



The Romanian Army in Axis Service

by Sam Mustafa

The German military mission that arrived in Romania in the Autumn of 1940 observed that Romanian soldiers were brave and high-spirited, followed orders well and readily, but that the officers were "too French" in their thinking. In German eyes this meant: too dependent upon fixed plans, unwilling to improvise, and lacking any doctrine for mobile warfare, or to coordinate air and ground forces.

The Romanian army that entered the Soviet Union in 1941 was Germany's largest allied contingent by far, tasked with supporting the operations of Army Group South. For the Romanians this was a war of vengeance, to take back the provinces recently lost and to acquire the prize of Odessa. For these objectives the Romanians paid dearly, their high casualties confirming the degree to which they were willing to attack enemy positions despite lacking adequate artillery or air support.

The Romanians improved substantially in both equipment and organization as they entered 1942, but they had become skeptical of the war, which was now alarmingly far from home and removed from any reasonable Romanian aspirations. German aid was a mere trickle; the Germans devoted most of their energies to building up the air defenses of the precious Ploesti oilfields, rather than lavishing the Romanian army with modern tanks or guns. What equipment the Germans did donate tended to be hand-me-downs that the Wehrmacht no longer required because of their obsolescence. Two large Romanian armies were shattered on the flanks of the German 6th army during the Stalingrad campaign; hopelessly outnumbered and outgunned.

In *Rommel* terms, the Romanian infantry divisions use a split track to represent their good morale but paucity of heavy weapons. The Guard and Mountain divisions, which had better recruiting and training practice and were less likely to be neglected on the supply chain, are standard 4-3-2 units. Cavalry brigades were quite small, comprising only around 1600 men. Three cavalry regiments (one of which was motorized) comprised a brigade. An "armored cavalry division" was formed in 1943, which theoretically had nearly 12,000 soldiers, but it was just an amalgamation of existing brigades with light tanks attached.

The divisions theoretically had three artillery battalions each, although they often had to make do with two, supplemented by mortars. Consequently the Romanian army gets a "discount" on the cost of horse-drawn artillery.

Romania's armored division went through two reorganizations during the war. In 1941 the unit had only just been assembled from independent brigades and had yet to develop cohesion. Nonetheless, with German staff support, it handily out-performed its Soviet adversaries. By 1942 it was a smaller, but better-equipped and experienced unit that performed as well as could be expected given the huge Soviet forces thrown against it.



Romanian Units

Unit Summary

Early-War Armor 4 3 2

R35 2-3

Pz35 2 

Mid-War Armor 4 3 2

Pz38t 1

Panzer III 3

Panzer IV 4

Infantry

Guards or Mountain Divs 4 3 2

Infantry 4-3 3-2 2-1

Artillery

Light Artillery 0-1  2  8

Field Artillery 0-1  3  12





Romanian Elements

Early

Infantry Regiment

- 2-3 Rifle Battalions
- 0-1 Light Artillery BN

Guard or Mtn. Regiment 3 E

- 2-3 Elite Battalions
- 0-1 Light Artillery BN

2 Armored Regiment

- 2 Tank Battalions A or B
- 1-2 Jäger Battalions
- 0-1 Attachments

Cavalry Brigade

- 1-2 Cavalry Regiment
- 0-1 Jäger Battalion
- 0-1 Attachments

Battalions

Rifle Battalion	5
Elite Battalion	6
Cavalry Regiment	9
Jäger Battalion	6
Tank Battalion A	8
Tank Battalion B	5
Light Artillery Battalion	1
Field Artillery Battalion	2
Light Artillery Battalion	2
Field Artillery Battalion	3

3	Infantry	
3	Elite Infantry	
4	Infantry	
3	Infantry	
3	R35	
3	Pz35t	
1	75mm Gun	
1	100mm Gun	
1	75mm Gun	
1	100mm Gun	2



HQ Options

Boat 2 **4**

Engineer Marker 3 **2**

Mid

Romanian Elements



Infantry Regiment

- 2 Rifle Battalions
- 0-1 Light Artillery BN

1 Armored Regiment

- 2 Tank Battalions A, B, or C
- 0-1 Attachments

Guard or Mtn. Regiment 3 E

- 2 Elite Battalions
- 0-1 Light Artillery BN

Cavalry Brigade


- 1-2 Cavalry Regiments
- 0-1 Jäger Battalion
- 0-1 Attachments

Motorized Regiment 2

- 2 Jäger Battalions
- 0-1 Attachments

Battalions

Rifle Battalion	5
Elite Battalion	6
Cavalry Regiment	9
Jäger Battalion	6
Tank Battalion A	5
Tank Battalion B	9
Tank Battalion C	10
Light Artillery Battalion	1
Field Artillery Battalion	2
Light Artillery Battalion	2
Field Artillery Battalion	3

3 Infantry 			E	
3 Elite Infantry 				
4 Infantry 				
3 Infantry				
3 Panzer 38t				
3 Panzer III	2			
3 Panzer IV	2			
1 75mm Gun 			Parent	
1 100mm Gun 				
1 75mm Gun				
1 100mm Gun	3			

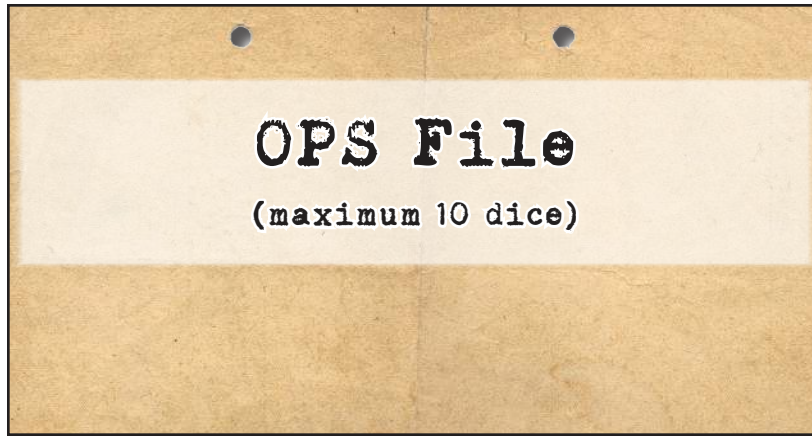
HQ Options

Boat	2	4
Prepared Positions	1	4


Engineer Marker	3	4
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Romanian Early and Mid-War



Events

- Gaps in His Lines**  Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**  In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**  Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**  Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**  Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**  Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**  Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.

Defensive Tactics

- Attack Broken Up** Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions** Defender gets one shift up.
- Defense in Depth** Attacker gets one shift down.
- Fast Reaction** One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line** All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw** Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)

Offensive Tactics

- Flamethrowers** Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration** Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target** If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery** Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack** Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke** Defender gets one shift down.

General Tactics

- Recce** Your side shoots first in this combat. Negated by enemy *Recce*.