

# MANNERHEIM LINE



## INTRODUCTION

This introductory scenario covers the last 2 months of the Soviet onslaught on the Mannerheim Line in February and March 1940. Can the Finns hold? Or will the Russians breach their defenses and move towards their capital?

The Soviet's failure to penetrate the Mannerheim Line in December has led to the reorganization of the Soviet 7th Army. According to operational plan 'Ladoga', the new commander Timoshenko is to attack again in February with up to 30 divisions to break through the Mannerheim Line.

The Finnish defenders facing him are tired, depleted and out of fresh reserves.

This attack will decide the outcome of the war!

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: 1h30

Favored Side: Soviets

Most Difficult Side to Play: Finns

The scenario lasts 6 turns (*between the first week of February 1940 and the last week of mid-March 1940*), each turn being the equivalent of one week.

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

Only the Karelian Isthmus and the southeastern part of Finland (and nearby USSR) are playable in this scenario.



## VICTORY

### IMMEDIATE VICTORY

- Disabled in this scenario. The side with most VP at the end of the scenario wins the game.

### BONUS VP

- The **Finnish player** earns 5 VP each for the control of Muuola, Kakkisalmi and Viipuri at the end of the game.
- The **Finnish player** earns 3 VP for the control of the city of Viipuri itself 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 **Soviet player** earns 10 VP for the first time he controls: Porvoo.
- The **Soviet player** earns 5 VP for each region in the Mannerheim line sector that he captures.
- The **Soviet player** earns 1 VP for each Mannerheim line bunker that he destroys.

### VP LOSS

- The **Finnish player** loses 3 VP if the region of Viipuri is taken by the enemy.
- The **Finnish player** loses 1 VP each for every Bunker of the Mannerheim line destroyed.

## REINFORCEMENTS

- For the **Soviets**.

- For the **Finns**.

Turn 1 : February 1st -7th :

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

Turn 1 : February 1st -7th : 23rd Res.Div

Turn 2 : February 8th -15th

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

Turn 4 : February 23rd -28th

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

Turn 5 : March 1st -7th

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

# SPECIAL RULES

## REPLACEMENTS

All replacements and constructions are handled by cards. Soviets will receive 4 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 not used in this scenario.



## SUPPLY SOURCES

- For the **Finnish** units: Viipuri and Porvoo.
- For the **Soviet** units: All railroad regions south and east of the map.



## FOREIGN BOXES: SWEDEN & NORWAY

Those off-map regions boxes cannot be entered in this scenario.

## 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.

