

SUOMUSSALMI



INTRODUCTION

This introductory scenario covers the battles of Suomussalmi and Raate road, in central Finland during late 1939. Can the Finns repeat their historical victories? Or will the Russians avoid defeat and complete their advance to Oulu?

The Soviet 9th Army is attacking the objective of Oulu, with the aim of cutting Finland in half at the narrowest point. The hastily deployed Finns under Colonel Siilasvuo are outnumbered five to one, but mount a series of bold attacks on skis around the Soviet flanks.

The battles of Suomussalmi and Raate road would be the most complete Finnish victories of the war, with the world learning the meaning of the word 'Motti'.

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: 1h00

Favored Side: None

Most Difficult Side to Play: Finns

The scenario lasts 4 turns (*between the first week of December 1939 and the last week of December 1939*, each turn being the equivalent of one week).

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

In this scenario, only the regions located in North Finland and corresponding Soviet regions are playable.



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 2 VP if he controls the Salla region at the end of the game.
- The **Finnish player** earns 1 VP for each other region located on the Soviet border that he owns at the end of the game.
- The **Finnish player** earns 2 VP for each unit of the Soviet 9th Army that he eliminates completely in the game.
- The **Soviet player** earns 15 VP for the first time he controls: Oulu.
- The **Soviet player** earns 5 VP for the first time he controls: Salla / Suomussalmi.
- The **Soviet player** earns 2 VP for the first time he controls: Kuusamo.
- The **Soviet player** earns 1 VP for each units of the 9th Army still in play at the end of the game.

VP LOSS

- The **Soviet player** loses 1 VP each for every unit of the 9th Army that is eliminated.

REINFORCEMENTS

- For the **Soviets**.

Turn 1 : December 1st -7th : 4th Rifle Div.

Turn 2 : December 8th -15th : 36th Tank Bde.

Turn 3 : December 16th-22nd : SB2 Bomber

Turn 4 : December 23rd -31st : None

- For the **Finns**.

Turn 1 : December 1st -7th : 6th Ind. Bn.

SPECIAL RULES

REPLACEMENTS

All replacements and constructions are handled by cards. Soviets will receive 1 replacement for the first 2 turns, then 2 for the last two, and the Finns will receive 1 every turn. 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

Disabled in this scenario



SUPPLY SOURCES

- For the **Finnish** units: Oulu.
- For the **Soviet** units: Belomorsk.



FOREIGN BOXES: SWEDEN & NORWAY

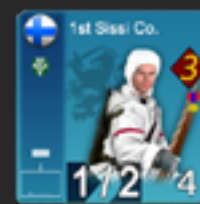
No one can enter them in this scenario

BREAKTHROUGHS

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

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.

