

## ARMY SPECIAL RULES

### AXIS SUPPORT

A Romanian force may include a single unit from either the German or Italian army lists (though no German or Italian army special rules apply, except for Hitler's Buzzsaw). This unit must be included as part of a platoon, taking the slot of the equivalent unit type (e.g. a sniper team for a sniper team, a tank for a tank), and may not be one of that platoon's mandatory units. In addition, this unit may not be a Veteran unit, nor a vehicle with a Damage Value of 10 or higher.

### FRENCH ARTILLERY DOCTRINE

Like many armies of Europe, the Romanians modelled their armed forces on many French concepts. French artillery doctrine called for artillery to be deployed close to the front line, where it could react quickly to an enemy's actions. A Romanian forward artillery observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a *Fire* order).

## INFANTRY

### HEADQUARTERS UNITS

#### Officer

Cost	<ul style="list-style-type: none"><li>Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)</li><li>Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)</li></ul>
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"><li>The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)</li></ul>

#### Medic

Cost	30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	<ul style="list-style-type: none"><li>The medic may be accompanied by up to 2 unarmed men at a cost of +11pts per man (Veteran)</li></ul>

#### Forward Observer

Cost	75pts (Regular), 90pts (Veteran)
Team	1 forward <b>artillery</b> observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"><li>The forward <b>artillery</b> observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)</li></ul>
Special Rules	<ul style="list-style-type: none"><li>Infiltrator</li></ul>

### INFANTRY SQUADS AND TEAMS

#### Infantry Section

Cost	54pts (Regular), 69pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Submachine gun (NCO), rifles (men)
Options	<ul style="list-style-type: none"><li>Add up to 9 additional men with rifles at +10pts each (Regular) or +13pts each (Veteran)</li><li>Up to 2 men may have a light machine gun for +15pts each – another man becomes a loader for each of the machine guns purchased</li><li>Equip the NCO with a rifle for -4pts</li><li>Equip one man with a panzerfaust for +15pts</li><li>Equip the entire unit with anti-tank grenades for +2pts per man</li><li>The entire squad may be given the Engineers special rule for +1pt per man</li></ul>
Special Rules	<ul style="list-style-type: none"><li>Tank Hunters (if unit equipped with anti-tank grenades)</li><li>Engineers (if option is taken)</li></ul>



## Cavalry Section

Cost	78pts (Regular), 96pts (Veteran)
Composition	1 NCO and 5 men mounted on horses
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> <li>- Add up to 7 additional mounted men with cavalry carbines at +13pts each (Regular) or +16pts each (Veteran)</li> <li>- Equip one man with a panzerfaust for +15pts</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- The Romanian cavalry was not trained to charge into battle, but rather acted as a mobile reserve, or pursuit unit. Romanian cavalry units may not move into contact with an enemy unit while mounted. On the other hand, Romanian cavalry sections do not suffer the -1 to their leadership roll to arrive from reserve</li> <li>- Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot</li> </ul>

## Mortar Team

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 light mortar
Options	<ul style="list-style-type: none"> <li>- Upgrade light mortar to medium mortar for +10pts, gaining the Fixed special rule.</li> <li>- Upgrade light mortar to heavy mortar for +25pts, gaining one extra man and the Fixed special rule.</li> <li>- Light mortars may reduce the crew to two men for -5pts</li> <li>- Medium and heavy mortars may add a spotter for +10pts</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Fixed (if medium or heavy mortar option is taken)</li> </ul>

## Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium machine gun
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Fixed</li> <li>- German Machine Gun: Roll one extra shot when firing the medium machine gun</li> </ul>

## Panzerschreck Team

Cost	56pts (Inexperienced), 80pts (Regular), 104pts (Veteran)
Team	2 men
Weapons	1 panzerschreck
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Shaped Charge</li> </ul>

## Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Sniper</li> <li>- Infiltrator</li> </ul>

## Flamethrower Team

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Flamethrower</li> </ul>



# ARTILLERY

## FIELD ARTILLERY

### Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	<ul style="list-style-type: none"> <li>- Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts, or to a heavy howitzer and gain 2 extra men for +90pts</li> <li>- Add gun shield for +5pts</li> <li>- Medium and heavy howitzers may add a spotter for +10pts</li> </ul>
Special Rules	- Gun Shield (if option is taken)

## ANTI-TANK GUNS

### Anti-Tank Guns

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Options	<ul style="list-style-type: none"> <li>- Upgrade the gun to a medium anti-tank gun for +20pts, or to a heavy anti-tank gun and gain 1 extra man for +50pts</li> <li>- Purchase a gun shield for +5pts</li> </ul>
Special Rules	- Gun Shield (if option is taken)

## ANTI-AIRCRAFT GUNS

### AA Automatic Cannons

Cost	28pts (Inexperienced), 40pts (Regular), 52pts (Veteran)
Team	3 men
Weapons	1 light automatic cannon on a rotating platform
Options	- Upgrade the light automatic cannon to a heavy automatic cannon for +15pts
Special Rules	<ul style="list-style-type: none"> <li>- Gun Shield</li> <li>- Flak</li> </ul>

# VEHICLES

## TANKS

### Renault R35

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial MMG
Damage Value	8+ (light tank)
Special Rules	<ul style="list-style-type: none"> <li>- One-Man Turret</li> <li>- Slow</li> <li>- Armoured All Round</li> <li>- Low velocity light anti-tank gun: The R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4</li> </ul>

## TACAM TANK DESTROYERS

### Tank Destroyer

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 hull-mounted medium anti-tank gun
Damage Value	7+ (armoured car)
Special Rules	- Open-Topped

## TRANSPORTS AND TOWS

### Common vehicles only