

**Karpova, Ukraine, 18 August 1941:** Under German-backed dictator Antonescu, Rumania joined its Nazi ally in the fateful Operation Barbarossa. After recovering the territories of Bessarabia and Bukovina, which Rumania had ceded to the Soviet Union in 1940, its army advanced into the Ukraine. Poorly trained and equipped, the Rumanian army was quite unprepared for the brutal and industrial nature of warfare on the Eastern Front. After two months of defeats and retreats, the Soviet Army in the Ukraine was reeling. Second line units, factory militia and ageing equipment were thrown into the path of the Axis invaders. On 17 August, the Rumanian 11th Infantry Division approached the town of Karpova, a key railway junction 30 km northwest of Odessa. The factories and warehouses near the railway station were defended by a ragtag company of Soviet units, determined to stand and die for the Motherland.



## Mission

The Rumanians win if they Control  $\geq 10$  Factory hexes at game end.

## Special Rules

- EC are Moist, with no wind at start. Kindling is NA.
- Place overlays as follows: X21 on 1O1-P1; X15 on 1I8-H7; O4 on 1K4-K5. Place stone rubble counters in 71oL9 and 71oM10 (Falling Rubble is NA). Buildings with printed stairwell symbols are Factories (B23.74).
- Before setup, the Russian player may place  $\leq$  two wooden rubble counters in road hexes adjacent to Factories and may Fortify (B23.9) one building Location (Tunnels are NA). One Russian MMC (and any SMC/SW set up with it) may set up using HIP.
- Rumanian 5-3-7s/2-2-7s are Elite and Assault Engineers (H1.22) with an underscored Morale Factor.
- No Quarter (A20.3) is in effect for both sides.

## Map



Only A-Q are in play.

## Handicap

- ★ In the Mission, change "10" to "11".
- ✦ Add one 1-4-9 hero to the initial Rumanian OB.

★ Russian Sets Up First	✦	1	2	3	4★	5	6	End
✦ Rumanian Moves First								

**ELR: 2**  
**SAN: 4**

**Elements of Odessa Defense Region** set up on Board 71 in hexes numbered  $\geq 9$  and/or on Board 1:

4-4-7	4-2-6	2-2-8	10-0	8-0	MMG	LMG	?	76* ART obr 00/02P	37L AT PTP obr 30
2	9	2					8		

Enter on Turn 4 along the south edge:

5-2-7	3-2-8	9-1	LMG	DC	BA-6
4					2

**ELR: 3**  
**SAN: 3**

**Elements of 3rd "Dorobanti" Regiment, 11th Infantry Division** set up on Board 71 in hexes numbered  $\leq 7$ :

5-3-7	3-4-7	9-1	8-1	8-0	MMG	LMG	FT	DC
4	12				2	3		2

**Elements of 1st Armored Regiment** enter on Turn 1 along the north edge:

LT vz 35(g)
3

## Aftermath

Soon after dawn on 18 August, the 3rd Corps launched its offensive, without artillery preparation, in order to achieve an element of surprise. The 3rd "Dorobanti" Regiment of the 11th Infantry Division engaged in fierce battles around Karpova railway station. At 06:30 a tank battalion of the 1st Armored Regiment joined the battle, but suffered heavy losses due to poor cooperation with the infantry. A total of 32 Czech-built Skoda LT vz.35 tanks, designated R-2 in Rumanian service, were knocked out of action. Shortly afterwards, the railroad station was attacked by an assault engineer battalion of

## Design

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**Sources:**

<http://www.worldwar2.ro/arr/?article=7>