

# TOLVAJARVI



## INTRODUCTION

This introductory scenario covers the battle of Tolvajärvi, during the initial Soviet attack in December 1939. Can the Finns repeat their historical victory? Or will the Russians hold on to their conquests?

The sheer size of the Soviet attack north of Lake Ladoga came as a nasty surprise to the Finns, who had only lightly guarded the way around their main defenses. A hasty counterattack by Colonel Talvela's defeated the Soviet advance at Tolvajärvi, becoming the Finn's first major offensive victory in the war, and steeling morale within the Finnish Army

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: Soviets

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 **Soviet player** always plays first, followed by the **Finnish player**.



## FORCES

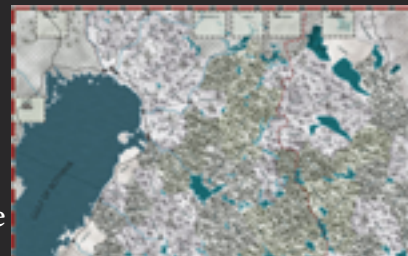
The **Finnish player** controls the Finnish (light blue) and **Foreign Volunteers** (darker blue) .

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.

The scenario playable regions are located in Eastern Finland, north of the lake Ladoga, and nearby Soviet regions only.



## 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 10 VP if he controls the Tolvajärvi region at the end of the game.
- The **Finnish player** earns 5 VP for each other region located on the Soviet border that he owns at the end of the game (except Ilomantsi, only 1 VP), as well as regions of Sortavala and Joensuu.
- The **Soviet player** earns 5 VP for each of Sortavala, Joensuu, Suistamo and Tolvajärvi that he controls at the end of the game.

## 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 : 7th Ind. Bn.

# SPECIAL RULES

## REPLACEMENTS

All replacements and constructions are handled by cards. Soviets will receive 3 replacement for the first 2 turns, then 4 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: Joensuu and Sortavala.
- For the **Soviet** units: Olonets and RR south of Ladoga



## FOREIGN BOXES: SWEDEN & NORWAY

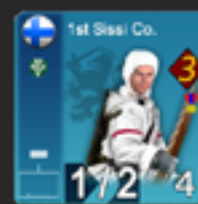
No one can enter them in this scenario

## BREAKTHROUGHS

Only allowed to **Finnish** small units of Regiment or Brigade size, 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.

