

# MOLDAVIAN MASSACRE

Original Design: Glenn Houseman

HP #15

★ RUSSIAN Sets Up First	1	2	3	4	5
✠ RUMANIAN Moves First					



Elements of the 5th Infantry Division enter on turn one along the south edge:



[ELR: 3]

{SAN: 3}

1 3-4-7	8-1	8-0	7-0	1-4-9	FP: 4 B11 Rng: 10 ROF: 2	FP: 2 Rng: 6 ROF: 1 B#: 11
11					2	4



Elements of the 9th Frontier Army set up anywhere on/north of hexrow Z; each building must contain at least one MMC [EXC: hex 11DD8]:



[ELR: 3]

{SAN: 4}

1 5-2-7	1 4-4-7	c 4-2-6	c 2-2-6	8-0	7-0	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° ROF: 3 Rng: 3-20	1S
	2	3							

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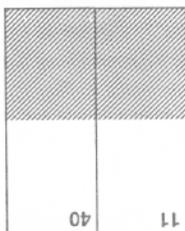
**VARIATIONS:**

★ The Russians may replace the 8-0 leader for an 8-1.

✠ Reduce the Russian ELR to 2.

**BOARD LAYOUT:**

(Only hexrows U - GG are playable)



**OBJECTIVES:** The Rumanians win at Game End if they Control all building hexes in play (EXC: 11DD8 is *not* counted for victory purposes).

**SCENARIO RULES:**

1. EC are Dry, with no wind at start. Kindling (B25.11) is NA.
2. Place a wood Rubble (B24) counter in hex 11DD8.
3. Only hexes EAST of the river are playable.
4. The Rumanians may use Hand-To-Hand CC (J2.31). At Game End, Melee (A11.15) continues in each hex until ALL are concluded. After Game End, voluntary Withdrawal (A11.2) from Melee is NA.
5. The Russians may *not* exchange an 8-0 leader for a Commissar (A25.22).

**PRUT RIVER, MOLDAVIA, 3 July 1941:** Though the war had begun nearly ten days earlier, part of Army Group South remained idle, until now. Beginning on July 2, the German 11th Army began its first day of operations by penetrating Soviet defenses, capturing Jassy, and reaching the Prut River. The Germans quickly established bridgeheads for the passage of German and Rumanian force tasked to begin rolling up the Russian defenses along the riverbank. Some Rumanian soldiers were returning to their native Moldavia for the first time since the region was annexed by the Soviet Union. The Rumanians attacked one small, ramshackle frontier outpost with particular ferocity. The defenders fell back into the primitive huts, which crumbled quickly when riddled with machine-gun bullets. Twenty determined Russian soldiers held out in an old smokehouse for several hours before finally being overwhelmed in a final bloody Rumanian assault. The fierceness of the 11th Army offensive led the STAVKA to overestimate Axis strength. The Red Army began withdrawing, only to later recognize the weakness of Axis satellite armies—too late to recover the valuable territory surrendered.

