

★ SOVIET Sets Up First

🇫🇮 FINNISH Moves First

1

2


3

4


5

6


7




Elements of the JR-16 Headquarters Company enter along the south edge on turn one:




[ELR: 4]  
{SAN: 4}




5-3-8



10-1



9-1




?  
7 morale


7

8


Elements of JR-116 enter on turn three along the east edge:




1 6-4-8



9-1



8-0




FP: 3  
Rng: 8  
ROF: 1  
LMG


6

★


Elements of the 155th Division set up within four hexes of 5CC6, no more than one MMC per hex:




1 4-4-7




c 4-2-6




8-1



7-0



6+1




FP: 2  
Rng: 6  
ROF: 1  
Br: 11  
LMG

6

8

2



[ELR: 2]  
{SAN: 0}

HANDICAPPING PROVISIONS:


- ★ Soviets are not pinned during the first player turn.
- 🇫🇮 The Finns must earn ≥ 18 CVP to win.
- 🇷🇺 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

32

5

N



(only hexrows Q - GG are playable)

OBJECTIVES: The Finns must earn ≥ 21 CVP by Game End.

**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 Soviet advance and if at all possible push them back. Therefore, Talvela planned a strong counterattack to halt the Soviet 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 Soviet 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 Soviets died by the bayonet some with sausage still on their lips.

Original Design by Paul Kenny

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SCENARIO RULES:

- EC are Dry with Ground Snow (E3.72). There is no wind at start. There are no clouds and a Full Moon (E1.11).
- Night Rules (E.1) are in effect with a Base NVR of 4. The Soviets are the scenario defenders (EXC. they do not receive extra ‘?’ counters although everyone may setup concealed) and are lax. The Finns are the scenario attackers and are stealthy. The Finns may not use Cloaking (E1.4).
- All Soviet units are placed under Pin counters at the start of the first Player Turn and are CX for the first two (2) Game Turns. The Soviets can only make PBF and TPBF during the first Player Turn.
- The Finns may declare Hand-to-Hand CC (J2.31) and 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.
- The Russians cannot exit the playing area until the last game turn and only off the north board edge.