

THE WINTER WAR



INTRODUCTION

This is the **Winter War** full campaign scenario, the whole 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?

The Winter War scenario 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's 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 **Finns** must hold desperately against the initial onslaught and vastly superior strength of their enemy, thanks to their superior quality and ideal defensive positions, the Finns hope to buy time until threats of Allied intervention discourage the Russian Bear.

Be careful of the numerical weakness of the Finnish 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 first 4 turns are covered in the same way in the 1939 Attack scenario.

The **Finnish player** always plays first, 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 7.

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 Mannerheim Line bunker still in play 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 / Kakkisalmi / 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 the Mannerheim line destroyed.
- The **Soviet player** earns 10 VP / 5 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 / Kakkisalmi / Salmi / Suojarvii / Korpiselka (mostly the border regions with USSR).

VP LOSS

- The **Finnish player** loses 1 VP each for every Bunker of the Mannerheim line destroyed.

REINFORCEMENTS

The following reinforcements are received during the game (they come in addition to what can be obtained through cards or events)

- For the **Finns**.

Turn 13 : March 1st -7th

23rd Reserve Div.

- For the **Soviets**.

Turn 1 : December 1st -7th

4th Rifle Div.

Turn 2 : December 8th -15th

36th Tank Bde, 150th Rifle Div., 44th Mot.Div., 52nd Rifle Div., 75th Rifle Div., 4th Log.

Turn 3 : December 16th-22nd : none

Turn 4 : December 23rd -31st

14th Hvy.Tank Bde, 39th Lt.Tank Bde, 311th Art., 320th Art., 13th HQ, 100th Rifle Div., 138th Rifle Div., 41st Rifle Div., *Vinogradov*, 5th Log.

Turn 5 : January 1st -7th

16th Hvy.Tank Bde, 28th Tank Bde, 2nd Siege Art., 375th Art., 17th Mot.Div., 33rd Rifle Div., 52nd Rifle Div., 62nd Rifle Div., 70th Rifle Div., *Meretskov*, 25th Mec.Div., 6th Log.

Turn 6 : January 8th -15th : Air units

DB3 Bmbr esc2, I15-3 esc4, I16-10 esc3, I16-10 esc4, R5ch esc2

Turn 7 : January 16th -22nd : none

Turn 8 : January 23rd -31st

24th Tank Bde, 495th Art., 16th Mot.Div., 72nd Mount.Div., 81st Rifle Div., 85th Rifle Div., 8M Rifle Div., *Kozlov*, *Makarov*

Turn 9 : February 1st -7th

13th HQ, 13th Arty, 173rd Mot.Div., 7M Rifle Div., 80th Rifle Div., *Grendhal*

Turn 10 : February 8th -15th

32nd Tank Bde, 33rd Tank Bde., 51st Rifle Div., 84th Mot.Div., *Voroshilov*, 8th Log.

Turn 11 : February 16th -22nd : none

Turn 12 : February 23rd -28th

28-62-63 Tank Rgts, 128th Mot.Div., 72nd Mount.Div., 86th Rifle Div., *Biriuzov*, *Shtern*, 9th Log.

Turn 13 : March 1st -7th

29th Tank Bde, 31st Tank Bde., 36th Cav., 7th Cav., 42nd Mot.Div., 95th Mot.Div., *Timoshenko*, 10th Log.

Turn 14 : March 8th -15th : none

SPECIAL RULES

REPLACEMENTS

All replacements and constructions are handled by cards. Soviets will receive a minimum of 3 replacements and each turn, the Finns will receive also 2, 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.

BREAKTHROUGHS

Only allowed to **Finnish** small units of Regiment or Brigade side, in most terrains.

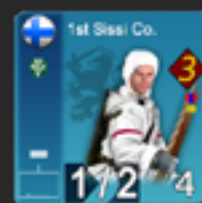
MANNERHEIM LINE BUNKERS

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 presence 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 DIFFICULT 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.

