

Finland at War

FINLAND AT WAR VOLUME I: JATKOSOTA



SQUADS & LEADERS COMPATIBLE

CRITICAL HIT

3014

Finland at War Special Rules (FAWSR):

The following rules are applicable for all scenarios listing FAWSR in use.

FAW1. Terrain:

FAW1.1 Boards : There are two new mounted half-boards provided with FINLAND AT WAR VOLUME I: JATKOSOTA (FAW). They are listed on scenario cards as "J1a" and "J1b". The VARIANT terrain art is different than what Beyond Valor™ players are used to (and we hope you'll agree it's a bit of an improvement). The following terrain-types are found on the FAW boards.

FAW1.11 Woods (B13): An example of a Woods hex is J1aD4.

FAW1.12 Crag (B17): An example of a Crag hex is J1aF7.

FAW1.13 Valley (B22): An example of a Valley hex is J1aE7. This hex is at Level -1.

FAW1.14 Hill (B10): Hex J1aH6 is a Level 1 Hill. Hex J1aH5 is a Level 2 Hill.

FAW1.15 Elevated Road (B5): Hex J1aE9 is a Raised Road.

FAW1.16 Path (B13.6): Hex J1aP9 contains a Path through the Woods.

FAW1.17 Grain (BB15): Hex J1aD2 is a Grain hex.

FAW1.18 Gully (B19): Hex J1aK6 is a Gully hex.

FAW1.19 Brush (BB12): Hex J1aH2 is a Brush hex.

FAW1.110 Orchard (B14): Hex J1aN4 is an Orchard hex.

FAW1.111 Steeple (P5.2): Hex J1aEE4 contains a Steeple, a separate Level 1 Location in the Wooden building.

FAW1.112 Walls and Hedges (B9): Hexside J1aEE7-EE8 contains a Hedge. Hexside J1aEE2-EE3 contains a Wall.

FAW1.113 Graveyard (B18): Hex J1aEE3 is a Graveyard hex.

FAW1.2 Kindling (B25.11): Kindling is NA in all FAW scenarios unless stated otherwise.

FAW2. Finnish Continuation War Troops:

FAW2.1 National Capabilities A25.7): Finnish Personnel are treated as per A25.7 with the following exceptions.

FAW2.2 Combat Beyond National Borders (A25.72): Finns are represented by the squad-type shown in the scenarios despite some taking place outside Finland's 1939 borders, i.e., ignore A25.72 in those scenarios.

FAW2.3 New MMC Types: A number of new Personnel types are provided.

FAW2.31 1st Line Squad: A new 1st Line 5-5-8 squad is provided, for use in Continuation War scenarios. It uses a 2-4-8 HS, shared with 6-4-8 squads. In ANY scenario set during 1941 or later, and utilizing BOTH 6-4-8 and 5-5-8 squads, two 2-4-8 HS always re-combine to form a 5-5-8 squad, i.e., once Deployed or Casualty Reduced to form one or two 2-4-8 HS, a 6-4-8 may never re-combine to obtain its previous value. Note: This represents the assumed loss of a key *Talvisota* veteran in the squad. The SMG icon above the figures on the counter denote the availability of Assault (A7.36) and Spraying Fire (A9.5-.52). Finns may Self Rally normally (EXC: In some scenarios Self Rally is NA).

FAW2.32 Tank Hunter Heroes (G1.42): T-H Heroes are provided for use with Finnish Personnel. Treat Finnish T-H Heroes as per G1.42, including the limit of 20% vs Russians and the use of DC Heroes as per G1.424. Simply replace the word "Japanese" in the referenced rules with "Finnish" (EXC: Ignore references to "Banzai Charge").

FAW2.4 Woods Entry: All Finnish Personnel may enter Woods hexes at the cost of 1.5 MF per hex.

FAW2.5 PF/ATMM Usage (C13.3/13.7): Finnish Personnel may use PF and ATMM during 1944 and 1945 as if they are Germans (EXC: a +1 Availability dr applies to Finnish use).

FAW2.6 Rules NA: *No Quarter (A20.3)/Massacre (A20.4)/Civilian Interrogation (E2.4)* are NA.

FAW2.7 Radios: The Finns use German radios from 1941 on. In scenarios set prior to 1942, however, reduce the contact number by one.

FAW2.8 Self Rally (A10.63): All Finnish personnel are capable of Self Rally unless stated otherwise by Scenario Special Rule.

FAW2.9 German/Finnish Leaders: Germans and Finnish leaders may Rally (A10.71) Personnel of either nationality freely unless the two nationalities are opposed in a scenario (e.g., any Lapland War scenario).

FAW3. Finnish Continuation War Vehicles and Guns:

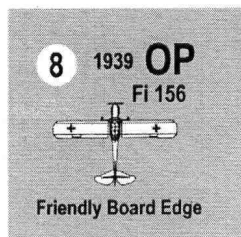
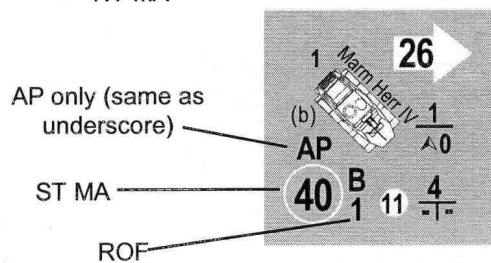
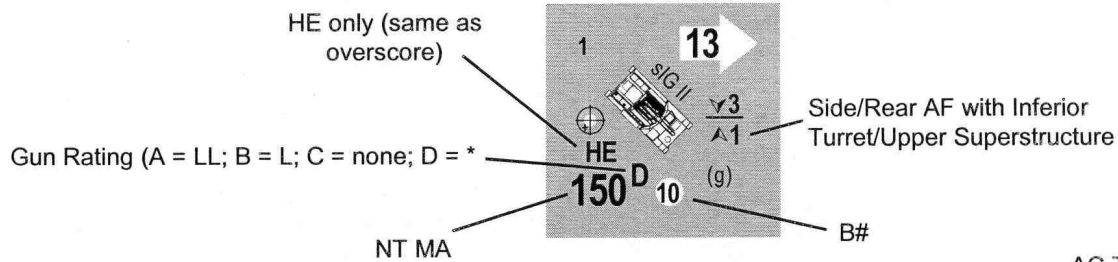
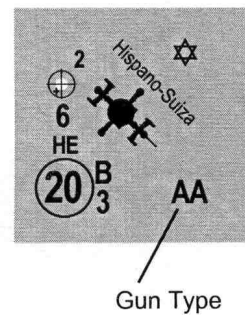
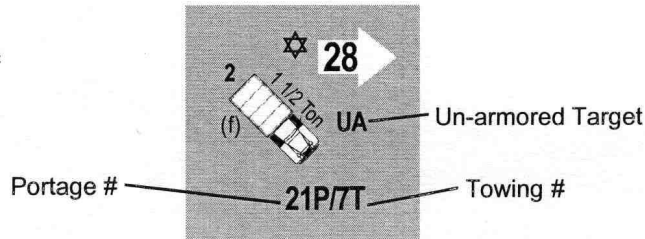
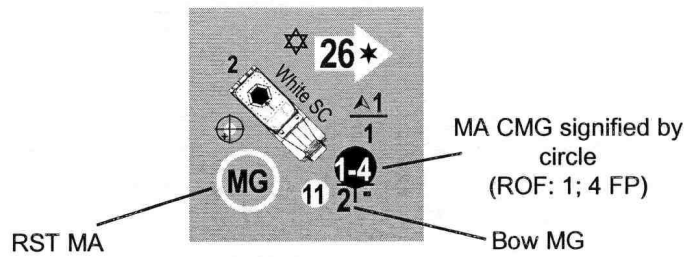
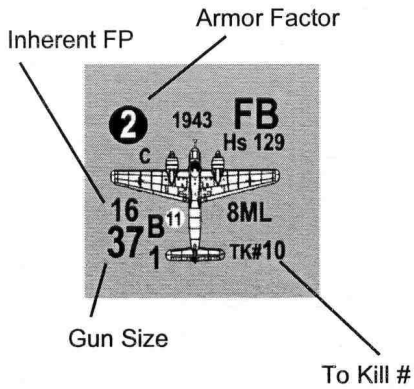
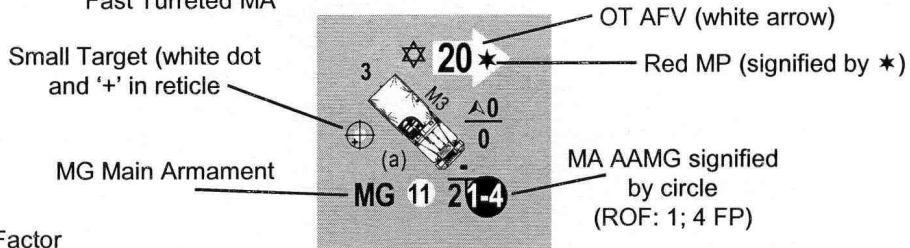
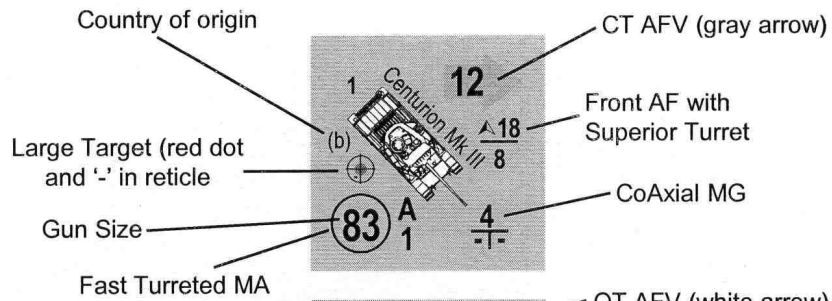
FAW3.1 Black TH#: The Finns use Black TH# and Capture Use Penalties are NA for the vehicles and Ordnance provided by the counters included with FINLAND AT WAR.

FAW3.2 Special Ammunition (C8): Special ammunition available to each is denoted on the back of the counter normally.

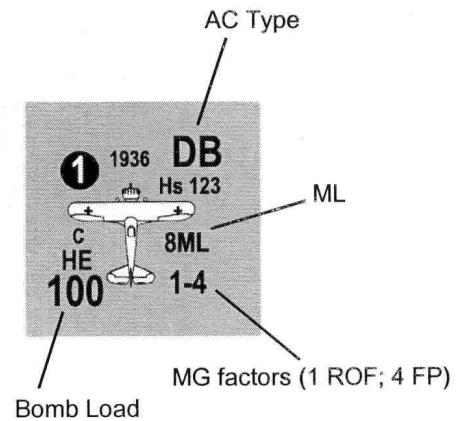
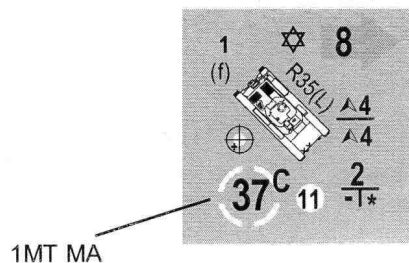
FAW3.3 AFV Radios: All Finnish AFVs are considered to have radios from 1941 on.

Finnish Continuation War Ordnance and Vehicle Notes:

- 1. T-26 B | T-26C:** This was the Soviet T-26S M37/39 (pg. H21, Russian Vehicle Note 6). Captured T-26s of various models formed the core of the Finnish armored units, and later the Finnish Panzer Division. Sixty-one T-26 m1933 (designated T-26 B by the Finns) were captured, along with 34 T-26 m1937/39 (the T-26C provided in the game). Many OT130 and OT-133 flame-throwing tanks were captured. Most had their weapons replaced with 45mm cannon, but 7 were kept and used in original condition until 1943, although no account of their use has been come across. Nineteen of the OT-133 mark were converted to the same specifications, and called the T-26 C by the Finns. The game piece provided represents the T-26 C. The T-26 model tanks in Finnish service were withdrawn from action after suffering heavy losses during the Soviet summer 1944 offensive and then only after facing JS 11 and T-34/85 tanks.
- 2. T-26 E | T-26 E 37 | T-26 E 45:** In 1933 the Finns purchased 32 Vickers-Armstrong 6 tonners (called "Viku" by the Finns) which were purchased without any armament or optics. They became the T-26 E 37, armed with the Bofors 37mm anti-tank cannons, a Maxim 7.62 coaxial machinegun (Model 09 or Model 32) and a 9mm "Suomi" submachine-gun fitted in the bow. Twenty-four of these tanks survived the Winter War and were up-gunned with captured Soviet 45mm guns, as well as Soviet machine-guns, and re-designated T26-E 45. Fourteen T-26 m1931 (dual turreted Vickers 6-tonners, also used by the Polish armored forces as the 7TP dw aka Vickers Edw(b) and named the T-26 E by the Finns) were also captured. These were repaired and saw action in 1941 and later, their twin MG turrets replaced with one Russian 45mm turret-mounted cannon. A counter for the T-26 E is provided, as is a marker counter for Port/Starboard Turret KO. See page H131, Polish Vehicle Note 2. The T-26 E is armed with two 6 FP CMG turrets, one on each side. The Starboard turret may only fire at targets within a CA consisting of the front-facing of the VCA and the starboard rear, a special CA of four-hexes. The Port turret is similarly restricted to the port side rear.
- 3. T-28E:** This was the Soviet T-28 M34 (pg. H21, Russian Vehicle Note 11). The Finns captured two tanks of this mark during the Winter War and another five fell into their hands during the 1941 campaign. The T-28 was nicknamed the Postijuna (Mail Train) by the Finns due to its size and slow speed. Called the T-28E by the Finns, these were used as "heavy" tanks despite their nominal Soviet designation as medium tanks. Before they were assigned to combat, all of the earlier model T-28 M34 models were up-armored with bolt-on armor by the Finns to match the specifications of the Soviet T-28E M40 (pg. H21, Russian Vehicle Note 12).
- 4. BT-42:** In 1942 the eighteen surviving Russian BT-7 tanks possessed by the Finns were converted to become the "BT-42" by fitting a locally manufactured larger turret and the 114mm OQF 4.5-in. howitzer (page H69, British Ordnance Note 15). The British had provided 25 of these weapons to the Finns, along with 25,000 rounds of ammunition, during the Winter War. Although a new German hollow-charge round was developed for the gun, it was not effective against heavy armor and was not more effective than the HE round in game terms. All of the remaining BT-42s were withdrawn from service after the defeat at Viipuri during the Soviet summer offensive of 1944. The rate of fire of this AFV's gun was very slow. Thus, the BT-42 may not use Intensive Fire as denoted by the "No IF" on the back of the counter.
- 5. T-34 M41/T-34 M43/T-34 85:** The first intact T34 was captured by the Finns on October 2, 1941, and was pressed into service immediately. A total of 4 T34 M41 models were captured by the Finns and served until 1961. The nick-name "Sotka" is a local water-fowl and the name was given the T-34s from one tankman's joke. It stuck, and the T-50 later captured by the Finns was known as the "Pikku-Sotka" (little-Sotka). Another three T34 M43 were purchased by the Finns from Germany in early 1944 and seven T-34/85 models were captured during the summer of 1944. Game pieces are provided to represent the T-34 M41/42 (17 RED MP), the T34 M43 (16 BLACK MP) and the T-34 85, in Finnish service.
- 6. Stu-40:** This is the German StuG IIIG, which Finland purchased 59 of in 1943-44. They were used efficiently by the Finns, especially in ambush and counter-attack roles in the forested battlefield environment. A total of 82 Soviet tanks were knocked out by Finnish Stu-40 assault-guns, for the loss of only one friendly AFV. Some Stu-40s had extra concrete armor applied and additional protection in the form of logs, hung on the sides of the vehicle, were not uncommon. Photographic evidence also indicates the units obtained by Finland not only had the extra concrete armor, but the rare Saukopf cast gun mantlet. Their AAMGs were replaced with the Russian DT light machine-gun. The AAMG is Scrounged as a Russian LMG as denoted by the "*" after the AAMG '2' FP on the front of the counter.
- 7. ITPSV 40:** Also known as the Anti II, six of these AA tanks were purchased from the Swedish firm Landsverk in 1942. These AFVs served in the Finnish Army until 1961 and featured a 40mm Bofors AA cannon in an open-topped, fully rotating turret. The Landsverk AA tanks were assigned as an anti-aircraft support platoon in the Finnish Panzer Division, notably shooting down four enemy aircraft, while driving off six more, during the heavy fighting at Kuuterselkä in 1944.
- 8. STZ-3:** The Finns pressed 202 captured STZ-3 Komsomolets artillery tractors into service, consisting of both the m1937 (also known under Finnish nomenclature as the "A10") and m1939 (also known under Finnish nomenclature as the "A20") models, which are indistinguishable in game terms. Personnel being transported in an STZ-3 is treated in the same manner as a Rider for the purposes of vulnerability to fire—the passengers sat on benches on either side of this diminutive AFV and received no protection whatsoever. The crew is inside the armor and thus the designation of this AFV as OT is only for passengers. Treat the STZ-3 as a normal CT AFV when not carrying Passengers.
- 9. Other Captured Soviet AFVs:** Game pieces are provided for the BA20 (pg. H24, Russian Vehicle Note 38), BA-10 (also known as the BA-6, pg. H24, Russian Vehicle Note 39), and the KV1 M42 (pg. H23, Russian Vehicle Note 23).
- 10. Pz IVJ:** Finland purchased a handful of Pzkw IV tanks at the last moment and under extreme pressure from the Soviet 1944 offensive. They were rushed into service in July 1944, and did not even receive new paint jobs after being obtained. A piece for the Pz IV J (pg. H10, German Vehicle Note 25) is provided.
- 11. AT and MTR—PsK 40/PsK 38/PsK 40/38/ 75 K/11/KrH/36:** The PsK 40 and 38 pieces are German PaK 40 and PaK 38 counters in Finnish service. The Finns obtained 27 and 210 of these weapons respectively. The PsK 40/38 is the 37mm Bofors AT-gun. The 75 K/11 is the Krupp 75mm ART in Finnish service. The KrH/36 is the Finnish-made copy of the Brandt 81mm mortar.



Spotter Aircraft Marker - place on friendly board edge



VAR1. THE VARIANT COUNTERS

INTRODUCTION: CH uses a VARIANT counter presentation, first presented in 'GENESIS 48' and used in later modules and publications.

VAR1.1 INFANTRY/SW: The presentation of infantry/SW counters will be familiar to past CH module customers with a few updates.

VAR1.11 FIREPOWER/RANGE/MORALE: The front of the MMC counter presents three identical figures. Below them, Firepower, Range and Morale are arrayed in that order in a large type.

VAR 1.12 ASSAULT/SPRAY FIRE: The availability of Assault Fire + Spray Fire is denoted by a SMG icon to the right of the FP/Range/ML info. If there is a SMG icon, that squad has both Assault and Spray Fire capability. A SMG icon over a white circle indicates *only* Spray Fire is available.

VAR1.13 SPECIAL MORALE CAPABILITIES: 'Underlined' morale on the front of a MMC counter is indicated by an asterisk after the morale factor. On the back, an asterisk indicated self-rally for MMC/SMC.

VAR1.14 RANGE: On SW, maximum Range is indicated in a red box. If there is a minimum Range, it is indicated in a Green box (EX: The 2" Israeli Homemade mortar has a minimum Range of '2' and a maximum Range of '10'). Green = minimum 'GO' for Range; Red = 'STOP'.

VAR1.15 RATE OF FIRE/FIREPOWER: ROF and FP are indicated on SW under the image of that weapon in a large type in the order [ROF] - [RANGE]. The same presentation is used for ordnance SW, in this case indicating [ROF] - [GUN SIZE]. It should be noted the same presentation is used for vehicle machine-guns that have ROF.

VAR1.16 CLASS: MMC Class is indicated in the upper right-hand corner of the front of the counter in a small type.

VAR1.17 UNRELIABLE WEAPONRY: Any Unreliability (B#) number is found on the front of the counter in red letters on in a white circle.

VAR1.18 PORTAGE: The Portage number is found on the front of the counter in a Blue type.

VAR1.19 TYPE: The Type of weapon is indicated by standard abbreviations such as ATR for Anti-Tank Rifle, MTR for Mortar, etc.

VAR2.1 AFV/VEHICLES: The presentation of Vehicles/AFV is new to the CH VARIANT system.

VAR2.11 GUN CALIBER CLASS: Four classes of Gun Caliber are presented, rated from A-D (best to worst). An 'A' rated gun is the equivalent of an "LL" gun; a 'B' to an 'L', and so on. The gun size in millimeters is found on the counter in a large type. The Gun Caliber Class can be found to the right of the gun size, as superscript.

VAR2.12 RATE OF FIRE: The Rate of Fire can be found to the right of the gun size, as subscript.

VAR2.13 TURRET TYPE: Turret Types range from 'fast' to small, one-man turrets. A thin black circle around the gun size denotes the most effective type, a fast turret; a thin white circle a slow turret, with a thick white circle and dashed thick white circle denoting restricted and one-man slow turrets.

VAR2.14 RELATIVE TARGET SIZE: On targets that are rated 'smaller' or 'larger' than others, an aiming sight is found on the counter. If the aiming sight has a small white center with a '1' sign in its left-bottom quadrant, the target is 'small'; a large white circle and two '1' signs (in the bottom two quadrants) is small x 2. The same goes for large targets, substituting a red center in the aiming sight.

VAR2.15 MACHINE GUNS: Machine guns on a vehicle are denoted by the use of a 'T' in the lower right of the counter. The 'top' of the 'T' is any Coaxial machine-guns; bottom left is any Bow machine-guns and bottom right is any anti-aircraft machine-guns. If any of these MG are a Main Armament, they will be printed in white inside a Green circle. Any Rate of Fire for such MG is denoted in the same fashion as on a SW counter (i.e., [ROF] - [FP]).

VAR2.16 ARMOR FACTORS: Armor Factors are presented on the top and bottom of a horizontal line as follows: [FRONT AF] / [SIDE-REAR AF]. Any vehicle that is un-armored is indicated with "UA" on the counter. Increased or decreased armor protection for a particular facing is denoted by the use of an Û icon for increased armor and Ū for decreased.

VAR2.17 MOVEMENT POINTS: Movement points for a vehicle are found inside a large arrow on the front of the counter. A red '*' inside the arrow indicates an unreliable MP vehicle.

VAR2.18 OPEN/CLOSED TOP AFV: A gray movement arrow = Close Topped; a white movement arrow = Open Topped.

VAR2.19 PORTAGE AND TOWING: The ratings for these capabilities are found on the front or back of the vehicle counter in a large Blue type, presented in the following manner: [Portage] - [Tow].

VAR2.20 NO HE/AP: Any gun lacking a particular ammunition type (or suffering from a limit on that type) has 'HE' or 'AP' noted at about 12 o'clock over the gun size.

VAR2.21 INHERENT FIRE CAPABILITIES: Are noted above the gun size in a large Red type.

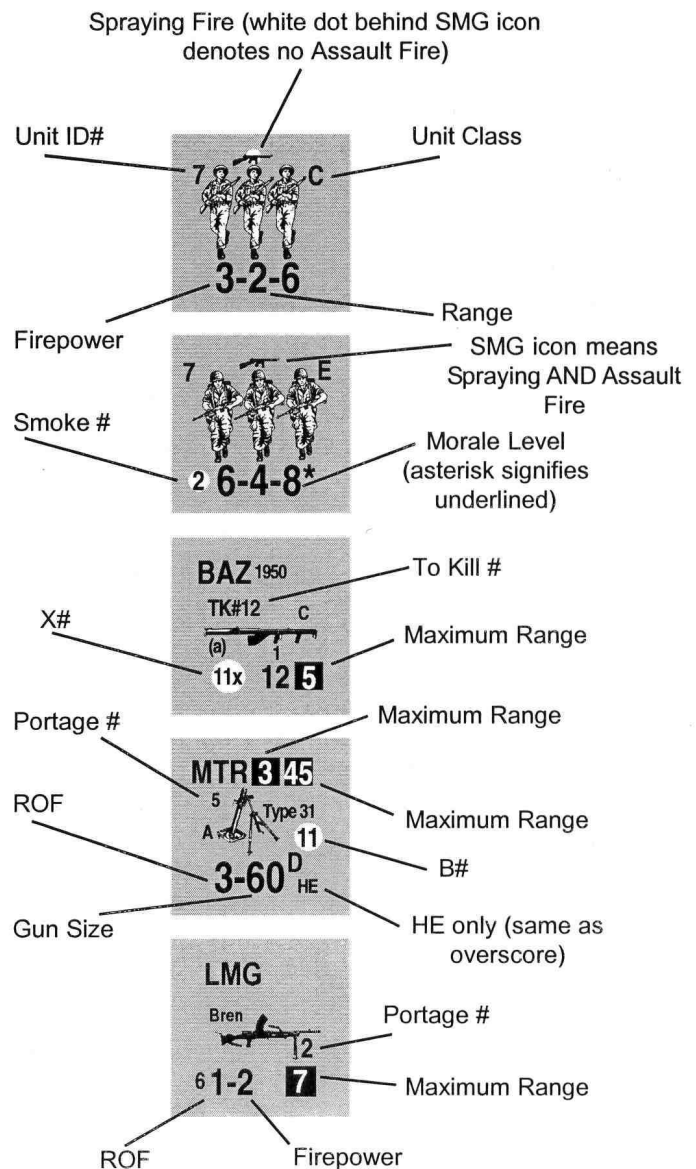
VAR2.22 UNRELIABILITY OF GUN: Denoted in the same manner as a SW. A Blue number indicated Low Ammunition. A lower case 'x' after the number indicates it is an elimination number instead.

VAR2.23 NATIONALITY OF MANUFACTURE: A small 'a', 'b', 'f' or 'r' found somewhere on the front of the counter indicates the country of manufacture.

VAR3.1 GUNS: The presentation of GUNS is new to the CH VARIANT system.

VAR3.2 PREVIOUS RULES APPLY: The above-listed rules (VAR1.-3.1) apply to GUNS with the following additions.

VAR3.3 MANHANDLE: This factor is found on the back of the GUN in large Green type.



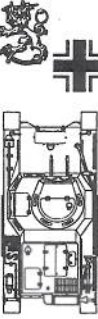
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


Original Design: Ray Tapio

FAW #1

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


Elements of Osasto Fossi enter along the west edge on turn one or later:









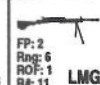





 1 5-5-8	 9-1	 9-0	 8-0	 1-4-9	 FP: 3 Rng: 8 ROF: 1 LMG	 Pz 1B MP: 15 MA: CMG ROF: 1 MG: -6' B#: 11	 G1 Pz IIIF G3 MP: 14 MA: 20L(4) ROF: 2 MG: -5 B#: 11
10					4	2	

[ELR: 4]
{SAN: 3}

Elements of the 54th Rifle Division set up anywhere on Board 42 and/or in hexes numbered ≤ 5 on Board 11:

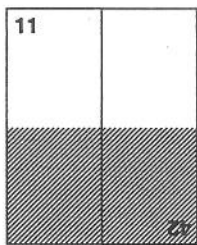


 E 6-2-8	 1 5-2-7	 1 4-4-7	 2-2-8	 8-1	 8-0	 7-0	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50' ROF: 3 Rng: 3-20 MTR	 Trench	 45mm PTP obr. 32 R7 MA: 45L ROF: 3 M#: 11 AT
3	2	4	2					2			2

[ELR: 3]
{SAN: 3}

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BOARD LAYOUT:



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

VARIATIONS:

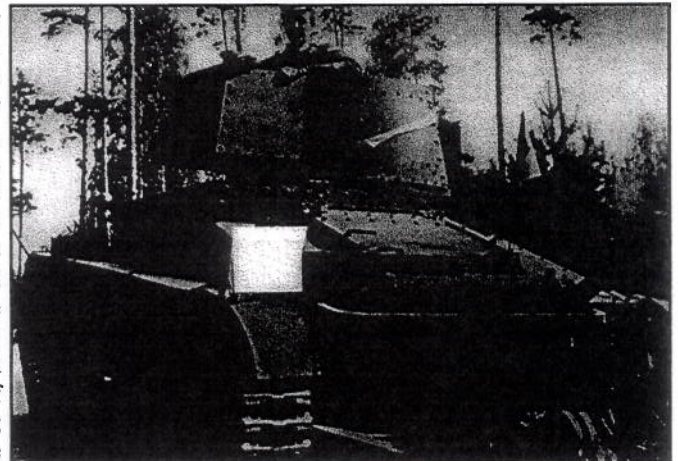
- ★ The Russians may replace the 8-1 leader for a 1-4-9 Hero.
- ☛ Reduce the Russian ELR to 2.

OBJECTIVES: The Co-Belligerents must Control ALL buildings adjacent to the continuous path of road hexes from 11Y10-42I10.

SCENARIO RULES:

- EC are Dry, with no wind at start. Kindling (B25.11) is NA. All FAWSR are in use.
- The Pz 1B and Pz IIIF AFV 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.

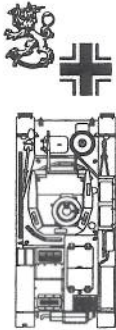


FIRE AND ICE













Original Design: Ray Tapio

FAW #2

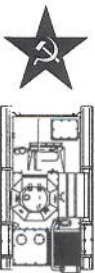
★ RUSSIAN Sets Up First	1	2	3	4	5	6
☛ CO-BELLIGERENTS Move First						















Elements of Panzer Abteilung 40 and Finnish Group J set up on Board 7 in hexes numbered ≥ 2 :

 1 6-4-8 3	 1 5-5-8 6	 E 3-3-8 2	 10-1	 9-1	 8-0	 1-4-9	 FP: 3 Rng: 8 ROF: 1 LMG 3	 FP: 30 Rng: 1 DC 2	 FP: 24 Rng: 1 PP: 1 FT 2	 MP: 15 MA: CMG ROF: 1 MG: -6" B# 11 2	 MP: 14 MA: 20L(4) ROF: 2 MG: -5 B# 11 3
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[ELR: 4]
{SAN: 3}



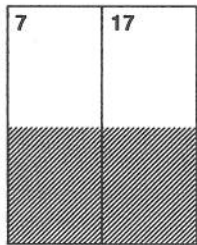
Elements of the 88th Rifle Division set up anywhere on Board 17:

 1 4-4-7 8	 C 4-2-6 5	 2-2-8 2	 8-1	 8-0	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 Pillbox 1+3+5 2	 45mm PTP obr. 32 MA: 45L ROF: 3 M#: 11 AT	 R7 PTP obr 30 MA: 37L ROF: 3 M# 12 AT	 R6 T-60 M40 MP: 15 MA: 20LL MG: -2 ROF: 1 2	 R4
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[ELR: 3]
{SAN: 4}

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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.

OBJECTIVES: The Co-Belligerents must earn ≥ 21 CVP, and EITHER Control ≥ 6 buildings on Board 17 OR both pillboxes at Game End.

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 FAWSR are in use.
- The Pz 1B and Pz IIFAFV are German. Prisoners do not count double toward CVP purposes.

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

FAW #3

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



Elements of Finnish Infantry Regiment 54 set up on Board 44 in hexes numbered ≤ 5:

1 5-5-8	E 3-3-8	10-1	9-0	1-4-9	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 8 ROF: 1	FP: 24 Rng: 1 PP: 1
4	3				3	2	



Elements of Panzer Abteilung 211 and 2nd Battalion, SS Infantry Regiment 9 enter along the west edge on turn one:

ss 4-6-8	8-1	FP: 3 Rng: 8 ROF: 1	FP: 3 Rng: 8 ROF: 1	H39 MP: 12 MA: 37* MG: -27*
4			3	3

[ELR: 4]
{SAN: 2}

Original Design: Ray Tapio



Elements of the 104th Rifle Division set up on any whole/half-hex of Board 38:

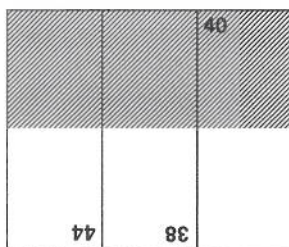
1 4-4-7	2-2-8	9-1	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 1 Rng: 12	MA: 50* Rng: 3 Rng: 3-20	Trench	Pillbox	PTP obr 30 R6
6	2		2	2	2	3	2	2

Local reinforcements (Prior to play) pre-select *one* group only and enter along the east edge on/after turn one:

[ELR: 3]
{SAN: 3}

Group 1:	T-26S M37 R6 MP: 11 MA: 45L MG: -4 ROF: 1, B#11	or	Group 2:	E 4-5-8	1-4-9	FP: 2 Rng: 6 ROF: 1 B#: 11	or	Group 3:	E 4-5-8	9-0	FP: 30 Rng: 1
	2			2	2	2			2	2	2

BOARD LAYOUT:



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

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VARIATIONS:

★ The Russians may replace the 9-1 leader with a 10-2.

☛ Add a 9-2 Armor Leader to the Co-Belligerent OB.

OBJECTIVES: The Co-Belligerents must have ≥ 3 AFV and/or squad-equivalents (within normal range) with an LOS to the bridge hexes.

SCENARIO RULES:

1. EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FAWSR are in use. All Grain is Brush. A two-lane stone bridge continues the road from 40I4-40I1.
2. All AFV are German. Use French counter 7. While the historical tanks were radioless, treat the game AFVs normally (i.e., as if equipped with radios).
3. German 4-6-8 squads are Early War SS (A25.11). Increase their Broken Morale Level by one. They do not receive Assault Fire.

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

Original Design: Ray Tapio

FAW #4

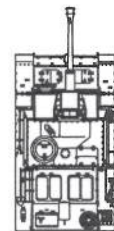
★ RUSSIAN Sets Up and Moves First

1 2 3 4 5 6 7



Elements of Infantry Regiment 48 set up on Board 46 in hexes numbered ≥3:

1 5-5-8	5-3-8	9-1	9-0	8-0	1-4-9	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4
9	6			2			4	3



[ELR: 3]
{SAN: 3}

Elements of Osasto Forsberg enter along the west edge on turn one:

2-2-8	13 75 ^B ₁ (9) 7-2	17* 76 ^B ₁ 4-2	16 76 ^B ₁ 4-2	50 ^B ₃ #75 AT	75 ^B ₂ AT	30 10P/9T	13 6 12 40 ^B ₂	StuG III G G34	9-1
2	4					2		2	2



Elements of the 109th Army Corps set up anywhere on Board 18 and on Board 3 in hexes numbered ≥ 2:

E 4-5-8	E 2-4-8	2-2-8	9-1	1-4-9	FP: 8 Rng: 16 ROF: 3	FP: 2 Rng: 6 ROF: 1	7 morale	PTP obr 42 R8 MA: 45LL ROF: 3 M# 11	Foxhole 1S
4							7		4

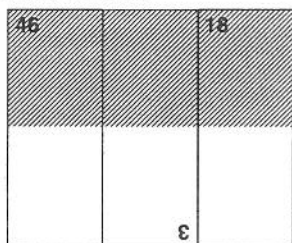
Enter along the east edge on turn one:

E 4-5-8	E 6-2-8	1 4-4-7	9-2	8-0	FP: 4 Rng: 10 ROF: 2	FP: 2 Rng: 6 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	T-34 M43 R16 MP: 16 MA: 76L ROF: 1 MG: 2/4	T-34/85 R18 MP: 16 MA: 85L MG: 2/4 ROF: 1	8-1
6	4	6		2	2	2		2	6	4	

[ELR: 3]
{SAN: 4}

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BOARD LAYOUT:



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

VARIATIONS:

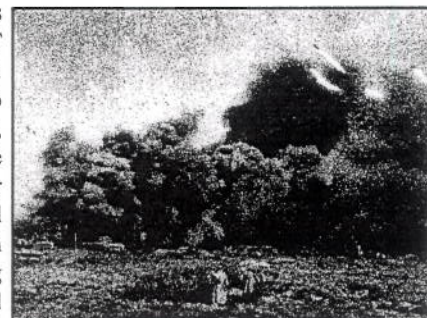
- ★ Add a T34-85 tanks to the Russian reinforcements.
- Replace a 9-1 Armor Leader with a 10-2 in the Co-Belligerent OB.

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 the three 'crossroad' hexes 3Z5-3Z6-3AA6 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 FAWSR are in use. All Grain is Brush. The StuG III G 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

Original Design: Ray Tapio

FAW #5

FINNS Set Up First RUSSIAN Moves First	1	2	3	4	5	6	7	8
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Elements of Osasto Björkman set up anywhere on Board 43 and on Board 32 in on/west of hexrow I (at least three MMC must set up on Board 43):

1 5-5-8 6	5-3-8 2	3-3-8 3	2-2-8	9-0	8-0	1-4-9	FP: 5 Rng: 12 ROF: 2	FP: 12 Rng: 4	?	7 morale	13 75 ^B ₁ (9) $\frac{8}{3}$ 75 ^B ₂ AT
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[ELR: 3]
{SAN: 3}

Elements of the 30th Guards Rifle Corps enter along the east edge on turn one and/or set up on Board 32 on/east of hexrow J:

E 4-5-8 8	1 4-4-7 5	E 2-4-8 3	9-1	8-1	8-0	FP: 2 Rng: 6 ROF: 1 Bf: 11	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	T-34 M42 MP: 16 MA: 76L MG: 24	R16	T-34/85 MP: 16 MA: 85L MG: 24 ROF: 1	R18	IS-2 MP: 13 MA: 122L MG: 1/4R2 Bf: 11	R27
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[ELR: 4]
{SAN: 4}

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VARIATIONS:

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

BOARD LAYOUT:



(Only hexrows R-GG on Board 43 and A-P on Board 32 are playable)



OBJECTIVES: The side that earns the most VP at Game End is the winner. CVP are earned normally. EVP are also earned for units exited units along the west edge on/after turn five.

SCENARIO RULES:

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

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, Rajajääkäipataljoona (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











Original Design: Ray Tapio

FAW #6

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
☘ FINNS Moves First							


Elements of the 1st Jaeger Brigade enter along the north edge on turn one:















 E 8-3-8 2	 1 6-4-8 4	 1 5-5-8 5	 10-1	 9-1	 8-0	 1-4-9	 FP: 3 Rng: 8 ROF: 1 dm HMG	 FP: 3 Rng: 8 ROF: 1 dm MMG	 FP: 3 Rng: 8 ROF: 1 LMG
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[ELR: 4]
{SAN: 3}

Elements of the 3rd Rifle Division set up on/south of hexrow J on Board 42 and/or on/south of hexrow K on Board 2:



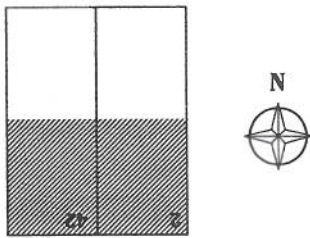
 E 6-2-8 2	 1 5-2-7 4	 1 4-4-7 3	 C 4-2-6	 9-1	 9-0	 7-0	 1-4-9	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 BF: 11 MMG	 FP: 2 Rng: 6 ROF: 1 BF: 11 LMG	 MA: 50° Rng: 3-20 MTR
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?	Trench
7 morale	
5	2

[ELR: 3]
{SAN: 3}

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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 8-3-8 squad and a German LMG to the Finnish OB.

OBJECTIVES: The Finns must Control all buildings adjacent to the 4211-2A6 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 FAWSR 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.



ÄYRÄPÄÄ CHURCH

FAW #7

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

Mixed elements of the 2nd Battalion, 7th Infantry Regiment and the 25th Independent Battalion set up anywhere on Boards 4 and J1b and on Boards J1a and 18 in hexes numbered ≥ 5 :

1 5-5-8 6	5-3-8 4	3-3-8 3	2-2-8 2	10-1 2	9-0 2	1-4-9 2	FP: 7 Rng: 16 ROF: 3 HMG 2	FP: 12 Rng: 4 PSK 2	75 B 2 AT 2	Foxhole 1S 6	Trench 3
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Mine AT
8 factors
 ?
7 morale
5

[ELR: 3]
{SAN: 3}

Original Design Concept: Mika Mäenpää
Scenario Adaptation: Ray Tapio

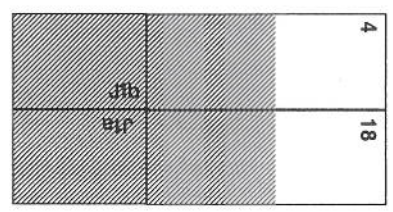
Elements of the 381st Rifle Division set up on boards 18 and J1a in hexes numbered ≤ 3 :

E 4-5-8 6	1 4-4-7 7	E 2-4-8 2	9-1 2	8-1 2	7-0 2	FP: 2 Rng: 6 ROF: 1 Bk: 11 LMG 4	FP: 24 Rng: 1 PP: 1 FT 3	FP: 30 Rng: 1 DC 3	ISU-152 R34 MP: 12 MA: 152 MG: -/4 B#11 3	ISU-122 R34 MP: 13 MA: 122L B# 11 2
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[ELR: 3]
{SAN: 4}

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BOARD LAYOUT:



(Only hexrows R-GG on Boards 4 and 18 and all of J1a and J1b are playable)



VARIATIONS:

- Reduce the Russian VP total to ≥ 18 .
- Add a PsK 38 AT-gun and 2-2-8 crew to the Finnish OB.

OBJECTIVES: The Russians must earn ≥ 25 VP and Control hex J1b EE4 at Game End. CVP are earned normally and the Russians earn EVP for units exited along the north edge.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FAWSR are in use.
- The Finns may set up two MMC (and any SW/SMC in the same Location) utilizing HIP. Place a wooden Rubble marker in hex J1b EE4. Finnish infantry in hex J1b EE4 are Fanatic. The Finns receive one module of 100+mm OBA directed by an Offboard Observer tracing its LOS from Level 3 in a west edge hex recorded during set up.

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

Original Design: Ray Tapio

FAW #8

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



Elements of 1st Infantry Division set up on/south of hexrow J:

5-5-8 12	2-2-8 3	9-1 2	9-0 2	8-0 2	1-4-9 2	FP: 7 Rng: 16 ROF: 3 HMG	FP: 3 Rng: 8 ROF: 1 LMG	MA: 20L Rng: 12 ATR	FP: 30 Rng: 1 DC	HE 81 D 3 2-88 MTR	75 C 1 ART
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Elements of Osasto Lagus enter on turn one on either hex 46I1, 46A5, or 43 I10:

6-4-8 2	2-2-8 2	9-0 2	FP: 3 Rng: 8 ROF: 1 LMG	12* 45 11 1 4 -1/2	11* 45 11 3 1 4 -1/2	14* 45 11 2 1 4 -1/2	12 6PH2T MG	30 10PST UA	37 B 3 AT
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[ELR: 4]
{SAN: 3}



Elements of the 272nd Rifle Division set up anywhere on/north of hexrow M:

5-2-7 6	4-4-7 8	2-4-8 3	2-2-8 3	10-2 2	8-1 2	7-0 2	1-4-9 2	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 Br: 11 MMG	FP: 2 Rng: 6 ROF: 1 Br: 11 LMG	MA: 50* Rng: 3 Rng: 3-20 MTR
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FP: 1 Rng: 12 ATR	? 7 morale 6	Trench 4	Roadblock 45mm PTP obr. 32 MA: 45L ROF: 3 Mr: 11 AT
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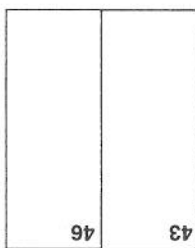
Local reinforcements of the 22nd Fortified Sector enter along the north edge on turn three:

BA-6	R39
MP: 19	MG: 2/4
MA: 45L	Bf11
ROF: 1	

[ELR: 3]
{SAN: 5}

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BOARD LAYOUT:



VARIATIONS:

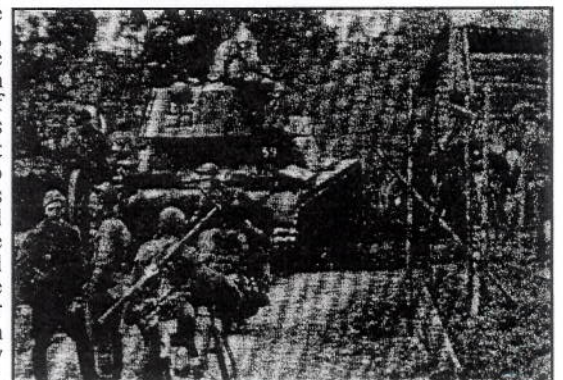
- ★ Russian reinforcements enter on turn two.
- ☛ Replace the 9-1 leader in the Finnish OB with a 10-1.

OBJECTIVES: The Finns must earn more CVP than the Russians and Control ≥ 25 of the buildings at Game End.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FAWSR are in use. Despite the date, Grain is still in season (B15.6).
- All Trucks are automatically Recalled 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

Original Design: Ray Tapio

FAW #9

FINNS Set Up First RUSSIANS Move First	1	2	3	4	5	6	7	8
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Elements of the 20th Brigade and the Independent Armor Company set up anywhere on Board 21 and/or on Board 45 in hexes numbered ≤ 5:

1 5-5-8 9	G 5-3-8 5	E 3-3-8 4	2-2-8 2	10-1 2	8-0 2	1-4-9 2	FP: 7 Rng: 16 ROF: 3 2	FP: 5 Rng: 12 ROF: 2 2	FP: 3 Rng: 8 ROF: 1 2	FP: 12 Rng: 4 2	? 7 morale 6
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20* HE 114 2 AT 11 4	75 2 AT 2	Trench 2	Roadblock 2
-------------------------------------	--------------------	-------------	----------------

[ELR: 2]
{SAN: 4}

Elements of the 30th Guards Rifle Corps and 27th Heavy Breakthrough Tank Regiment enter along the east edge on turn one:

E 6-2-8 10	1 4-4-7 10	9-2 2	9-1 2	8-0 2	FP: 6 Rng: 12 ROF: 3 2	FP: 2 Rng: 6 ROF: 1 B#: 11 4	FP: 24 Rng: 1 PP: 1 2	FP: 30 Rng: 1 5	ISU-152 MP: 13 MA: 152 MG: +44 B#: 11 3	ISU-122 MP: 13 MA: 122L B#: 11 2	IS-2 MP: 13 MA: 122L MG: 1/4R2 B#: 11 2
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[ELR: 4]
{SAN: 3}

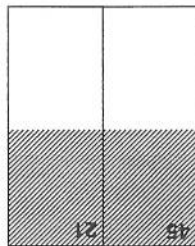
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VARIATIONS:

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

BOARD LAYOUT:

(Only hexrows A-P are playable)

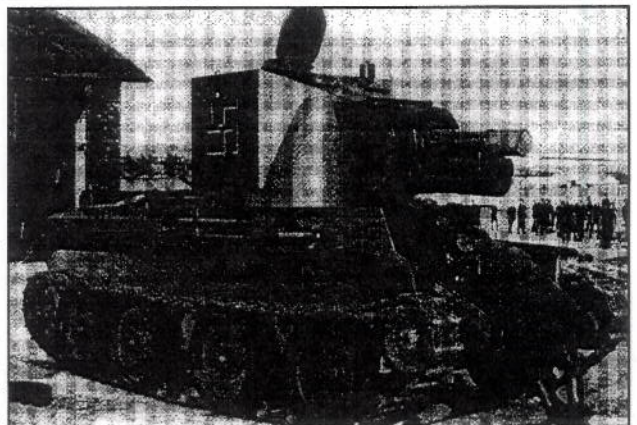


OBJECTIVES: The Russians must Control ≥ 20 of the buildings within the Finnish set up area at Game End. If the 21M4 Graveyard (18 hexes) is free of Good Order Finnish MMC at Game End it is counted as 4 buildings Controlled.

SCENARIO RULES:

- EC are Moist, with no wind at start. Kindling (B25.11) is NA. All FAWSR 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 set up two MMC (and any SW/SMC in the same Location) utilizing HIP. Finnish 5-3-8 squads/HS may NOT Self-Rally. Finn Personnel are MOL capable (A22.6).
- All Russian 6-2-8 squads 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

Original Design by Dave Lamb

FAW #10

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

Elements of 3rd Infantry Brigade set up anywhere on map:

1 5-5-8	5 5-3-8	E 2-4-8	2-2-8	9-1	9-0	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	FP: 30 Rng: 1	7 morale
4	4	2	2				2					8

	Trench	Wire	Pillbox	Pillbox	Pillbox	AT Ditch	Mine	Mine	Mine
75 B ⊕ AT									
2	10	6	2+5+7	1+5+7	1+3+5	3	48 Known AP (F.7)	4 AT	3 Dummy Mines (F.7B)

Elements of the Lagus Armored Division enter Turn Four along north edge:

17*	11*
76 B	45 B
2	2

Elements of the 63rd Guards Rifle Division and 21st Army enter on turn one along the south edge:

E 6-2-8	E 4-5-8	1 4-4-7	10-2	8-1	8-0	FP: 8 Rng: 16 ROF: 3	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	MP: 13 MA: 152 MG: -/4 B#: 11	R34	MP: 16 MA: 85L ROF: 1	R35
4	6	4				4	4	3	2			2	

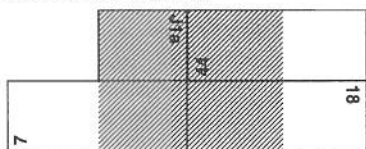
MP: 13 MA: 122L MG: 1/4R2 B#: 11			MP: 17 MA: 76L MG: -/4 ROF: 1
2			2

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VARIATIONS:

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

BOARD LAYOUT:



(Only hexrows A - P on Board J1a/44, and R - GG on Board's 7/18 are playable.)

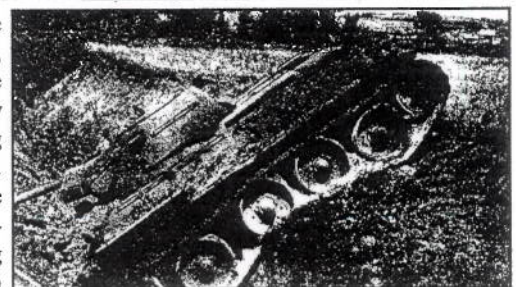
OBJECTIVES: The Russians win if they Control ≥ 4 Pillboxes at game end.

SCENARIO RULES:

1. EC are Dry with no wind at start. All water obstacles are ponds. All marsh are mudflats. Place overlays **Hi7** on 7T3/U3, **P3** on 7FF7/GG7, **P5** on 44E7/D7, and **Hi4** on 44H5/H6. All FAWSR are in use.

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.

- The Russians may Pre-Register two 200mm Rocket OBA (HE only) prior to set up. These are resolved after set up, 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 One.
- Bore Sighting (C6.42) is NA.
- The 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.
- The Finns receive Air Support in the form of two German DB (with bombs) that arrive on a dr ≤ the current turn number. Both aircraft are Recalled (E7.24) after two turns on map.
- AP Minefactors may not be exchanged for AT Minefactors and vice-versa.



ISLAND FEVER

Original Design by Dave Lamb

FAW #11

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

1st Company, 1st Cavalry Brigade set up in 35 hexes from CC2:

FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1					7 morale
6	2			2		5

Enter Turn Three on/between K1 and P5:

FP: 12 Rng: 4	FP: 30 Rng: 1		
2			

[ELR: 3]
{SAN: 3}

Elements of the 124th Infantry Division set up ≤ 4 hexes from CC2:

FP: 4 Rng: 10 ROF: 2 BF: 11	FP: 2 Rng: 6 ROF: 1 BF: 11	MA: 50° Rng: 3-20						FP: 30 Rng: 1	
2	4	8				3			2

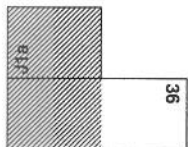
Enter Turn One on/between CC1 and GG3:

MP: 16 MA: 75L ROF: 1 MG: 2/4	
2	

[ELR: 4]
{SAN: 2}

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BOARD LAYOUT:



(Only hexrows A - P on Board J1a, 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 Russian 9-1 leader with a 9-2.

SCENARIO RULES:

- EC are moderate with no wind at start. All streams are shallow. All FAWSR are in use.
- Any Finnish MMC wishing to begin play entrenched in a foxhole may do so.

OBJECTIVES: The Russians win immediately upon accumulating ≥ 20 EVP exited on/between O1 and P3.

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

Original Design by Dave Lamb

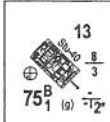

FAW #12

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

Elements of 19th Infantry Brigade, and 10th Armored Jager Brigade set up on board 11 in hexes with a coordinate ≥ 8 :













 E 8-3-8 2	 1 6-4-8 5	 1 5-5-8 5	 2-2-8	 10-0	 9-1	 8-0	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK	 FP: 30 Rng: 1 DC
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Support Elements:

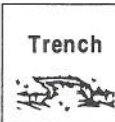
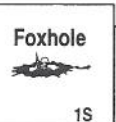

 13 75 ^B ₁ (a) $\frac{8}{3}$ 4	 75 ^B ₂ AT
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[ELR: 3]
{SAN: 3}








Elements of the 142nd Rifle Division set up anywhere on board's J1b/7, and in hexes with a coordinate ≤ 5 on board 11:

 E 4-5-8 3	 1 4-4-7 6	 2-2-8	 8-1	 8-0	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50° ROF: 3 Rng: 3-20 MTR	 7 morale	 PTP obr 42 MA: 45LL ROF: 3 M#: 11 AT	 SU-85 R35 MP: 16 MA: 85L ROF: 1
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Support Elements:

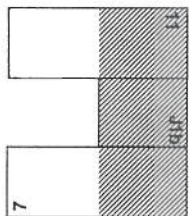
 Trench 5	 Foxhole 1S 4	 Mine 12 AP 12 AP
--	---	---

Elements of the 46th Separate Guards Tank Regiment enter Turn Three along south edge, OR on/adjacent to hex 7R2:

 E 4-5-8 3	 9-2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1	 R18	 IS-2 MP: 13 MA: 122L MG: 1/4R2 B#: 11	 R27
--	--	---	--	--	--	--

[ELR: 3]
{SAN: 4}

BOARDLAYOUT:



(Only hexrows A - P on Board 11 and R - GG on Board's 7 and J1b are playable.)

OBJECTIVES: The Finnish must have ≥ 3 AFV (mobile, with functioning MA) and/or Good Order (non-crew) MMC on board 7 at game end. They win immediately if they destroy any span of the 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 Iauriapia (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.

VARIATIONS:

☛ The Finnish OBA receives Plentiful Ammo and two Pre-Registered hexes.

★ Add one more JS-2 AFV to the Russian OB.

SCENARIO RULES:

- EC are Dry with a mild breeze from the northeast. The river is deep. A pontoon bridge exists from 7AA6 to 7AA8. Place overlays Hi5 on J1bT8/T7, and Hi4 on J1bBB9/CC9.
- The Russians may HIP one squad (plus any SMC/SW stacked with them).
- The Finns are elite for ammo depletion #'s (C8.9). The Finns have a module of 80mm OBA (HE only) with normal ammo and one Pre-Registered hex, and it is directed by a pre-recorded, level 2 off-board observer.
- The Stu-40 AFV have concrete armor and hung logs resulting in an increase in the front/side AF to 9/4 respectively. The speed of the AFV is reduced to 12 MP due to the extra weight.



AA 12 45 B 1 11 4 1 1 1 2	BB 12 45 B 1 11 4 1 1 1 2	CC 12 45 B 1 11 4 1 1 1 2	AA 11 45 B 1 11 4 3 1 1 2	BB 11 45 B 1 11 4 3 1 1 2	CC 11 45 B 1 11 4 3 1 1 2	DD 11 45 B 1 11 4 3 1 1 2	EE 11 45 B 1 11 4 3 1 1 2
AA 14 37 B 1 4 1 1 1 1 2	BB 14 37 B 1 4 1 1 1 1 2	CC 14 37 B 1 4 1 1 1 1 2	DD 14 37 B 1 4 1 1 1 1 2	AA 14 45 B 1 4 1 1 1 1 2	BB 14 45 B 1 4 1 1 1 1 2	CC 14 45 B 1 4 1 1 1 1 2	DD 14 45 B 1 4 1 1 1 1 2

AA 20 114 D 1 11 1 2 1 1 1	BB 20 114 D 1 11 1 2 1 1 1	CC 20 114 D 1 11 1 2 1 1 1	DD 20 114 D 1 11 1 2 1 1 1	AA 10 76 B 1 11 2 1 1 1 2	AA 12 6P/12T MG 1 1 1 2	AA 14 MG 1 1 1 2	AA 14 37 D 1 4 1 1 1 1 2
AA 10 76 D 2 2 2 1 1 1 2	AA 13 40 B 2 1 1 1 1 2	BB 13 40 B 2 1 1 1 1 2	AA 16 85 B 1 11 4 1 1 1 2	AA 10 81 D 3 2-80 MTR 1 1 1 2	BB 12 81 D 3 2-80 MTR 1 1 1 2	BB 12 MG 1 1 1 2	CC 12 MG 1 1 1 2

AA 16 76 B 1 4 2 1 1 1 2	BB 16 76 B 1 4 2 1 1 1 2	BB 16 85 B 1 4 2 1 1 1 2	AA 17 76 B 1 4 2 1 1 1 2	BB 17 76 B 1 4 2 1 1 1 2	AA 30 75 C 1 ART 1 1 1 2	AA 21 10P/9T 1 1 1 2	AA 19 SAN 3 1 1 1 2
AA 13 75 B 1 11 2 1 1 1 2	BB 13 75 B 1 11 2 1 1 1 2	CC 13 75 B 1 11 2 1 1 1 2	DD 13 75 B 1 11 2 1 1 1 2	EE 13 75 B 1 11 2 1 1 1 2	FF 13 75 B 1 11 2 1 1 1 2	A 21 MG 1 1 1 2	A 19 45 B 1 11 4 1 1 1 2
AA 13 75 B 1 4 2 1 1 1 2	BB 30 10P/9T 1 1 1 2	AA 30 75 B 2 1 AT 1 1 1 2	BB 30 75 B 2 1 AT 1 1 1 2	AA 30 50 B 3 1 AT 1 1 1 2	BB 30 50 B 3 1 AT 1 1 1 2	AA 30 37 B 3 1 AT 1 1 1 2	BB 30 37 B 3 1 AT 1 1 1 2

Salli 9-1	Uppa 9-1	Polvi 9-0	Laiho 9-0	Ohde 8-0	Rilpa 8-0	Eskola 10-0	Korpela 10-0	Raimo 10-1	Tapio 10-1
1 5-5-8	1 5-5-8	1 5-3-8	2 5-3-8	3 5-3-8	4 5-3-8	5 5-3-8	6 5-3-8	Nurmi 1-4-9	Riska 1-4-9
1 5-5-8	2 5-5-8	3 5-5-8	4 5-5-8	5 5-5-8	6 5-5-8	7 5-5-8	8 5-5-8	9 5-5-8	10 5-5-8

Port Turret KO	1 2-4-8	2 2-4-8	3 2-4-8	4 2-4-8	5 2-4-8	6 2-4-8	7 2-4-8	8 2-4-8	9 2-4-8
Jussi [1]-0-9	Ville [1]-0-9	7 5-3-8	8 5-3-8	1 2-3-8	2 2-3-8	3 2-3-8	4 2-3-8	5 2-3-8	6 2-3-8

