

FIRE AND ICE

Winter-Continuation -Lapland Wars

New Finnish Ski
Troops in gray +
new Russian 1940
MMC/SMC counters

New winter colors
geo boards with
hex align download

CH

f

13

8

3

Stu-40

75L

-1/-2*



E 8-3-8 a








THE SAUSAGE WAR





#1

| | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☘ FINNISH Moves First | | | | | | | |







Elements of Headquarters Company, JR-16 [ELR: 4] enter on Turn 1 along the south edge {SAN: 4}:

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| 6 5-3-8 | 10-1 | 9-1 | 7 morale | |
| 7 | | | 8 | |

Elements of JR-116 enter on Turn 3 along the east edge:

| | | | |
|---|---|---|---|
|  |  |  |  |
| 1 6-4-8 | 9-1 | 8-0 | LMG 2PP B10 1 2-7 |
| 6 | | | |

Elements of the 155th Division [ELR:2] set up ≤ 4 hexes from hex W3CC6 with ≤ 1 MMC per hex {SAN: 0}:

| | | | | | |
|---|---|---|---|---|---|
|  |  |  |  |  |  |
| 1 4-4-7 | 4 2-6 | 8-1 | 7-0 | 6+1 | LMG 1PP B11 1 2-6 |
| 6 | 8 | | | | 2 |

BOARD LAYOUT:



(only hexrows Q - GG are playable)

VARIATIONS::

- ★ Russian Personnel are not pinned during the first Player Turn.
- ☘ The Finns must earn ≥ 18 CVP to win.

OBJECTIVES: The Finns win immediately upon accumulating ≥ 21 CVP.

SCENARIO RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., rules E1.2, 1.4 are NA; ignore Night Cloaking, No Move counters and HIP rules)].

The Initial Base NVR is 4 with no Cloud Cover and a Full Moon (E1.11). The Russians are Lax. The Finns are Stealthy.

- All Russian units are setup under Pin counters and are CX for the first 2 Game Turns. The Russians may only fire using PBF and TPBF during Game Turn 1.
- The Finns may use Hand-to-Hand CC as per J2.31. No Quarter (A20.3) is in effect for both sides.
- The Finns have Winter Camouflage (E3.712).
- Only leaders may make Starshell (E1.92) attempts for the Russians.
- Russian units may exit along the north edge without being counted toward CVP. No Russian unit may exit until Turn 6.

TOLVAJARVI VILLAGE, FINLAND, 11 December 1939: General Mannerheim himself placed Colonel Paavo Talvela in command of all Finnish troops in the threatened Tolvajarvi/Ilomantsi sector north of Lake Lagoda. In order to prevent the entire Mannerheim Line from being outflanked Talvela had to stop the Russian advance and if at all possible push them back. Therefore, Talvela planned a strong counterattack to halt the Russian drives in this area. However, before Talvela could launch his counter-attack on the 11th, he suffered a nasty surprise on his own left flank. A Russian battalion had marched undetected through the wilderness and fell upon his flank. Without warning the Russians burst from the woods upon Talvela's supply line northwest of Tolvajarvi Village. There were no defensive works here and few combat troops either. By all rights the Finnish HQ staff and the support personnel should have been routed from the field but something strange happened. The first target overrun by the Russians was a field kitchen where large vats of sausage soup were simmering. After the attackers caught a whiff of the soup, the majority of them paused and began to eat. The momentum of the original attack vanished and the startled Finns received a priceless interval of time in which to recover. And recover they did. What followed was an engagement dubbed the 'Sausage War' by the Finns that was close, brutal and without mercy. Later front line troops from the east arrived to sweep up the survivors. Many of the Russians died by the bayonet some with sausage still on their lips.



BETRAYED BY GENERAL WINTER

#2

| | | | | | | | | |
|--|---|---|---|---|---|---|---|---|
| FINNISH Sets Up First RUSSIAN Moves First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--|---|---|---|---|---|---|---|---|

Elements of the Tuupura Island Garrison [ELR: 4] set up on board W1 and in hexes numbered ≤ 3 on board W2 {SAN: 3}:



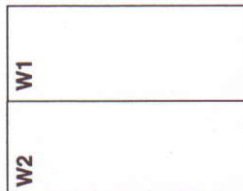
| | | | | | | | | | | | |
|--------------|--------------|------|-----|-----|------------------------|--------------------------|--------------------------------|---------------|--|--------------------------------|------------|
| 1 6-4-8 4 | 6 5-3-8 6 | 10-1 | 9-1 | 8-0 | B11 4PP 2 4-10 2 | 2PP B10 1 2-7 2 | 4PP 1-12 L-39 20L 1 2 | 7 morale 8 | 5 1S OVR, OBA: +4 Other: +2 3 | OVR, OBA: +4 Other: +2 3 | 1+5+7 2 |
|--------------|--------------|------|-----|-----|------------------------|--------------------------|--------------------------------|---------------|--|--------------------------------|------------|

Elements of the 28th Corps [ELR: 3] enter on Turn 1 along the south edge (see SR #1) {SAN: 2} [EXC: AFVs enter having expended half (FRU) their MP]:



| | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|------------------------|-----------------------|-------------------------|-------------------------|---------------------------------|---------------------------------|
| 1 4-4-7 20 | 9-1 | 9-0 | 8-1 | 8-0 | 7-0 | 5PP B11 2 4-10 2 | 1PP B11 1 2-6 4 | 1PP X12 30-1 2 | 12 B11 1 45L 4 | 23 B11 1 45L -1/4 2 | 21 B11 1 76+ -1/2 2 |
|---------------|-----|-----|-----|-----|-----|------------------------|-----------------------|-------------------------|-------------------------|---------------------------------|---------------------------------|

BOARD LAYOUT:



(Ocean overlay hexes are playable on/north of of 1008-1051-3007-3111-4008-4150)

VARIATIONS:

- Add a 6-4-8 squad to the Finnish OB.
- Increase game length to 8.5 turns.

SCENARIO RULES:

- EC are Overcast with no wind at start. Ground and Falling Snow (E3.71-72) are in effect [EXC: Deep Snow (E3.73) is in effect in water obstacle hexes (EX: W3L3)]. Place ocean overlays as follows: Oc1: 1001-1002 on W2 A4-A5; Oc3: 3001-3002 on W2 M4-M5; Oc4: 4001-4002 on W2 V3-V4. Treat all ocean hexes as frozen river hexes. (OPTIONAL: Players may elect not to use these overlays and instead treat all hexes with a coordinate of ? 4 as being frozen river hexes.)
- The Finns receive one module of 150+mm OBA with one Pre Registered (C1.73) hex and one module of 240+mm OBA limited to one Fire Mission. Both modules receive an Offboard Observer (C1.63) recorded in any north edge hex at Level 3.
- All units of both sides have Winter Camouflage (E3.712).

OBJECTIVES: The Russians win at game end if they Control hex all hill hexes OR ≥ 8 buildings north of the A5/6-I5-O5-Y10-GG5/6 on board W1.

TUUPURA ISLAND, FINLAND, 28 February 1940: The general Russian assault that had begun at the beginning of February was finally bearing fruit. The Mannerheim Line had begun to crack. The result of this was a broad advance by the Russians. The Finns had counted on an early thaw in the Gulf of Viipuri, thereby protecting the vital city from the west. However, the Finns were betrayed by General Winter who stayed too long and kept the Gulf frozen. The Russians rushed to cross the Gulf while the weather lasted. One of the islands in their way was tiny Tuupura Island that was guarded by 6-inch coastal battery guns. Out of the mist a Russian division was hurled at the island defenders. The Russian division was in for a rude awakening as the coastal batteries unleashed a torrent of lead upon them. Huge holes were opened in the ice that swallowed both men and machines. But the Russian tidal wave was too big to stop and the 250 Finnish defenders were overwhelmed. The Russians left 1000 dead and 15 burnt out tanks in their wake.



THE SUMMA SECTOR

| | | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|---|---|----|----|
| FINNISH Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| RUSSIAN Moves First | | | | | | | | | | | |

Elements of the 5th Division [ELR: 4] set up anywhere on board W4 and in hexes numbered ≥ 4 on board W3 {SAN: 5}:

| | | | | | | | | | | | | |
|--------------|-------------|--------------|------------|-----------|----------|----------|----------------------------|--------------------------|--------------------------|-------------------------|-------------------------------|----------------------------|
| E 8-3-8 4 | 16-4-8 5 | G 5-3-8 4 | 2-2-8 4 | 10-1 4 | 9-1 4 | 9-0 4 | HMG T SPP B11 6-12 3 | HMG SPP B11 6-14 3 | MMG 4PP B11 4-10 2 | LMG 1PP B11 2-6 1 | ATR 4PP 1-12 L-30 20L 1 | DC 1PP X12 30-1 3 |
|--------------|-------------|--------------|------------|-----------|----------|----------|----------------------------|--------------------------|--------------------------|-------------------------|-------------------------------|----------------------------|

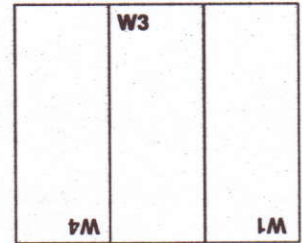
| | | | | | | | | |
|---------------------------|--------------------------|----------------|--|---------------|------------|------------|------------|-----------------------------|
| CH -NM 2 57* -ART 2 | CH -NM 2 75 -ART 2 | Roadblock 4 | MPH/RtPh: dr = MF CC: +1/-1 8 | AT Ditch 4 | 3+6+8 4 | 3+6+9 4 | 3+6+9 4 | Minefield 18 A-P factors |
|---------------------------|--------------------------|----------------|--|---------------|------------|------------|------------|-----------------------------|

Elements of the Elements of the 138th Rifle Division and 20th Tank Brigade [ELR: 3] set up on board W1 {SAN: 2}:

| | | | | | | | | | | | |
|-------------|--------------|---------------|----------|----------|----------|----------|----------|--------------------------|-------------------------|---------------------------------|-----------------------|
| 15-2-7 4 | 14-4-7 12 | C 4-2-6 10 | 9-1 4 | 9-0 4 | 8-1 4 | 7-0 4 | 6+1 4 | MMG SPP B11 4-10 2 | LMG 1PP B11 2-6 5 | MTR 4PP (3-20) 3 50* 3 | CH 12 B11 45L 4 |
|-------------|--------------|---------------|----------|----------|----------|----------|----------|--------------------------|-------------------------|---------------------------------|-----------------------|

| | | |
|-------------------------|-------------------------|-------------------------|
| CH 12 76 2/4 R2 2 | CH 11 76* 2-2/2 2 | CH 12 76* 2-2/2 2 |
|-------------------------|-------------------------|-------------------------|

BOARD LAYOUT:



VARIATIONS::

- ★ Add two 4-4-7 squads to the Russian OB.
- Add one DC to the Finnish OB.

- The Finns have MOL capability (A22.6).
- The Finnish player may declare Hand-to-Hand CC per J2.31. No Quarter (A20.3) is in effect. The Finns are Stealthy and have Winter Camouflage (E3.712). The Finns may setup ≤ 2 squad-equivalents and any SW/SMC stacked with them using HIP.
- The Finns may Fortify (B23.9) ≤ 2 building Locations [EXC: Tunnels are NA]. A-P mines may not be exchanged for A-T mines.
- Roadblock hexsides may be crossed by vehicles at a cost of 3 MP + CoT and are subject to a Bog Check with a +3 DRM. AT Ditches may be entered by vehicles, but subject to the same MP costs and Bog risk DRM.

OBJECTIVES: The Russians win at game end if they Control ≥ 20 buildings on Board W4.

SCENARIO RULES:
 1. EC are Wet, a mild breeze from the southwest at start. Deep Snow (E3.73) is in effect. Roads on boards W3 and W4 are plowed.

SUMMA, FINLAND, 19 December 1939: The key to the defense of Finland was the Karelian Isthmus and the key to the Karelian Isthmus was the Mannerheim Line. Despite its reputation the Mannerheim Line was nothing more than a series of strong points built around bunkers and fortified towns. The 5th Division was stationed in the Summa sector and was made up of untried troops except for a few border soldiers who had been involved in the delaying actions of the first weeks of the war. However the Finns had one thing the Russians hadn't counted on, Sisu! Sisu is roughly translated as Guts or Balls! And that the Finns had in abundance. The first big Russian push in the Summa Sector began on the 17th of December following a four hour artillery bombardment and a massive aerial attack. For two days the Russian juggernaut battered the Finnish defenders on the Mannerheim Line. On the 19th the Russians reached the village of Summa. The heavy KV-1 tanks made their first appearance on this date. Several tanks were caught on a series of AT Rock barriers and destroyed by Finns with Khlorasti AT bombs. Upon reaching the village the battle became close quarters with the Finns destroying a number of tanks in close quarters action, using Molotov Cocktails and demolition charges. The attack was especially vicious with bayonet use common. At the end of the day the Russian assault had failed and they were forced to retreat. It would be several more months before the Russians were able to pierce the Mannerheim line.



| | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|---|
| FINNISH Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| RUSSIAN Moves First | | | | | | | | |

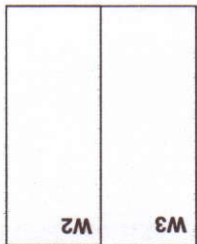
Elements of Independent Battalion 112 [ELR: 4] set up on/between hexrows Z and BB {SAN: 3}:

| | | | | | |
|---|---|--|--|---|---|
| | | | | | |
| 7 | 2 | | | 2 | 6 |

Elements of the 364th Infantry Division [ELR: 3] set up on/north of hexrow CC {SAN:2}:

| | | | | | | | | | |
|----|--|--|--|--|---|--|--|--|--|
| | | | | | | | | | |
| 13 | | | | | 2 | | | | |

BOARDLAYOUT:



VARIATIONS:

- Remove a 6-4-8 squad from the Finnish OB.
- Replace the 9-1 leader in the Russian OB with a 9-2.

SCENARIO RULES:

- EC are Wet, with no wind at start. Ground Snow (3.72) is in effect. No hills exist.
- The Finns have Winter Camouflage (E3.712).

OBJECTIVES: The Russians win at game end they Control hex W2B6 or hex W3I8 OR immediately upon accumulating ≥ 7 Exit VP [EXC: Prisoners do not count double for EVP] for units exited from the south edge.

KOTISAARI ISLAND, FINLAND, 12 December 1939: The Finnish General Staff was unpleasantly surprised by the Soviet commitment of troops to the region north of Lake Ladoga. The Ladoga-Karelia area was almost devoid of roads and subjected to one of the harshest winter climates on the planet. Far from agreeing that the area represented an impassable barrier to military forces, the Red Army sent some 20,000 men of the 139th Division, equipped with 45 tanks and 150 guns, into the Suojärvi area. Their target, Tolvajärvi, was defended by a detachment of only 4,000 Finns. Despite being outnumbered, the Finns repelled a number of Russian thrusts before a *Suomi* plan was concocted to seize the initiative and destroy the 139th Division. Despite exhibiting problems with staying-power earlier in the war, the men of Er.P 112 (Independent Battalion 112), led by Captain A. Kanerva, hit the extreme right of the Soviet formation, with support on hand from heavy machine-guns and a few artillery pieces. After one company of Finns secured a foothold on the south end of Kotisaari Island, 1st Company pressed the attack toward the north end of the island. No sooner had the Finns reached the northern tip, around noon, when a strong Soviet counter-attack erupted and shoved 1st Company all the way back to the southern end of the island. While the officers and NCOs of Er.P 112 regrouped their men for a counter-strike, Lieutenant Colonel Pajari intervened in the battle, reinforcing the battalion with two companies from III/JR16 (3rd Battalion, Infantry Regiment 16), previously in the line of defense before Tolvajärvi village. The four-company force was sufficient and drove the 364th Division from Kotisaari Island, capturing a large cache of infantry weapons and two field guns in the process. Pajari noted the courage of Er.P 112's men in his order of the day, while acknowledging in command circles the absence of cowardice among its men during the fight for Tolvajärvi Island.



SURPRISE AT HONKANIEMI

#5

★ RUSSIAN Sets Up First

☛ FINNISH Moves First

1

2

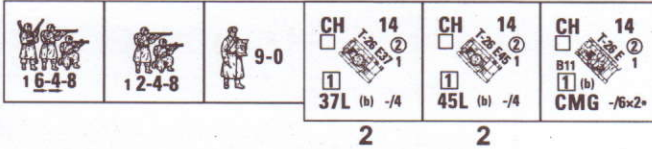
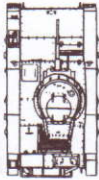
3

4

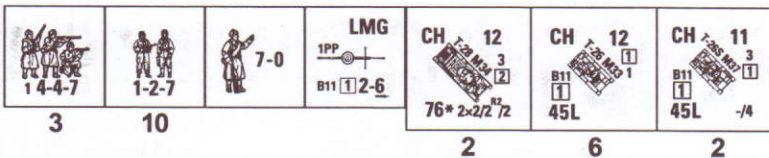
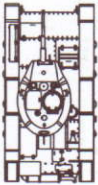
5



Elements of 4th Tank Company and 3rd Jaeger Platoon [ELR: 3] enter on Turn 1 along any board edge [EXC: All Finnish AFVs must enter using the same road hex] {SAN: 2}:



Elements of the 36th Tank Regiment [ELR: 2] set up ≤ 4 hexes from hex W1G5 with all AFV set up Unmanned and in Platoons (EX: Each AFV must set up adjacent to ≥ 1 AFV); see SR #2 for placement of AFV crews {SAN: 2}:



BOARD LAYOUT:



(only hexrows R-GG on board W2 and A-P on board W1 are playable)

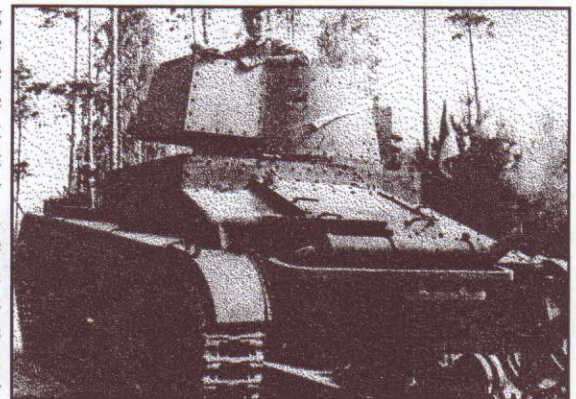
VARIATIONS:

- ☛ Add a 9-1 armor leader to the Finnish OB.
- ★ Replace the 7-0 leader in the Russian OB with an 8-1.

SCENARIO RULES:








1. EC are Wet, with no wind at start. Extreme Winter (E3.74) and Ground Snow (E3.72) are in effect. All buildings are rubble (matching the building type in each hex). A +1 LV DRM (E3.1) is in effect at all ranges to simulate the dusk conditions.
2. All Soviet AFVs begin play Abandoned (D5.4). One Soviet AFV crew is placed in each hex containing an Abandoned AFV.
3. Soviet AFV crews are Inexperienced (D3.45).

HONKANIEMI, FINLAND, 22 February 1940: The Soviets had finally succeeded in breaching the Mannerheim Line when the Finnish tankers of 4th *Pansaari* began arriving at the front. The unit was ordered to immediately counter-attack, along with the *Jakaaris* of 3rd JP. Severe weather conditions had taken a toll on the Finnish Vickers tanks—only six of the fifteen in the unit were available for action. The attack went poorly for the Finns from the outset. A pre-attack artillery barrage landed in the midst of friendly troops, dispersing them. The disaster was not known by the tankers when they began to move forward, expecting infantry support. Only a few stragglers moved forward from the 3rd JP bivouac to accompany the tanks. Despite the mishaps, the sight of Finnish armor startled the Soviet tank crews, resting outside their tanks when the Finns arrived. The Soviet tankers rushed to their mounts, fired up the engines and peered through vision slits in the dawn haze, trying to sight their enemies. Finnish tankers had some early success due to surprise, but numbers were against them from the outset. In the end, only one Vickers returned from the battle. The rest were lost to enemy fire and mechanical breakdowns. On paper, the results seems negligible. Only three Soviet tanks were destroyed, and their were some enemy infantry losses. The outcome was un-important: the Finnish tank arm had seen its baptism of fire. It would grow to face many crises during the Continuation War (Jatkosota) to come.












| | | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 🇫🇮 FINNISH Moves First | | | | | | | | |




Elements of 27th Jaeger Regiment, 9th Division [ELR: 3] set up on board W2 on/east of hexrow Z {SAN: 4}:

| | | | | | | |
|---|---|---|---|--|---|--|
|  16-4-8 14 |  9-1 2 |  8-0 2 |  B11 4PP 2 4-10 3 |  2PP 1 2-7 3 |  1PP 1-12 3 |  1PP X12 30-1 3 |
|---|---|---|---|--|---|--|

Elements of the 662nd Regiment, 163rd Ukrainian Division [ELR: 2] set up on/adjacent to road hexes on board W1 {SAN: 3}:

| | | | | | | | | |
|---|--|---|---|---|---|--|--|---|
|  14-4-7 20 |  12-3-7 2 |  8-1 2 |  8-0 2 |  7-0 2 |  SPP B11 2 4-10 2 |  1PP B11 1 2-6 3 |  4PP [3-20] 3 50* 2 |  7 morale 10 |
|---|--|---|---|---|---|--|--|---|

Armored elements set up in road hexes on board W1:

| | | |
|--|---|---|
|  14 ² 0 0 1 CMG -/4 |  12 1 1 B11 45L |  11 3 3 B11 45L -/4 |
|--|---|---|



2

BOARD LAYOUT:



(only hexrows R-GG on board W2 are playable)

VARIATIONS:

-  Add a DC to the Finnish OB.
-  Remove the MMG from the Finnish OB.

OBJECTIVES: The Finns win immediately by Controlling ≥ 5 stone buildings/rubble hexes on board W1.

SCENARIO RULES:

- EC are Wet, with no wind at start. Extreme Winter (E3.74) and Deep Snow (E3.71) are in effect. All roads are plowed.
- Soviet AFV crews are Inexperienced (D3.45).








SUOMUSSALMI, FINLAND, 14 December 1939: Following an easy crossing into Finland the 163rd Ukrainian Division was stopped at Suomussalmi. The unit lay immobile, stretched out for miles along the narrow road leading into the little village. Out in the countryside, beyond their pickets, the Finnish 27th Regiment, commanded by Colonel Hjalmar Siilasvuo, was tasked to surround and cut off the enemy, in the process breaking the road-bound columns up into smaller encirclements known as *mottis*. To accomplish the mission, the Finns carved out a parallel ice road and used it to array the attacking units. On December 12th the first road-cutting assault came, cutting through surprised enemy troops just east of Suomussalmi. Russians in the village were cut off from the rest of the division, while others piled toward outlying buildings. On the 13th the Finns made their first attack on Suomussalmi proper, but were repelled after discovering the ruins of the burnt-out village had been dug into by defending enemy troops. With his first probe stopped in its tracks, Siilasvuo reorganized under the cover of darkness for another attempt to seize the village. His troops had been on the move for days and lacked heavy weapons and supporting artillery. Worse, when fighting for his life Ivan was already beginning to reveal his toughness as a soldiery. Dug in Russian soldiers, with supporting armor nearby, clung to the ruins, numerous machine-gun posts ready for the next enemy onslaught. By afternoon on the 14th the Finns were stymied and had to settle for tightening the ring around the village. By December 18th direct assaults on the village of Suomussalmi were called off altogether. The village would not fall to direct action and Siilasvuo had to settle for hunger, and 'General Winter', fighting this war on the side of Finland to do their work on the cut-off Ukrainians.




A SURPRISE ENCOUNTER








| | | | | | | | |
|---|----------|----------|----------|----------|----------|----------|----------|
| ★ SIMULTANEOUS Set Up 🇫🇮 FINNISH Moves First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|----------|----------|----------|----------|----------|----------|----------|


Elements of 2nd and 3rd Companies, 1/116 Infantry Regiment [ELR: 3] enter on Turn 1 along the west edge {SAN: 4}:


| | | | | | | |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| 16-4-8 | 65-3-8 | 9-1 | 8-0 | 2PP B10 1 2-7 | 1PP B11 1 2-6 | |
| 7 | 3 | | | | | |



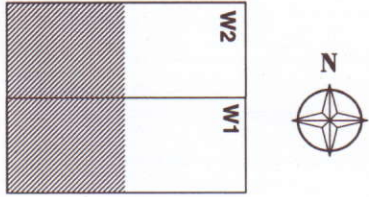
Elements of the 718th Regiment [ELR: 2] set up ≤ 5 hexes from hex W2Z1 {SAN: 2}:

| | | | | | | |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| 14-4-7 | 8-1 | 8-0 | 5PP 3 6-12 | 5PP B11 2 4-10 | 1PP B11 1 2-6 | 4PP [3-20] 3 50* |
| 14 | | | | 2 | 2 | |







BOARD LAYOUT:



(only hexrows Q - GG are playable)

VARIATIONS:

-  Add a 2-7 LMG to the Finnish OB.
-  The Finns setup first (off board).

SCENARIO RULES:

1. EC are Overcast, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect. All roads are Paths.
2. Units of both sides set up simultaneously. Place a board on edge between the setup area until both players complete all setup (Finns setup off board).
3. Both sides setup using Cloaking as per E1.4. Cloaking/Concealment is lost according to daytime concealment rules. Once lost, Cloaking may never be regained. Concealment is handled normally. Straying/Jitter Fire is NA. Note MF, P and SW details of Cloaked units and apply them normally as if the units were on board.
4. The Finns have Winter Camouflage (E3.712). and are ski capable (E4.2).

TOLVAJARVI, FINLAND, 12 December 1939: By the end of the first week of Finland's Winter War the Russian 139th Division had driven a mixed bag of defenders back almost forty miles down the Tolvajarvi road. The first Russian breakthrough of the war was threatened and the well-trained 139th pushed forward daily with bold flank attacks. Lacking any sort of air, armor or artillery support the Finns began to unravel. Into this grim situation Mannerheim assigned Colonel Paavo Talvela, a decisive leader that quickly stabilized the situation and ordered counter-attacks. His plans for December 12th centered around retaking the tourist hotel on Lake Tolvajarvi and also called for a flanking maneuver to first secure the Hirvasvaara ridge, north of the hotel. The 2nd and 3rd Companies under Major Malkmäki, ran into stiff resistance by the Russian 718th Regiment, moving in the opposite direction. A surprise meeting engagement followed, with Russian soldiers going to ground and Finns attempting to continue the push forward. On the far left the Finn's 3rd Company was hit particularly hard by enemy machine-gun fire and most of the unit fell back. Fortunately, most of the 9th Independent Battalion was able to slip by and cross Lake Hirvasjarvi and climb the Hirvasvaara ridge. But these elements of the 2nd Battalion were unable to get past the ridge and after enduring heavy Russian fire from two directions Malkmäki decided to call the retreat. For some reason about 100 men of the 2nd Battalion did not fall back, but instead stayed dug-in and fought on. The distraction they provided turned out to be invaluable for it kept a large body of Russian troops busy in the north, a goal of the entire flanking operation. As a result of this unintended turn of events the assault on the hotel was successful and the Finns broke the back of the 139th Division despite a series of setbacks.







HAUKILA FARM

#8


| | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☘ FINNISH Moves First | | | | | | | |





Elements of 1st Company, JR-27 [ELR: 4] set up using HIP ≤ 3 hexes from hex W2Z7 or hex W2W8 {SAN: 5}:



| | | | | |
|---|--|---|----------------------------|----------------------------------|
|  E 8-3-8 |  16-4-8 |  9-0 | LMG 2PP B10 1 2-7 | ATR 4PP 1-12 L-39 2QL 1 |
|---|--|---|----------------------------|----------------------------------|


Elements of 2nd Company, JR-27 set up ≤ 2 hexes from hex W2V6:





| | | | | |
|--|--|---|----------------------------|--|
|  16-4-8 |  12-4-8 |  8-0 | LMG 2PP B10 1 2-7 | Roadblock  |
|--|--|---|----------------------------|--|

2





Elements of the 44th Division [ELR: 2] set up in/adjacent-to any building on board W3 {SAN: 3}:



| | | | |
|---|---|----------------------------|--|
|  C 4-2-6 |  7-0 | CH 23 S12 ★ 1 76+ | Sangar 1S or Gun OVR, OBA: +3+ Other: +1+ |
|---|---|----------------------------|--|

3

Elements of the 44th Division Armored Reserve enter on Turn 1 along the west edge with all AFVs using Platoon Movement (D14.2):

| | | | | | | | |
|---|--|---|---|-------------------------|--------------------------|--|-------------------------|
|  E 4-5-8 |  15-2-7 |  8-1 |  6+1 | LMG 1PP B11 1 2-6 | DC 1PP X12 30-1 | CH 21 B11 76+ -/2 ¹² /2 | CH 23 B11 45L -/4 |
|---|--|---|---|-------------------------|--------------------------|--|-------------------------|

2 4 2 2 2

BOARD LAYOUT:



(only hexes R-GG on board W2 and A-T on board W3 are playable)

VARIATIONS:

- ★ Replace 3 × 4-2-6 squads with 3 × 4-4-7 squads in the Russian OB.
- ☘ The Finns may pre-designate 3 squad-equivalents as Fanatic.

SCENARIO RULES:

1. EC are Wet, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect. The W1R5-W3T5 road is plowed (E3.733); all other roads are paths. Road Movement bonus is NA.
2. All buildings have a per-side stacking capacity of one squad (instead of three; overstacking is still allowed). No Gun or AFV may set up in a building.
3. Due to the extreme winter, no Gun may set up emplaced.
4. All Finnish units are Ski-equipped (E4.) and have Winter Camouflage (E3.712). Dummy units may start the game with skis and use them as if they were a real unit; however, no real unit may use skis that were originally Possessed by a dummy unit.

SRs #5-7 and the historical summary conclusion are on the back of scenario #9.

HAUKILA FARM, FINLAND, 2 January 1940: With the destruction of the Russian 163rd Division completed, Colonel Siilasvuo now turned his attention to the still powerful but bogged down 44th Division. From Siilasvuo's maps, the 44th resembled a 22 mile long sausage link, stretched out along the Raate Road back to the frontier. If ever a unit was ripe for the now famous Mottis tactics, the 44th was definitely the one. On the night of January 2nd, two companies of JR-27 Infantry Regiment quietly moved forward. After silently dispatching the sentries, they swept in and hit the road hard, with guns blazing and grenade bundles tossed into dugouts and vehicles. The Finns rapidly cleared over 500 yards of the road. Then it was time for the Engineers to move in and with little wasted effort they began to setup roadblocks. The eerie subarctic daylight found the Finns manning their positions and awaiting the Russian's reaction.

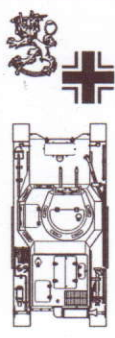


OSASTO FOSSI

#9


| | | | | | | | |
|------------------------------|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☛ CO-BELLIGERENTS Move First | | | | | | | |

Elements of Battle Group Fossi [ELR: 4] enter along the west edge on/after Turn 1 {SAN: 3}:



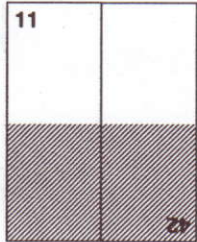
| | | | | | | | |
|--------|-----|-----|-----|-------|-----------|---------------------------------------|--|
| 16-4-8 | 9-1 | 9-0 | 8-0 | 1-4-9 | LMG 1-3-8 | CH 15 Pz 1B 1 B11 1 CMG -/6* | CH 14 Pz 1B 3 B11 1 20L (4) -/5 |
| 10 | | | | | 4 | | 2 |

Elements of the 54th Rifle Division [ELR: 3] set up anywhere on Board 42 and/or in hexes numbered ≤ 5 on Board 11 {SAN: 3}:



| | | | | | | | | | | | |
|---------|--------|--------|-------|-----|-----|-----|----------------------------|---------------------------|-----------------------|-------------------------------------|---------------------|
| E 6-2-8 | 15-2-7 | 14-4-7 | 2-2-8 | 8-1 | 8-0 | 7-0 | MMG 4-10 5PP B11 [2] | LMG 2-6 1PP B11 [1] | MTR 50+ 4PP [3-20] | Trench OVR, OBA: +4 Other: +2 | CH 45L M11 AT |
| 3 | 2 | 4 | 2 | | | | | 2 | | | 2 |

BOARD LAYOUT:



(only hexrows R-GG on Board 11 and A-P on Board 42 are playable)

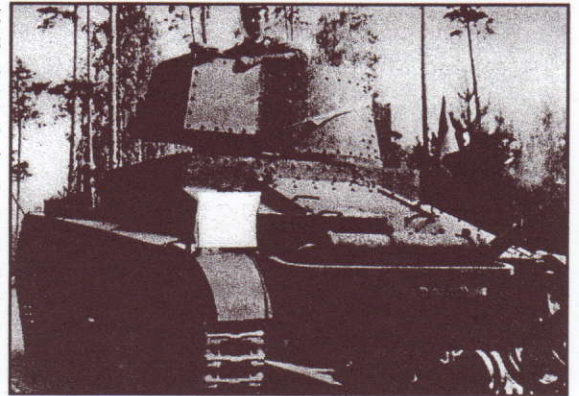
VARIATIONS:

- ★ Replace the 7-0 leader in the Russian OB with a 1-4-9 Hero.
- ☛ Reduce the Russian ELR to 2.

SCENARIO RULES:

- EC are Dry, with no wind at start. Kindling (B25.11) is NA. All FISR are in use.
- The Pz 1B and Pz IIf AFVs are German.

Along the road leading to VUOKKINIEMI, FINLAND, 1 July 1941: German Panzer Abteilung 40 shipped in June 1941 to an unknown Finnish port on the Gulf of Bothnia. The unit was originally constituted for the attack against Denmark and Norway. The Abteilung was split into two groups, with one, the 3rd Company, subordinated under the command of the Finnish III Army Corps, specifically to *Ryhmä F* (Group F), operating in the southern sector and ordered to attack from the Raate road towards Vuokkiniemi and Uhtua. The 3rd Company of Panzer Abteilung 40 was combined with units of the Finnish *Kevyt Osasto 5* (Light Detachment 5) to form a unit called *Osasto Fossi*, named after the nickname of its Finnish commander Majuri (Major) Alfons Järvi. The detachment was tasked with providing armored pursuit along the road leading to Vuokkiniemi, itself the first objective of *Osasto M*, also part of Group F. The units went over to the attack at dawn of 1 July, quickly seizing Vasovaara and Latvajärvi, the latter captured with the assistance of light Panzers from *Osasto Fossi*. Ilvesvaara was reached at 1500 hours, but forward progress ceased at 2000 hours, in front of enemy positions near Kenasjärvi, bad road conditions conspiring with stiffening resistance to stall the Panzers. The attack could not get underway again until the following day, when the majority of the troops marched back to the road to reach their supply vehicles. The attack was again on, moving out on 2 July at 1700 hours. Vuokkiniemi was captured later that night.



FIRE AND ICE

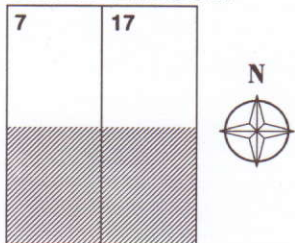
#10

| | | | | | | |
|------------------------------|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| ☛ CO-BELLIGERENTS Move First | | | | | | |

Elements of Panzer Abteilung 40 and Finnish Group J [ELR: 4] set up on Board 7 in hexes numbered ≥ 2 {SAN: 3}:

Elements of the 88th Rifle Division [ELR: 3] set up anywhere on Board 17 {SAN: 4}:

BOARD LAYOUT:



(only hexrows R-GG are playable)

VARIATIONS:

- ★ Change Objectives to: Co-Belligerents need to Control ≥ 7 buildings.
- ☛ Add a 6-4-8 squad + German LMG to the Finnish OB.

SCENARIO RULES:

- EC are Wet, with no wind at start. Kindling (B25.11) is NA. All Water Obstacles are treated as Ice (B21.6) and are at Level -1. All Marsh and Grain hexes are Brush. Marsh hexes are at Level 0. All hexes numbered ≥ 7 on Board 7 are considered Water. All FISR are in use.
- The Pz 1B and Pz II AFV are German.

LAKE ISO LAKIJÄRVI, FINLAND, 24 November 1941: The troops of Finnish III Army Corps were ordered to go over to the defensive on 23 November. While the front would quiet down, with little action until the spring of 1942, limited Axis offensive action continued. On 24 November a platoon of five light Panzers moved across the ice of Lake Iso Lakijärvi to attack Soviet positions on the far shore. Equipped with ice studs, the Panzers moved in parallel tracks, the heavier Panzer II's hugging the shore, moving over thicker ice, while the Panzer I's headed directly over the lake. Exiting the frozen lake the Panzers joined Finnish troops in an attack on the local enemy garrison. A pitched battle soon ensued. During the battle Soviet losses included three amphibious tanks, two anti-tank guns and about 350 men. The only German tank loss resulted from an anti-tank gun hit. The battle was concluded the following day, as Finnish soldiers finished off one Soviet dugout after another. The quick-firing 20mm guns of the Panzer II's proved especially useful—firing through the embrasures—after which Finnish soldiers moved in with hand-grenades and demolition charges to finish off the defenders.

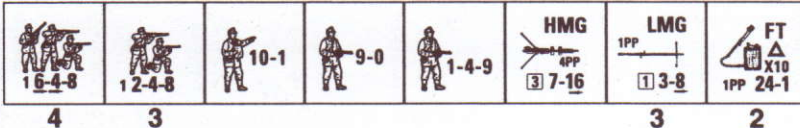


THE BRIDGES AT TUNTSAJOKI

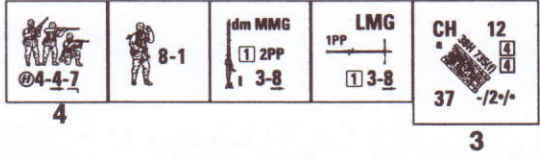
#11

| | | | | | | | |
|------------------------------|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☛ CO-BELLIGERENTS Move First | | | | | | | |

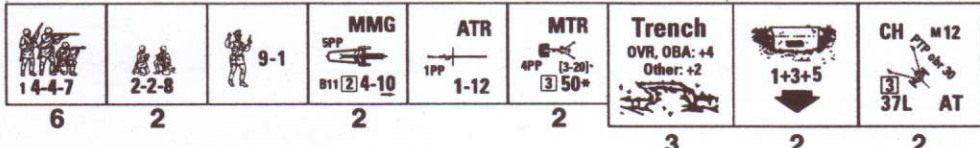
Elements of Finnish Infantry Regiment 54 [ELR: 4] set up on Board 44 in hexes numbered ≤ 5 {SAN: 2}:




Elements of Panzer Abteilung 211 and 2nd Battalion, SS Infantry Regiment 9 [ELR: 3] enter on Turn 1 along the west edge:




Elements of the 104th Rifle Division [ELR: 3] set up on whole/half-hexes of Board 38 {SAN: 3}:



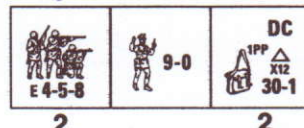
Local reinforcements (prior to play) pre-select one group only and enter along the east edge on/after Turn 1:

Group 1:  2

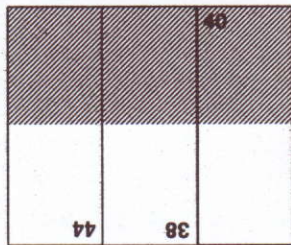
or

Group 2:  2

or

Group 3:  2

BOARD LAYOUT:



(only hexrows R-GG on Boards 38 and 44 and A-P on Board 40 are playable)

VARIATIONS:

- ★ Replace the 9-1 leader in the Russian OB with a 10-2.
- ☛ Add a 9-2 Armor Leader to the Co-Belligerent OB.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FISR are in use. All Grain is Brush. A two-lane stone bridge continues the road from 40I4-40I1.
- All AFVs are German.
- The German 4-4-7 squads are Early War SS (A25.11). Increase their Broken Morale Level by one.

The road between ALAKURTII and TUNTSAJOKI, FINLAND, 30 August 1941: Soon after the capture of Salla, two Panzer Abteilungen, 211 and 40, were joined to form Panzergruppe von Heimendahl. This unit was disbanded on 28 July, when Gruppe Wolf was formed, consisting of Panzer Abteilung 211, one infantry battalion, an engineer company and an anti-tank platoon. No sooner was this new unit formed that orders came down disbanding it on 3 August. Panzer Abteilung 211 was soon on the march to join the Finnish 6 Infantry Division. The 2nd Company of the Panzer Abteilung was subordinated to the 3rd Battalion, *Jalkaväkirykmentii* (Infantry Regiment) 54. The Finnish battalion had outflanked the Soviets and opened the road between Vuorikylä and Alakurtii. Soviet resistance stiffened at the bridge over the Eniänjoki River, forcing a detour five miles upstream—a bridge built by Finnish and German engineers. A successful armored pursuit was not to take place—Panzers that had been stuck in the mud had to be recovered repeatedly—whereupon they were hurled back into one firefight after another. The final attack towards Alakurtii and Tuntsajoki had to wait until 30 August. By then all the Somua were out of action due to being destroyed or stuck in the rear. A handful of Hotchkiss H-39 tanks were subordinated to the 2nd Battalion of SS Infanterie Regiment 9, and the assembled force took on enemy trench-lines and pillboxes before reaching the bridges at Tuntsajoki on 30 August. During this period of action the Panzer Abteilung 211 lost nine of its 24 Panzers, seven knocked out by anti-tank gun fire. Additional tank losses resulted in the SS-men failing to mark the limit of friendly front lines. Stukas attacked and damaged two additional Panzers.



VAKKILA CROSSROADS

#12

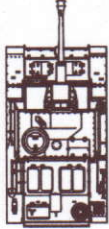
★ RUSSIAN Sets Up and Moves First

1 2 3 4 5 6 7



Elements of Infantry Regiment 48 [ELR: 3] set up on Board 46 in hexes numbered ≥ 3 {SAN: 3}:

| | | | | | | | | |
|-------|-------|---------|---------|---------|-----------|--------------------------|-------------------------|----------------------------|
| 9 | 6 | 9-1 | 9-0 | 8-0 | 1-4-9 | HMG APP 3 7-16 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4 |
|-------|-------|---------|---------|---------|-----------|--------------------------|-------------------------|----------------------------|



Elements of Task Force Forsberg enter along the west edge on Turn 1:

| | | | | | | | | |
|-------|----------------------------|-------------------------------|------------------------|-----------------------|----------------------|--------------------------|----------------------------|--------------|
| 2 | CH 13 8 3 75L -/12* | CH 16 11 6 76L (1) 2/4 | CH M10 3 50L AT | CH M8 2 75L AT | CH 25 T8 21PP | CH 15 1 1 40L (8) | CH 13 8 3 75L -/12* | 9-1 2 |
|-------|----------------------------|-------------------------------|------------------------|-----------------------|----------------------|--------------------------|----------------------------|--------------|



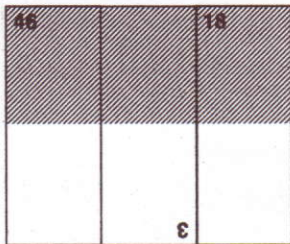
Elements of the 109th Army Corps [ELR: 3] set up anywhere on Board 18 and on Board 3 in hexes numbered ≥ 2 {SAN: 4}:

| | | | | | | | | | |
|------------------|-------------|-----------|---------|-----------|--------------------------|----------------------------|----------------|-------------------------|--|
| E 4-5-8 4 | E 2-4-8 | 2-2-8 | 9-1 | 1-4-9 | HMG 5PP 3 8-16 | LMG 1PP B11 12-6 | ? 7 morale | CH M11 3 45LL AT | Foxhole 5 OVR, OBA: +4 Other: +2 |
|------------------|-------------|-----------|---------|-----------|--------------------------|----------------------------|----------------|-------------------------|--|

Enter along the east edge on Turn 1:

| | | | | | | | | | | | |
|------------------|------------------|------------------|---------|--------------|---------------------------------|---------------------------------|------------------------------|-----------------------------------|--------------------------------|--------------------------------|---------|
| E 6-2-8 4 | E 4-5-8 6 | 1 4-4-7 6 | 9-2 | 8-0 2 | MMG SPP B11 4-10 2 | LMG 1PP B11 12-6 2 | FT 1PP X10 24-1 | DC 1PP X12 30-1 2 | CH 16 11 6 76L 2/4 6 | CH 16 11 6 85L 2/4 4 | 8-1 |
|------------------|------------------|------------------|---------|--------------|---------------------------------|---------------------------------|------------------------------|-----------------------------------|--------------------------------|--------------------------------|---------|

BOARD LAYOUT:



(only hexrows R-GG on Board 3 and A-P on Boards 46 and 18 are playable)

VARIATIONS:

- ★ Add a T34-85 AFV to the Russian reinforcements.
- ✚ Replace one 9-1 Armor Leader with a 10-2 in the Co-Belligerent OB.

OBJECTIVES: The side that has the most VP at game end wins. Control of each building Location on board 3 is worth 1 VP. Control of each of the 3 'crossroad' hexes 3Z5, 3Z6, and 3AA6 are worth 3 VP each. All victory locations begin play controlled by the Russians.

SCENARIO RULES:

1. EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FISR are in use. All Grain is Brush. The StuG IIIG AFVs are German.

MARJAMÄKI, FINLAND, 26 June 1944: The long-awaited Soviet crescendo broke on the Karelian Isthmus on 10 June 1944. A quick collapse of Finnish defenses resulted in retrograde movement to the secondary 'VT Line', itself broken through in mid-June. The retreat continued and Mannerheim put out the call for German aid. Germany soon answered the call, and on 20 June the German High Command informed the Finns of Hitler's to send Sturmgeschütz Brigade 303 and Infanterie Division 122 to southern Finland. Prior to heading for Finland, the 303rd received extensive combat experience—and success—in southern Estonia. The 3rd Battery alone accounted for 46 enemy tanks, 23 of which were personally accounted for by section commander *Oberwachmeister* Herman Kreinig. Despite its past success, upon arriving in Finland the unit was subordinated to the Finnish *Panssaridivioona* (Panzer Division), under the command of Major General Lagus. The German assault-guns were combined with the Finnish *Rynnäkkötykkipataljoona* (Assault Gun Battalion), and along with Panzers of the Finnish Armored Division ordered to halt the Soviet advance towards Portinhiokka and Ihantala. On 27 June the 2nd Battalion of the 303rd was subordinated to a Finnish combat detachment called Osasto Forsberg. This detachment, along with two infantry battalions from Infantry Regiment 48 and one battalion from IR 13 was tasked with seizing the crossroads of the Ihantala-Portinhiokka road at Vakkila. The attack jumped off at 0600 hours and soon succeeded in capturing enemy positions at Marjamäki following a fierce battle. A Soviet counter-attack was quickly laid in and the crossroads again fell into enemy hands. Some difficulties with German-Finnish cooperation crept in and Major General Lagus personally took command of the unit, ordering the commander of the *Rynnäkkötykkipataljoona* to supervise the German assault-guns. Despite heavy losses from Soviet artillery and mortars, the target of Vakkila crossroads was eventually controlled and Lagus ordered the attack to continue towards Nurilampi and Talinmylly. The advance instead came to a halt. Osasto Forsberg lacked sufficient strength to continue.




RETREAT TO IHANTALA

#13


| | | | | | | | | |
|---------------------|---|---|---|---|---|---|---|---|
| FINNS Set Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| RUSSIAN Moves First | | | | | | | | |

Elements of Osasto Björkman [ELR: 3] set up anywhere on Board 43 and on Board 32 in on/west of hexrow I [EXC: a minimum of three MMCs must set up on Board 43] {SAN: 3}:



| | | | | | | | | | | | |
|---|---|---|--|--|--|--|-------|-------|-------|-------|-------|
| | | | | | | | 2 | 7 | 7 | 3 | 3 |
| 6 | 2 | 3 | | | | | 2 | | | | |

Elements of the 30th Guards Rifle Corps [ELR: 4] enter along the east edge on Turn 1 and/or set up on Board 32 on/ east of hexrow J {SAN: 4}:



| | | | | | | | | | | | |
|---|---|---|--|--|--|-------|-------|-------|-------|-------|-------|
| | | | | | | 4 | 2 | 2 | 2 | 3 | 3 |
| 8 | 5 | 3 | | | | 4 | 2 | | | | |

BOARD LAYOUT:



VARIATIONS:

- Only one Finnish Stu-40 may set up utilizing HIP.
- Add a PstK 38 AT-gun and 2-2-8 crew to the Finnish OB.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FISR are in use. All Grain is Brush.
- All Stu-40 AFV may begin play HIP. They lose HIP/Concealment as if they are Guns (A12.34).

OBJECTIVES: The side that accumulates the most VP at game end wins. In addition to CVP, both sides earn EVP for units exited units along the west edge on/after Turn 6.

Positions near RUUNAKORPI, FINLAND, 28 June 1944: The Finnish battle detachment, Osasto Björkman found itself fighting east of the Soviet spearhead, tasked with the objective of pushing west to reach another detachment, Osasto Puroma. Osasto Björkman was made up of one battalion from Infantry Regiment 48, one from IR 13, Rajajääkäripataljoona (Border Guard Battalion) 2, Erillinen pataljoona (Independent Battalion) 14, 1st Company *Rynnäkötykkipataljoona* (Assault Gun Battalion) and some miscellaneous smaller units. Osasto Björkman began its attack early on 28 June, and had some limited success before the effort petered out after heavy losses after an all-night battle. Just before the Soviets began their own attack of 28 June, seven German Sturmgeschütz reinforced Osasto Björkman, arrayed in defensive positions along the road leading to Talinmylly, near Ruunakorpi. The Soviet onslaught quickly caused disruption in the Finnish lines, and three T-34's broke through, reaching the concealed German assault-guns. The ensuing engagement went against the Germans: one Sturmgeschütz was immobilized and the others retreated to Ihantala without a fight. Finnish soldiers, exposed to Soviet tank fire after their German comrades departed, soon gave way and Osasto Björkman was forced off the roads, the survivors melting away into the surrounding forests, opening the way to Ihantala.










RENEWED OFFENSIVE

#14


| | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☛ FINNS Move First | | | | | | | |









Elements of the 1st Jaeger Brigade [ELR: 4] enter on Turn 1 along the north edge {SAN: 3}:




| | | | | | | | | |
|---|---|---|--|--|--|---------------------------|---------------------------|--------------------------|
|  E 5-4-8 7 |  2 4-4-7 4 |  10-1 |  9-1 |  8-0 |  1-4-9 | dm HMG I 2PP II 3-8 | dm MMG I 2PP II 3-8 | LMG 1PP I 3-8 3 |
|---|---|---|--|--|--|---------------------------|---------------------------|--------------------------|

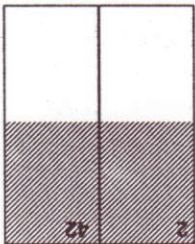
Elements of the 3rd Rifle Division [ELR: 2] set up on/south of hexrow J on Board 42 and/or on/south of hexrow K on Board 2 {SAN: 3}:



| | | | | | | | | | | | |
|--|---|---|---|--|--|--|---|----------------------|--------------------------|------------------------------|----------------------------|
|  E 6-2-8 |  1 5-2-7 2 |  1 4-4-7 4 |  C 4-2-6 3 |  9-1 |  8-0 |  7-0 |  1-4-9 | HMG 5PP 3 6-12 | MMG 5PP B11 2 4-10 | LMG 1PP B11 1 2-6 2 | MTR 4PP [3-20] 3 50* |
|--|---|---|---|--|--|--|---|----------------------|--------------------------|------------------------------|----------------------------|

| | |
|---------------|---|
| ? | Trench OVR, OBA: +4 Other: +2 |
| 7 morale 5 |  2 |

BOARD LAYOUT:



(only hexrows A-P on both boards are playable)

VARIATIONS:

- ★ Replace the 9-1 leader in the Russian OB with a 9-2.
- ☛ Add a 6-4-8 squad and a German LMG to the Finnish OB.

OBJECTIVES: The Finns win at game end if they Control all buildings adjacent to the 42I1-2A6 road and ≥ 2 buildings or Level 3 hexes anywhere else in the playing area.

SCENARIO RULES:

1. EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FISR are in use.

East of LODEYNOYE POLE, RUSSIA, 7 September 1941: During late summer 1941 Mannerheim's confidence in Germany's inevitable victory began to waver. His doubts that Leeb's Army Group North would close up to Leningrad were taken seriously by the German High Command. The Germans were desperate to have the Finns maintain pressure from the north, tying down Russian divisions that could otherwise turn to deal with the approaching German army. Hitler played his cards quickly, sending OKW Operations Chief Jodl to Finland carrying a box containing all three classes of the Iron Cross, to be pinned on Mannerheim's chest. While likely cool to the proffering of German medals, the Finnish Marshal could not ignore the ramifications his answer would have on negotiations for 15,000 tons of grain—ongoing at that moment. No matter the provocation, after some prodding by Germany the Finns renewed offensive operations on the Karelian Isthmus. On the night of 4 September the Army of Karelia began its advance to the Svir with the heaviest artillery barrage ever staged by the Finns thus far in the war. Within three days VI Corps had punched through the enemy line at Tuloksa and reached the Svir opposite Lodeynoye Pole. On the 8th, the 1st Jaeger Brigade cut the Murmansk Railroad at Svir Station. Also on the 8th, VII Corps captured the critical road junction at Krasnaya Pryazha. By the middle of September the Army of Karelia had captured territory running the entire length of the Svir. Finnish high command quickly set plans into motion for a converging attack on Petrozavodsk, the capital of Karelo-Finnish SSR.



THE RUINS OF ÄYRAPÄÄ CHURCH

#15

 FINNS Set Up First













 RUSSIAN Moves First

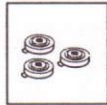
1 2 3 4 5 6 7



Mixed elements of the 2nd Battalion, 7th Infantry Regiment, 2nd Division and the 25th Independent Infantry Battalion [ELR: 3] set up on boards 7 and 18 {SAN: 2}:



| | | | | | | | | | | | |
|--|--|--|---|--|--|--|--|--|---|--|---|
|  16-4-8 7 |  12-4-8 3 |  2-2-8 |  10-1 |  8-0 |  1-4-9 |  HMG 4PP 7-16 2 |  PSK 1PP X10 12-4 |  ? 7 morale 12 |  CH M 8 75L AT |  Foxhole 5 1S OVR, OBA: +4 Other: +2 6 |  Trench OVR, OBA: +4 Other: +2 2 |
|--|--|--|---|--|--|--|--|--|---|--|---|











4 A-T factors

Original Design Concept: Mika Mäenpää
Scenario Adaptation: Ray Tapio

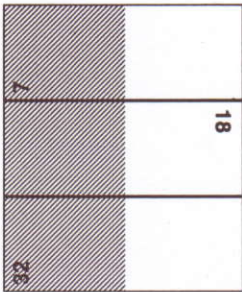


Elements of the 381st Rifle Division, 98th Army Group [ELR: 3] set up on board 32 {SAN: 2}:



| | | | | | | | |
|--|---|--|--|---|---|---|--|
|  15-2-7 2 |  14-4-7 18 |  8-1 |  8-0 |  7-0 2 |  LMG 1PP B11 2-6 3 |  CH 13 14 11 B10 152 2 |  CH 13 14 11 B11 122L -/-/4 |
|--|---|--|--|---|---|---|--|

BOARD LAYOUT:





(only hexrows A-P are playable)



OBJECTIVES: The Russians win at game end if they accumulate ≥ 14 VP and Control all level 2 hexes on board 18. The Russians are awarded VP for friendly infantry on board 7 at game end. AFVs do not count towards this total nor do prisoners.

VARIATIONS:

-  Add an ISU-122 to the Russian OB.
-  Remove an ISU-152 from the Russian OB.

SCENARIO RULES:

1. EC are Moderate, with no wind at start. Kindling (B25.11) is NA. All FISR are in use. Place a stone Rubble counter in hex 18X5.
2. The Finns may setup ≤ 2 squad-equivalents and any SW/SMC stacked with them utilizing HIP. Finnish infantry in hex 18X5 are Fanatic. The Finns receive one module of 100+mm OBA directed by an Offboard Observer recorded in a level 1 hex along the north edge.
3. Vehicles may not be voluntarily Abandoned (D5.4).

ÄYRAPÄPÄÄ, FINLAND, 7 July 1944: The Äyräpää battlefield, made famous during the *Talvisota*, or Winter War, again became the scene of intense combat during the Soviet 1944 offensive on the Karelian Isthmus. The Finns set up their defenses on the southern side of the River Vuoksi, to take advantage of the hills there that dominated the otherwise flat landscape. This choice meant their supply-lines would have to cross the river. Nonetheless, the bridgehead held out for some two weeks before the enemy managed to carve the defenders into two separate pockets. At 0200 hours on 7 July, following an intense bombardment, ten Russian assault-guns crept forward to attack the eastern side of the bridgehead. A general retreat was called and the Finns pulled back across the Vuoksi. All the Finns, that is, except those led by Captain Talvitie, centered around the defense of the shattered Äyräpää church. The weary veterans of the 2nd Battalion, 7th IR, were left to hold off the brunt of the enemy attack that continued at 0400 hours. The Finns held on for a time, and even absorbed friendly artillery fire that cleaned away Russian soldiers and failed to injure even one Finn, huddling at the bottom of his foxhole. The outcome was never in doubt, only how long the valiant defenders of the church could hold off the enemy onslaught. Many Russian soldiers fell at Äyräpää before the defenders gave way.



KARELIAN DREAM

#16

| | | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|---|
| ★ RUSSIANS Set Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ☛ FINNS Move First | | | | | | | | |

Elements of the 1st Infantry Division [ELR: 3] set up on/south of hexrow J {SAN: 3}:

| | | | | | | | | | | | |
|-------------|-------------|------------|----------|----------|----------|-----------------------------|----------------------------|----------------------------|--------------------------|----------------------------|-----------------------------|
| 16-4-8 6 | 24-4-7 6 | 2-2-8 2 | 9-1 1 | 9-0 1 | 8-0 1 | HMG 4PP B10 7-16 2 | LMG 2PP B10 2-7 2 | LMG 1PP B11 2-6 2 | LMG 1PP 1 3-8 2 | DC 1PP X12 30-1 2 | CH M11 3 81+ MTR 2 |
|-------------|-------------|------------|----------|----------|----------|-----------------------------|----------------------------|----------------------------|--------------------------|----------------------------|-----------------------------|

Elements of Task Force Lagus enter on Turn 1 on hex 4611 OR 46A5 OR 43110 (all units enter from the same hex) with both squads as Passengers in Light Trucks:

| | | | | | | | | | |
|--------------|------------|----------|--------------------------|--------------------------------------|------------------------------------|------------------------------------|--|------------------------------|----------------------------|
| E 5-4-8 2 | 2-2-8 2 | 9-0 1 | LMG 1PP 1 3-8 2 | CH 12 B11 1 45L (i) -/4/2 2 | CH 11 B11 3 45L (i) -/4 2 | CH 14 B11 1 45L (i) -/4 3 | CH (i) 12 T8 0 9PP 0 BMG 2/- 2 | CH 25 T8 1 21PP 1 2 | CH M12 3 37L AT 2 |
|--------------|------------|----------|--------------------------|--------------------------------------|------------------------------------|------------------------------------|--|------------------------------|----------------------------|

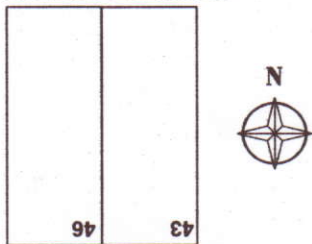
Elements of the 272nd Rifle Division [ELR: 2] set up anywhere on/north of hexrow M {SAN: 5}:

| | | | | | | | | | | | |
|-------------|-------------|--------------|------------|----------|----------|----------|---------------------------|-------------------------------|------------------------------|--------------------------------------|-------------------------|
| 15-2-7 6 | 14-4-7 8 | E 3-2-8 2 | 2-2-8 2 | 9-2 1 | 8-1 1 | 7-0 1 | HMG 4PP 3 6-12 2 | MMG 4PP B11 2 4-10 2 | LMG 1PP B11 1 2-6 3 | MTR 4PP 3 (3-20) 3 50+ 3 | ATR 1PP 1-12 3 |
|-------------|-------------|--------------|------------|----------|----------|----------|---------------------------|-------------------------------|------------------------------|--------------------------------------|-------------------------|

Local reinforcements of the 22nd Fortified Sector enter on Turn 3 along the north edge:

| | | | | |
|--------------------|--|----------------|----------------------------|--------------------------------|
| ? 7 morale 6 | Trench OVR, OBA: +4 Other: +2 4 | Roadblock 4 | CH M11 3 45L AT 2 | CH 19 B11 1 45L 2/4 2 |
|--------------------|--|----------------|----------------------------|--------------------------------|

BOARD LAYOUT:



VARIATIONS:

- ★ Russian reinforcements enter on Turn 2.
- ☛ Replace the 9-1 leader in the Finnish OB with a 10-1.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FISR are in use. Despite the scenario date, Grain is in season (B15.6).
- Finnish Trucks are automatically Recalled (D5.341) as soon as they no longer have Passengers.

PETROZAVODSK, RUSSIA, 1 October 1941: While the 1st Jaeger Brigade approached the Soviet capital of Karelia from the south, along the newly-reached Murmansk Railroad penetration, VII Corps sent the 1st Division on a daring and strenuous march through the wooded countryside between the rail line and the road running from Pryazha and Petrozavodsk. A second column from *Osasto Lagus*, advanced on the capital, moving along the road. The Russians had no intentions of giving up Petrozavodsk easily. All inhabitants and installations were evacuated and the city was transformed from a center of civilization into a grim battlefield. Initial Finnish attacks by the 1st Division fell short of their objective while Russian troops were observed demolishing buildings to build strong-points. In the early morning of October 1st, the 1st Division made another go of it, this time striking at the southeastern flank of the city. As the Finns moved forward explosions were still audible from the Soviet destruction of the city. Fierce resistance was put up by the soldiers of the Russian 3rd Infantry Division, who outnumbered the attacking Finns. Progress was slow until about 1000 hours, when *Osasto Lagus*, armed with motorized troops and tanks, struck from the southern sector of the city. By noon, the city center had been reached, overcoming the main center of Soviet resistance. While mopping up operations continued, the Finns liberated booty in the form of thousands of liters of vodka left behind by the Russian troops. Rifle fire continued sporadically on the 1st while the liquor started flowing in abundance among the weary Finnish soldiers. Later, when officers sought to move Finnish soldiers away from a particularly large liberated vodka vat, a brief exchange of fire between Finn and Finn erupted as efforts to terminate the imbibing were resisted by force of arms.



CUT AND RUN

| | | | | | | | | |
|---------------------|---|---|---|---|---|---|---|---|
| FINNS Set Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| RUSSIANS Move First | | | | | | | | |

Elements of the 20th Brigade and the Independent Armor Company [ELR: 2] set up anywhere on Board 21 and/or on Board 45 in hexes numbered ≤ 5 {SAN: 4}:

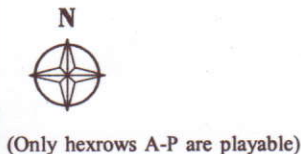
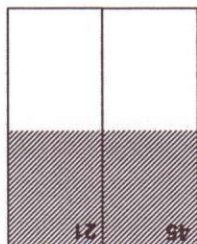
| | | | | | | | | | | | |
|--------------|--------------|--------------|------------|-----------|----------|------------|---------------------------|---------------------------|--------------------------|-----------------------------|--------------------|
| 1 6-4-8 9 | 6 5-3-8 5 | 1 2-4-8 2 | 2-2-8 2 | 10-1 2 | 8-0 2 | 1-4-9 2 | HMG 4PP 3 7-16 2 | MMG 3PP 2 5-12 2 | LMG 1PP 1 3-8 2 | PSK 1PP X10 12-4 2 | ? 7 morale 6 |
|--------------|--------------|--------------|------------|-----------|----------|------------|---------------------------|---------------------------|--------------------------|-----------------------------|--------------------|

| | | | |
|----------------------------|-------------------------|--|-----------|
| CH 18 B10 114* (r) 4 | CH M 8 2 75L AT 2 | Trench OVR, OBA: +4 Other: +2 2 | Roadblock |
|----------------------------|-------------------------|--|-----------|

Elements of the 30th Guards Rifle Corps and 27th Heavy Breakthrough Tank Regiment [ELR: 4] enter on Turn 1 along the east edge {SAN: 3}:

| | | | | | | | | | | | |
|--------------|---------------|----------|----------|----------|---------------------------|------------------------------|-------------------------------|-------------------------------|-----------------------|------------------------------|----------------------------|
| E 6-2-8 8 | 1 4-4-7 10 | 9-2 2 | 9-1 2 | 8-0 2 | HMG 5PP 3 6-12 2 | LMG 1PP B11 1 2-6 4 | FT 1PP X10 24-1 2 | DC 1PP X12 30-1 5 | CH 13 B10 152 3 | CH 13 B10 122L -/-/4 2 | CH 13 B10 122L 1/4 2 |
|--------------|---------------|----------|----------|----------|---------------------------|------------------------------|-------------------------------|-------------------------------|-----------------------|------------------------------|----------------------------|

BOARD LAYOUT:



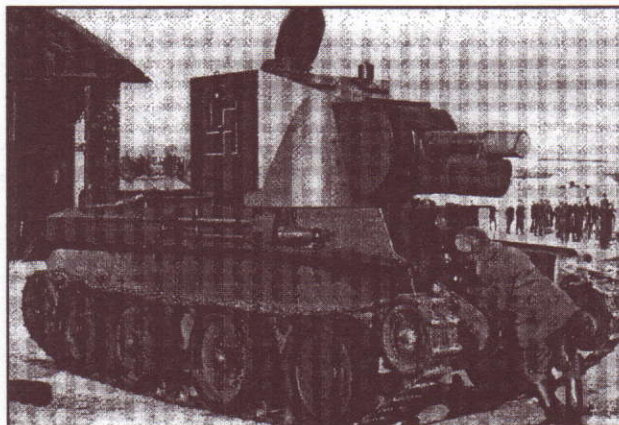
VARIATIONS:

- Control of the Graveyard is worth 6 buildings.
- Add a PsK 38 AT-gun and 2-2-8 crew to the Finnish OB.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FISR are in use. All multi-hex buildings on Board 45 are treated as Two Story Houses (B23.22). Place stone Rubble counters in the following hexes: 21I5; 21H5; 21O8; 21N8; 21F9; 21G10; 45K2; 45J2; and 45I2.
- The Finns may setup two squad-equivalents and any SW/SMC stacked with them using HIP. Finnish 5-3-8 squad-equivalents may not Self-Rally. Finnish Personnel are MOL capable (A22.6).
- Russian 6-2-8 squad-equivalents are Assault Engineers (H1.22).

VIIPURI, FINLAND, 20 June 1944: In a seemingly continuous Soviet assault, the Russians pushed back reeling Finnish defenders in the once famous 'Summa Sector'. Finnish morale plummeted as the weary soldiers found themselves facing overwhelming odds during eleven straight days of enemy action. The Finnish 20th Brigade found itself low on all type of supplies, especially ammunition stocks. Most of the men of the unit were green troops, just completing military training. They had yet to see combat but were nonetheless tasked with the defense of Viipuri. In an effort to bolster the feeble defense, reinforcements in the form of Er. Ps. K., commanded by Lieutenant Sippel, was ordered to move into supporting positions. Nine BT-42 assault-guns entered friendly lines among the weary and frightened soldiers just as the menacing outlines of Soviet JS II tanks were seen advancing through the morning mist, heading for Finnish positions around Ristimäki cemetery. The defenders fired on the enemy tanks ineffectually, using HE ammunition from the obsolete 114mm howitzers of the Finnish assault-guns. The armor of the Soviet tanks repelled these attacks and the BT-42s quickly shifted targets to the onrushing enemy infantry. Far more success resulted as the High Explosive rounds burst among the enemy foot-soldiers. The initial enemy attack was held off around the cemetery. However, on the northeast side of the ancient city a Soviet ISU-122 and four T-34 tanks clanked menacingly into the heart of Finnish positions. These attackers were only stopped by close-defense squads using Molotov Cocktails and Panzerschrecks. Despite this success, panic overtook the defenders and an disorganized retreat was on after one platoon thought it received 'orders' to withdraw. Sippel's assault-guns remained in position a bit longer, while Finnish infantry support fell back pell-mell. Sippel's unit suffered heavily. Five of nine assault-guns were destroyed, including Sippel's own command vehicle. The routing of the 20th Brigade allowed the Russians to seize Viipuri with light losses. The BT-42 assault gun model was withdrawn from front-line duty soon after its performance at Viipuri.



BEYOND VYBORG

#18

| | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|
| FINNISH Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| RUSSIAN Moves First | | | | | | | |

Elements of the 3rd Infantry Brigade [ELR: 3] set up anywhere in the playing area {SAN: 4}:



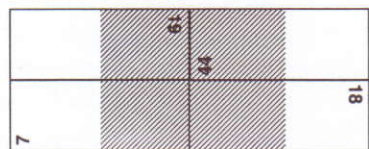
| | | | | | | | | | | | | |
|--|-------------------------------------|-----------------------------------|------------|------------|------------|--|---------------------------------------|-------------------------|----------------------------|------------------------|--------------------------|--------------------|
| 16-4-8 4 | 65-3-8 4 | 12-4-8 2 | 2-2-8 2 | 9-1 2 | 9-0 2 | 8-0 2 | HMG 4PP 3 7-16 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4 | DC 1PP X12 30-1 | ? 7 morale 8 |
| CH M 8 2 75L AT | Trench OVR, OBA: +4 Other: +2 | MPH/RtPh: dr = MF CC: +1/-1 | 2+5+7 2 | 1+5+7 2 | 1+3+5 2 | AT Ditch 3 | Minefield II | 4 A-T factors | 3 Dummy Mines (F.7B) | | | |
| Elements of the Lagus Armored Division enter on Turn 4 along north edge: | | | | | | CH 16 11 6 1 76L (r) 2/4 2 | CH 11 3 1 1 45L (r) -/4 2 | Known A-P (F.7) factors | | | | |

Elements of the 63rd Guards Rifle Division and 21st Army [ELR: 4] enter on Turn 1 along the south edge {SAN: 3}:



| | | | | | | | | | | | |
|--------------|--------------|-------------|-----------|----------|----------|----------------------|-------------------------|--------------------------|-------------------|---|---|
| E 6-2-8 4 | E 4-5-8 6 | 14-4-7 4 | 10-2 2 | 8-1 2 | 8-0 2 | HMG 5PP 3 8-16 | LMG 1PP B11 1 2-6 | DC 1PP X12 30-1 | FT X10 24-1 | CH 13 14 11 B11 122L 1/4 ² 2 | CH 17 13 11 6 X10 +BF32 76L -/4 2 |
|--------------|--------------|-------------|-----------|----------|----------|----------------------|-------------------------|--------------------------|-------------------|---|---|

BOARDLAYOUT:



(only hexrows A-P on boards 44 and 19, and R-GG on boards 7 and 18 are playable)

VARIATIONS:

- The Russians need to Control all 5 Pillboxes at game end.
- The Russians need to only Control 3 Bunkers at game end..

OBJECTIVES: The Russians win at game end if they Control/eliminate ≥ 4 Pillboxes.

SCENARIO RULES:

- EC are Dry, with no wind at start. All water obstacles (including River hexes) are ponds. All marsh are mudflats. Place overlays as follows: **Hi7** on 7T3/U3; **P3** on 7FF7/GG7; **P5** on 44E7/D7; and **Hi4** on 44H5/H6; **J1C** on B2/B1. All FISR are in use.
- The Russians may Pre-Register two 200mm Rocket OBA (HE only) prior to all setup. These are resolved after setup, but prior to the start of play. The Russians resolve two pre-game 200mm FFE, with no accuracy, but extent of error is halved. After resolving all FFE: 1, remove the FFE counter and play

proceeds to the RPh of Turn 1.

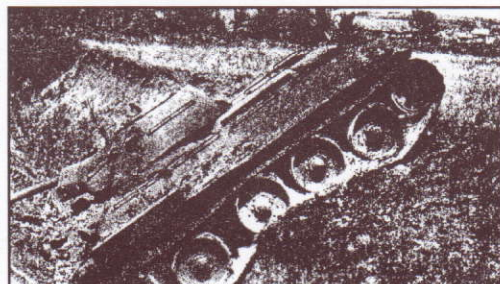
3. Bore Sighting (C6.42) is NA.

4. Finnish trenches and pillboxes must be setup as Bunker (B30.8) 'strongpoints'. Each 'strongpoint' must consist of two trenches and one pillbox that are either IN the same hex, or are in a contiguous chain so that all fortifications are ADJACENT to ≥ 1 other Fortification of the 'strongpoint'. All 'strongpoints' must setup on hill hexes, with ≥ 2 'strongpoints' on both board's 18 and 7.

5. The Finns receive Air Support in the form of two German '42 DB (w/ bombs) that arrive on a $dr \leq$ the current turn number. Both aircraft are Recalled (E7.24) after two turns on map.

6. A-P mine factors may not be exchanged for A-T mine factors and vice-versa.

PORTINHAIKA STRONG POINT, FINLAND, 28 June 1944: Following the capture of Vyborg, the Russian offensive finally began to run out of steam. To aid in upcoming negotiations at the peace table, STAVKA ordered one final great push to smash the Finnish defenses and resume the advance toward the former Soviet-Finnish frontier. The 21st Army led the way with twelve rifle divisions backed up by heavy assault artillery. In 24 hours of heavy fighting, the three attacking rifle corps captured the strong points at Mannikkola and Repola, and approached the strongpoint at Portinhaika late on 26 June. Following more intense artillery barrages, heavy JS-2 tanks and waves of enemy infantry attacked the fortified positions. Confusion reigned and casualties grew as units retreated and counterattacked - supported by Finnish tanks of the Lagus division and German Stukas. Four days of such fighting resulted in the eventual loss of Portinhaika and Karisaalmi strong points, but at the cost of grinding down the Russian shock troops and allowing for further Finnish and German reinforcement of new positions north of there. After suffering terrible losses for both sides, the Russian 21st Army would go over to the defensive by the 14 July.



ISLAND FEVER

#19

| | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|
| FINNISH Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| RUSSIAN Moves First | | | | | | | |

Elements of 1st Company, 1st Cavalry Brigade [ELR: 3] set up in ≥ 5 hexes from hex 36CC2 {SAN: 3}:

| | | | | | | |
|-------------|-------------|----------|----------|---------------|--------------|---------------|
| 16-4-8 6 | 12-4-8 2 | 9-1 1 | 8-0 1 | 3PP 2 5-12 | 1PP 2 3-8 | 7 morale 5 |
|-------------|-------------|----------|----------|---------------|--------------|---------------|

Enter on Turn 3 on/between hexes 19K1-19P5:

| | | | |
|-------------|----------|-----------------|-----------------|
| 16-4-8 2 | 9-0 1 | 1PP X10 12-4 | 1PP X12 30-1 |
|-------------|----------|-----------------|-----------------|

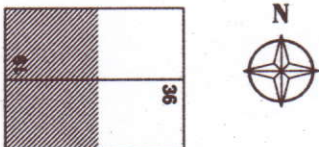
Elements of the 124th Infantry Division [ELR: 4] set up ≤ 4 hexes from hex 36CC2 {SAN: 2}:

| | | | | | | | | | |
|--------------|--------------|--------------|----------|----------|----------|-------------------|------------------|---------------------|------------------|
| E 6-2-8 2 | E 4-5-8 4 | 1 4-4-7 7 | 9-1 1 | 8-1 1 | 7-0 1 | 5PP B11 2 4-10 | 1PP B11 1 2-6 | 4PP [3-20] 3 50+ | 1PP 30-1 2 |
|--------------|--------------|--------------|----------|----------|----------|-------------------|------------------|---------------------|------------------|

Enter on Turn 1 on/between hexes 36CC1-GG3:

| |
|---|
| CH 16 12 11 6 1 76L 2/4 2 |
|---|

BOARDLAYOUT:



(only hexrows A-P on board 19 and R-GG on board 36 are playable)

VARIATIONS:

- Add a 6-4-8 + 1-4-9 Hero to the initial Finnish OB.
- Replace the 9-1 leader in the Russian OB with a 9-2.

SCENARIO RULES:

- EC are Moderate, with no wind at start. All streams are shallow. All FISR are in use. Place overlay J1C on 19B2/19B1.
- All Finnish infantry in eligible terrain may setup in foxholes.

TEIKAR-SARI ISLAND, GULF OF FINLAND, 5 July 1944: Having failed to smash the Finnish defenses north and northeast of Vyborg and advance to the former Soviet-Finnish border of 1940, the Russians decided to conduct a series of amphibious operations to outflank Vyborg from the southwest. In order to accomplish this, the 59th Army and Baltic Fleet would first need to attack the islands in the Gulf of Vyborg. One of these islands was Teikar-sari - defended by light elements of the 1st Cavalry Brigade. The Russian landing on the 4th of July was a mixed success. The 160th Rifle Regiment lost communication with the army after their radio was destroyed on a ship that struck a naval mine. Despite facing heavy resistance - sans artillery or air support, they were still successful in securing the southern and central sections of the island.. Initial Finnish attempts to reinforce the island were unsuccessful. That evening a reinforced battalion was landed, which immediately began driving the Russians back - forcing them to withdraw, abandoning the last 200 men on the southern end of the island. The following morning, the Russians landed two battalions and four tanks of the 124th Rifle Division on the island. These units linked up with the survivors, and the force (now supported by air and artillery) prompted the Finns to withdraw northward and to begin preparations to evacuate the island themselves. After once more failing to reinforce the garrison, the Finns abandoned the island that evening. Heavy and unsuccessful fighting on the mainland would result in the cancellation of any future amphibious offensives, making the fight for these backwater islands irrelevant and costly errors.
















A BLOODY SLUGFEST

#20



| | | | | | | | |
|------------------------|---|---|---|---|---|---|---|
| ★ SOVIET Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☛ FINNISH Moves First | | | | | | | |

Elements of 19th Infantry Brigade and 10th Armored Jager Brigade [ELR: 3] set up on board 11 in hexes numbered ≥ 8 {SAN: 3}:

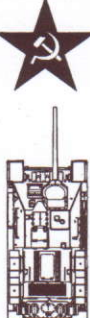














| | | | | | | | | | | | |
|--|--|--|---|--|--|---|---|--|--|---|--|
|  16-4-8 9 |  65-3-8 3 |  2-2-8 |  10-0 |  9-1 |  8-0 |  HMG 4PP 3 7-16 |  MMG 3PP 2 5-12 |  LMG 1PP 1 3-8 |  LMG 1PP 1 2-6 |  PSK 1PP X10 12-4 |  DC 1PP X12 30-1 |
|--|--|--|---|--|--|---|---|--|--|---|--|

4




| | |
|---|---|
|  CH 13 8 3 1 75L -1/2+ |  CH M 8 2 75L AT |
|---|---|

Elements of the 142nd Rifle Division [ELR: 3] set up anywhere on boards 7 and 19 and hexes numbered ≤ 5 on board 11 {SAN: 4}:








| | | | | | | | | | | | |
|---|--|--|--|--|---|---|--|---|---|---|---|
|  E 4-5-8 3 |  14-4-7 6 |  2-2-8 |  8-1 |  8-0 |  HMG 5PP 3 6-12 |  MMG 5PP B11 2 4-10 |  LMG 1PP B11 1 2-6 |  MTR 4PP [3-20] 3 50+ |  ? 7 morale |  CH M11 1PP 3 45LL AT |  CH 16 11 1 85L |
|---|--|--|--|--|---|---|--|---|---|---|---|

5

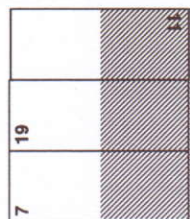
| | | |
|---|--|---|
|  Trench OVR, OBA: +4 Other: +2 5 |  Foxhole 5 1S OVR, OBA: +4 Other: +2 4 |  Minefield 11 12A-P factors |
|---|--|---|

Elements of the 46th Separate Guards Tank Regiment enter Turn 3 along the south edge OR on/adjacent to hex 7R2 (all units use the same entry area):

| | | | | |
|--|--|--|---|--|
|  E 4-5-8 3 |  9-2 |  LMG 1PP B11 1 2-6 |  CH 16 11 1 85L 2/4 |  CH 13 11 1 122L 1/4 |
|--|--|--|---|--|

2

BOARD LAYOUT:



(only hexrows A - P on Board 11 and R - GG on boards 7 and 19 are playable)

VARIATIONS:

- ☛ Finnish OBA receives Plentiful Ammunition and an additional Pre-Registered hex.
- ★ Add another IS-2 AFV to the Russian reinforcements.

SCENARIO RULES:

- EC are Dry, with a mild breeze from the northeast at start. The river is deep. A Pontoon Bridge (B6.41) is in hexes 7AA6-7AA8. Place overlay J1C in 19FF9/19FF8.
- The Russians may setup one squad-equivalent and any SMC/SW stacked with it using HIP.
- The Finns are Elite for Ammunition Depletion # purposes (C8.9). The Finns receive one module of 80+mm OBA (HE only) with one Pre-Registered hex directed by an Offboard Observer recorded at level 2 in a north edge hex.
- The OPT Rule for the Stu-40 AFV having extra concrete armor is in effect.

OBJECTIVES: The Finns win at game end if they have ≥ 3 AFVs (mobile, with functioning MA) and/or Good Order (non-crew) MMCs on board 7. The Finns win immediately if they destroy ≥ 1 pontoon bridge.

VUOKSI RIVER, NEAR VOUSelmi, FINLAND, 12 July 1944: All attempts to cross the Lake Vuoksi in late June had failed miserably. In fact, the Finnish bridgehead at Iaiuriapia (south of the lake) had remained intact until July 7. The 115th Rifle Corps then forced a crossing of the river on July 9, that succeeded in establishing a tenuous bridgehead on the north bank. The Corp's two divisions reinforced and expanded the bridgehead slightly. The following day the 3rd Finnish Corps launched a series of desperate counterattacks designed to crush the bridgehead, but instead turned out to become a bloody slugfest for both sides. Elements of four Finnish divisions and one brigade attempted to eliminate this dangerous bridgehead, with heavy fighting and mounting casualties for both sides. By July 15, Finnish intelligence detected that the better Russian units were being relieved by second-line formations. The bridgehead would remain, but the tempo of the offensive had ended. The Russians would now go over to the defense.











NORTHERN RIPOSTE








#21

| | | | | | | | | |
|-------------------------|------------------------------|---|---|---|---|---|---|---|
| ★ RUSSIAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| | ☒ CO-BELLIGERENT Moves First | | | | | | | |







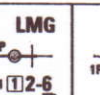

Elements of Finnish Group J [ELR: 4] enter on/after Turn 2 along the west edge on board W1 or W2 as per SR #3 {SAN: 2}:

| | | | | | | | |
|--|--|--|--|--|--|---|--|
|  |  16-4-8 6 |  12-4-8 2 |  9-1 |  9-0 |  1-4-9 |  MMG 3PP 2 5-12 |  LMG 1PP 1 3-8 |
|--|--|--|--|--|--|---|--|

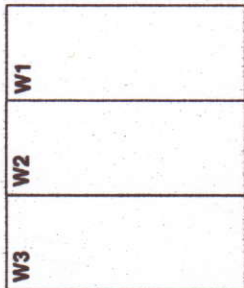
Elements of the SS Division 'Nord' [ELR: 2] enter on Turn 1 along the south edge:

| | | | | | | |
|--|---|--|--|--|---|--|
|  |  4-4-7 8 |  8-0 |  7-0 |  dm MMG 1 2PP 1 3-8 |  dm MMG 1 2PP 1 3-8 |  LMG 1PP 1 3-8 |
|--|---|--|--|--|---|--|

Elements of the 8th Ski Brigade [ELR: 3] set up on board W3 in Level 1 or higher hexes {SAN: 2}:

| | | | | | | | |
|--|--|--|--|--|--|---|--|
|  |  E 6-2-8 12 |  9-2 |  9-1 |  8-0 |  SPP MMG B11 2 4-10 2 |  LMG 1PP B11 1 2-6 3 |  ATR 1PP 1-12 |
|--|--|--|--|--|--|---|--|

BOARD LAYOUT:



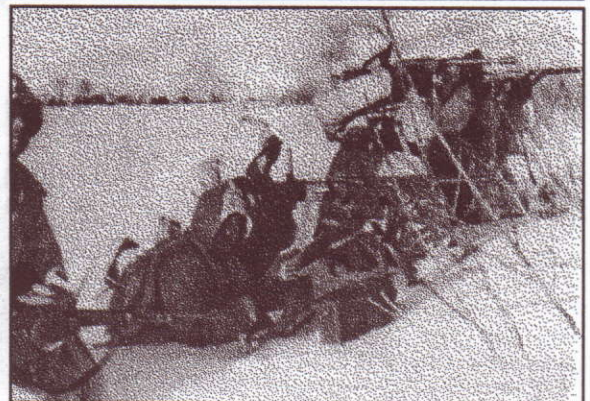
VARIATIONS:

- ★ Replace one MMG in the Russian OB with an HMG
- ☒ Add a 1-4-9 Hero to any portion of the Co-Belligerent OB.

SCENARIO RULES:

- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. Kindling (B25.11) is NA. All FISR are in use. All brush/pond terrain is Marsh (i.e., ignore E3.722).
- The Russians have Winter Camouflage (E3.712) and are ski capable (E4.2). No Russian unit may setup in Ski Mode.
- Prior to all setup the Co-Belligerent player makes a secret side note recording the board (W1 or W2) *all* of his units will enter on.
- Bore Sighting (C6.4) is NA.

Near KESTEN'GA, RUSSIA, 6 May 1942: During the Russian spring offensive in the far northern reaches of Russia, the 8th Ski Brigade and a regiment from the 186th Rifle Division were sent on a wide sweep to the west and south in an effort to cut the road behind Kesten'ga. By the 5th of May the Brigade had advance elements within a mile of their objective. However, in the swampy terrain northwest of the town the offensive lost its momentum. The commanders of the combined German-Finnish forces nearby, consisting of Waffen SS 'Nord' and Finns of Group J, formulated a response to deal with their stalled enemy. Over a two-day span German and Finnish troops encircled the exposed Russians and virtually wiped them out to a man. The 8th Ski Brigade absorbed the brunt of the counter-attack and few from the unit escaped the noose. The brigade was reduced to 367 combat effective, gutted it. The failed offensive on the Kesten'ga road sounded the death knell for a Russian breakthrough in the northern reaches of the Arctic front.




BROTHERS IN ARMS

#22

| | | | | | | |
|-----------------------|---|---|---|---|---|---|
| FINNISH Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| GERMAN Moves First | | | | | | |

Elements of the 11th Infantry Regiment [ELR: 3] set up north of the stream/pond/overlay M3 on board 13 and or adjacent half hexes of board(s) 13/14 {SAN: 3}:




| | | | | | | | | | | | |
|---------|---------|-------|-----|-----|-------|----------------------|---------------------|----------------------------------|---------------|--|------------------|
| 1 6-4-8 | 1 2-4-8 | 2 2-8 | 9-1 | 8-0 | 1-4-9 | HMG 4PP 3 7-16 | LMG 1PP 1 3-8 | ATR 4PP 1-12 L-33 20L 1 | ? 7 morale | Sangar 1S or Gun OVR, OBA: +3* Other: +1* | CH M 8 75L AT |
| | | | | | | 2 | | 8 | | 2 | |

Counter attacking elements enter on/after Turn 2 along the south edge:

| | |
|-----|----------------------------|
| 9-1 | CH 11 B1 45L (r) -/4 |
| 2 | |

Elements of Kampfgruppe Tornio [ELR: 3] set up on hexes numbered ≥ 6 on board 14 {SAN: 2}:

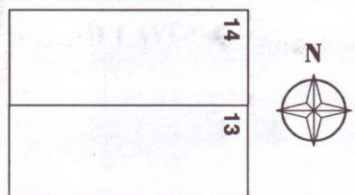


| | | | | | |
|---------|---------|-----|-----|----------------------|---------------------|
| 1 4-6-7 | 2 4-4-7 | 8-1 | 8-0 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 |
| 4 | | 4 | | 3 | |

Enter on Turn 1 along the north edge:

| | | | | | | | | |
|---------|-------|-----|--------------------------|--------------------|---------------------|--|-------------------------------------|-------------------|
| 2 4-4-7 | 2-2-8 | 9-1 | dm MMG 1 2PP 1 3-8 | CH 12 37 -/2-/- | CH +13 47 -/2-/- | CH 24 2nd Rank L/W 3 *20L(4) B11 | CH 28 Opal Officer T7 21PP | CH M10 75+ INF |
| 4 | | | | 2 | | | | |

BOARD LAYOUT:



VARIATIONS:

- Add a 9-1 armor leader to the German reinforcements.
- Germans AFVs must use Platoon Movement (D14.2).

OBJECTIVES: The Germans win at game end if there are no Good Order Finnish MMCs north of the stream/pond/overlay M3.

SCENARIO RULES:

1. EC are Wet, with no wind at start. Road movement bonus is NA. Due to the swampy conditions all vehicles must pay an extra +1MP for all terrain except roads.

- Treat raised roads as ground level roads. All bridges are Fords. Infantry may use Crest status in sunken road hexes. Treat all orchards as Crags, woods as Brush. Additionally, Brush hexes provide a +1 TEM and are treated as rally terrain. Place overlays as follows: **O5** on 14DD3-CC4; **O4** on 13S8-S7; **M2** on 13AA3-Z3; **M3** on 13FF2-FF1; and **M5** on 14T9-S9.
- The German player may record ≤ 2 squads with an infantry smoke grenade exponent of 3. The Germans may make PF attempts as if it is 1943 (i.e., if successful a maximum range of 1).

LAIVAJÄRVI, FINLAND, 5 October 1944: The 1944 armistice included terms that all German forces were to be expelled by Finland. Before long Stalin grew impatient with the withdrawal as it was being accomplished. The inevitable result was Finnish plans, albeit made reluctantly, for a campaign in Lapland. Any withdrawal from Lapland to Norway had to include the key transportation hub of Tornio. Realizing the importance of that locale the German garrison initially had orders to cooperate with any Finnish units nearby. The risk of conflict between the erstwhile brothers-in-arms finally came to a head in early October. In a daring move, soldiers from the Finnish 11th Infantry Regiment entered the harbor in Tornio, coming ashore from an unarmed freighter. Quickly dispersing throughout the town, key positions were taken one by one with the assistance of local militia. Realizing a German riposte would not be long in coming, the Finns sent out an infantry along the road from Tornio to Kemi, with plans to launch an attack. The German riposte jumped off first, as a quickly assembled unit dubbed Kampfgruppe Tornio, which included French-built tanks of Panzer Regiment 211, SS-Aufklärungs Abteilung 6 and an infantry battalion, hit the Finns at Laivajärvi in the morning. The attack promptly failed, two of five Panzers being knocked out in the process. Finnish troops in turn went over to the attack, launching a battalion at the Germans later in the day. This onslaught also failed and the Germans hit back at 1700 hours, and succeeded in pushing the Finns back to Kyläjoki.



FORESTS OF THE NORTH

#23

★RUSSIAN Sets Up First

☛ CO-BELLIGERENT Moves First

1 2 3 4 5 6 7



Elements of Finnish Group J [ELR: 4] set up on/west-of hexrow P {SAN: 4}:

| | | | | | | | | |
|---|---|---|---|---|--------------------------|--------------------------------|--------------------------|--------------------------|
| | | | | | LMG 2PP B10 2-7 | ATR 4PP 1-12 L-30 20L | DC 1PP X12 30-1 | FT X10 1PP 24-1 |
| 9 | 2 | 2 | 2 | 3 | | | 2 | |

Elements of the SS Division 'Nord' [ELR: 2] set up on/west-of hexrow W:

| | | | | | | | | | |
|---|---|---|--|--|------------------------|------------------------|-------------------|------------------|--|
| | | | | | dm HMG 1 2PP 3-8 | dm MMG 1 2PP 3-8 | Radio 1PP 8 | CH M12 37L AT | CH 22 S.M.C. 2 E.S.E. T10 3PP* |
| 6 | 3 | 3 | | | 2 | | | 3 | 3 |



Elements of the 54th Infantry Division [ELR: 3] set up on/between hexrows H-M (see SRs #2-3) {SAN: 5}:

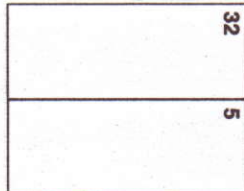
| | | | | | | | | | | | |
|---|---|---|--|--|--|----------------------|--------------------------|-------------------------|---------------------|---------------|-----------------|
| | | | | | | HMG SPP 3 6-12 | MMG SPP B11 2 4-10 | LMG 1PP B11 1 2-6 | MTR 4PP 3 50* | ? 7 morale | Minefield II |
| 4 | 6 | 2 | | | | | 2 | 2 | 2 | 8 | 24 A-P factors |

| | | | | | |
|---------------------------|---------------------------|-------------------------------------|---|--|-----------------------------------|
| CH M8 B11 2 76* ART | CH M8 B11 2 76* INF | Trench OVR, OBA: +4 Other: +2 | | | MPh/RtPh: dr = MF CC: +1/-1 |
| | | 10 | 2 | | 5-7* |

Mixed reinforcement elements enter on Turn 3 along the east edge:

| | | | | |
|---|--|--|--------------------------|-----------------------------|
| | | | MMG SPP B11 2 4-10 | CH 11 +45L 76* 2-2/22 |
| 6 | | | | |

BOARD LAYOUT:



VARIATIONS:

★ Replace one MMG in the Russian OB with a .50-cal. HMG

☛ German OBA has Plentiful Ammunition.

OBJECTIVES: The Finns win immediately by Controlling ≥ 4 buildings within 3 hexes of hex 32D3 or at game end if there are no Good Order Russian MMCs in any trench/pillbox on/between hexrows H-M.

SCENARIO RULES:

- EC are Moderate, with no wind at start. The stream is shallow and all bridges are Fords. No roads exist, treat all woods-road hexes (B13.31) as woods-paths (B13.6) instead. The sunken road is a Gully. Kindling is NA.
- No Russian trench or pillbox may set up HIP/Concealed. The Russian player may select either 5 wire counters or 7 wire counters for his OB. If he

selects 7 they are set up onboard; if he selects 5 they may set up HIP if placed in concealment terrain, and may utilize G2, otherwise they must set up onboard and may not utilize HIP.

3. The Russian player may setup overlays, OG5, OG4, and OG3 representing cleared fields of fire. They must be setup so that ≥ 1 overlay hex is on/between hexrows H-M and not in any hex in which any part of an overlay covers any stream, marsh, or crag terrain.

4. The Russians may setup ≤ 1 squad-equivalent and any SMC/SW stacked with it using HIP. MMCs of both sides are not subject to covering when firing from inside a pillbox.

5. The Co-Belligerent Player may secretly designate three 6-4-8 squads as Assault Engineers (H1.22). The Germans receive one module of 100+mm OBA (HE and Smoke).

20 miles southwest of LOUHKI, Russia August 11 1941: Since mid-July General Falkenhorst believed the Murmansk railroad could be breached at Louhki. On the 19th he committed a regiment and an artillery battalion of the SS-Division "Nord" to the Finnish III Corps' attack in that direction. On July 1, the III Corps sent Group J (one regiment) across the border east of Kuusamo in the direction of Kesten'ga-Louhki. By July 5th, Group J was in Makarely, 17 miles east of the border. By the 19th, Group J was on the Sof'yanga, an eight mile long channel connecting Pya Lake and Top Lake. It was a major obstacle, strongly defended. Experienced in forest warfare, the Finns had several times broken the enemy's defensive efforts by using rapid thrusts at his flanks and rear, which could often be developed into *mottis*. These tactics were particularly effective in the dense forests, where the more sweeping encirclements favored by the Germans were difficult to establish and nearly impossible to draw tight enough to prevent the escape of enemy forces. It took three days for Group J to break the Russian resistance on the Sof'yanga. On August 29, Finnish General Siilasvuo reported that Group J was stalled. His six Finnish and three SS battalions together had an effective strength of no more than 280 men. The famous general informed Army of Norway that his troops were exhausted and that he did not consider it possible to carry out his mission—a quick thrust to Louhki—without reinforcement in the form of a fresh Finnish division accustomed to forest warfare.



AEROSANI!

#24

✚ GERMAN Sets Up First

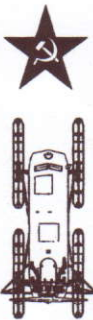
★ RUSSIAN Moves First

1 2 3 4 5 6



Local Garrison elements [ELR: 3] set up ≤ 8 hexes from hex W3Q6: {SAN: 2}

| | | | | | | | | | | | |
|--------------|---------|-------|-----|-----|----------------------|----------------------|---------------------|---|-------------------|-------------------------------------|---|
| 1 4-6-7 6 | E 2-3-8 | 2-2-8 | 9-1 | 7-0 | HMG 4PP 3 7-16 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 | 2 | CH M10 75* INF | Trench OVR, OBA: +4 Other: +2 | 3 |
|--------------|---------|-------|-----|-----|----------------------|----------------------|---------------------|---|-------------------|-------------------------------------|---|



Elements of the 111th Independent Ski Battalion [ELR: 4] enter on Turn 1 along the north and/or east edges: {SAN: 2}

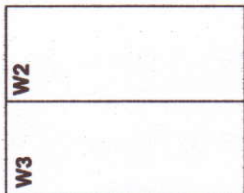
| | | |
|---------|-----|-------------------------|
| E 6-2-8 | 9-1 | LMG 1PP B11 1 2-6 |
|---------|-----|-------------------------|

4

Attached elements of the 4th BASB enter on Turn 1 along the east edge:

| | | | | | | | | | | | |
|---------|---------|-----|-----|-------------------------|---|-----------------------------|---|-------------------------------------|---|-------------------------------------|---|
| E 4-5-8 | E 2-4-8 | 8-1 | 8-0 | LMG 1PP B11 1 2-6 | 3 | CH 28 ★ ★ ★ +AAMG -/4 | 2 | CH 27 ★ ★ ★ +5PP +AAMG -/4 | 2 | CH 27 ★ ★ ★ +5PP +AAMG -/4 | 2 |
|---------|---------|-----|-----|-------------------------|---|-----------------------------|---|-------------------------------------|---|-------------------------------------|---|

BOARD LAYOUT:



VARIATIONS:

- ★ The game length is increased to 6.5 turns.
- ✚ The Germans setup ≤ 12 hexes from hex W3Q6.

SCENARIO RULES:

- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. A 'dawn' LV Hindrance, calculated as Mist (E3.32) is in effect from the start of Turn 1 until Turn 3. It is never increased and Rain is NA.
- The Russians have Winter Camouflage (E3.712). Russian MMCs may declare Hand-to-Hand CC provided that unit is the ATTACKER or has Ambush status. All Russian infantry are ski-equipped (E4.); they may commence play in Ski mode at the Russian player's option.
- Russian 4-5-8 MMC may Deploy (A1.31).

OBJECTIVES: The Russians win immediately by Controlling building W3P4 and ≥ 7 other buildings on board W3.

The west side of LAKE ONEGA, RUSSIA, 27 March 1943: On the night of 26-27 March 1943 a reconnaissance group from the 111th Independent Ski Battalion was assigned to conduct a reconnaissance of German positions along the west shore of Lake Onega. The Germans detected the Soviet skiers and promptly counter-attacked, using superior numbers to force the Soviets to retreat. German soldiers immediately began a pursuit. At dawn on March 27th the commander of 4th BASB received new orders: "With a company of combat aerosleds, attack the enemy that is pursuing our reconnaissance group." At 0750 hours the 3rd Company, 4th BASB departed from an assembly area near Lake Kobylie, some 16 km to the rear. The unit moved out at high speed and laid in a forceful attack on the German flank. Unable to withstand the attack of the aerosled company, the enemy was forced not only to halt his pursuit but also to withdraw to his own start position, suffering significant losses in the process. Having pushed back the enemy group to the west shore of Lake Onega, the aerosleds returned to their previous ready position without losses.










MANNERHEIM'S PARADE

#25

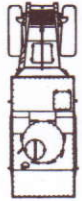
| | | | | | | |
|----------------------------|---|---|---|---|---|---|
| ★ REDS Set Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| ☩ WHITES/GERMAN Move First | | | | | | |










Elements of local White Finns, previously in hiding [ELR: 2] set up in hexes numbered ≥ 8: {SAN: 4}:





| | | | | | |
|---|---|---|---|---|---|
|  2 4-4-7 |  2 2-3-7 |  9-1 |  9-0 |  B11 4PP 2 4-10 |  B11 5PP 3 6-14 |
| 6 | 2 | | | | |







Elements of the Baltic Division [ELR: 4] enter on/after Turn 1 along the north/east/west edge (all units enter along the same edge):






| | | | | | | | | |
|---|---|---|--|---|--|--|--|---|
|  2 4-4-7 |  2 2-3-7 |  9-1 |  8-0 |  B11 5PP 3 6-14 |  SPP MTR [2-13] 3 50* |  CH 21 0 0 0 |  BA-20 1 |  CMG -/4 |
| 6 | 2 | | | | | | | |

Local Red Guard and Russian elements [ELR: 2] set up in hexes numbered ≤ 7: {SAN: 3}

| | | | | | |
|---|---|--|---|---|---|
|  1 4-4-7 |  c 4-2-6 |  10-0 |  9-0 |  SPP MMG B11 2 4-10 |  ? 7 morale |
| 5 | 7 | | | 2 | 6 |

Local reinforcements enter on/after Turn 3 along the south edge:

| | | |
|---|---|--|
|  CH 19 |  BA-20 |  45L 2/4 |
| | | 2 |

BOARD LAYOUT:



(only hexrows R-GG are playable)

VARIATIONS:

- ★ Russian reinforcements enter on/after Turn 2.
- ☩ Russian reinforcements enter on/after Turn 4.

SCENARIO RULES:

- EC are Moderate, with a Mild Breeze from the northeast at start. Orchards are in season. Place a Blaze in hex Z7 during setup.
- Use Russians (A25.2) to represent Red Guard units. The armored cars in both OBs are used to represent similar, earlier models. Use Finnish (A25.7) units to represent White Finns [EXC: Self Rally is NA] and German (A25.1) units to represent the Baltic Division OB.
- The Russian BA-20 armored car in the German OB is used without Captured Use Penalties and has a German crew. The 50* MTR in the German OB represents the Granatenwerfer 16 and has a maximum range of 8 hexes.

HELSINKI, FINLAND, 10 April 1919: The German Baltic Division, commanded by General Rudiger von der Goltz, landed in Hango on April 10, 1919 and immediately made for Helsinki, invading the city on the 12th. Finnish Whites, in hiding, quickly joined the battle. German soldiers, aided by Finns, moved about the city, winking out pockets of Reds from amidst positions in the city's buildings and along the railroad line. Fighting continued until April 13th, when at 1400 hours a white flag was seen fluttering on the tower of Kallio Church. By early May the last Red bastions in Finland fell. A victory parade in Helsinki was led by Mannerheim on May 16th. The Finnish leader was mounted admirably on his steed. It was a sight that was described as so compelling by onlookers that the Marshall's place in the hearts of Finns, one that would carry the nation through its wars from 1939-1945, was sealed that day. Mannerheim's public display also stole the spectacle of victory from the Germans. In a canny political move, Mannerheim made von der Goltz a recipient of the Finnish Cross of Liberty medal, 1st Class with diamonds.



HAUKILA FARM SRs #5-7

5. Prior to all setup, each player secretly chooses one of three numbered groups from their respective lists; these units are in addition to the listed OB.

Russian:

- | | | | | | |
|----|------------|-----------|-----|--------|------------|
| 1. | 10 × 4-4-7 | 8-1 | 8-0 | T28m34 | BT7m37 |
| 2. | 2 × 4-5-8 | 6 × 4-4-7 | 9-1 | 8-0 | 2 × T28m34 |
| 3. | 6 × 4-5-8 | 2 × 4-4-7 | 9-2 | 7-0 | 2 × BT7 |

These units set up with the Russian group that sets up on board W3.

Finnish:

- | | | | | | |
|----|------------|-----------|------|---------|---------|
| 1. | 11 × 6-4-8 | 10-0 | 8-0 | 6 × “?” | |
| 2. | 8-3-8 | 9 × 6-4-8 | 10-0 | 9-1 | 7 × “?” |
| 3. | 5 × 8-3-8 | 3 × 6-4-8 | 10-1 | 9-1 | 9 × “?” |

These units set up on board W2 on/east-of hexrow U and/or enter on Turn 1 along the south edge of board W2.

6. After the completion of SR #5, both players may secretly purchase ≤ 50 points from their respective tables. The tables list the unit/capability to be purchased, the cost for the listed unit/capability, and the maximum quantity that may be purchased. Purchased units may set up/enter with any friendly portion of that side’s OB using the listed setup restrictions.

Russian:

| Item | Cost | Max |
|--|------|-----|
| LMG | 3 | 3 |
| MMG | 7 | 2 |
| HMG | 11 | 2 |
| 50mm MTR | 7 | 2 |
| 45L AT (PTP obr. 32) w/2-2-8 crew | 10 | 2 |
| 76L ART (P obr. 39) w/2-2-8 crew | 14 | 1 |
| 122mm Battalion mortar (HE only) with radio | 14 | 1 |
| Sanger | 2 | 4 |
| Fortified Location (Tunnels are NA) | 6 | 2 |
| +1 SAN increase | 5 | 1 |
| HIP for one MMC and any SMC/SW stacked with it | 5 | 2 |
| 2 × “?” | 1 | 6 |

Finnish:

| Item | Cost | Max |
|--|------|-----|
| LMG (player’s choice of available types) | 4 | 4 |
| MMG (player’s choice of available types) | 8 | 2 |
| HMG (player’s choice of available types) | 13 | 1 |
| 20L Lahti ATR w/2-2-8 crew | 9 | 2 |
| DC | 4 | 3 |
| 76mm OBA (HE only) with radio | 13 | 1 |
| Pre-Registered hex | 4 | 1 |
| 6 A-P Mine or 2 A-T Mine factors | 7 | 3 |
| MOL capability vs. vehicles only | 6 | 1 |
| +1 SAN increase | 5 | 1 |
| Pre-game SAN Attack (see SSR 8) | 6 | 1 |
| 2 × “?” | 1 | 5 |

7. A pre-game ‘SAN attack’ is conducted immediately after the first Wind Change DR. The Finnish player makes a number of Sniper attacks (A14.1) equal to the Finnish SAN (5 or 6). All consequences such as PIN, DM, LLTC, LLMC, Concealment loss, etc. are applied normally and in effect at the start of the game.



AFTERMATH: The Russian response was quick in arriving, as armored reinforcements pushed eastward on the Raate Road. They soon began to run into the Finnish roadblocks, where a fierce battle was developing in the surrounding forest. The sound of the fighting carried to the Haukila Farm prompting the Russian troops there to mount some sort of effort in breaking through to the relief force. But Finnish snipers were waiting for just such a move, and methodically began to pick off the Russian leaders and especially tank crews as they were trying to organize their attack. Even as the Russian halfhearted attack began the Finns brought down artillery recently captured at Suomussalmi, thus forcing the Russians to abort their attempt and return to their huts and dugouts. The Finns quickly launched a strong counterattack of their own, with the ghostlike figures silently emerging from the forest, they steadily advanced on the Russian positions. The staccato sounds of automatic weapons and the crack of high velocity shells rent the arboreal silence of the northern forest. The Finns were soon to learn what the Germans would in a scant year and a half, that the Russian soldier dug in and fighting for their very existence could still inflict serious damage even when all seemed lost. As quickly as the attack began, the Finns melted back into their forest lairs, taking their dead and wounded with them. Now it was time for the Finnish’s strongest ally, the bitter Arctic cold, to apply its viselike grip on the Russian defenders.



Finnish Army Colonel Hjalmar Siilasvuo receiving a briefing during the Battle of Suomussalmi (Finnish Defence Forces).

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The tourist hotel at Tolvajarvi during the battle in 1939.