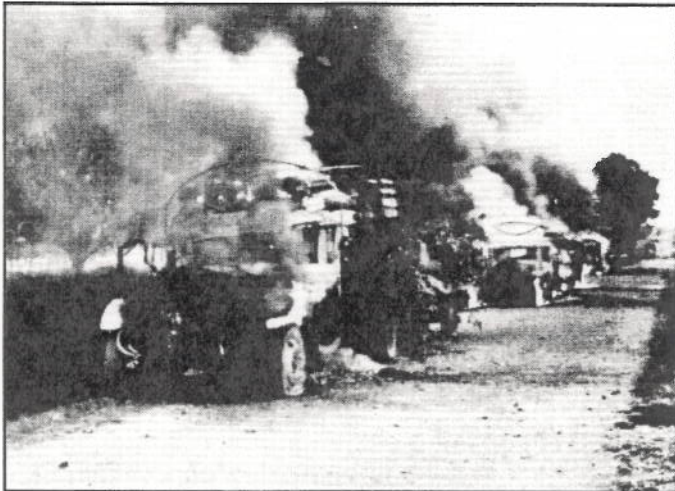
4. *Prior to the Romanian Player Turn of Turn 6*, each Hungarian AFV with a functioning MA Exited from the east edge of the playing area reduces the number of squads and SMC in the Romanian reinforcement group by one (*each*), and reduces the number of squads, SMC and SW in the Russian reinforcement group by one (*each*—Hungarian player's choice of which SW type to remove from the Russian reinforcements). Allied units not allowed to enter play due to the implementation of this SSR are *not* counted as Casualty VP.

AFTERMATH: The Hungarian Turan and Toldi tanks, funneled into the narrow confines of the Mureș River valley, attempted to take out each successive enemy position through fire and maneuver. The Romanians engaged the armor with their anti-tank guns and *Vânător de Care*—special Romanian anti-tank troops armed with panzerfausts—to keep the tanks from breaking through the positions without the accompaniment of the Hungarian infantry. As tank after tank fell victim to the Romanian anti-tank efforts, the Hungarian thrust stalled. The arrival of the previously-defeated battalion of the 19th Training Division, along with the first Soviet troops in the area, ended the Hungarian chances to force the Mureș Defile. By 20 September, the Romanians were back in control of the four villages. They had inflicted some 1200 casualties on the Hungarians, and destroyed over 20 tanks.

DOUBLE CROSS



ASL SCENARIO MM '98 E



VICTORY CONDITIONS: The Germans win immediately upon accumulating ≥ 24 Exit VP. Exit VP are awarded for German units Exited from the north edge of the playing area; trucks are worth 2 Exit VP each [EXC: Trucks Exited as part of a Convoy (E11.) are worth 6 Exit VP each].

TURN RECORD CHART

GERMAN Sets Up First	1	2	3 ⁺	4	5	6	7	8	END
BULGARIAN Moves First									

South of SKOPLJE, YUGOSLAVIA, 22 September 1944: Faced with the reality that the war was nearly lost for the Axis, and following on the heels of Romania's defection to the Allies in late August, Bulgaria gradually began to distance itself from its German ally. Finally, on 7 September 1944, at the behest of the encroaching Soviet Army, the Bulgarian government issued orders ousting all German military units from within their borders. On 9 September, a coup in the Bulgarian government resulted in a formal Declaration of War on Germany and the commencement of open hostilities. In an effort to prove their worthiness as an ally to the Soviets, and in an attempt to avoid being treated as roughly as their Romanian neighbors to the north, the Bulgarians eagerly began offensive operations in southern Yugoslavia in concert with Tito's partisans to drive the Germans out. Ironically, aiding the Bulgarians in their task were German Pz IV tanks and StuG III assault guns, recently provided to modernize the Bulgarian Army at the personal intervention of General Jodl. These AFVs had been provided to the Bulgarians despite the vehement protestations of General Guderian and his staff, who had earmarked these vehicles to be supplied to the SS-Division 4. (*Polizei*) also fighting in the Balkans. The Bulgarians soon put these new 'gifts' to good use, attacking a re-deploying column of Gebirgsjäger Korps XXII as they were hastily retreating from southern Macedonia.

BOARD CONFIGURATION:

BALANCE:

✚ Delete the last sentence of SSR 2.

☐ In the Victory Conditions, change " ≥ 24 " to " ≥ 28 ".



18
2



Elements of Gebirgsjäger Division 1. [ELR: 3] set up on board 2: {SAN: 3}

1 4'-6-7	1 4'-6-7	1 4'-6-7	3 7-16	1 3-8	10 12-4	1-12
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6

Fleeing elements of Gebirgsjäger Korps XXII. enter on Turn 3 from the south edge of board 2; all trucks must enter as part of one Convoy (see SSR 2):

35 20L(4) -/5	24 T2 29PP	28 T7 21PP
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2

6



Elements of Bulgarian 1st Armored Brigade [ELR: 2] enter on/between 18Y1 and 18GG1 on Turn 1: {SAN: 2}

1 3-4-7	1 3-4-7	1 3-4-7	1 3-4-7	2 5-12	1 3-8	13 75L -/2*
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10

2

2

2

SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling fires is NA.
- Trucks may not carry Passengers. ATMM (C13.7) usage by the Germans is NA. There is a (cumulative) +1 drm to all German PF Check dr (C13.31).
- All Bulgarian AFVs are manned by Inexperienced Crews (D3.45). All eligible Bulgarian AFVs are equipped with Schürzen (Hungarian/Romanian Multi-Applicable Vehicle Note Sz*).

AFTERMATH: The Bulgarians aggressively pursued the German column, spearheaded by their assault guns, and in spite of the fact that their crews had minimal training as to their operation, they were surprisingly effective. The Germans were disheartened by the use of German-made material against them, yet put up a strong resistance in an attempt to buy time for the escape of the motorized column. While the Bulgarian intervention was not a total success, it sufficiently hampered the flow of supplies and material through the valley south of Skoplje that it hastened the eventual abandonment of all of Macedonia. The earlier misgivings of General Guderian as to the loyalty of their Bulgarian allies was proven true, though by this time it was nothing more than solace to the General's ego.

TRANSYLVANIAN IMBROGLIO



ASL SCENARIO MM '98 F



South of APAHIDA, ROMANIA, 11 October 1944: From the Romanian perspective, the September-October 1944 battles for Transylvania had all the trappings of a crusade. Transylvania, while ostensibly belonging to Romania, had long been coveted by Hungary. The region had been handed to the Hungarians in the Arbitration of Vienna of August 1940, and the Romanians had seethed over the affront ever since. Therefore, in August of 1944 when Romania joined the Allies, an opportunity arose for Romania to regain the annexed region by force of arms—a “war-within-a-war” that the Romanians would engage in with considerable enthusiasm. At the beginning of October, the Allied preparations for the push into Transylvania had been completed, and the combined Niculescu and Matei Armored Groups were tasked with spearheading the breakthrough of the Romanian VI Corps. The Armored Group was perfectly suited to its role: it was a true combined arms task force, integrating armor, motorized infantry and motorized heavy artillery along with supporting arms (anti-tank, engineer and anti-aircraft assets). On 9 October the breakout battle began, and the Niculescu/Matei Group attacked in true blitzkrieg fashion, pushing through the Hungarian infantry units and ranging far ahead of the main body of the Corps. However, 11 October found them just outside Apahida, where the opposition took a sudden change in profile: the presence of enemy tanks indicated that the Hungarian 2nd Armored Division must be in the vicinity.

BOARD CONFIGURATION:



BALANCE:

- ☐ In the Victory Conditions, change “≥ 40” to “≥ 44”.
- ★ In the Victory Conditions, change “≥ 40” to “≥ 36”.

17	16
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VICTORY CONDITIONS: The Romanians win immediately upon accumulating ≥ 40 Victory Points. At the end of *every Game Turn*, the Romanians are awarded VP—calculated as though they were Exit VP—for each Good Order Romanian MMC/SMC and/or non-shocked non-Recalled Mobile Stopped fully-tracked Romanian AFV with functioning MA within five hexes of 17R4.

TURN RECORD CHART

☐ HUNGARIAN Sets Up First	★ 1	☐ 2	☐ 3	☐ 4	5	6	7	END
★ ROMANIAN Moves First								

Elements of the 25th Infantry Division and 2nd Armored Division [ELR: 2] set up and enter as indicated: {SAN: 2}

Set up ≤ three hexes from 16N4:

1 3-4-7	1 7-9	3 6-12	?
2	6	3	6

Set up ≤ three hexes from 17G6:

1 3-4-7	1 7-9	1 2-7	1 50+ [2-13]	?
2	6	3	6	2

Enter from the west edge of board 16 on Turn 1 (see SSR 2):

15 40L 4/4*
2

Enter from the east edge of board 17 on Turn 2 (see SSR 2):

E 4-4-7	1 7-9	1 3-8	13 105 4
2	6	3	2

Enter from the east edge of board 16 on Turn 3 (see SSR 2):

E 4-4-7	1 7-9	1 3-8	1 50+ [2-13]	15 *75 4/4*
2	6	3	6	3

Enter from the north edge of board 17 on Turn 4 (see SSR 2):

E 4-4-7	13 105 4
2	2

Elements of Niculescu/Matei Armored Group, VI Corps [ELR: 3] enter from the south edge of the playing area on the indicated turn: {SAN: 2}

Turn 1:

E 4-4-7	1 7-9	1 3-8	7	12 *76L 8/11	13 *75L 3/5	33 *20L -/5/*	16 *AAMG -/3*
3	2	2	2	2	2	2	2

Turn 2:

E 5-3-7	E 4-4-7	2-2-7	1 7-9	1 3-8	12 *75L 8/11	13 *75L -/2*	16 *AAMG -/3*	25 T4 29PP
3	5	2	2	2	3	2	2	4

SPECIAL RULES:

- EC are Wet, with no wind at start. Although grain is not in effect, the increased MF costs of plowed fields (B15.6) is in effect; additionally, vehicles must expend one additional MP per “grain” hex entered. Routing units of both sides may ignore enemy units ≥ five hexes away. Kindling fires is NA.
- After all Hungarian set-up (but prior to any Romanian set-up), the Hungarian player must secretly pre-record the entry hex of each reinforcement group. All units of that reinforcement group must enter within two hexes of their pre-recorded entry hex on their turn of entry (but they may not enter via a different board).
- The Romanians receive one module of 150mm OBA (HE only) with Normal Ammunition. This OBA module never has a black/red chit permanently removed from its Battery Access Draw Pile for ANY reason.
- All eligible AFVs are equipped with Schürzen (Hungarian/Romanian Multi-

Applicable Vehicle Note Sz*). All Romanian MMC with a square around their Class identifier are Assault Engineers (H1.22).

AFTERMATH: Because of the nature of the Romanian assault, the Hungarians were unsure of the exact center of gravity of the attack. Their reinforcing unit, the armor of the 2nd Armored Division, therefore was committed in a piecemeal fashion, searching for the marauding Romanians and engaging them whenever possible. Outside Apahida the armored units of both sides became engaged in a close range struggle, with units intermingling and the action degenerating into a wild melee. Fired by centuries of hatred and an animosity over the disposition of Transylvania, the fighting was fierce, with both sides incurring heavy losses. The Romanians were able to gain the upper hand, however, and later that day even seized the city of Cluj, the largest city in Transylvania. The Niculescu/Matei Armored Group supported VI Corps for several more days before being stood down to rest and recuperate. In the clearing of Transylvania, it had suffered considerable losses to battle and breakdown, but had immeasurably aided in regaining ground that—in Romanian eyes—was truly worth the fight.

FORMER ALLIES



ASL SCENARIO MM'98 G



Outside NISH, YUGOSLAVIA, 14 October 1944: In July of 1943, the demand for the modernization of the outdated and meager Bulgarian armored forces prompted Germany to begin supplying their Balkan ally with some of the latest hardware. Just over a year later, however, the tides of the war had changed. Italy had gone over to the anti-German coalition in 1943, and in late summer 1944—amidst the impending threat of Soviet invasion—the Balkan nations one by one began turning against their former allies. Romania switched sides after a massive Soviet offensive broke into their home territory. Like another falling domino, Bulgaria declared war against Germany on 9 September 1944, and joined Soviet forces in an offensive against German-held Yugoslavia. Simultaneously, Tito's partisans launched a major campaign to liberate Belgrade. The German forces in Yugoslavia were caught in a vise: deployed to combat the partisan menace, their flanks were exposed to the joint Soviet-Bulgarian attack. Outside Nish, the troops of SS-Freiwilligen Gebirgsjäger Division 7. (*Prinz Eugen*) began a tactical re-deployment to reduce the threat to their over-extended lines. However, the loss of several key bridges over the Morava river slowed their retreat, allowing the leading elements of the Bulgarian armored forces—equipped with their potent German-manufactured vehicles—to attack the retreating *Prinz Eugen* column.

BOARD CONFIGURATION:

BALANCE:

✚ In the Victory Conditions, change "≥ 40" to "≥ 36".

★ In the Victory Conditions, change "≥ 40" to "≥ 44".



(Only hexrows A-P are in play)

B1	St3
X7 St1 O5 X9	
O1 22	42

VICTORY CONDITIONS: The Axis win by Exiting ≥ 40 Exit VP from the west edge of the playing area. The non-inherent Axis Minor-color crews in the Turn 2 reinforcements (marked with a "*" in the Axis OB) are worth 4 Exit VP each.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2✚	3	4	5	6	7	END
★ PARTISAN/BULGARIAN Moves First								

Elements of Kompanie 12., III Bataillon, Gebirgsjäger Regiment 13., SS-Freiwilligen Gebirgsjäger Division 7. (*Prinz Eugen*) [ELR: 4] set up on board 22 on/south of hexrow K: {SAN: 3}

4-4-7
 8-1
 7-0
 3-12
 2-10
 1-7

6 2

Elements of FlaK Regiment 37. set up HIP and Emplaced in any non-building/non-woods hexes on/south of hexrow K:

1-2-7
 88L AS4/4/34

2 2

Elements of Panzer Abteilung z.b.V. 12. and Headquarters, SS-Freiwilligen Gebirgsjäger Division 7. (*Prinz Eugen*) enter on Turn 2 from the south edge of board 42; all Personnel must enter as Passengers/Riders:

3-4-7
 3-3-6
 1-2-6
 9-2
 1-7
 13-6
 13-6
 30-1
 28-1
 8-1

2 5 8* 2 2 2 4

Elements of XIII Serbian Corps [ELR: 5] set up on board 22 north and/or west of Overlays St1 and St3 in any building Location(s) that do not contain an enemy unit; no more than one Partisan MMC may set up per Location, and all Partisan units may use HIP: {SAN: 3}

3-3-7
 1-7
 1-7

3

Elements of Bulgarian 1st Armored Brigade [ELR: 2] enter from the north edge of the playing area on/after Turn 1; all, some and/or none may enter on each/any turn(s):

5-3-7
 4-4-7
 1-7
 3-7
 1-7
 3-7
 13-6
 13-6
 33-1
 25-1

5 4 2 4 2 4

SPECIAL RULES:

- EC are Wet, with no wind at start. Weather is Overcast, and Rain (E3.51) is in effect at start. The bridge in 22K2 does not exist. None of the roads are paved. Kindling fires is NA.
- Place Overlays as follows: O1 on 22B6; O5 on 22G5-F5; X7 on 22H4; X9 on 22G6; B1 on 22K10; St1 on 22E6-F6, and St3 on 42M5-L5. All streams are deep. The St1/St3 stream may only be entered at a Ford [EXC: swimming, E6.]. Fords exist in hexes 22oB5, 22oH7, 22oJ8, and 42oM4. Hexside 22K9-22L9 is a stream hexside connecting the St1 and St3 streams.
- All units of FlaK Regiment 37. are German; these units suffer a +1 DRM to any To Hit DR and/or any IFE attack on the IFT. PF/ATMM usage by these Germans is NA.
- In spite of their being described as "German", all units (including AFV crews) of the *Prinz Eugen* Division are considered Axis Minors, and all Axis Minor rules (A25.8-82) apply to them (i.e., they are *not* considered German for rules purposes, and they derive *no* benefit from their designation as SS). The vehicles in the "German" OB are treated as per their respective Vehicle Notes (and no Captured-use penalties apply to them): Pz 35-S as per German Vehicle Note TOT #G2; Sdkfz 6/2(g) as per German Vehicle Note 89; Opel Blitz as per German

Vehicle Note 96; and AB 41(i) as per Italian Vehicle Note 21.

5. All units of the Serbian XIII Corps are Partisan (A25.24), and use Russian SW without suffering Captured-use penalties.

6. All Bulgarian *tanks* have Inexperienced Crews (D3.45), and are treated as though they are Radioless AFVs (i.e., Platoon Movement [D14.2-23] is in effect).

AFTERMATH: The lead elements of the Bulgarian 1st Armored Brigade caught up with the retreating *Prinz Eugen* divisional headquarters outside Nish. Simultaneously, partisan units in the built-up area outside the crossing sites harassed the retreating Germans. The *Prinz Eugen* troops—forced to cross the swollen Morava River at several fording sites—fought off attacks by the partisans and screened their retreating units with a Heavy Weapons company and the guns of FlaK Regiment 37. The FlaK troops, retreating from their employment against American bombers in Ploiesti, gave a good account for themselves against the attacking tanks, in spite of never having used their guns for direct fire previously. The *Prinz Eugen* troops managed to successfully escape across the Morava River and into the Jastrebac Mountains. Indeed, the Soviets and Bulgarians claimed the destruction of the *Prinz Eugen* Division at Nish; however, despite the grievous losses in personnel and the loss of all of their armored support, vehicles and heavy weapons, the *Prinz Eugen* Division remained intact to continue the war.

SMASHING THE FOURTH

ASL SCENARIO MM '98 H



VICTORY CONDITIONS: The Hungarians win if they "Control" both foot bridges at game end (see SSR 2), or the Hungarians win at game end if there are $\leq$ two *unbroken* squad-equivalents of Romanian MMC west of the river.

TURN RECORD CHART

★ ROMANIAN Sets Up First	1	2	3	4	5	6	7	END
☐ HUNGARIAN Moves First								

South of SZOLNOK, HUNGARY, 20 October 1944: By the middle of October 1944, the pre-war boundaries of Romania had been secured through vigorous offensive action by the combined Soviet and Romanian armies. The path had been cleared for the next operational step—the invasion of Hungary, one of the Axis belligerents. For this attack, the Romanian 1st Army (working in conjunction with the Soviet 53rd Army) was to push north west, approaching Budapest from the south. Two of 1st Army's units, the 2nd and 4th Training Divisions (belong to the Romanian IV Corps), were upgraded to full field division status for the operation. However, this upgrade was in name only, since neither formation received the full complement of equipment normally associated with such a change (both were particularly wanting of anti-tank weapons). Initially, the attack gained ground swiftly; the Germans and Hungarians were forced to deal with penetrations in two different regions. By the time the Tisa River was reached, however, the Axis defense had begun to gel, and the natural barrier formed by the river took the steam out of the advance. In an effort to jump-start the offensive, both divisions of IV Corps forced a crossing of the river, only to receive a sharp response from the defending Hungarians. 19 October saw the 4th Division's bridgehead in particular come under violent attacks by the Hungarian 1st Infantry and 1st Cavalry Divisions. In fierce fighting, the three regiments of 4th Division held their bridgehead: as long as they could maintain a link with IV Corps across the river, they seemed able to hold their positions.

BOARD CONFIGURATION: BALANCE:

★ Exchange the Romanian HMG for an HMG(g) (FP & Range: 7-16).

☐ Decrease the Romanian SAN to 3.

(Only hexes R-GG are in play)



35	40



Elements of 21st Infantry Regiment, 4th Infantry Division [ELR: 1] set up on board 35 east of the 35GG5-Z4-R5 road; HIP may be used by $\leq$ two squad-equivalents (and any SMC/SW that stack with them): {SAN: 4}

1 3-4-7	2 2-2-7	3 1-2-7	4 5-1	5 3-12	6 1-12	7 12-4	8 7 morale	9 47L	10 5 OVR, OBA: +4 Other: +2
6	3	3	7	4					

Elements of IV Corps AA Battery set up on board 40 west of the river; Guns may not be set up in woods, building, or orchard hexes:

1 3-4-7	2 1-2-6	3 7-0	4 5-12	5 75
2	2			2



Elements of 1st Cavalry Division, supported by 10th Assault Artillery Battalion [ELR: 2] enter from the west board edge on/after Turn 1; all, some and/or none may enter on each/any turn(s): {SAN: 2}

1 4-4-7	2 2-2-7	3 10-2	4 3-3	5 3-8	6 3-8	7 100m	8 30-1	9 105	10 40
11	3	2	3	2	2	4	2		

SPECIAL RULES:

1. EC are Wet, with no wind at start. The river is deep, with a Moderate current flowing to the south. There are two pontoon foot bridges (B6.44) crossing the river, in hexes 40BB3-BB4 and 40S3-S4. For bridge destruction purposes (only), these foot bridges have a TEM of -1 (minus one). Vehicles may *not* enter a foot bridge Location. Kindling fires is NA.

2. For Victory Condition purposes, the Hungarians "Control" a bridge if $\geq$ one of its bridge counters is destroyed (by any means), or—provided that there is $\geq$ one armed Good Order Hungarian MMC (or non-shocked non-Recalled Mobile AFV with functioning MA) on/ADJACENT to that foot bridge—if there are no Good Order Romanian MMC within 2 hexes of that bridge. In addition to the normal methods of bridge destruction (A23.7; B6.33), a foot bridge may also be destroyed by Infantry making a Foot Bridge Destruction Attempt. A Foot Bridge Destruction Attempt must be made from a hex ADJACENT to the bridge (and may not be made while on the bridge itself), and is treated in the same

manner as a Roadblock Clearance Attempt (B24.76). A successful Foot Bridge Destruction Attempt eliminates *both* counters of that bridge.

3. All eligible Hungarian AFVs are equipped with Schürzen (Hungarian/Romanian Multi-Applicable Vehicle Note Sz*).

AFTERMATH: Unfortunately for the men of the 4th Division, events elsewhere put them in jeopardy. On 19 October a large German battle group struck south from Szolnok, crossed the Tisa River, and cut the 4th Division off in its bridgehead. That day and into the next, the Division endured a rising crescendo of attacks by Hungarian infantry supported by tanks and assault guns. In these circumstances, the lack of effective anti-tank weaponry had a telling effect. In desperation, the corps-level heavy anti-aircraft guns—attached to the Division and emplaced in the bridgehead to provide an umbrella against air attack—provided the only effective anti-tank defense for the unit. The Romanians held for thirty hours, but finally the effect of being cut-off from the rear and the cumulative damage of the fierce Hungarian attacks destroyed the Division's will to resist. The 4th Division surrendered *en masse* on 20 October, the most comprehensive defeat suffered by the Romanian armed forces while serving as an Allied army.

SACRIFICIAL LAMBS



ASL SCENARIO MM '98 I



VICTORY CONDITIONS: At game end, the Axis win if they have ≥ 30 VP of Axis units in the area north of the stream/river on/east of hexrow H. VP are calculated as though they were Exit VP for Good Order MMC/SMC and/or non-shocked non-Recalled AFVs with functioning MA/MG [EXC: immobilized AFVs (and their inherent crews) are worth only one-half (FRD) of their normal Exit VP value].

TURN RECORD CHART

★☆☆ ALLIES Set Up First	1	2	3	4	5	6	END
✚ AXIS Moves First							

HOHENRUPPERSDORF, AUSTRIA, 12 April 1945: In February of 1945, the Romanian 2nd Armored Regiment represented the last mechanized formation in Romanian service. A motley collection of equipment from a bewildering variety of sources, the Regiment was ordered to the front by the Soviets—all unserviceable vehicles were to be turned in to them. The Regiment entered combat in support of various Soviet rifle divisions of the 7th Guards Tank Army late in March of 1945. Tasked with the unglamorous and highly dangerous job of infantry support, the Romanian tankers fought side-by-side with Russian infantry in slogging battles throughout Czechoslovakia, finally entering Austria early in April. On 11 April, cooperating with of the Soviet 4th Rifle Division, the Regiment attacked and seized the town of Hohenrappersdorf, just north of Vienna. Hohenrappersdorf, however, was on the route of the German garrison's retreat out of Vienna: the 2nd Armored Regiment and their Russian infantry held closed one of the doors that would allow the encircled garrison to escape. The next day, Hohenrappersdorf came under attack by SS troops supported by tanks, and the 2nd Armored Regiment was fighting for its very existence.

BOARD CONFIGURATION:

BALANCE:

★☆☆ In the Victory Conditions, change " ≥ 30 " to " ≥ 35 ".

✚ In the Victory Conditions, change " ≥ 30 " to " ≥ 25 ".



O5	23
O2	

Elements of Soviet 4th Rifle Division [ELR: 4] set up on/east of hexrow W, with no more than two MMC setting up on/east of hexrow H; HIP may be used for $\leq$ two squad-equivalents (and any SMC/SW that stack with them): {SAN: 4}

4-4-7	2-2-8	8-1	6-12	2-6	1-12	7 morale		5 OVR, 1S OBA: +4 Other: +2
6	3			3	2	12		4

Elements of Romanian 2nd Armored Regiment set up in non-building Locations on/east of hexrow W:

12	13	8	14
*76L 8/11	*75L -1/2*	45L	*37L 4/4*
3	2	4	2

Reinforcing elements of 2nd Armored Regiment enter on/between 23B10-23S10 on Turn 4:

13
*75L 3/5
2

Elements of SS-Freiwilligen Waffen Grenadiere Division 25. (Hunyadi) [ELR: 3] enter on Turn 1 from the west edge of the playing area on/between 23GG1-23GG3 and/or from the south edge of the playing area on/between 23GG1-23AA1: {SAN: 2}

4-4-7	2-2-7	10-2	8-1	8-0	3-8	3-8	12-4
7	2				3	2	

Elements of Panzer Division 3. and schwere Panzer Abteilung Feldherrnhalle enter on Turn 1 from the west edge of the playing area on/between 23GG1-23GG3 and/or from the south edge of the playing area on/between 23GG1-23AA1:

11	11	13
88LL 3/5/2	88LL 3/5/2	75L 3/5/2
2	2	3

SPECIAL RULES:

- EC are Wet, with no wind at start. All buildings are wooden. The canal is a shallow stream (B20.42). Bore Sighting and/or Kindling fires is NA.
- Place Overlays as follows: O2 on 23Z6-Y6, and O5 on 23X7-X6.
- Russian MMC may use Panzerfausts (C13.3) as if they were 1945 Germans [EXC: there is a (cumulative) +2 drm to their PF Check dr; the +2 TH DRM for Captured-use (A21.12) applies normally; Russians are considered Inexperienced Infantry when firing PF (C13.36)].
- In spite of their being described as "German", all units of the Hunyadi Division are considered Axis Minors, and all Axis Minor rules (A25.8-.81) apply to them (i.e., they are not considered German for any rules purposes) [EXC: they may use Panzerfausts (C13.3) and ATMM (C13.7) as if they were 1945 Germans]. The broken side morale of all Axis Minor MMC is raised by one

- (+1), and non-Conscript Axis Minor squads have Assault Fire capability. Units of the Hunyadi Division use German SW without Captured-use penalties.
- The AFVs in the Axis OB are German, however they are not SS.

AFTERMATH: The fierce counterattack by elements of the SS-Divisions 25. and 26., supported by tanks of Panzer Division 3. (including some Tiger-type heavy tanks) isolated the Romanian tanks and Russian infantry in the town. The fighting was at close range in the streets, with tanks and infantrymen stalking each other around corners, through alleyways, and from houses. The Romanian tankers found themselves severely handicapped in this situation, facing tanks of decidedly superior quality. They learned that to kill an enemy tank often required baiting it with one or more friendly vehicles, a practice that sometimes seemed more akin to sending a lamb to the slaughter. The Regiment was nearly annihilated by the enemy tanks and infantry in "the heaviest fighting of its campaign", losing half of its AFVs. Nevertheless, their determination to hold the town prevailed: the tanks of the 2nd Armored Regiment and their Russian infantry turned away the attackers, who left at least four tanks (including two Tigers) as victims of the Allied efforts.

Rom/Hung 5/8" Counters: Sheet #1a (Front)

For best results, carefully cut these counters out with a sharp hobby knife.

Rom/Hung 5/8" Counters: Sheet #1b (Front)

For best results, carefully cut these counters out with a sharp hobby knife.

 *75L 3/5	 *75L 3/5	 *75L 3/5	 *75L 3/5	 *75L 3/5/2	 *75L 3/5/2
 *76L B 11	 *76L B 11	 *76L B 11	 *76L B 11	 *75L -1/2*	 *75L -1/2*

 45L	 45L	 45L	 45L	 *75L -1/2*	 *75L -1/2*
 37L 4/4	 *37L 4/4*	 *37L 4/4*	 *37L 4/4*	 *20L -1/5*	 *20L -1/5*

 AAMG -1/3	 *AAMG -1/3*	 *AAMG -1/3*	 *AAMG -1/3*	 *AAMG -1/3*	 *AAMG -1/3*
 T4 29PP	 T4 29PP	 T4 29PP	 T4 29PP	 *76LL	 *76LL

For best results, carefully cut these counters out with a sharp hobby knife.

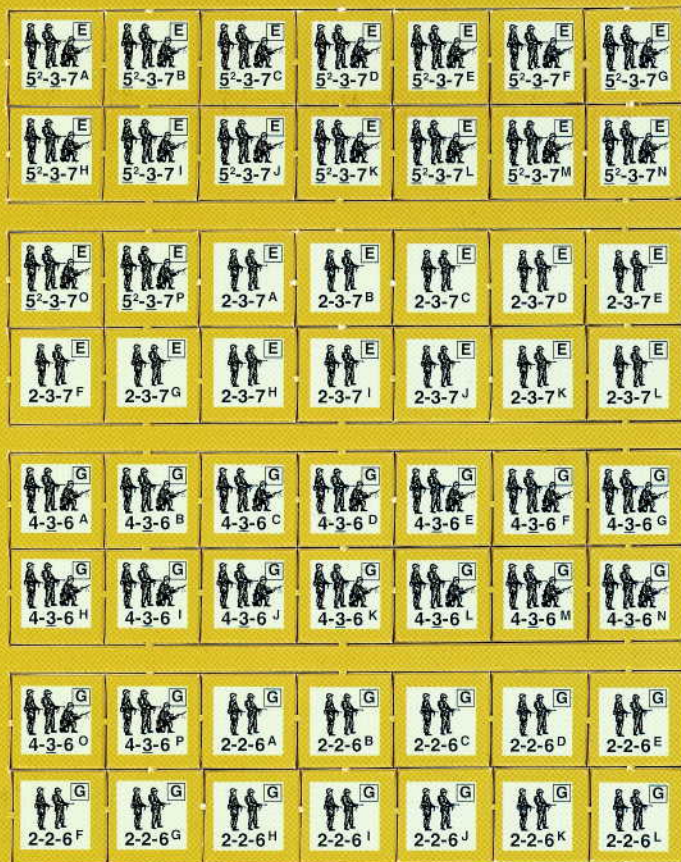
 40L 4/4*	 40L 4/4*	 40L 4/4*	 40L 4/4*	 40L 4/4*	 20L -1/4*
 75 4/4	 *75 4/4*	 *75 4/4*	 *75 4/4*	 *75 4/4*	 20L -1/4*

 105	 105	 105	 105	 *40 -1/4*	 *40 -1/4*
 47 -1/2	 *47 -1/2*	 *20L -1/2	 T7 21PP	 T7 21PP	 *37L MA, AA

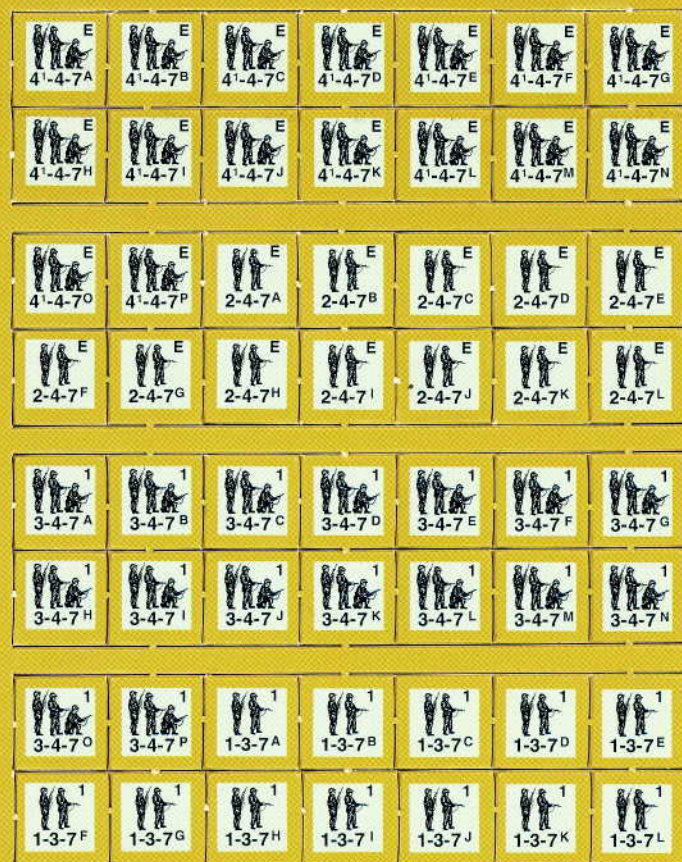
 *76LL	 *76LL	 47L	 47L	 75	 75
 *76LL	 *76LL	 47L	 *75L	 *75L	 *75L

For best results, carefully cut these counters out with a sharp hobby knife.

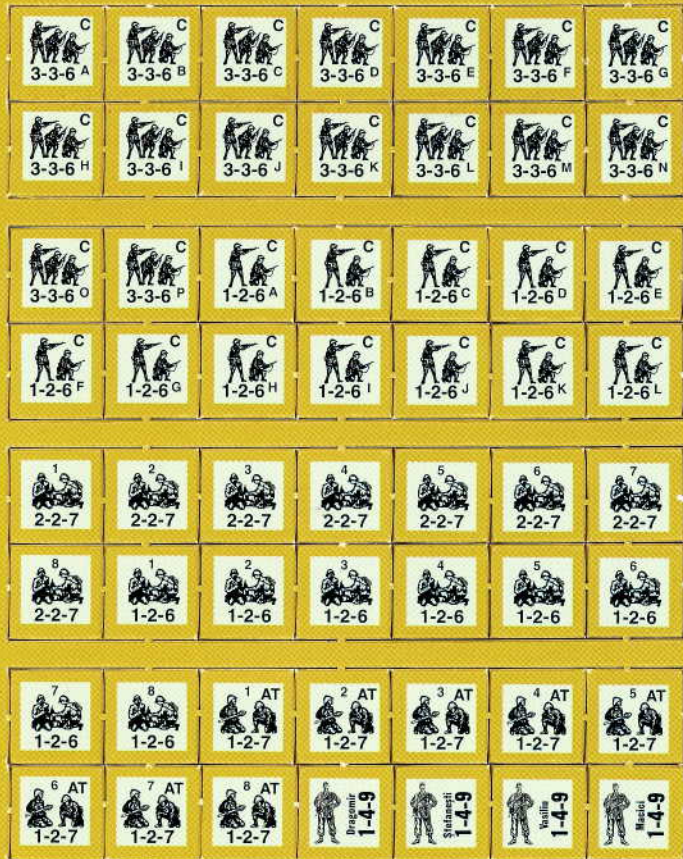
A LMG(c)  7-16	D LMG(c)  7-16	A PSK(c)  12-4	D LMG(c)  5-12	F LMG(c)  5-12	H PSK(c)  12-4	A LMG(c)  3-8
D 4m LMG(c)  3-8	A 4m LMG(c)  3-8	F LMG(c)  3-8	F LMG(c)  3-8	D LMG(c)  3-8	C LMG(c)  3-8	H LMG(c)  3-8



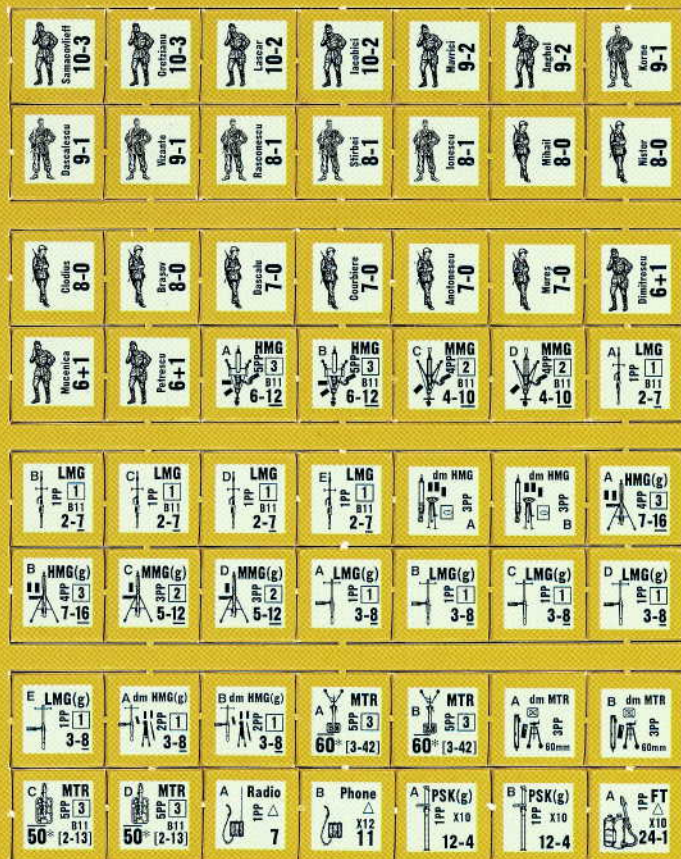
For best results, carefully cut these counters out with a sharp hobby knife.



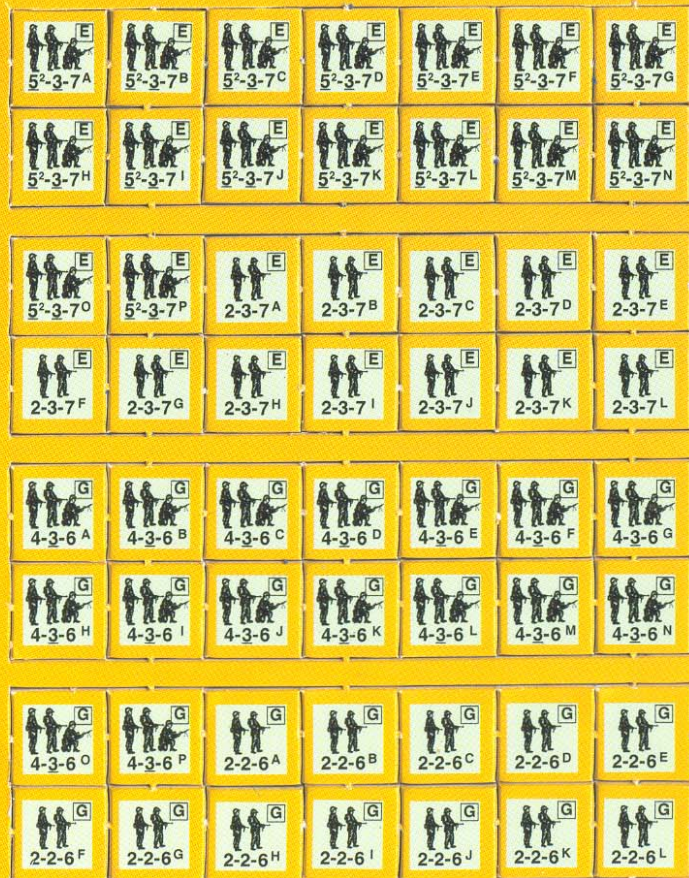
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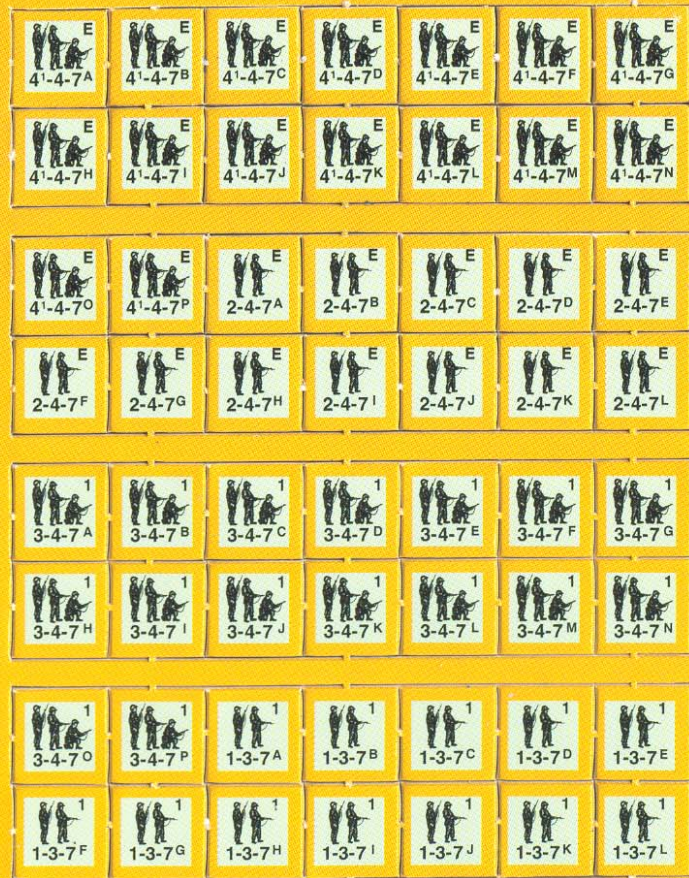
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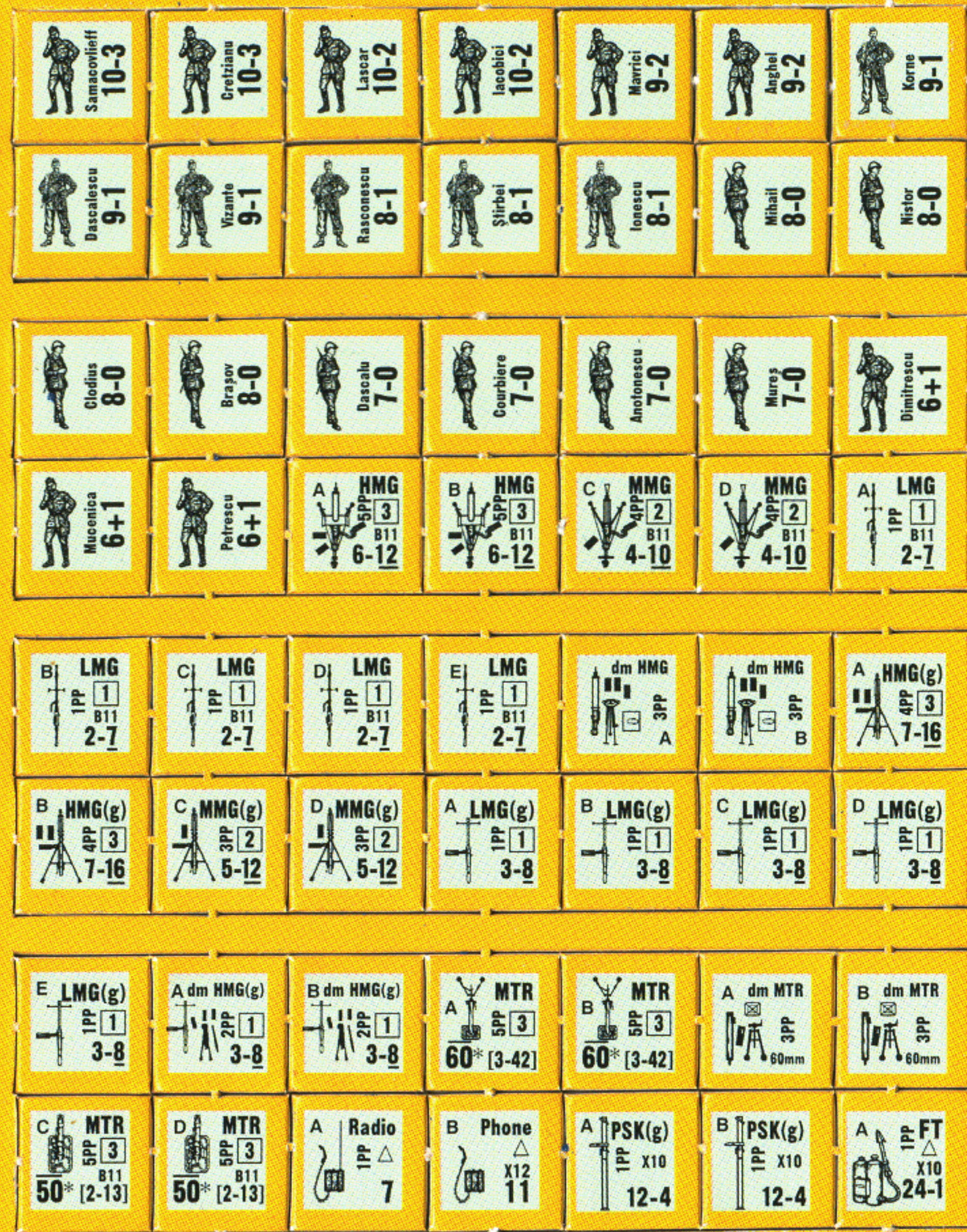
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