

WINTER WAR



INTRODUCTION

This is the Winter War scenario, the story of the Soviet onslaught on tiny Finland from November 1939 to March 1940, at the beginning of WW2. Can the Finns hold beyond the reasonable and receive the long awaited Allied intervention? Or will the Russian bear crush them and force them to lose their border lands?

Finland 1940 lasts 16 turns, each representing one week between December 1939 and March 1940. One player represents the tiny Republic of Finland, the other has the Soviet Union land and air forces.

- The **Soviets** have numerous but poorly led and badly organized forces at the start of the game, but their reinforcements are impressive.
- The **Finnish** must hold desperately against the initial onslaught and vastly superior strength of their enemy, thanks to their superior quality and ideal defensive positions, hoping to gain enough time when threats of Allied Intervention discourages the Russian bear.

Be careful however of the potential weakness in number on the Finns side, as well as the uncertainty of Stalin's resolve on the other...

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields

DURATION

Longest Duration: 4h30

Favored Side: None

Most Difficult Side to Play: Finns

The scenario lasts 15 turns (between the first week of December 1939 and the last week of March 1940), each turn being the equivalent of one week.

The **Finnish player** always plays firsts, followed by the **Soviet player**.



FORCES

The **Finnish player** controls the Finnish (light blue) and **Foreign Volunteers** (darker blue) .

The **Soviet player** controls the **Red Army, Red Air Force** and **NKVD (dark red)** units.

MAPBOARD



The map represents the whole of southern and central Finland, as well as the neighboring seas and far-off regions in the north.

There are 4 theaters: North Finland, Central Finland, South Finland and USSR.

The border régions in South Finland are the Mannerheim and Karelia Lines regions.



VICTORY

IMMEDIATE VICTORY

- When on of the player reaches or exceeds 40 VP at the end of a turn.
- The **Soviet player** controls all the following city regions in Finland: Helsinki, Viipuri, Sortavala, Petsamo
- The **Finnish player** controls the four regions of Mannerheim line and Viipurii with supplied units at the end of the game, without having lost Helsinki.
- Or the Allied Intervention level reaches or exceeds 10 (**Soviet player** defeat) after turn 6.

Otherwise the side with most VP at the end of the scenario wins the game.

BONUS VP

- The **Finnish player** earns 3 VP if he controls Viipuri city (even besieged) at the end of the game.
- The **Finnish player** earns 2 VP for each border region he controls in the Karelia and Mannerheim Lines: Muuola / Taipale / Kakkisalml / Salmi / Suojarvii / Korpiselka.
- The **Soviet player** earns 10 VP for the first time he controls: Helsinki (and -5 Allied Intervention).
- The **Soviet player** earns 3 VP for the first time he controls: Viipuri (and -2 Allied Intervention).
- The **Soviet player** earns 2 VP for the first time he controls: Hango / Petsamo (and -1 Allied Intervention).
- The **Soviet player** earns 1 VP for the first time he controls: Turku / Tampere (and -1 Allied Intervention).
- The **Soviet player** earns 1 VP each for every Bunker of Mannerheim and Karelia lines destroyed.
- The **Soviet player** earns 10 VP / 3 VP for control at end of the game of: Helsinki / Viipuri
- The **Soviet player** earns 1 VP for each of the following Finnish region that he controls at the end of the game: Hango / Petsamo / Turku / Tampere / Lapperaanta / Kouvola / Sortavala / Joensuu / Rovaniemi / Ivalo / Muuola / Taipale / Kakkisalml / Salmi / Suojarvii / Korpiselka.

VP LOSS

- The **Finnish player** loses 1 VP each for every Bunker of Mannerheim and Karelia lines destroyed.

SPECIAL RULES

REPLACEMENTS

All replacements and constructions are handled by cards. Soviets will receive 2 replacements and each turn, the Finns will receive 1, and both sides will also get those provided in addition by events and cards.

CARDS

There are two cards drawn each turn in this game, and players may keep up to 10 of them in hands.

ALLIED INTERVENTION

The Allied intervention level is mostly changed by card play and the capture of some key locations. When it reaches or exceeds 10, the game ends with a **Finnish** victory.



SUPPLY SOURCES

- For the **Finnish** units: major cities in Finland.
- For the **Soviet** units: All railroad regions south and east of the map.



FOREIGN BOXES: SWEDEN & NORWAY

Those off-map regions boxes can not be entered by the **Soviet player**, and only the **Foreign Volunteers units** may enter or be in Sweden or Norway.

MANNERHEIM AND KARELIA LINES BUNKERS

Those **Finnish** combat units can never move from the regions they start in. They never retreat or panic. They are heavy units and also act as artillery. They earn 2 PV if still in play at end of the game (or cost 1 PV when destroyed) In addition, the regions they are in receive regular reinforcements of mines every turn.



SISSI UNITS

Those **Finnish** combat units can move and attack while hidden, and they don't need any supply. Their present allows for a special Ambush round in battle where only Ski troops can fight. Three of the **Finnish** leaders have the same abilities (they bear the Sissi emblem).



FOG OF WAR

Only the **Finnish** units benefit from a partial fog of war, i.e. the **Soviet player** cannot see what their stack could contain (only a flag is displayed on those).



SOVIET HINTERLAND

No **Finnish** units may ever enter any of the **Soviet** regions with railroad located on the eastern side of the mapboard, nor the Murmansk offmap box.

FINNISH TERRAINS

The Forests & Lakes, Marshes and Deep-Forest terrains do not allow cavalry or heavy units superiorities, and provide combat bonus to defenders. No supply either in the Deep Forest terrains.

