

# Red★Winter



## PLAYBOOK

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## 17.0 Scenarios

*Red Winter* includes many short and medium length scenarios, as well as two versions of the full 32 turn Campaign Game. The short scenarios represent smaller actions within the larger context of the five day battle for Tolvajärvi. Most scenarios represent historical actions, but some are hypothetical. A few of them have been designed with the goal of introducing newcomers to the game system, and can be played in half an hour or less.

Players should keep in mind that in all scenarios which take place on Dec. 11 or 12, all standard rules for Finnish Morale bonus, Finnish Recovery bonus, and Soviet Recovery penalty apply. Likewise, the Soviets receive a morale bonus and a Recovery bonus in the Dec. 8 scenarios.

The following rules apply to all scenarios, unless otherwise indicated in the scenario instructions:

- **Important:** No unit of either side may ever start set up in a frozen lake hex. If a setup requirement says: “Within 4 hexes of Hirvasvaara,” think “In any hex within 4 hexes of Hirvasvaara that is not a frozen lake hex.”
- When two or more possible setup areas as listed for a unit or set of units, those units may be distributed among all listed areas; the player need not choose one area for all units.
- Reinforcements, RPs, and additional 76mm ammo become available as indicated on the Turn Track.
- All units begin the scenario on their full step strength sides.
- The Soviet player is Player One.
- The Finnish player sets up his units first.
- No units of either side may begin the scenario Dug-In, although units may dig in during the scenario if eligible.
- Each side has all of its unused Digging In markers available. Dug-In markers return to the pool of available Digging In markers when they are removed from the map (voluntarily or involuntarily).
- No units of either side may begin overstacked.
- References to Finnish infantry companies include the PPP7 Bicycle Companies and the Prov/TF-P Provisional Company.

### 17.0.1 Partial Map Scenarios

Some smaller scenarios use only a portion of the full map, as indicated in their setup. A scenario-specific map boundary is considered a map edge, per 4.2.

### 17.0.2 Victory Point Bid Method

Every effort has been made to balance the game scenarios in order to provide a competitive gaming experience. Where possible, the Victory Conditions themselves have been adjusted rather than historical variables. Despite the efforts of the playtesters, a particular scenario may still feel unbalanced to some players. This may be the result of an overlooked rule on the part of the players, or their discovery of some strategy which we didn't consider in our playtests. If you feel a particular scenario is unbalanced, try using the following rules.

Both players write down their bid in VPs on a piece of paper and reveal this number simultaneously. The player with the highest bid may choose which side he wishes to play, and the other player is awarded VPs equal to his opponent's bid. Obviously, this approach won't work for scenarios that do not rely on VPs.

**Suggestions:** For the Campaign Game, a bid of 5-15 VPs is a good starting point for players of roughly equal skill levels who prefer to play the same side. 20-30 VPs makes a good starting bid for balancing a game between players of differing familiarity and/or skill levels.

### 17.0.3 Victory Points For Enemy Losses



In many scenarios, both players are awarded VPs at the end of the game as follows:

- 3 VPs for every two-step enemy unit eliminated.
- 2 VPs for every single-step unit eliminated.
- 1 VP for every two-step enemy unit reduced.
- 1 VP for every AT Gun or Engineer platoon eliminated.

Pajari is not worth any VPs to the Soviet player; losing him is punishment enough for the Finns.

Units which begin the scenario reduced or eliminated still count for VPs if they have failed to Recover or Reconstitute by the end of the scenario. Note that it will not always be possible to Reconstitute units. For example, when one or more units begin the scenario in the “Permanently Eliminated” box they cannot be Reconstituted. Such units still count as eliminated for VP purposes.

**Design Note:** The Victory Conditions already take this into account.

Armored units which were never committed to the game (see 12.1.4) do not count as eliminated for VP purposes, nor do units which retreat off a map edge (voluntarily or by retreat).

### 17.0.4 Soviet Morale Collapse



In 17.1 The Campaign Game and some scenarios (as specified by scenario descriptions) Soviet morale collapses during the Soviet Reset Phase if the total number of Soviet full strength infantry companies plus full strength MG units on the map is 12 or fewer. This can occur on any game turn, but typically not until Dec. 11 or 12.

Morale Collapse is irreversible, and affects all Soviet units *except for armored units*. Demoralized units:

- cannot perform a Combat or Assault (they may make Ranged Attacks and spot for indirect fire normally).
- cannot perform Recovery.
- cannot enter an eZOC during their Action Phase (those already in an eZOC may stay there).
- grant the Finns an additional 1R column shift in Combats and Assaults against a defending hex which includes one or more such units.

## 17.0.5 Rounding VP Values for OOS Objectives

In some scenarios players are awarded half the normal amount of VPs for control of an objective which is OOS (15.0) to the controlling player. In such cases, first total the value of all OOS objectives, then halve the total, rounding any fraction up to the next whole number.



## 17.1 The Campaign Game

### *The Battle of Tolvajärvi*

This is the full five day battle. It covers the action from Dec. 8-12 and offers the clearest picture of the decisions and challenges that faced the commanders at Tolvajärvi.

**Play Note:** Players desiring to experience the full scope of the game should play this scenario, although it is recommended that they try some smaller scenarios first. Either side has roughly the same chance of victory, though games can swing wildly either way depending on events and players' strategies on the first and second days. In general, the Finns will need to be very conservative during the first couple of days to stay in the game for the long haul. The Soviets will need to be aggressive at first, but know when it's time to adopt a defensive stance. Given sound strategies and average combat outcomes, this "turning of the tables" will probably happen around Dec. 11, when the Finns gain the morale bonus. The Soviet player will need to do better overall than his historical counterpart to win the game.

The Campaign Game will take between 6 and 12 hours to complete if both players are familiar with the rules and neither wins via Automatic Victory. It also offers both players the widest range of possible strategies.

**Duration:** Turns 1-32 (32 turns).

**Play Area:** The entire map.

**Play Sequence:** The Soviet player is Player One, but this can change during of the game (see Change of Finnish Operational Stance, below, under Special Rules).

Both players may set up their units simultaneously.

## + Finnish Setup:

The Finns set up per the set up codes in the upper right-hand corners of the Finnish units.

Note that a total of five Finnish infantry units begin the game on their reduced strength sides. These units have their setup codes printed on the reverse sides of their counters.

Note also that the six JR16 units have variable setup hexes, as indicated by a hex icon on their counters. These units set up in or within 4 hexes of O19.

**Historical Note:** Players wishing to approximate their historical starting positions should start Pajari and the two MG units in O23, one infantry company in O22, one just north of Kivisalmi Bridge (O21), one on Kotisaari Island (L22), and the mortars at the crossroads (O18).

The Finnish leader Pajari starts the game stacked with any Finnish unit on the map. Pajari's setup code is an empty hex symbol as a reminder.

**Finnish Artillery:** Per setup codes on counters (2 x 76mm off-map batteries with an "St" in a circle).

**Finnish 76mm Ammo:** Per Turn Track (Finns start with 3).

**Finnish Reinforcements:** Per Turn Track.

## ★ Soviet Setup:

Per setup codes on counters.

**Soviet Artillery:** None (all enter as Reinforcements).

**Soviet 76mm Ammo:** Per Turn Track (Soviets start with 10).

**Soviet Reinforcements:** Per Turn Track.

## Special Rules:

**1. Change of Finnish Operational Stance.**<sup>40</sup> Once per game the Finnish player may declare a "change of Finnish operational stance" at the conclusion of any day 4 or 5 (Dec. 11 or 12) game turn. This change of stance has the following effects:

- The order of the players in the Turn Sequence is immediately reversed for the remainder of the game, with the Finnish player becoming Player One and the Soviet player becoming Player Two.
- All Finnish Combats and Assaults receive an additional 1R during the impending Finnish turn.

Note that part "a" has a couple of ramifications. This reversal of the Turn Sequence means the Finnish player gets to take his turn twice in a row. It also means Finnish Night Raids are now conducted following the Soviet dusk turn and prior to the Soviet night turn. Thus the raids can no longer qualify for a +2 DRM vs. Bonfire hexes. This is intentional. Consider it a small sacrifice the Finns must make in order to convert their overall strategic focus from guerrilla attacks into a full-blown daylight offensive.



Players may wish to place the "Player One" marker on turn 20 of the Turn Track as a reminder.

## Victory Conditions:

There are seven possible victory outcomes:

- SOVIET DECISIVE VICTORY
- SOVIET MAJOR VICTORY
- SOVIET MINOR VICTORY
- DRAW
- FINNISH MINOR VICTORY
- FINNISH MAJOR VICTORY
- FINNISH DECISIVE VICTORY

The final Soviet VP total is used to determine the victor, as follows:

### Victory Levels

40 or more VPs:	Soviet major victory
20 to 39 VPs:	Soviet minor victory
1 to 19 VPs:	Draw
0 to -19 VPs:	Finnish minor victory
-20 or fewer VPs:	Finnish major victory

Note that decisive victories are possible only via the Automatic Victory Condition.

The game ends immediately if either player meets the Automatic Victory Condition outlined below. Otherwise the game continues until the end of turn 32 (see Victory Points).

**Automatic Victory.** The game ends immediately and a player achieves a decisive victory if he controls (7.3) every hex of the main road, from the Soviet supply source hex to the Finnish supply source hex, at the end of his *opponent's* game turn.

**Victory Points.** If neither player achieves an Automatic Victory, play continues until the end of turn 32 and victory is determined by the Soviet VP total.

Only the Soviet player earns VPs in the Campaign Game. **Exception:** VPs awarded to the Finnish player for entry of Soviet armored units; these VPs are not figured in until the end of the turn 32, assuming the game goes on that long. VPs are tracked using the VP markers on the Info Track. It is not necessary to keep a running total unless the players wish to do so for transparency. If keeping a running total, the players should remember to adjust VPs accordingly as eliminated units are reconstituted.

**Important:** The Soviets earn VPs for enemy losses normally (per 17.0.3) except that *no* VPs are earned for reduced Finnish units.

## Soviet Objectives

- The first seven hexes of the **main road**, from the Soviet supply source hex to R27 (5 VPs)
- **Kivisalmi Bridge**, both hexes (5 VPs)\*
- **Kotisaari Island**, any hex (5 VPs)\*
- **Kotisaari Island**, all hexes (10 VPs)\* *Not cumulative with Kotisaari Island, any hex.*
- **The Hotel** (15 VPs)\*
- **The Gravel Pits** (10 VPs)\*
- **Hevossalmi Bridge**, both hexes (10 VPs)\*
- **Hirvasvaara** (10 VPs)\*
- **Tolvajärvi**, per village hex (5 VPs each, to a max of 40 VPs for all 8 villages hexes)\*
- **Lutikkamökki** (10 VPs)\*
- **Finnish supply source** hex (10 VPs)\*
- Triggering the **Finnish Artillery Park** event (12.4.4) at any point during the game (5 VPs).
- Control of the entire **main road** at any instant during the game (10 VPs). This is a one time award.

Locations with asterisks above are worth half the indicated number of VPs if controlled but OOS (see 17.0.5).

Note that the red objective flags printed on the map do not indicate particular hexes in most cases. Rather, they serve as a reminder of the general objective locations.

### The Soviet player loses VPs as follows:

- Each **eliminated Soviet unit** requires the Soviet player to subtract VPs equal to the normal award (per 17.0.3), except that no VPs are lost for reduced Soviet units.
- The Soviet player loses 5 VPs if the Finns trigger the **Soviet Artillery Park** event (12.4.3) at any point during the game. This is a one time penalty.
- Any Finnish VPs awarded for entry of **Soviet armored units** (see 12.1.4) are subtracted from the Soviet VP total at the end of the game.

## Strategic Notes:

There are too many possible strategies to touch on here, so I'll leave it to the players to explore the possibilities. As the Soviets, don't forget that you can voluntarily exit units via the friendly supply source in order to deny VPs to your Finnish opponent. If new players are feeling overwhelmed, they should have a look at the Getting Started card, as well as Tips and Strategies (21.0) for some general guidelines.

**Historical Notes:** For many days, the Soviet 364th and 609th Rifle Regiments had been pushing back the outnumbered Finns of the ErP10, ErP112, and PPP7 Battalions. Weary and demoralized, the Finns fell back to a frozen lake called Tolvajärvi, where the main road (the Soviet axis of advance) crossed a narrow spit of land beside a tourist hotel.

Newly arrived at the front, a battalion of Finnish Regiment JR16 had to weather the Soviet onslaught throughout the critical first day of the battle. JR16 fell back in disarray when faced with an organized Soviet attack, but it had bought enough time for the formations across the lake to dig in and recover.

For five days, fighting would erupt in and around the hotel, Kotisaari Island, the village of Tolvajärvi, and the lakes known as Hirvasjärvi and Tolvajärvi. The battle would be characterized by bold frontal assaults, desperate defenses, sub-zero weather conditions, wild flanking maneuvers by night, and brutal ambushes.

The Soviets gained some ground on the first day, December 8th, but were not able to exploit these gains on the second day (see the Historical Notes for scenarios 17.2, 17.3, and 17.4).

By the third and fourth days, the Finns were beginning to recover, both physically and psychologically. Both sides rested for much of these two days, though some heavy fighting did take place—at least two failed lake crossings by the Soviet 364th Regiment on Kotisaari, and an ambitious flank march and attack by the newly arrived Soviet 718th Regiment in the north (see Historical Notes for scenarios 17.5 and 17.6).

Finally, on the fifth day of the battle, the Finns launched a coordinated series of frontal and flank attacks against the Soviet positions. The flank attacks against Hirvasvaara and Kotisaari Island did not go well for the Finns at first. But in the center, at the tourist hotel, they eventually managed to dislodge the tenacious defenders. Elements of a battalion of Soviet T-26 tanks arrived on the scene, but they were too late to halt the Finns. The tanks came under fire from the Finnish 37mm Bofors AT guns, which promptly knocked out three tanks and caused the others to pull back. Eventually, the Soviets were also swept from Kotisaari Island. The pursuing Finns poured across the ice and onto the Kivisalmen Kangas, threatening to place themselves between the remaining Soviets and their line of supply. The Soviet 139th Rifle Division had been routed. Swept up in the frenzy, the Finns in the center pursued the retreating Soviets along the road and drove them from the area of the hotel. But with the arrival of nightfall, the Soviet rear guard south of Kivisalmi Bridge, supported by tanks, halted the Finnish pursuit. The Soviet positions at nightfall on Dec. 12 looked eerily similar to those at the start of Dec. 8. It would be two days before the Finns regained their composure sufficiently to resume the offensive. See 19.2 and 19.3 for more details.

**Design Note:** While clearly a significant victory historically, in game terms the historical outcome would be considered a Finnish minor victory.



## 17.2 The First Day

### *Kivisalmi Bridge and the Tourist Hotel*

This scenario is essentially identical to the first day of the Campaign Game, and as such it is excellent practice for both players if they are planning to undertake the campaign. It features a piecemeal arrival and attack by two Soviet regiments, against less than a regiment of Finns in an unprepared defense.

**Play Note:** The Victory Conditions have been carefully crafted to give each player a taste of the types of tactics he must employ to survive until the later days of the battle. This is an especially good workout for the Finns, who must master the art of the delaying action. The scenario should be roughly balanced or slightly pro-Finnish between two players of equal skill. However, new players will likely find it much more challenging to play the Finns.

As there are a small number of units and turns involved, the scenario plays quickly—in about an hour. But for this same reason, the outcome can swing wildly based on one or two critical rolls. So enjoy this as a learning scenario, but be aware—it's only a small taste of the main course!

**Duration:** Turns 1-5 (5 turns). The game ends following the Sub-Zero Loss Phase of turn 5. If both players agree, they may continue into the First Two Days scenario (17.3) instead of ending after turn 5.

**Play Area:** The entire map.

### **+** **★ Setup**

Both players set up their units, off-map artillery, and 76mm ammo per 17.1 The Campaign Game.

**Reinforcements:** Per the Turn Track, for both players.

### **Special Rules:**

**1.** Finnish units which begin turn 5 in the Gravel Pits (L16), Hotel (M16), or a Hevossalmi Bridge hex (J16, K15) cannot attack during the upcoming Combat Phase if they move out of their hex.

**Design Note:** This keeps the Finns from abandoning the victory hexes unrealistically in order to attack elsewhere on the map, all the while knowing that the Soviets will not be able to move for the remainder of the game. Playtesting showed the need for this special rule.

### Victory Conditions:

The Soviet player earns triple the normal VP awards for enemy losses (3 VPs per reduced Finnish unit, 9 VPs per eliminated Finnish unit) whereas the Finnish player earns the normal award (17.0.3).

The Soviet player (only) receives VPs for control of the following map locations at the end of the scenario:

- The Hotel (4 VPs)\*
- The Gravel Pits (2 VPs)\*
- Hevossalmi Bridge, both hexes (2 VPs)\*
- Kotisaari Island, all hexes (2 VPs)\*
- Tolvajärvi (1 VP per village hex, to a maximum of 8 VPs for all 8 hexes)

The locations with an asterisk are worth half their VP value to the Soviet player if they are Soviet controlled but OOS to the Soviets at the end of the game (see 17.0.5). Supply state is irrelevant for Finnish control.

The Finnish player (only) receives 1 VP for each Dug-In marker in a Tolvajärvi village hex (to a maximum of 8 VPs for all 8 village hexes) at the end of the scenario. Tolvajärvi village hexes are defined in 5.2.3.

The player with the most VPs at the end of the final turn is declared the winner. A draw is possible.

### Strategic Notes:

While useful as a learning tool, the scenario is too small and confined to give the players a real taste of the battle that will eventually develop. Saddled by the unforgiving terrain, the Soviet player's possible lines of advance are fairly limited. His decisions will include whether or not to attack at relatively low odds on turn 1, before the artillery arrives on the scene, and how much force to commit to Kotisaari Island as opposed to the Hotel. He will also be faced with a host of tactical decisions. The Soviet morale bonus encourages the Soviet player to push his luck, even at relatively low odds. Knowing how much to gamble during the night turn is an important decision for both players. Setting up for the night turn during the dusk turn is also of vital importance.



*Kivisalmi Bridge, facing south-east. The lake to the left is Taivaljärvi; to the right, Tolvajärvi. The small white patch across Taivaljärvi is the Taipaleenvaara homestead.*



## 17.3 The First Two Days

### *Unstoppable Force vs. Immovable Object*

This is effectively a longer version of 17.2 that incorporates the next day's fighting. It is a nice compromise between the short scenarios and the campaign, offering some insight into the strategies and situations inherent in the Campaign Game. Both players have considerable freedom as to how they wish to pursue their goals—more so during the second day.

**Play Note:** This scenario is very useful for giving both players a chance to see the consequences of their actions during the first day. For example, if the Soviets “gobble up” victory objectives at the end of day one, they may find themselves overextended and viciously counter-attacked by the Finns on day two. If the Finns sacrifice units to hold territory during the first day, they may find they don't have enough units to stop the Soviets on the second day.

In my own playtests, I found this scenario to be more satisfying than either 17.2 or 17.4, as there are more options available to both players. It will take about two to three hours to finish.

**Duration:** Turns 1-12 (12 turns).

**Play Area:** The entire map.

### Setup

Both players set up their units, artillery, and 76mm ammo per 17.1 The Campaign Game.

### Special Rules

None.

### Victory Conditions:

The Soviet player earns double the normal VP awards for enemy losses (17.0.3) whereas the Finnish player earns the normal award.

Both players score VPs for control of the following locations at the end of the scenario:

- The first 7 hexes of the main road, from the Soviet supply source hex to R27 (5 VPs)
- Kivisalmi Bridge, both hexes (5 VPs)\*

- Kotisaari Island, all hexes (6 VPs)\*
- Kotisaari Island, any hex (3 VPs)\* *Not cumulative with Kotisaari Island, all hexes.*
- Hirvasvaara (5 VPs)\*
- The Hotel (10 VPs)\*
- The Gravel Pits (6 VPs)\*
- Hevossalmi Bridge (2 VPs per hex, or 5 VPs for both hexes)\*
- Tolvajärvi (Finns: 1 VP per village hex, to a max of 8 VPs for all 8 village hexes; Soviets: 2 VPs per village hex, to a max of 16 VPs)\*
- Lutikkamökki (5 VPs)\*
- Finnish supply source hex (5 VPs)\*

Locations shown with an asterisk are each worth 1 VP less than the normal award if controlled but OOS to the controlling player.

The Soviet player receives a one time award of 5 VPs for triggering the Finnish Artillery Park event (see 12.4.4).

The Finnish player receives a one time award of 5 VPs for triggering the Soviet Artillery Park event (see 12.4.3).

**Automatic Victory.** The game ends immediately and a player achieves an Automatic Victory the *instant* he controls (7.3) every hex of the main road, from the Soviet supply source hex to the Finnish supply source hex.

If neither player achieves an Automatic Victory, the scenario is scored at the end of the final turn and the player with the most VPs is declared the victor. A draw is possible.

### Strategic Notes:

The second day is where things start to get interesting. Instead of being restricted by their historical Dec. 9 starting positions, the players can set their own goals on Dec. 8 and then use their gains (or losses) as a launching pad on the following day. Feel free to experiment! There are multiple strategies available to both sides. See the Strategic Notes for scenarios 17.2 and 17.4 for suggestions pertaining to Dec. 8 and 9, respectively.

Note that the Soviet player may commit armored units on the second day, but the cost in VPs is so high that doing so usually commits him to a going for a win via Automatic Victory.

Players may wonder why this scenario does not use the same Victory Conditions as 17.4 since they both end on the same turn. The reason is that the Soviets start 17.4 in their historical positions. Against a reasonably competent Finnish player, the Soviets here in 17.3 cannot expect to make the same gains they did historically. Taking the Hotel on Dec. 8 is highly unlikely. The Victory Conditions have been adjusted to reflect this.



## 17.4 The Second Day

### Out of the Noose

This scenario begins on December 9th with both sides in roughly their historical positions, then allows the players to explore the possibilities.

**Play Note:** While not as open ended as 17.3 The First Two Days, the players will likely find this scenario less restrictive than the 17.2 The First Day. Inventiveness can really pay off. The scenario presents a tight balancing act for both sides.

This should make a good tournament scenario. It will take about an hour and a half to two hours to finish.

**Duration:** Turns 6 - 12 (7 turns).

**Play Area:** The entire map.

### + Finnish Setup

The Finns set up first. All Finnish units with setup codes beginning with a letter, as well as those with setup codes numbered 1-5, begin the game on the map as follows:

#### In Lutikkamökki (E13):

- 1/JR16 Battalion (all 5 units). Any 3 units begin reduced.

#### In or adjacent to village hex F21:

- 4/2/JR16 Infantry Company
- 9/3/JR16 Infantry Company

**Historical Note:** These units participated in the night raid with Pajari during the early dark hours (just before the scenario begins).

#### In the Gravel Pits (L16):

- At least one Finnish infantry or MG unit. **Important:** One unit begins on its full strength side and any additional units which begin in this hex start reduced.

#### Within 6 hexes of Hirvasvaara (S11):

- Up to five Finnish units.

#### All other Finnish units may set up within the following areas:

- In or adjacent to any Tolvajärvi village hex.
- Within 7 hexes of Lutikkamökki (E13).
- Within 7 hexes of Varisvaara (A21).

The Finnish player may place up to 3 Dug-In markers in Tolvajärvi village hexes which contain one or more Finnish units. He may place 1 additional Dug-In marker in any hex which contains one or more Finnish units.

Pajari does not take part in this scenario. This means the Finnish Provisional Company (Prov/TF-P) cannot be created.

**Historical Note:** Due to the strain on his weak heart, Pajari sat out the second day of the battle and rested away from the front lines. The strain was brought on by the night raid he led during the early morning hours.

**Finnish Artillery:** 2 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 2 (in addition to what they will receive on the first game turn).

**Finnish Reinforcements:** Per the Turn Track.

### ★ Soviet Setup

All Soviet units with setup codes beginning with a letter, as well as those with setup codes numbered 1-5, begin the game on the map as follows.

#### In any main road hex from O19 to R27:

- Mtr/364 and Mtr/609 Mortar units (2 units).
- 1/ and 2/139AT Anti-Tank Gun units (4 units).
- IG/609 and IG/364 Infantry Gun units (2 units).

#### In the Hotel (M16):

- Any one battalion of 609 Regiment (4 units). Any 1 unit begins reduced.

#### Within 3 hexes of O19:

- The remaining two battalions of 609 Regiment (8 total units).

#### On Kotisaari Island:

- Any one battalion of 364 Regiment (4 units).

The Soviet player may place up to two Dug-In markers in Kotisaari Island hexes which contain one or more Soviet units.

#### Within 2 hexes of Q25:

- The remaining two battalions of 364 Regiment (8 total units). Any 3 units from among these battalions begin reduced.

**Design Note:** These units built bonfires the night before and were the victims of the first Finnish night raid. It caught them by surprise and created considerable confusion, causing two battalions to fire at each other in the darkness.

**Soviet Artillery:** 3 x 76mm off-map battalions.

**Soviet 76mm Ammo:** 2 (in addition to what they will receive on the first game turn).

**Soviet Reinforcements:** Per the Turn Track.

### Special Rules:

1. The Finns are not eligible for the First Night Raid of the Game DRM.

### Victory Conditions:

The Soviet player earns double the normal VP awards for enemy losses (17.0.3) whereas the Finnish player earns the normal award.

Both players score VPs for control of the following locations at the end of the scenario:

- The first 7 hexes of the main road, from the Soviet supply source hex to R27 (5 VPs)
- Kivisalmi Bridge, both hexes (3 VPs)\*
- Kotisaari Island, all hexes (5 VPs)\*
- Kotisaari Island, any hex (2 VPs)\* *Not cumulative with Kotisaari Island, all hexes.*
- Hirvasvaara (3 VPs)\*
- The Hotel (6 VPs)\*
- The Gravel Pits (4 VPs)\*
- Hevossalmi Bridge (2 VPs per hex, or 5 VPs for both hexes)\*
- Tolvajärvi (Finns: 1 VP per village hex, to a max of 8 VPs for all 8 village hexes, Soviets: 2 VPs per village hex, to a max of 16 VPs)\*
- Lutikkamökki (5 VPs)\*
- Finnish supply source hex (5 VPs)\*

Locations shown with an asterisk are each worth 1 VP less than the normal award if controlled but OOS to the controlling player.

The Soviet player receives a one time award of 5 VPs for triggering the Finnish Artillery Park event (see 12.4.4).

The Finnish player receives a one time award of 5 VPs for triggering the Soviet Artillery Park event (see 12.4.3).

**Automatic Victory.** The game ends immediately and a player achieves an Automatic Victory the *instant* he controls (7.3) every hex of the main road, from the Soviet supply source hex to the Finnish supply source hex.

If neither player achieves an Automatic Victory, the scenario is scored at the end of the final turn and the player with the most VPs is declared the victor. A draw is possible.

### Strategic Notes:

The Soviet player will need to go on the offensive to win, but only small to moderate gains in objectives or casualties are necessary. This can still be challenging, as the Soviets no longer enjoy the morale bonus or the numerical superiority that made their attacks during the first day so profitable. However, the Soviet player will find that his units are still more resilient than their brittle Finnish adversaries. He can pull reduced units back from the front to recover at his leisure. He also has plenty of ammo for his 76mm off-map artillery, and can use these guns extensively. But the more ground the Soviets gain, the harder they will find it to hold. In order to break out of “the noose” across Hevossalmi Bridge, the Soviet player will need to shatter the Finnish defenses and exploit his gains rapidly, or conduct a well orchestrated flank

attack to draw in many Finnish units. Note that the Soviet player may commit armor, but the cost in VPs is so high that doing so usually commits him to a going for a win via Automatic Victory.

The Finnish player will likely need to play conservatively at first as the Soviets formulate their plan and make their move. When the Soviets make a mistake, the Finns must strike! No longer penalized for favorable Soviet morale, the Finnish attacks now have teeth. This is especially true when the Finnish player can take advantage of concentric attacks or Assaults, which become easier for the Finns once the Soviets take enough ground to put their heads “into the noose”. If the Soviets are a lumbering bear, then the Finns are an angry swarm of bees. The Finns’ meager attacks won’t seem to do much at first, but as the number of stings mounts, the Soviet player’s ability to accomplish his goals will diminish. To win, the Finns will have to keep their losses very low, inflict losses whenever possible, and possibly utilize the night turn to take back some lost ground or put one or more Soviet-controlled objectives OOS.

**Historical Notes:** The Soviets’ gains were marginal on the second day. They were taken off guard by Pajari’s bold night raid and spent the first half of December 9th reorganizing and recovering. There were a few firefights throughout the day as Soviet units from Kotisaari attempted to cross the ice to Tolvajärvi, but these attacks were not well coordinated. The Soviets could not penetrate the village’s defenses and the Soviet companies pulled back to the island, disorganized but still intact. By the time night fell, they had managed to take the Gravel Pits and the east side of Hevossalmi Bridge, as well as the Hirvasvaara settlement. They also reinforced their position on Kotisaari Island and posted some units on the small islets to the south and east of the main island.



## 17.5 The Third and Fourth Days

### *Turning the Tide*

Both sides begin in roughly their historical positions for the third day (Dec. 10th), but with considerably more flexibility.

**Play Note:** There are many ways the players might attempt to gain the upper hand. However, the task will not be an easy one for either player, as both sides have already had the opportunity

to situate themselves favorably and dig in. This scenario gives both players a taste of the Finns’ change of operational stance and what it means to both. It will take about four hours to finish.

**Design Note:** I particularly like the Victory Conditions here, as they encourage both players in turn to go on the offensive. Merely holding the ground you start with is not enough to ensure victory, unless your opponent really botches things.

**Duration:** Turns 13-25 (13 Turns).

**Play Area:** The entire map.

### **+** Finnish Setup

The Finns set up first. All Finnish units with setup codes beginning with a letter, as well as those with setup codes numbered 1-8, begin the game on the map as follows.

**In Hevossalmi Bridge hex J16:**

- At least 2 units (infantry or MG). This hex may begin Dug-In.

**In or adjacent to I14:**

- At least 2 units (infantry or MG).

**In or adjacent to any Tolvajärvi village hex, or within 3 hexes of village hex F21:**

- At least 6 units (infantry or MG). Up to 4 Tolvajärvi village hexes which contain Finnish units may begin Dug-In.

**Within 4 hexes of J10:**

- Up to 5 units (infantry or MG).

**In Lutikkamökki (E13):**

- At least 3 units (infantry or MG). This hex may begin Dug-In.

**Stacked with any other Finnish unit:**

- Pajari.

All remaining Finnish units setup anywhere within 5 hexes of Lutikkamökki (E13) or within 7 hexes of Varisvaara (A21).

After placing his units, the Finnish player reduces any four infantry or MG units.

**Design Note:** A savvy Finnish player will probably choose his 3 weakest units—the PPP7 Bicycle Battalion—to start in Lutikkamökki, and choose these same units as 3 of his 4 reduced units. This is in agreement with what we know of the Finns’ historical positions on Dec. 10; PPP7 was being held in reserve near Lutikkamökki, still recovering from its assault on Kotisaari Island at 0100 the previous morning.

**Finnish Artillery:** 2 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 1 (in addition to what they will receive on the first game turn, per the Turn Track)

**Finnish Reinforcements:** Per the Turn Track.

### **★** Soviet Setup

All Soviet units with setup codes beginning with a letter, as well as those with setup codes numbered 1-11, begin the game on the map as follows.

**In Hirvasvaara (S11):**

- 1/718 Battalion (4 units).

**In the Hotel (M16):**

- At least 2 units of 609 Regiment, 1 of which must be an infantry company. Any 1 unit begins reduced.
- A Dug-In marker.

In hex N16 (adjacent to the Hotel):

- IG/609 Infantry Gun unit.

**In the Gravel Pits (L16):**

- At least 2 units of 609 Regiment, 1 of which must be a MG unit.
- A Dug-In marker

**In Hevossalmi Bridge hex K15:**

- At least 2 units of 609 Regiment, one of which must be a MG unit.

**Within 2 hexes of P15:**

- At least 2 units of 609 Regiment (any type).

**Within 2 hexes of Hirvasvaara (S11):**

- At least 1, but no more than 4 units (any type).

**On Kotisaari Island:**

- Any 1 battalion (4 units) of 364 Regiment. Any 1 unit of this battalion begins reduced.
- Up to 1 additional battalion of 364 Regiment (all at full strength).
- A Dug-In marker.

**On Okkolansaari (K25):**

- Any 1 AT Gun unit.
- Up to 3 other units (any type).

**Within 3 hexes of Q25:**

- Any 2 AT Gun units and up to 3 other units (any type).

**Design Note:** This allows a small number of units to set up along the shoreline of Tolvajärvi.

**Anywhere on or adjacent to the main road from hexes O19 to R27:**

- At least 5 units (infantry or MG).

All remaining Soviet units set up anywhere within 7 hexes of Taipaleenvaara (T22).

After setting up his units, the Soviet player may place any remaining Dug-In markers in any hexes *other than Hevossalmi Bridge hex K15* which contain one or more Soviet units.

**Design Note:** Historically, the Soviets spent much of Dec.9 recovering. Thus, there are not as many reduced Soviet units as one might initially expect from the third day of a battle.

**Soviet Artillery:** 3 x 76mm off-map battalions. All 3 battalions of the 354th Artillery Regiment are also available.

**Soviet 76mm Ammo:** 1 (in addition to what they will receive on the first game turn, per the Turn Track).

**Soviet Reinforcements:** Per Turn Track.

**Special Rules:**

**1.** The Finnish player may declare a Change of Operational Stance (per 17.1, Special Rules) at the conclusion of any Finnish turn beginning on day 4 (turn 20).

**2.** The rules for Soviet Morale Collapse (17.0.4) are in effect.

**3.** Any Dug-In markers not placed at the start of the scenario are available to the players for use during the scenario.

**4.** The Finns are not eligible for the First Night Raid of the Game DRM.

**5.** The Finnish Provisional Company (Prov/TF-P) has not yet been created (see 12.8), but may be during the scenario.

**Victory Conditions:**

Both sides are awarded VPs for enemy losses per 17.0.3. Additionally, both players score VPs for control of the following locations at the end of the scenario:

- The first 7 hexes of the main road, from the Soviet supply source hex to R27 (5 VPs)
- Kivisalmi Bridge, both hexes (3 VPs)\*
- Kotisaari Island, all hexes (5 VPs)\*
- Kotisaari Island, any hex (3 VPs)\* *Not cumulative with Kotisaari Island, all hexes.*
- Hirvasvaara (3 VPs)\*
- The Hotel (6 VPs)\*
- The Gravel Pits (4 VPs)\*
- Hevossalmi Bridge (2 VPs per hex, or 5 VPs for both hexes)\*
- Tolvajärvi (Finns: 1 VP per village hex, to a max of 8 VPs for all 8 village hexes, Soviets: 2 VPs per village hex, to a max of 16 VPs)\*
- Lutikkamökki (5 VPs)\*
- Finnish supply source hex (5 VPs)\*

Locations shown with an asterisk are worth half the number of indicated VPs if controlled but OOS to the controlling player (see 17.0.5).

The Soviet player receives a one time award of 5 VPs for triggering the Finnish Artillery Park event (see 12.4.4).

The Finnish player receives a one time award of 5 VPs for triggering the Soviet Artillery Park event (see 12.4.3).

**Automatic Victory.** The game ends immediately and a player achieves an Automatic Victory the *instant* he controls (7.3) every hex of the main road, from the Soviet supply source hex to the Finnish supply source hex.

If neither player achieves an Automatic Victory, the scenario is scored at the end of the final turn and the player with the most VPs is declared the victor. A draw is possible.

## Strategic Notes:

The Soviet player will try to take as much ground as possible during the first day of the scenario, only to defend it on the next day. The Finnish player will need to balance lost units with lost ground during the first day of the scenario. During the second day he will go on the offensive, forming stacks of infantry in order to assault the Soviet positions and drive back the defenders. It is unlikely that the Finns will have enough time to bring about Soviet Morale Collapse. This means that the Soviets can still counter-attack effectively. Losses being about equal, the Finns can only hope to win by retaking any objectives that were lost to the Soviets on the first day, plus capturing roughly two objectives that began the scenario Soviet-controlled. The scenario should be balanced.

**Historical Notes:** There were numerous firefights throughout the day on Dec. 10 as Soviet units from Kotisaari attempted to cross the ice to Tolvajärvi village, but these attacks were not well coordinated. The Soviets could not penetrate the town's defenses, and they were forced to pull back to the island, disorganized but still intact. Evidence from one primary source suggests that the Soviets made a showing of their tanks near Hevossalmi Bridge and the Gravel Pits on this day, but the newly arrived Finnish 37mm Bofors anti-tank guns destroyed one tank and the others withdrew. Belaev may have intended the tanks as a diversion to draw the Finns defending the village northward, so that the 364th's attack from Kotisaari could succeed. He may not have known about the Bofors guns. It is also possible that the destroyed tank was merely a T-37 that had been used to tow artillery or an AT gun to the vicinity.

As night fell, a battalion of the newly arrived Soviet 718th Regiment performed an ambitious night march, falling suddenly upon the Finns' left flank. Taken completely by surprise, the headquarters of JR16 was routed, abandoning their field kitchens. The Soviets might have won the battle for Tolvajärvi if not for what transpired next. The Soviet soldiers, cold and exhausted from five days of marching, stopped to eat the hot sausage soup simmering in the kitchens. This gave Pajari enough time to organize an ad hoc unit of cooks, medics and orderlies (Prov/TF-P: the Provisional Company). Counter-attacking viciously, the Finns destroyed the Soviet battalion. The sparse survivors were hunted down using powerful search lights and Suomi submachine guns. This action would later become known as "the Sausage War."

Talvela had planned a major Finnish counter-attack for Dec. 11. This was not to be, as the Soviets had plans of their own. A Soviet battalion on Kotisaari attempted to cross the ice of Tolvajärvi and capture the village, this time from the south (for details, see the Historical Notes for 17.6).

The Soviets attempted several other attacks throughout the morning and afternoon, and while none were successful, they managed to engage so many Finnish units that Talvela was forced to postpone his grand counter-attack until the following morning. The day's heavy fighting had taken its toll on the Finns; 120 dead or wounded.



## 17.6 Lake Crossing

### Historical Night Attack

Before dawn on Dec. 11, a Soviet force on Kotisaari Island attempted to cross the ice and storm the village of Tolvajärvi with support from heavy artillery. The Finns of 3/JR16 Battalion were dug-in and waiting.

**Play Note:** This scenario presents an interesting situation, but due to its small size, victory or defeat can hinge on one or two key rolls. Setup strategy is very important for both players, as is knowing when to attack and when to stay put and place the burden on your opponent. I recommend this scenario mainly as a learning exercise, rather than for competitive play. It will take about half an hour.

**Duration:** Turns 19-22 (4 turns).

**Play Area:** Only the hex rows south of row 15, exclusive, are used for this scenario.

### + Finnish Setup

The Finns set up first.

**Within 2 hexes of any Tolvajärvi village hex or within 2 hexes of hex F25:**

- 3/JR16 Battalion (5 units).
- 1 x Mtr/JR16 Mortar Platoon.

The Finnish player may place up to 4 Dug-In markers in any hexes that contain one or more Finnish units.

**Finnish Artillery:** 2 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 4.

**Finnish Reinforcements:** None.

### ★ Soviet Setup

**On Kotisaari Island:**

- 1/364 Battalion (4 units). Two of the infantry companies begin reduced.

**Within 3 hexes of O19:**

- 2/364 Battalion (4 units). One of the infantry companies begins reduced.
- Mtr/364 Mortar unit.

**On Valisaari (I23), on Okkolansaari (K25), within 3 hexes of Q25, and/or in any main road hex from O19 to the Soviet supply source hex:**

- 1/ and 2/139AT Anti-Tank Gun units (4 units).

The Soviet player may place up to 2 Dug-In markers in any hexes of Kotisaari Island that contain one or more Soviet units.

**Soviet Artillery:** 2 x 76mm off-map battalions. All 3 battalions of the 354th Artillery Regiment are also available.

**Soviet 76mm Ammo:** 6.

**Soviet Reinforcements:** None.

**Special Rules:**

1. The Finnish player cannot enter the Hotel (M16) or Gravel Pits (L16), or move adjacent to these hexes. The Soviet player may not enter hexes J16 or K16.

**Design Note:** This is to simulate enemy units or eZOC in these locations.

2. Neither player receives additional ammo or RPs. Ignore the ammo and RP allotments given on the Turn Track.

3. The battalions of the 354th Artillery Regiment may fire one time each. They are not returned to the Turn Track based on a die roll as would normally occur.

4. The Finns trace supply to any hex between A16 and F16, inclusive.

5. The Soviet player may not commit armor to the battle.

6. The Finnish player may not change operational stance.

7. Additional Dug-In markers are available to the Finns as needed. The Soviets have only two such markers available.

8. The Finnish player may not conduct Night Raids. Other night rules apply during the first turn of the scenario, including: Double Movement, Bonfires, and Sub-Zero Loss Phase.

9. Keep in mind that standard rules for the Finnish morale bonus, +1 Finnish Recovery bonus and -1 Soviet Recovery penalty apply on all Dec. 11 turns. These modifiers do not apply during the first turn of the scenario since it is classified as a Dec. 10 night turn on the Turn Track.

**Victory Conditions:**

Players are not awarded VPs in this scenario.

**Automatic Victory.** The Finns win an Automatic Victory the instant they eliminate (not merely reduce) 3 or more Soviet infantry or MG units, or enter hex X28 (the Soviet supply source).

If the Finnish player does not achieve an Automatic Victory, play continues until the end of the final turn, at which time the Soviets win if they occupy any one or more Tolvajärvi village hexes with any infantry or MG unit. Supply state is irrelevant. Any other result is a draw.

**Strategic Notes:**

This small scenario is particularly “chesslike”. Setup is very important. The Soviets will probably want to spread out their AT Gun units to form a screen in order to keep the Finns from an Automatic Victory via capture of the Soviet supply source. However, one or two AT Gun units deployed as far forward as possible can serve a useful role in gaining concentric attacks against Finns in the village, or at least after the Finns have begun to “clump” their units for heavy defense.

The Soviet player’s most important decisions will be whether to attack during the night turn, as the Soviets did historically, or wait one or more turns. There are pros and cons to each approach. Hitting the Finns in the dark is an all-or-nothing gamble; the Double Movement allows the Soviets to gang up and possibly gain a foothold in the village on the first game turn. Should this succeed, they have an excellent shot at victory. Should the attack fail, they will find it hard to recover. Waiting until a later game turn to launch the attack gives the Finns the advantage of more effective ranged Support, and they may even have time to rally some of their many reduced units back to peak effectiveness. However, they’ll lose much of their mobility. The Finns will see the Soviet attack coming, and the Soviet player will have fewer turns with which to capture the village.

The Finnish player’s main dilemmas (after setup strategy) include knowing when to keep a unit in reserve, when to commit, when to hold ground and keep those “Dug-In” hexes, and when to abandon them in order to fill a gap elsewhere. He’ll also need to know when to counter-attack. The Finns must be cautious, especially on the first game turn, as even a single botched attack can spell defeat. If the Soviets grab one or more village hexes during the night turn, the Finnish player will need to decide whether to counter-attack immediately on his night turn, before the Soviets can further exploit their gains, or wait until the following morning turn, when the Finnish attacks will be more effective due to the Finns’ morale bonus.

**Historical Note:** Finnish listeners on the ice detected the Soviets approaching, and the Finns quickly reacted by sending a company to outflank them. The opposing forces collided just as the Soviets were coming ashore. Forced back on to the ice, the Soviets’ fighting retreat soon became a full route. More than half of the Soviet battalion was slain, and the Finns captured 16 LMGs.

**Alternate Version:**

As above, except that movement south of hex row 24 is prohibited to both players, except for those hex columns east of the main road (column P). This restriction forces the Soviets to attack from the ice rather than using Double Movement to come ashore somewhere south of the village, as they did historically. The balance will be a bit pro-Finn.



## 17.7 Firefight on the Ice

### *Alt-history Morning Lake Crossing*

This is a hypothetical variant of 17.6 that examines what might have happened had the Soviets waited until later in the day on the 11th to launch their attack. By waiting, the Soviets would have had time to fully recover their units, but they also would have been crossing the ice in broad daylight. The delay also might have given the Finnish ErP9 Battalion time to reach the action.

**Play Note:** As with 17.6, victory can hinge on one or two critical rolls due to the small number of units in this scenario. Therefore it makes a good introduction to the game, but is not recommended for competitive play. The lack of a night turn gives this scenario a very different feel than 17.6 and makes it a better starting point for new players. It will take about 30 minutes.

**Duration:** Turns 22-25 (4 turns).

**Play Area:** Only the hex rows south of row 15, exclusive, are used for this scenario.

### **+** Finnish Setup

The Finns set up first per 17.6, except that the Finnish player may place Dug-In markers in up to 5 hexes that contain one or more Finnish units.

**Finnish Artillery:** 2 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 4.

**Finnish Reinforcements:** Conditionally, 1/, 2/ and 3/ErP112 Infantry Companies (3 units) become available on turn 24 if the Soviet player currently controls one or more Tolvajärvi village hexes. If these units do not enter on turn 24, they are again eligible to enter on turn 25 (the final turn) if the Soviet player controls one or more Tolvajärvi village hexes. Regardless of whether they enter on turn 24 or 25, these units each expend 3 MPs to enter the map via hex F16.

### **★** Soviet Setup

Per 17.6, except that all Soviet units begin at full strength and 2/364 Battalion plus the mortar unit set up anywhere within 5 hexes of either Kivisalmi Bridge hex. Soviet Artillery, 76mm Ammo, and Reinforcements are per 17.6.

### **Special Rules:**

1. Per 17.6, except that any references to the night turn and Dec. 10 do not apply.

### **Victory Conditions:**

Per 17.6.

### **Strategic Notes:**

Due to the lack of the night turn at the kick-off, this scenario plays very differently than the previous one. Now that the Finns benefit from the morale bonus, the Soviets will not want to risk an Assault from the ice (Finns receive a net 3R in Assaults), so it's better for them to stand off at firefight range and perform Combats with the aid of their ample artillery. Once off the ice and in the village, they'll have to hold the objective in the face of brutal and repeated Finnish Assaults.



## 17.8 The Battle for Kotisaari Island

### *The Final Day, South Sector*

This small scenario depicts the Soviets' desperate attempt to hold Kotisaari Island on the final day of the battle.

**Play Note:** Due to its small size, this scenario is mainly recommended as a learning exercise. It takes about an hour to finish.

**Duration:** Turns 27-32 (6 turns).

**Play Area:** Only the hex rows south of row 15, exclusive, are used for this scenario. See also Special Rules.

**Play Sequence:** The Finnish player is Player One.

### **★** Soviet Setup

The Soviets set up first.

**Anywhere on Kotisaari Island:**

- 1/364 Battalion (4 units).

**In any main road hex from O19 to Q25:**

- 2/364 Battalion (4 units). All units of this battalion begin on their reduced strength sides.
- 3/364 Battalion (4 units).

**Anywhere on Kotisaari Island, or within 2 hexes of O19, or in any main road hex from O19 to Q25:**

- Mtr/364 Mortar unit.
- IG/364 Infantry Gun unit.

**On Valisaari (I23), on Okkolansaari (K25), within 3 hexes of Q25, and/or in any main road hex from O19 to the Soviet supply source hex:**

- 1/139AT Anti-tank gun units (2 units).
- 2/139AT Anti-tank gun units (2 units).

**Within 2 hexes of O19:**

- 1/609 Battalion (4 units). All units of this battalion begin on their reduced strength sides.

After setting up his units, the Soviet player may place up to two Dug-In markers in any Kotisaari Island or Kivisalmi Bridge hexes which contain one or more Soviet units.

**Soviet Artillery:** 1 x 76mm off-map battalion, plus 1 x 122mm battalion of the 354th Artillery Regiment.

**Soviet 76mm Ammo:** 2.

**Soviet Reinforcements:** None.

## **+** Finnish Setup

**In or adjacent to any Tolvajärvi village hex, or within 3 hexes of village hex F21:**

- 1/Erp10 Infantry Company.
- Erp112 Battalion (4 units).
- 8/ and 9/3/JR16 Companies (2 units).
- 2 x MG/3/JR16 MG units.
- 1 x Mtr/JR16 Mortar Platoon.

**Finnish Artillery:** 1 x 76mm off-map battery.

**Finnish 76mm Ammo:** 2.

**Finnish Reinforcements:** The 7/3/JR16 Infantry Company enters at hex F16 on Turn 29.

### **Special Rules:**

1. No unit of either side may enter or move adjacent to the Hotel (M16) or Gravel Pits (L16) hexes. The Soviet player may not move adjacent to either Hevossalmi Bridge hex (J16, K15).

**Design Note:** This is to simulate enemy units or eZOC in these locations.

2. Neither player receives additional ammo. Ignore the ammo allotments given on the Turn Track.
3. The Reinforcements that normally enter, per the Turn Track, are not available to either side in this scenario.
4. The Finns have already changed operational stance.
5. The Finns receive 1 RP on game turn 28; ignore the RP values printed on the Turn Track.
6. The Finns trace supply to any hex between A16 and F16, inclusive.

7. The Soviet player may not commit armor to the battle in this scenario.

8. There are no additional Digging In markers available to either side.

9. The battalion of the 354th Artillery Regiment may fire one time. It is not returned to the Turn Track based on a die roll as would normally occur.

### **Victory Conditions:**

Players do not score VPs in this scenario.

Either player achieves an Automatic Victory the instant he eliminates (not merely reduce) 3 or more enemy infantry or MG units.

Additionally, the Finnish player wins an Automatic Victory the instant *either* of the following two conditions are met:

1. Any Finnish unit enters the Soviet supply source hex.
2. There are no Soviet units on Kotisaari Island, *and* the Finns control both hexes of Kivisalmi Bridge.

If the Finnish player does not achieve an Automatic Victory, the Soviet player wins the game. A draw is not possible.

### **Strategic Notes:**

Setup strategy is very important. The Finns will want to get off the ice and on to the island as soon as possible. They should seriously consider moving a flanking force towards the Soviet supply source hex. The Soviets need to remain flexible. If the Finns are going for the flanking maneuver, the Soviets should pull off the island as quickly as possible and defend the main road by forming large stacks.

**Historical Notes:** The Finns launched a two-pronged attack against Kotisaari Island utilizing the small islet of Valisaari at the southern end, and the Saarola settlement at the north. The Finns managed to oust the Soviets from their positions on Kotisaari, but were unable to continue the pursuit due to a logistical faux pas. For details, see 19.3.





## 17.9 Battle for the Hotel: Tanks to the Rescue! The Final Day, Central Sector

This scenario features the full scale Finnish assault on the tourist hotel on the final day of the battle (Dec.12), plus a Soviet fighting retreat supported by elements of a tank battalion.

**Play Note:** This scenario is recommended only for players who already have some experience with the game. It can be completed in about an hour to 90 minutes.

**Duration:** Turns 27-30 (4 turns).

**Play Area:** Only hex rows 13 through 19, inclusive, are used for this scenario.

Play Sequence: The Finnish player is Player One.

### ★ Soviet Setup

The Soviets set up first.

#### In or adjacent to P15:

- 4/2/609 Infantry Company.
- MG/2/609 MG unit (reduced).

#### Within 1 hex of P17:

- 5/ and 6/2/609 Infantry Companies (2 units).
- Mtr/609 Mortar unit.

Any one infantry company of 2/609 Battalion in either of the above locations begins reduced.

#### Within 2 hexes of the Hotel (M16):

- 3/609 Battalion (4 units).

#### Within 2 hexes of O19, and/or in any hexes in columns M or N:

- 1/609 Battalion (4 units).
- IG/609 Infantry Gun unit.
- 3/139AT Anti-Tank Gun units (2 units).

The Soviet player may place Dug-In markers in up to two hexes containing one or more Soviet units.

**Soviet Artillery:** 1 x 76mm off-map battalion, plus 1 x 122mm battalion and 1 x 152mm battalion of the 354th Artillery Regiment.

**Soviet 76mm Ammo:** 2.

**Soviet Reinforcements:** One armored unit, the T-26 m31 Tank Company, enters at O19 on turn 29.

### Finnish Setup

#### In or adjacent to I14:

- 2/ and 3/ErP10 Infantry Companies (2 units).

#### In or adjacent to I16:

- 2/JR16 Battalion (5 units).
- Pajari.

#### Within 3 hexes of Lutikkamökki (E13):

- 2 x Mtr/JR16 Mortar Platoons.
- Eng/JR16 Engineer Platoon.
- AT/JR16 Anti-Tank Gun Platoon.
- PPP7 Bicycle Battalion (3 units).
- 7/3/JR16 Infantry Company.
- 8/3/JR37 Infantry Company.
- Prov/TF-P Provisional Company.

**Historical Note:** These units were held in reserve at the start of the Finnish offensive.

After setting up all of his units, the Finnish player may place Dug-In markers in up to two hexes containing friendly units.

**Finnish Artillery:** 2 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 4.

**Finnish Reinforcements:** Per the Turn Track.

### Special Rules:

1. Neither player receives additional ammo. Ignore the ammo allotments given on the Turn Track.

2. The Soviets trace supply to hex O19.

3. The Soviet player has a total of two Digging In markers available throughout the scenario, including any Dug-In markers he placed during setup.

4. The two battalions of the 354th Artillery Regiment may fire one time each. They are not returned to the Turn Track based on a die roll as would normally occur.

5. The rules for Soviet Morale Collapse (17.0.4) are in effect, except (*important*) the collapse occurs during the Soviet Reset Phase if the total number of Soviet full strength infantry plus full strength MG units on the map is **4 or less**.

**Design Note:** This is 1/3 the original number, reflecting the fact that this scenario uses roughly one regiment of Soviets, or 1/3 the total number of Soviet troops.

6. The normal rules for Armor Commitment (12.1.4) are not in effect for this scenario. The Soviet player does not sacrifice any VPs to bring in the reinforcing tank company. Further Soviet armored units may not be committed.

7. Two RPs become available to the Finns on turn 28.

## Victory Conditions:

Players score VPs for enemy losses normally (per 17.0.3) in this scenario. Additionally, the Soviet player (only) scores VPs for control of the following locations at the end of the scenario, with supply state irrelevant for control:

- The Gravel Pits (5 VP)
- The Hotel (10 VP)
- Hex O19 (5 VPs)

The player with the most VPs at the end of the scenario is declared the winner. A draw is possible.

## Strategic Notes:

Setup strategy is very important to both players. The Finns can assault Hevossalmi Bridge or the Gravel Pits on the first turn, but they'll have to spend a turn relocating to assault anywhere else. A lot depends on the Finns' first few Assaults; if they get stranded on the ice, things can go horribly wrong for the Finnish player. If the Finns take a more conservative approach and assault only across the bridge, they will give the Soviets more time to orchestrate their defense.

**Historical Notes:** The battle for the Hotel was arguably the most dramatic aspect of the entire five day battle. Players should refer to 19.3 for details.



## 17.10 The Battle for Hirvasvaara *The Final Day, North Sector*

The Finns and Soviets unexpectedly clashed as each attempted to circle around Lake Hirvasjärvi from the north. The outnumbered Finns were trying to retake the Hirvasvaara settlement with minimal artillery support.

**Play Note:** This is a short scenario involving a very small number of units. As such, it makes an excellent introduction to the game. It should give both players a sense of the importance of positioning their units / ZOCs. However, the low unit density gives it a “chesslike” feel and the outcome can swing suddenly based on only one or two critical rolls. Both sides have a roughly equal shot at victory, but must employ very different strategies to win. It should take an hour or less to play.

**Duration:** Turns 27-31 (5 turns).

**Play Area:** Only hex rows 1-16 are used for this scenario.

**Play Sequence:** The Finnish player is Player One.

## ★ Soviet Setup

The Soviets set up first.

### In or adjacent to Hirvasvaara (S11):

- 2/718 Battalion (4 units). All units of this battalion begin reduced.

### In or adjacent to P7:

- 3/718 Battalion (4 units).

### Within 3 hexes of X12:

- 2/609 Battalion (4 units). Three units of this battalion (any two infantry companies plus the MG unit) begin reduced.

### In any of the above three setup areas:

- Mtr/718 Mortar unit.
- IG/718 Infantry Gun unit.

**Soviet Artillery:** 1 x 76mm off-map battalion.

**Soviet 76mm Ammo:** 2.

**Soviet Reinforcements:** The 2/1/609 Infantry Company arrives at hex Q16 on Turn 28.

## + Finnish Setup

### Anywhere within 1 hex of K7 and/or within 1 hex of J10:

- 1/ and 2/1/JR16 Infantry Companies (2 units).
- 2 x MG/1/JR16 MG units (both reduced).
- Erp9 Battalion (4 units).

**Finnish Artillery:** 1 x 76mm off-map battery.

**Finnish 76mm Ammo:** 2.

**Finnish Reinforcements:** The remaining unit of 1/JR16 Battalion, the 3/1/JR16 Infantry Company, enters at hex F16 on Turn 28.

## Special Rules:

1. Hex Q16 is treated as a Soviet supply source for all purposes.
2. Neither player receives the additional ammo, RPs, or Reinforcements indicated on the Turn Track.
3. No unit of either side may move into or adjacent to the Gravel Pits (L16), Hotel (M16), village hex N16, or either Hevossalmi Bridge hex (J16, K15).

**Historical Note:** A fierce battle was raging in this area.

4. No Finnish unit may move into or adjacent to hex Q16.
5. No unit of the Soviet 2/718 Battalion may move more than 4 hexes from Hirvasvaara (S11) at any time during the scenario. This restriction also applies to Retreats; units forced to retreat outside this area must instead take step reductions.

**Historical Note:** This battalion was under orders to defend the settlement.

6. The Soviet player may not commit armor to the battle.

7. Two Digging In markers are available to the Soviets. Although no Soviet units begin Dug-In, they may attempt to do so. The Finns cannot dig in.

### Victory Conditions:

Players do not score VPs for enemy losses per 17.0.3 in this scenario.

**Automatic Victory.** The Soviet player achieves an Automatic Victory the instant a full strength Soviet unit enters the Finnish supply source hex.

Both players score VPs at the end of the scenario as follows:

- 1 VP for each enemy infantry or MG unit eliminated (not merely reduced).
- Control of Hirvasvaara is worth 4 VPs to the Finns, and 2 VPs to the Soviets. If the hex is controlled but OOS to the controlling side, it is worth half the normal amount.

The Soviets (only) also score VPs as follows:

- ½ VP for each full strength infantry or MG unit which exits the map at any time during the game via hex Q16. Reduced units do not score VPs for exiting the map.

**Historical Note:** Troops were desperately needed for the defense of the hotel.

If the Soviet player does not achieve an Automatic Victory, play continues until the end of the final turn and the player with the most VPs is declared the winner. A draw is possible.

### Strategic Notes:

The Finns should be able to capture and hold the Hirvasvaara settlement about one game in two. Many games will see the Finns accumulating VPs via kills, but the Soviets will still have the 2 VPs for the settlement. A fair number of games will see the Finns capture the settlement, only to lose it again by the final turn. Victories should be split about 50-50, with draws being fairly common.

As the Finns, you are the aggressors in this scenario. Your Assaults at net 3R are deadly—use them whenever you can. Your normal Combats are also quite effective at 1R, but they are mitigated by the Soviet support—especially those annoying mortars! Don't forget that there are two paths to victory. If the settlement seems unobtainable, go for the win via kills.

As the Soviets, you'll need to decide where to defend. If you play aggressively, you'll lose. You'll also need to find a compromise between giving up ground and taking losses to protect the settlement. When possible, try to put your forward units where the Finns won't be able to assault them. One attack per turn is bad enough, and that 3R modifier is a killer! Remember to use your mortar unit for support as often as possible. You'll find it can really blunt the Finns' attack in regular Combats. Save it for defensive support when possible. If the Finns are doing poorly and have lost some units, you might want to consider chasing them down for a win via kills, but only if you can clearly overwhelm a reduced unit or two.

**Historical Notes:** The battle was a confused affair for both sides. Elements of 718th Rifle Regiment had been ordered to attack the Finnish flank, but they were delayed by the difficult terrain near the north end of Hirvasjärvi. 1/JR16 Battalion was executing a flanking maneuver of its own when the two sides collided unexpectedly. After the initial encounter, in which both sides were surprised, many of the Finns retreated back to the road. However, their right flank did not realize this and proceeded to capture Hirvasvaara. Hopelessly outnumbered, the Finns dug in and managed to tie down a large number of Soviets. See 19.3 for details.



## 17.11 Two on Two

### *Alt-history Version of the Final Day, N. Sector*

In this hypothetical variant of 17.10, the Soviets have committed a portion of their forces to the defense of the Hotel, making the conflict near Hirvasvaara more evenly matched (roughly two battalions against two battalions). The victory objectives have been altered to reflect this.

**Play Note:** This is a short scenario with a small number of units. It makes an excellent introduction to the game and should be fairly balanced. See also the Play Note for 17.10. This scenario is playable in less than an hour.

**Duration:** Turns 27-31 (5 turns).

**Play Area:** Only hex rows 1-16 are used for this scenario.

**Play Sequence:** The Finnish player is Player One.

### ★ Soviet Setup

The Soviets set up first.

**In any hexes in or east of hex letter column O:**

- 2/718 Battalion (4 units). All units of this battalion begin the scenario on their reduced strength sides.
- 3/718 Battalion (4 units).
- Mtr/718 Mortar unit.
- IG/718 Infantry Gun unit.

**Soviet Artillery:** 1 x 76mm off-map battalion.

**Soviet 76mm Ammo:** 2.

**Soviet Reinforcements:** The 2/1/609 Infantry Company arrives at hex Q16 on Turn 28.

**+ Finnish setup**

Per 17.10 (including artillery, ammo, and Reinforcements).

**Special Rules:**

Per 17.10, except that the Soviet 2/718 Battalion has no special movement restrictions; it is free to move more than 4 hexes from Hirvasvaara.

**Victory Conditions:**

Per 17.10, except that (important) control of Hirvasvaara is worth 4 VPs to the Soviets, and 2 VPs to the Finns. Supply state is still irrelevant.

**Design Note:** Yes, it's flip-flopped from 17.10. This is intentional.

**Strategic Notes:**

Even though there are fewer Soviets in this scenario than 17.10, the settlement is still a tough nut to crack. As the Finns, don't forget that you can also obtain a victory via kills—but it will take more kills this time because the settlement is worth more to the Soviet player.



## 17.12 The Fifth Day

### Free Setup Scenario

This scenario covers the fifth and final day of the battle (Dec. 12) in its entirety. The Finns are conducting an all-out offensive in all sectors. The Soviets commit elements of their tank battalion in an attempt to salvage the situation.

Note that this is the “free setup” version of the scenario, which gives the players considerably more opportunities to try unhistorical strategies. I recommend it over the historical situation, as it is less predictable. Players wishing to experience the historical situation should play 17.13.

**Play Note:** Playtests have shown this scenario to be fast, chaotic, unpredictable, and a lot of fun. It has an excellent replay value due to the variable setup. It is not recommended for first time players due to the unit density and the strategic situation—one mistake can cost you the game. It is playable in an hour and a half to two hours.

**Duration:** Turns 27-32 (6 turns).

**Play Area:** The entire map.

**Play Sequence:** The Finnish player is Player One.

**★ Soviet Setup**

The Soviets set up first.

**In the Permanently Eliminated Box:**

- 1/718 Battalion (4 units).

**Historical Note:** These destroyed units represent the casualties of the “Sausage War” battle on the night of Dec. 11/12.

**All other Soviet units except the 4 armored units begin the game on the map in any one or more of the following areas:**

- Within 3 hexes of Hirvasvaara (S11).
- Within 6 hexes of either Haukilampi hex (U5, U6).
- Within 2 hexes of the islet at P15.
- Within 2 hexes of the Hotel (M16).
- Within 3 hexes of O19.
- In any hexes of the main road from O19 to the Soviet supply source hex.
- Within 2 hexes of any Kotisaari Island hex.
- Within 3 hexes of Q25.

**Design Note:** This allows units to setup along the shoreline of Tolvajärvi.

After setting up his units, the Soviet player reduces any 7 infantry companies and 3 MG units.

The Soviet player may place Dug-In markers in up to four hexes containing one or more Soviet units.

**Soviet Artillery:** 3 x 76mm off-map battalions, plus all three battalions of the 354th Artillery Regiment.

**Soviet 76mm Ammo:** 4.

**Soviet Reinforcements:** None.

**+ Finnish Setup**

After the Soviet player's setup is complete, the Finnish player sets up all Finnish units except the Obuhov AT unit, but including the Prov/TF-P Provisional Company, in any one or more of the following areas:

**Important:** The Finnish player *must place at least 6 infantry companies in each sector.*

**Northern Sector:**

- In or adjacent to K7.
- In or adjacent to J10.

**Central Sector:**

- Within 5 hexes of Lutikkamökki (E13).

**Southern Sector:**

- In or adjacent to any Tolvajärvi village hex.
- In or adjacent to village hex F21.
- Any hex of Kotisaari Island that is not adjacent to at least two Soviet units. A maximum of 3 Finnish units may start on Kotisaari.

**Design Note:** Thus if the Soviets opt to abandon Kotisaari from the start, the Finns will start with control of the island and can use it as a launching pad.

After setting up his units, the Finnish player reduces any 2 MG units.

The Finnish player may place Dug-In markers in up to four hexes containing friendly units.

**Finnish Artillery:** 4 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 8.

**Finnish Reinforcements:** Per the Turn Track.

**Special Rules:**

1. The Finns have just changed operational stance and receive the one column shift in their favor for all Combats and Assaults during the first turn of the scenario (see 17.1, Special Rules).

**Play Note:** This means Finnish Assaults are at a net 4R during the first turn!

2. The rules for Soviet Morale Collapse (17.0.4) are in effect.

3. Neither player receives additional ammo. Ignore the ammo allotments given on the Turn Track.

4. The battalions of the 354th Artillery Regiment may fire one time each. They are not returned to the Turn Track based on a die roll as would normally occur.

5. The normal Armor Commitment rules (12.1.4) are in effect for this scenario.

6. All Digging In markers are available to both players, as allotted by the counter-mix.

**Victory Conditions:**

Per the Campaign Game (17.1).

**Strategic Notes:**

The free-for-all setup for this scenario means that no two games will play out the same. Feel free to experiment.

The Soviet player starts with all the VPs in this scenario, but watches them dwindle as losses mount and the Finns grab victory objectives.

In general, the Finns will try to assault whenever possible (they receive a net 3R) while the Soviets will try to defend in locations where they cannot be easily assaulted. This is easier said than done for the Soviets. They don't have enough full strength units to hold out for long on any front, and if they commit their reduced units, those units will be unable to recover due to proximity to

the enemy and the -1 DRM on Dec. 12. The Soviet player will need to master the art of the fighting retreat, knowing when to sacrifice manpower and when to sacrifice ground.

As the Finns, you have a lot of options. Do you attack along the main road, or in the far north and south where the going is easier? Making a run to the south is enticing, but without the road network your mortars won't be able to keep up and you may find yourself pounded by the Soviet mortars and artillery. And be sure to watch out for those tanks...

Players should note that historically, the Soviet tanks did not pose much of a threat due to the positioning of the Finnish AT guns. However, in game terms, this is not a given. Getting those AT guns across the strait in time to meet the armored threat will not be an easy task. Should the Finnish player choose a route of attack other than the main road via Hevossalmi Bridge, his AT guns may not be able to keep up with the offensive. But if the Finns take the main road route, they'll have to face tenacious Soviet defenders at the Gravel Pits and Hotel.

As the Soviet player, you should keep some units in reserve along the main road. Otherwise, the Finnish player can get an easy win by crossing the south end of the lake and heading for your artillery park. You'll need to build strong defending stacks at choke-points, yet stay flexible enough to rapidly shift your weight to meet the advances of the more maneuverable Finns, wherever they should strike.

**Historical Notes:** Detailed notes are provided in 19.3.

**17.13 The Fifth Day****Historical Scenario**

This version places the Finns at roughly their historical jumping-off positions and the Soviets in their historical defensive positions.

**Play Note:** This scenario is playable in about an hour and a half to two hours.

All rules for The Fifth Day scenario, 17.12, apply to this scenario, except as follows:

**★ Soviet Setup**

The Soviets set up first.

**In the Permanently Eliminated Box:**

- 1/718 Battalion (all 4 units).

These units are not available in this scenario.

**Historical Note:** The destroyed units represent the casualties of the “Sausage War” battle on the morning of Dec. 11.

**In or adjacent to Hirvasvaara (hex S11):**

- 2/718 Battalion (4 units). All units of this battalion begin the scenario on their reduced strength sides.

At least one unit must begin in Hirvasvaara. Place a Dug-In marker in Hirvasvaara.

**In or adjacent to P7:**

- 3/718 Battalion (4 units).

**Within 2 hexes of Hirvasvaara (S11):**

- Mtr/718 Mortar unit.
- IG/718 Infantry Gun unit.

**In or adjacent to P15:**

- 4/2/609 Infantry Company.
- MG/2/609 MG unit (reduced).

**On any primary road hex(es) from O19 to Q16:**

- 5/ and 6/2/609 Infantry Companies (2 units).
- Mtr/609 Mortar unit.

**Within 2 hexes of the Hotel (M16):**

- 3/609 Battalion (4 units).

**Within 3 hexes of O19, and/or within 3 hexes of P15:**

- 1/609 Battalion (4 units).
- IG/609 Infantry Gun unit.
- 3/139AT Anti-Tank Gun units (2 units).

Any one infantry company of 2/609 Battalion begins reduced.

The Soviet player may place up to 2 Dug-In markers in hexes occupied by 609 Regiment units. He must place at least 1 of these Dug-In markers within 1 hex of the Gravel Pits.

**Anywhere on Kotisaari Island:**

- 1/364 Battalion (4 units).

**In any main road hex from O19 to Q25:**

- 2/364 Battalion (4 units). All units of this battalion begin on their reduced strength sides.
- 3/364 Battalion (4 units).

**Anywhere on Kotisaari Island, or within 2 hexes of O19, or in any main road hex from O19 to Q25:**

- Mtr/364 Mortar unit.
- IG/364 Infantry Gun unit.

The Soviet player may place up to 2 Dug-In markers with his units on Kotisaari Island or in either Kivisalmi Bridge hex. He *must* place at least 1 Dug-In marker on Kotisaari.

**On Valisaari (I23), on Okkolansaari (K25), within 3 hexes of Q25, and/or in any main road hex from O19 to the Soviet supply source hex (X28):**

- 1/139AT Anti-Tank Gun units (2 units).
- 2/139AT Anti-Tank Gun units (2 units).

**Soviet Artillery:** 3 x 76mm off-map battalions, plus all three battalions of the 354th Artillery Regiment.

**Soviet 76mm Ammo:** 4.

**Soviet Reinforcements:** One armored unit, the T-26 m31 Tank Company, enters the game on turn 28.

**Design Note:** It would take the tanks roughly a turn of road movement to get to O19 from the Soviet supply source hex, thus this is about the same as the tanks entering at hex O19 on turn 29 in the Hotel scenario (17.9).

## + Finnish Setup

**In or adjacent to hex K7:**

- 1/JR16 Battalion (5 units). Both MG units start reduced.

**In hex K9:**

- 2/ErP9 Infantry Company.

**In hex K10:**

- 3/ErP9 Infantry Company.

**In J11:**

- 1/ErP 9 Infantry Company.

**With any infantry company of ErP 9:**

- MG/ErP9 MG unit.

**In or adjacent to I14:**

- 2/ and 3/ErP10 Infantry Companies (2 units).

**In or adjacent to I16:**

- 2/JR16 Battalion (5 units).
- Pajari.

**Within 3 hexes of Lutikkamökki (hex E13):**

- 2 x Mtr/JR16 Mortar Platoons.
- Eng/JR16 Engineer Platoon.
- AT/JR16 Anti-Tank Gun Platoon.
- PPP7 Bicycle Battalion (3 units).
- 7/3/JR16 Infantry Company.
- 8/3/JR37 Infantry Company.
- Prov/TF-P Provisional Company.

**Historical Note:** These units were held in reserve at the start of the Finnish offensive.

The Finnish player may place up to 2 Dug-In markers within 5 hexes of Lutikkamökki in hexes which contain one or more Finnish units.

**In or adjacent to any Tolvajärvi village hex or within 3 hexes of village hex F21:**

- 8/ and 9/3/JR16 Infantry Companies (2 units).
- 2 x MG/3/JR16 MG units.
- 1/ErP10 Infantry Company.
- 1 x Mtr/JR16 Mortar Platoon.

The Finnish player may place Dug-In markers in any hexes of Tolvajärvi village which contain one or more Finnish units.

**In or adjacent to village hex F21:**

- ErP112 Battalion (4 units).

**Finnish Artillery:** 4 x 76mm off-map batteries.

**Finnish 76mm Ammo:** 8.

**Finnish Reinforcements:** Per the Turn Track.

**Special Rules:**

1. Per 17.12, but with one exception. The normal rules for Armor Commitment (12.1.4) are in not in effect for this scenario. The Soviet player does not sacrifice any VPs to bring in the reinforcing tank company. Further Soviet armored units cannot be committed.

**Design Note:** This helps make up for the fact that there are probably fewer total reduced or eliminated Soviet units in a well-played campaign game, as compared to this scenario's setup.

**Victory Conditions:**

Per the Campaign Game (17.1).

**Historical Notes:** Detailed notes are provided in 19.3.



## 17.14 Alternate Campaign: Replacements to the Rescue (aka "The Lucky 13")

### *Hypothetical Scenario*

This scenario examines what might have happened had elements of the Finnish Field Replacement Brigade "Kenttä Täydennys Prikaati" (or KT-Pr.) been ordered to defend Tolvajärvi. Historically, three of the brigade's nine battalions, plus a mortar company, were assigned to Task Force A "Osasto A" (or Os. A), near Ilomantsi (north of our game map) and under the command of Colonel Per Ekholm. In this alternate history campaign game, one battalion (13/KT-Pr) of the brigade, plus a platoon of 81mm mortars, has been sent south to aid JR16.

**Play Note:** The Finns are in a better position to resist than they were historically during the first few days of the battle, but they will not enjoy their latter day morale bonus to the same extent due to unfavorable news from the north—the Finns have been crushed at Ilomantsi, and JR16 is now in danger of being surrounded.

This scenario uses the 5 units of 13/KT-Pr. which are designated as variant units on the countersheet (asterisk at upper right).



It will take about 6-12 hours to complete.

**Duration:** Turns 1-32 (32 turns).

**Play Area:** The entire map.

**Play Sequence:** The Soviet player is Player One, but this can change over the course of the game (see Change of Finnish Operational Stance, under Special Rules for scenario 17.1).

## + Finnish Setup

Per the setup codes in the upper right-hand corners of the Finnish units, with the following exceptions:

**Anywhere within 4 hexes of O19, or within 2 hexes of Q25:**

- 13/KT-Pr. Battalion (5 units).
- 1/JR16 Battalion (5 units).
- 1 x Mtr/JR16 Mortar Platoon.

**In any Tolvajärvi village hex, in village hex F21, or within 4 hexes of the Hotel (M16):**

- PPP7 Bicycle Battalion (3 units). Any 2 companies begin reduced.
- 3/ErP112 Infantry Company (reduced).
- 8/3/JR37 Infantry Company (reduced).

The Finnish player may place one Dug In marker in a Tolvajärvi village hex which contains a Finnish unit.

**Design Note:** The idea is that the presence of the replacement battalion has slowed the Soviet advance and mitigated Finnish fatigue and casualties to some extent.

**Finnish Artillery:** Per the setup codes on the counters (Finns begin the game with 2 x 76mm artillery batteries).

**Finnish 76mm Ammo:** Per the Turn Track.

**Finnish Reinforcements:** Per the Turn Track.

## ★ Soviet Setup

No Soviet units begin on the map.

**Soviet Artillery:** See below.

**Soviet 76mm Ammo:** Per the Turn Track.

**Soviet Reinforcements:** All Soviet units, including those which normally begin set up on the map, enter the game as Reinforcements.

The two battalions that normally set up on the map enter as reinforcements on game turn 1. All other Soviet units, including artillery but excluding the units of 718 Regiment, enter *two turns later* than indicated on their counters. Thus, a Soviet unit which normally enters the game on turn 2 is delayed until turn 4. The units of 718 Regiment still enter the map at hex X1 on their normal turns of entry.

**Design Note:** This regiment is unaffected by stiffened Finnish resistance following the arrival of 13/KT-Pr., having been sent on the flank march from Ägläjärvi back on Dec. 5.

### Special Rules:

1. The Soviet morale bonus ends normally on Dec. 9, but (*important!*) the Finns do not receive their morale bonus until Dec. 12 (turn 27).

**Design Note:** Short a replacement battalion, the Finns defending at Ilomantsi, to the north, quickly become overwhelmed by the Soviet advance, circa Dec. 10. This event does not bode well for the fate of the Finns at Tolvajärvi.

2. The Finns may change operational stance (per 17.1, Special Rules) at the conclusion of any Finnish turn starting with the Dec. 11 night turn (turn 26).

3. The rules for Soviet Morale Collapse (17.0.4) are in effect.

### Victory Conditions:

Per the Campaign Game (17.1).

**Design Note:** Any Finnish victory should be considered short-lived in historical terms, as the Finns under Talvela would have been required to pull back quickly in order to avoid being surrounded.



## 17.15 Tanks at the Narrows

### Hypothetical Scenario

This scenario was designed as an introduction to armored units. It will give the players practice using overruns and the AT Fire routine. The situation represented here is hypothetical; it assumes the Soviets delayed their advance near the Ristisalmi Narrows (just off map at lower right) in order to move their armored recon and tank battalions to the front circa Dec. 7. This has given the Finns the luxury of defending further forward.

**Play Note:** This scenario is playable in under an hour.

**Duration:** Turns 1-4 (4 turns).

**Play Area:** The entire map.

## + Finnish Setup

Per the Campaign Game (17.1), but with the following modification: All Finnish units which normally set up within 4 hexes of O19 may choose to set up in any hex within 4 hexes of O19 or within 4 hexes of R27. Pajari starts setup with any Finnish unit.

**Finnish Artillery:** 2 x 76mm off-map batteries.

**Finnish 76mm Ammo:** Per the Turn Track.

**Finnish Reinforcements:** Per the Campaign Game (17.1). Additionally, the AT/JR16 Anti-Tank Gun Platoon enters on turn 1.

## ★ Soviet Setup

No Soviet units begin on the map.

**Soviet Artillery:** See below.

**Soviet 76mm Ammo:** Per the Turn Track.

**Soviet Reinforcements:** All Soviet Reinforcements (including off-map artillery) that would normally enter during the scenario are delayed by two turns. Soviet units which normally enter after turn 2 do not appear in this scenario.

**Additionally, the following Reinforcements enter the game on turn 2:**

- Armored Recon Battalion (BA-10 armored cars).
- T-26 m31 Tank Company.
- T-26 m33 Tank Company.

### Special Rules:

1. All Digging In markers are available to the Finnish player, as allotted by the counter-mix. The Soviets cannot Dig In.

2. The Soviet morale bonus is in effect.

### Victory Conditions:

Both players earn VPs normally for enemy losses, per 17.0.3.

The Soviet player (only) earns VPs for the following:

- 2 VPs per Kivisalmi Bridge hex which he controls at the end of the game (and see the Automatic Victory Condition below).

The Finnish player (only) earns VPs for the following:

- 5 VPs for triggering the Soviet Artillery Park event (12.4.3). *This is a one time award.*
- 1 VP for each Dug-In marker in a Tolvajärvi village hex at the end of the game (to a maximum of 8 VPs for all 8 village hexes).
- Losses to Soviet armored units count triple for the Finnish player (3 VPs per step reduction, 9 VPs per eliminated unit).

**Automatic Victory.** The Soviet player achieves an Automatic Victory the instant he controls both Kivisalmi Bridge hexes and has at least as many VPs as the Finnish player. Otherwise, play continues to the end of turn 4 and the player with the most VPs is declared the winner. A draw is possible.

## Strategic Notes:

★ **Soviets.** The frozen lakes play a relatively small part in this scenario. The dense woods and single road severely hamper maneuver, making it impossible to bring the brunt of the Soviet manpower to bear against the Finns. The superior Soviet numbers are wasted here. The armored units almost make up for this deficiency, but their high VP value to the Finns means they must be used with great caution. The Soviets still have some interesting choices in how to use their armor: Assaults (Overruns), Ranged Attacks (offensive support), and Combats. The tanks and armored cars are clearly the key to victory for the Soviet player, but knowing when and how to use them to their fullest potential is tricky business. Often the best choice will be to contribute the CS of the weakest tank in order to gain the 1R tank bonus in Combat, and use the remaining armored units as offensive support. However, by doing this, the armored units will begin the next turn split and unable to Overrun as a stack.

✚ **Finns.** For the Finnish player, this is a tense scenario. The Finns have a fair shot at victory, but it sure doesn't feel like it. Their front line units can form up semi-effective defenses, but they unravel quickly before the Soviet onslaught and then the retreating units become fodder for the dreaded tanks and armored cars. Part of the tension comes from the Victory Conditions themselves. The Finns are encouraged to do conflicting things: 1) Dig In units in Tolvajärvi, 2) cause losses to the Soviets, and 3) keep the Soviets away from the bridge. While #2 and 3 are fairly compatible, the more the Finns focus on #1 or try to recover reduced units, the fewer units they'll have to stall the Soviet advance. Knowing how to set up multiple defensive lines and defend in depth is key, but the number of units the Finnish player has to work with is low and so this makes for a tight balancing act. If the Finns defend masterfully, they can limit the effectiveness of the Soviet Overruns, making them too costly for the Soviet player to attempt on most game turns. In this manner, the Finns grant themselves a fair shot at winning the scenario. The Finnish player should try to stall the Soviets before the bridge, and try to Dig In at least 4 or 5 village hexes. Setup is also key. Knowing how far apart to place his units and where to defend is vital for the Finnish player. There doesn't seem to be a right or wrong Finnish setup, but some setups are certainly more effective than others. Whether or not the AT Guns make it into the action will depend on whether the Finnish player focuses on a forward defense at the narrows, or a rear defense just south of Kivisalmi Bridge.



## 17.16 Overrun

### Hypothetical Scenario

This scenario is an interesting variant of 17.15 which assumes that Talvela's request to release JR16 Regiment was initially denied. Given the absence of JR16, it follows that Pajari would not have allowed PPP7 to retreat to Tolvajärvi.

**Play Note:** I found this scenario to be faster and more fun than 17.15, and it still makes a good introduction to armored units. There is little to keep the Soviet armor in check. The Victory Conditions have been adjusted to keep the fight fair, but the Soviet player should get excellent practice overrunning with his armored units. The scenario should be roughly balanced, given average rolls and a masterful Finnish player. It is playable in under an hour.

All rules for scenario 17.15 apply except as follows:

- No JR16 units (including the AT and mortar platoons) appear in the scenario, either at the start or as Reinforcements. *Note: This means the Finns receive no Reinforcements in this scenario, period.*
- The remaining 6 Finnish units (1/, 2/, and 3/PPP7, MG/ErP9, 3/ErP112, and 8/3/JR37) begin anywhere on the map except for the Soviet supply source hex. All start on their reduced sides, including the MG unit. Pajari starts with any Finnish unit.

### Victory Conditions:

**Automatic Victory.** Players do not score VPs in this scenario. A player achieves an Automatic Victory the instant he eliminates 2 or more enemy units. If neither player achieves an Automatic Victory, play continues to the end of the scenario and the player who controls the Hotel (M16), regardless of supply state, is declared the winner. A draw is not possible.

### Strategic Notes:

The Finnish player will need to decide whether to defend forward or behind the bridge. If the former, then R27 makes a good forward hex for the Finnish MG plus reduced bike company, as the most the Soviets can bring to bear on turn 1 is 3 infantry companies (15:8 rounds to 1:1, and Pajari effectively cancels the Soviet morale bonus). The game will likely come down to an attack on the Hotel on the final turn.

## 18.0 Designer's Notes

The following notes refer to the foot-noted entries in the Rule Book.



<sup>1</sup> **4.4 Finnish Ski Bonus.** In *Red Winter*, all Finnish infantry companies are ski-equipped. They have a MA of 6, vs. 5 for the Soviets. Finns on skis pay only 1 MP to cross frozen lake hexes, while the Soviets pay 1.5. While this discrepancy might at first seem minor, it results in some rather profound differences in game play. For example, the Finns can cross 6 frozen lake hexes per turn, compared to only 3 for the Soviets. Also, since both sides spend +2 MPs to conduct Assaults, the Finns can usually move up to a Soviet unit and assault it during the same Action Phase, whereas the Soviets typically need to begin adjacent to their target to assault.

The Finnish AT units do not receive the ski bonus because they were typically towed by trucks, or drawn by animals such as horses. Further north, reindeer were commonly employed.

Roughly a foot of snow had fallen on the battlefield at Tolvajärvi prior to December 8th. There was no further significant accumulation during the battle. This snowfall impeded the movement of the troops—more so for the Soviets, who were not equipped with skis. While the trees buffered the effect of the snowfall in the forests and suo, it was not so for the lakes.

Although some Soviet formations were equipped with skis, the 139th Rifle Division was not. The Finns considered Soviet skis to be of such inferior quality that they burned them as firewood when they captured them.

Most Finns learned to ski as soon as they learned to walk. The Finnish ski troops demonstrated themselves to be far more mobile than the Soviets during the Winter War, although this advantage was most pronounced where the snow was deepest, such as further north at Suomussalmi. The Finns typically removed their skis only before engaging

the enemy, although they were trained to throw grenades in a side-arm fashion while crouched in skis. Their ski shoes, called “pieksu”, had no heel straps, making it easy to hop in or out of the skis in mere seconds. In this manner they could strike suddenly and with great speed, then disappear again into the snowy haze like white ghosts. The Soviets called this “belaya smert”—the white death.

It's easy to see how tales of the “white death” might have started. A Soviet soldier might fall victim to the bullet of a hidden Finn, or simply freeze to death in his sleep. Due to the sub-zero temperatures of the Winter War, soldiers would sometimes freeze in place (quite literally) like ghoulish mannequins when their metabolism suddenly dropped upon taking a bullet hit. This created some bizarre and ghastly scenes to discover the morning after the combat. Slain troops were sometimes still standing upright when found, their eyes and mouths open in a frozen scream.

<sup>2</sup> **5.0 Terrain.** An abundance of minor waterways which do not appear on the map existed in this area, but they were frozen solid at the time of the battle. They flowed in ditches or gullies, and these low spots would have filled with snow which was deeper than that of the surrounding area. Our Finnish researchers felt strongly that these minor waterways should not be usable as trails for the purpose of reduced movement costs. I chose to omit them so as to not clutter the map.



*Suo in winter.*

<sup>3</sup> **5.2.2 Suo.** “Suo” is a general term for wetland. The Finnish language has six other words describing different subtypes of suo: korpi, räme, neva, letto, luhta, and lähteikkö. Most Finnish suo in the Tolvajärvi region consists of peat bogs.

<sup>4</sup> **5.2.3 Village.** In game terms, the sparsely built village hexes offer roughly the same amount of protection as forest or suo. The structures provide some protection for a small number of troops, but the surrounding terrain is much more open than forest. Thus villages do not grant the defenders a beneficial column shift on the CRT.



*Tolvajärvi village, circa 1940.*



*Tolvajärvi village, circa 1941.*

<sup>5</sup> **5.2.4 Frozen Lake.** Much of the game's personality comes from the frozen lakes. Both players will quickly develop a love/hate relationship with them. The lakes dominate the map, and dictate many of the tactical considerations for both players. At times, they almost take on a life of their own, providing a third personality apart from the Finns and Soviets. They are both friend and foe to the players, encouraging rapid maneuvers while also occasionally luring unwary units to their doom. The abundant lakes tend to funnel land-based movement through certain choke-points—narrow straits or spits of land—which become highly contested. Units can often gain favorable positions by bypassing such choke-points and crossing the open ice, but they do so at considerable risk. Units caught out on the ice make very inviting targets! This is especially true for the Soviets, who wear brown uniforms and stick out like sore thumbs against the snowy white backdrop. Finnish Combats vs. such units are at a whopping 4 columns right on the Combat Results Table. Thus a 1:1 combat becomes a 5:1. If this sounds severe, consider that the CRT is calibrated to woods as the norm, so we're really talking about a net shift which is 2 columns from what clear terrain such as a field has to offer. Even a field provides some cover in the form of minor topography, plant life, obstacles, etc., while the ice offers no protection whatsoever.

The ice was not solid enough for tanks or any vehicles much heavier than the Soviet T-20 tractors, restricting armored units to the roads. This creates some interesting challenges for the Soviet player.

The frozen lakes contain numerous islands, of which Kotisaari Island is most notable. Control of Kotisaari Island will likely change hands multiple times over the course of a game. Of course, capturing (or recapturing) an island requires an Assault from the ice—always a risky proposition!

<sup>6</sup> **5.2.5 The Hotel.** The chalet-style tourist hotel was the pride of the local Finns. After its capture, the Soviets converted it into a miniature fortress bristling with MGs and LMGs. When the Finns attempted to retake it on Dec. 12, they could have simply burned it down. Instead, they stormed inside and up the stairs, meeting each defender in close combat.

The wooden upper story of the hotel has long since burned down, but its stone lower portion remains to this day.

<sup>7</sup> **5.2.6 The Gravel Pits.** While this hex does not provide a defensive bonus per se, players should not underestimate it. Situated on a spit surrounded by frozen lake, the gravel pits are challenging to capture. The Soviet player may find it difficult to amass enough units for an effective attack without several turns of careful planning.

<sup>8</sup> **5.3 Roads.** Finnish roads in the region should not be confused with any concept of proper European roads. Most of the secondary roads marked as such on the map are merely trails. Even where they are crude roads, they're mostly impassable in winter due to the snowfall. Finns living in the region used these roads during the winter months mostly via horse-drawn sledges. After snow fell, anything with wheels would have been in trouble, especially after the local landholders were evacuated and could no longer take care of the smaller roads.



*The main road in the summertime. This picture was probably taken near Kivisalmi Bridge, facing south.*

<sup>9</sup> **Main Road.** Photographs of the "main road" show its width to be about the same as a Soviet T-26 tank. In fact, one photograph shows a single disabled T-26 blocking the whole road. In other pictures, only the lack of trees distinguishes the main road from surrounding forest in wintertime. The remainder of the roads portrayed on the map are surely far worse.

<sup>10</sup> **Secondary Roads / Trails.** Tolvajärvi is included in the first volume of the *Kielletyt Kartat* series, and most of the trails (secondary roads in the game) are denoted in that book as suitable only for "horsemen" or riders. The trails that cross suo areas between Tolvajärvi and Varisvaara, are noted as "risukimpputie" or "twig-bunch-road". This is sometimes translated in English as "corduroy road". The Finnish term uses the word *risu* (twig) so it's likely that they were actually made from bundles of twigs rather than logs or planks. North of Lutikkamökki the trail across the suo is covered with "pitkospuut" or duckboards. These are basically narrow planks, laid lengthwise such that they are just wide enough for a single person. While interesting, none of the above would have much effect on game movement, as the suo regions would have been deeply frozen and as hard as ice due to the record cold temperatures in December 1939. It would have been a totally different story in the summer, though. It becomes very clear why the Soviet Union chose to conduct a winter offensive.

There is a municipal boundary that runs from roughly hex A12 to M6. This boundary, shown as a dashed line on the old survey maps, has been commonly mistaken for a secondary road or trail in books and games on the Tolvajärvi battle. The line styles used for trails and municipal boundaries are very similar, and are almost indistinguishable. When high-res versions of the 1939 survey maps became available a few years ago, it was Ethan McKinney who caught this glaring mistake. It has been corrected now—there is no road present there on the *Red Winter* map. I think it should be fairly obvious that this omission changes the possible strategies for both sides considerably.



*Kivisalmi Bridge facing north, circa 1937.*

<sup>11</sup> **5.4 Bridges.** Many of these are not free standing bridges per se, but more like raised causeways built upon rock.

<sup>12</sup> **8.3 Combat Ratio Modifiers, item #8: Morale Bonus.** Morale in the context of *Red Winter* refers mainly to events outside the scope of the game. These include the outcome of the Soviet advances on Ilomantsi, to the north, and Kollaa River, to the south. Also key is the Soviets' dawning realization that the Finns are neither inclined to hail the Soviets as liberators nor eager to surrender. The war will not be over in less than a week, as the Soviets have anticipated (see also 18.1, Morale).

<sup>13</sup> **9.1 Criteria for Assaults.** The Finns' greater mobility means they will have more opportunities to conduct Assaults, and indeed the Finnish SMG bonus will further encourage this kind of behavior. With a MA of 5, the Soviet infantry will rarely be able to move adjacent to an enemy hex and assault during the same turn. Also note that during the first day of the battle, when the Soviets receive the morale bonus, their Assaults will typically be at net 1R (2R for morale, 1L for Finnish SMG bonus). During the final two days of the battle, when the Finns receive the morale bonus, their Assaults will be at a whopping net 3R (for morale + SMG bonus)!

<sup>14</sup> **10.3 Support.** Counter-battery fire, and Support vs. supporting fire, are not allowed within the confines of these rules, or rather, they are not part of the Combat resolution.

<sup>15</sup> **10.3.6 Adjacent Defensive Support.** The near lack of adjacent support in this game may seem odd at first, but consider the following:

- The large game hexes (425 yards) combined with the dense terrain means that firefights (Combats) are fairly localized across a particular hexside.
- Keeping the number of situations which qualify for adjacent support low makes the remaining situation easy to remember, and it keeps the game moving along quickly, with shorter turns and flexible strategies.
- This approach encourages the players to attack—first the Soviet player, and then later, the Finnish player—so that the game does not reach a stalemate.
- It realistically mimics Winter War defensive strategies.

Regarding that last bullet: That is to say, a defense in-depth along the main axis of advance will work better for the Finns than a continuous line of defenders. The Finns didn't have sufficient numbers to adopt the latter "line" defense, either locally at Tolvajärvi or in the overall picture of the Winter War north of Lake Ladoga. When adjacent support is allowed in all situations by all adjacent units, forming a line of contiguous units becomes the best general defensive strategy.

<sup>16</sup> **10.5.1 Qualifications for Spotting.** We are assuming that radio communication is utilized between spotter and firing unit.

<sup>17</sup> **10.6.1 LOS and Blocking Terrain.** Friendly units are considered blocking terrain only for direct fire Ranged Attacks. They aren't really blocking LOS so much as getting in the way, thus these kinds of Ranged Attacks aren't allowed. It can certainly be argued that many weapon types, including HMGs, could theoretically shoot over friendly troops when firing at longer ranges. Likewise, infantry firing their rifles or LMGs from the relatively higher ground of a shoreline or island might be able to fire over friendly troops to target an enemy on the ice of the lakes. While both assertions are true, these situations have inherent friendly fire risks. More importantly, including rules to cover these situations would have complicated the game and slowed down play. Choosing to have all friendly units block direct fire was a compromise, and an intentional design decision.

<sup>18</sup> **11.0 Anti-Tank Fire.** The Soviet armored units and AT guns do not have AT Range values on their counters because the Finns do not have any armor at Tolvajärvi. In order to avoid needlessly cluttering the counters, I left these values off.

<sup>19</sup> **11.3 AT Fire Modifiers.** The Obuhov "AT" units are really infantry guns which are only capable of penetrating about 10mm of armor under ideal conditions. Accordingly, they won't be much use against armored targets, except possibly the thin-skinned T-37 tanks, or the BA-10's during an Assault. See also footnote 24 (12.4 Anti-Tank Units).



*Soviet tanks on the move. These are the twin-turreted T-26 m31 model (also featured on the box cover).*

<sup>20</sup> **12.1 Armor.** The Soviets had a battalion of tanks as well as an armored recon battalion supporting the 139th Rifle Division at Tolvajärvi. The armored recon battalion was a battalion on paper only, and probably contained only 9 or 10 vehicles, mostly BA-10 armored cars. The tanks were a mixture of models from the T-26 family (we know from photos that the twin-turret m31 models were present) and most likely also included a significant number of T-37 and T-38 tanks. These small amphibious tanks were most likely delegated to towing artillery and AT guns to the front, then remained behind to guard the artillery park

rather than being used offensively. The total strength of the Soviet tank battalion was probably about 30 tanks—roughly 10 or 12 per company.



*Soviet infantry advances behind a T-26 m33 tank.*

Unlike many wargames, *Red Winter* does not provide a “combined arms bonus” for Soviet tanks and infantry employed in unison. Soviet doctrine at this early stage of the Winter War was not advanced enough to implement this kind of tactic, and Soviet infantry and armor were notoriously uncoordinated. Making matters worse, the tankers tended to “look down” on the infantry. The lack of cooperation bordered on outright rivalry on some occasions. In the game, the Soviet player is saddled with the same limitations on thinking that applied historically. He can stack infantry and tanks together if he wishes, but he will not receive a combined arms bonus.

Players may wonder why the older model T-26 m31 tanks, armed with only MGs, are rated as better than the T-26 m33 tanks armed with a 45mm gun. The m31’s two MGs were located in twin turrets and a gunner in each turret could engage different targets independently. The Finns had no tanks at Tolvajärvi and I reasoned that twin MGs should be more effective against personnel than the 45mm gun. With the 45mm you have to try to hit the ground at the right range. The 45mm HE shell is a bit larger than a hand grenade but with less explosive filling, and a portion of the blast is lost due to the angle and to the ground itself, absorbed by the dirt, ice, or frozen muck. By contrast, the twin turret MGs can “spray” the target area from a vantage point of about five and a half feet—much better than the vantage point of a bipod or tripod mounted MG—while remaining immune to small arms return fire. Consider that the combats in this game take place in forest, suo, or frozen lake. The frozen lakes provide zero cover, the suo a bit more. The Finnish forests in December don’t provide as much cover as one might think. They are fairly open with little to no ground cover. They certainly favor the defender, but they are not the best of defensible terrain, as forests go. That’s why the Finns fell back behind lakes. HE shells are certainly more effective than MGs against structures or entrenchments, but the closest thing to this at Tolvajärvi were some hastily dug trenches and, in a few hexes only, some sparse farm houses and barns (excepting the hotel).



*Produced in large numbers, the Soviet T-26 m31 tank was armed with twin machine guns in independent turrets.*

<sup>21</sup> **12.1.1 Armor and Losses.** The Finnish infantry will need to assault the Soviet tanks to destroy them. Historically, they achieved this by jamming logs into the tanks’ tracks to disable them, or by using glass bottles filled with petrol—the infamous “Molotov cocktails.” At this stage of the war, the Molotovs were mostly homemade (as opposed to factory made) and still quite scarce. And the Finns had not yet completely overcome their panic at the sight of the Soviet ‘panssari’.



*A factory-produced Molotov cocktail. The liquid was a sticky mixture of gasoline, kerosene, tar, and potassium chlorate. The bottles were filled only 2/3 full to facilitate breaking. When thrown at the rear cooling grill of a tank, the flaming liquid would ignite the fuel vapors and cause the internal stores of fuel, hydraulic fluid, or ammo to explode. The original Molotov cocktails were produced by Finnish alcohol monopoly Alko. Some 450,000 were produced during the Winter War.*

Players may at first find it odd that armored units cannot retreat to satisfy losses when assaulted. This rule has nothing to do with the tanks’ physical speed or movement capability and everything to do with a desire on my part to achieve the right sort of outcomes. Tanks assaulted by infantry are being overwhelmed and destroyed/disabled by grenades, Molotov cocktails, or logs. Once matters have gone this far (that is: enemy infantry have moved adjacent to the tanks and assaulted them), the tanks should not be able to merely retreat to avoid harm, especially given the close terrain which favors the infantry. Soviet infantry can effectively protect the tanks by stacking with them and absorbing any step reductions from Finnish Assaults.

<sup>22</sup> **12.1.3 Armor and the Road Network.** The MAs assigned to the armored units in *Red Winter* are not based purely on their relative speeds. They also reflect difficulty of vehicles moving in winter conditions, and this affects the armored cars more than tanks.



*A column of Soviet BA-10 armored cars advances down a road during the Winter War.*

The armored cars pay a steeper penalty than tanks for secondary roads / trails. The BA-10 armored cars are 4 x 6 vehicles with removable tracks for their rear four wheels. On rough roads they perform better than 4 x 4 cars, but are still inferior to fully tracked vehicles such as tanks.

The ice on the lakes was still relatively thin in places, and the Soviets did not risk moving their vehicles on to the lakes. Even riskier than the ice were the shorelines; a vehicle on the lake might become stranded there, unable to navigate the far bank.

Soviet doctrine did not allow for off-road movement of armored vehicles in the forest at this early stage of the war. Later, the Soviet tanks would be deployed off-road, and with favorable results.

<sup>23</sup> **12.1.4 Armor Commitment.** Players wishing to emulate the historical tank commitment should enter one company of T-26 m31 tanks on about game turn 29.

Historically, the Soviets did not utilize their tanks in a combat role until the fifth and final day of the battle. This created an interesting design challenge. I've played games where the designer takes a rather rigid approach to history. That is: if a certain unit entered at a certain time on a certain day, that's when it enters the game, period. I have no problem with this approach, but it doesn't address the uncertainty of the situation at Tolvajärvi. The Finns knew the Soviet 139th Rifle Division had tank support. They had been overrun by the tanks multiple times during the preceding week. The Soviets were sitting on a valuable resource, presumably waiting for the critical moment to commit them to the battle. As it was, the Finns began their counter-offensive on the morning of December 12th, throwing the Soviets off balance. But what if the Soviets had the chance to orchestrate a breakthrough using their armor?

In *Red Winter*, the Soviet player decides when to commit his armor, and how much to deploy. He has three tank companies and an armored recon battalion of BA-10 armored cars at his disposal, and he can commit none, some or all of his armored units. But by committing them he "ups the stakes". The earlier he commits, the more VPs he forfeits. It is possible for the Soviet player to commit all of his armor early in the battle, but if he does so, he has also committed to the "all or nothing" approach of going for an Automatic Victory—capturing and holding the entire length of the main road—as anything less will see the Finns win based on VPs. Thus the Soviet player is essentially

faced with the same dilemma as his historical counterpart—whether or not the need for the tanks is justified. After playtesting many options, I went with this approach because it creates an interesting turn by turn decision for the Soviet player. It also increases the tension for the Finnish player, who never knows when or how many tanks are en route to the front. This "player's choice" approach also has a convenient side effect. It gives the Soviet player the means of potentially breaking a stalemate before it develops. For example, if the Soviet player finds that his offensive is grinding to a halt by the third or fourth day, he can throw in some armor in an attempt to crack the Finnish defenses. This keeps the game exciting, and avoids potential situations where the players say "Well, we can see where this one is heading. Let's go play something else." We've all played games like that, and I wanted to avoid this with *Red Winter*.



*Finns with a captured Soviet 45mm anti-tank gun.*

<sup>24</sup> **12.2 Anti-Tank Units.** As the Finns have no tanks in *Red Winter*, the Soviet 45mm AT gun units will mostly get used as weak "place holders". They still exert a ZOC, after all. This is consistent with their historical use. Apart from armor piercing rounds, these guns were capable of both high explosive (HE) and canister fire, thus their CS is doubled on defense. Whether or not the Soviets used canister fire at Tolvajärvi is open to debate, but I have opted to assume so here for the sake of interest. It is documented that the Soviets used their AT guns on the offensive against enemy infantry positions. In the game, these weak units will occasionally provide a column shift, a Suppressed result, or a Concentric Attack bonus at the right moment.



*Soviets with captured Finnish Bofors 37mm anti-tank guns.*

The Finnish JR16 AT platoon is composed of 37mm Bofors guns. This unit has an AT range that is less than the unit's normal range; the range at which the guns can penetrate armor is less than that at which they can lob high explosive shells.

The Finnish "Obuhov" AT unit is actually composed of WWI era Russian 37mm infantry guns, pressed into service against the enemy tanks because the Finns had so few options (see footnote 19).



*Soviet T-20 "Komsomolets" artillery tractors towing 45mm AT guns.*

Players may wonder why the tractor-drawn Soviet AT guns do not have a boxed MA value, like the armored units. The T-20 Komsomolets armored tractors were both lighter and narrower than the tanks. Thus they can be used more effectively than tanks on frozen lakes and narrow roads. The guns can be man-handled into position when called for by the terrain.



*Despite his heart condition, Lt. Col. Aaro Pajari was considered one of the great Finnish war heroes of the Winter War.*

<sup>25</sup> **12.3 Pajari.** The importance of Lieutenant Colonel Aaro Pajari on the battle cannot be understated. Raised and educated in Asikkala, he was assigned to lead JR16 Regiment in 1939, before hostilities commenced. Pajari initially worried that his men would not respect him. They were mainly from Tampere—a hotbed of Red activity during the Finnish Civil War, in which Pajari fought in the White Army. His fears were put to rest as he quickly earned the trust and respect of his regiment. Pajari frequently led from the front, participating in the fighting and bolstering the morale of his men. He defended the

Kuikkajärvi narrows (lower right corner of game map) on Dec. 7, and personally led the first successful night raid in the early morning hours of Dec. 9. Pajari suffered from bad hearing and a weak heart. Following the night raid, he experienced heart problems and was out of the action for a day. Command temporarily returned to Räsänen. Pajari returned on Dec. 10 and led the central assault on the tourist hotel on Dec. 12. Following the battle of Tolvajärvi, he continued to experience stress on his heart, and was removed from command on Dec. 18, replaced by Lt. Col. Kaarlo Viljanen.

<sup>26</sup> **12.4 Artillery.** This game system takes a rather abstract approach to artillery. I did this in order to keep things moving quickly. I also wanted to keep the players focused on the strategic and decision making aspects of the game, rather than micro-managing the details of indirect fire. Thus the game does not allow for pre-planned bombardments, shifted missions, scatter, shell or barrage type, or friendly fire casualties (though an Optional Rule for the latter exists—see 20.3). I decided it was a sacrifice I could live with.

The *Red Winter* artillery system went through numerous changes and play tests to arrive at the current state, which I feel accurately reflects the usefulness of artillery at this battle. Namely, the Finnish artillery is pretty pathetic—not due to its accuracy (which was quite good, historically) but due to a sheer lack of guns. The Soviet artillery appears intimidatingly strong, yet its effect on any given combat is not a given. There are historical examples of commanders on both sides waiting for an artillery barrage before commencing their attack, only to find the barrage entirely inaccurate and/or ineffective.



*Finns training with a 76mm field gun prior to the start of the Winter War.*

Ah, those Finnish 76mm artillery batteries. Some players might find them next to useless. That is because, historically, they were next to useless. Some of the guns were literally museum pieces that had been pressed into service. The Soviet 76mm artillery, while certainly not winning any awards for fire control, were at least more modern. Each Soviet artillery unit in *Red Winter* represents a battalion of twelve guns, whereas each Finnish unit represents a battery of only four guns. And on top of those disparities, the Finns were desperately short on ammo! It's kind of like that old joke about the restaurant: The food is so horrible that it's completely inedible—and served in such small portions! A captured Soviet artillery officer is claimed to have asked his captors: "Your artillery hits almost every time with the first shots, but why don't you shoot more?" I will suggest that the Finnish artillery is not entirely useless if the Finnish player picks and chooses his targets very carefully. Consider that a Finnish battery (RAS 2) gains a +3 DRM for three Soviet companies in the target hex, and a further +2 if they are on the ice. That's a net +7, meaning the Finnish player only needs to roll a 7 or higher to achieve a "Suppressed" result on a daylight turn. That's a 21 in 36 chance, or a roughly 58% chance of success. In the hands of a skilled and patient Finnish player, the artillery will occasionally come through at just the right moment to influence the outcome of a Combat.

<sup>27</sup> **12.4.2 Soviet 354th Artillery Regiment.** The Soviets expected the campaign to be over quickly. Accordingly, the big guns have limited ammunition, and the Soviet command is willing to commit them only to a handful of actions deemed to be of vital importance. The method of rolling a die to determine when they become available after firing may seem arbitrary. In fact it encourages the Soviet player to plan

ahead, scheduling his most coordinated offensive actions for specific clock hours (game turns) when the use of the “big guns” is approved, and when their missions will be pre-plotted and ready to fire. This is as it should be.

A recent source suggests that the 354th was in fact the 139th RD’s organic light artillery regiment, and the 47th was a corps asset assigned to the 139th because it didn’t have its full TO&E. This came to my attention after the counters had gone to the printers. If true, it doesn’t change anything in terms of game play. The Soviet player still has the same number of light (76mm) and heavier (122mm and 152mm) guns to work with. It would just mean that the unit IDs on the counters are flip-flopped—those guns shown as belonging to the 47th should actually belong to the 354th, and vice-versa.



*Soviet troops with 76mm regimental infantry gun.*

<sup>28</sup> **12.5 Mortars and Infantry Guns.** The Soviet infantry guns are the short-barreled 76 RK/27 type regimental guns. Their ammo used a weaker propellant charge than the long-barreled 76mm artillery, thus these half-charge cartridges were not compatible with the guns of the KTR battalions. For this reason, the infantry guns’ 76mm ammo is not tracked in the game.

The Soviet 50mm mortars which were attached to each infantry company do not appear in this game. Our research team felt that these weapons were not used, or were not effective enough to warrant inclusion. The mortars themselves were unnecessarily complex, yet the Red Army never assigned crews to specifically operate them. Worse, our research shows that there was never a training program when they were distributed! Such a large number of mortars (in theory, 81 per division) must have looked impressive on paper. Then there is the issue of the usefulness of these weapons in snow. The snow tended to cushion the impact so that the fuses didn’t detonate, and when they did detonate, it absorbed the power of the fragments. Rather than clutter the map with 50mm mortar teams, I left them out entirely.

Theoretically, a Soviet division should have thirty-six 81mm mortars—twelve per regiment—but the Finns claimed the number was really only about six per regiment. The counter values reflect this.

<sup>29</sup> **12.6 Finnish Engineers.** This unit is not a combat engineer unit, thus it does not provide bonuses to Assaults, nor does it negate Concentric Attacks or Dug-In bonuses. Consisting of a 45 man platoon, it is larger than the typical Finnish rifle platoon of 25 men. Although it has two steps like a company-sized unit, it is weaker and cannot perform Recovery. The engineers’ weaponry is limited to rifles and some pistols, thus the unit cannot make Ranged Attacks.



*Troops of a Finnish Polkupyöräpataljoona Battalion (PPP).*

<sup>30</sup> **12.7 Finnish Bicycle Battalion.** These men rode their bikes to the front, but quickly abandoned them in favor of skis when a foot of snow fell on the battlefield. They were in full retreat a day prior to the battle at Tolvajärvi. Having suffered the full brunt of the Soviet thrust multiple times over several days, the men had reached the point of exhaustion. Many had abandoned their weapons during the rout.

**Design Note:** Thus their lower CS values, as compared to the JR and ErP companies.

<sup>31</sup> **12.8 Finnish Provisional Company.** Pajari assembled this ad hoc unit from cooks, aids, and new arrivals. He hastily armed them with whatever was available, including some captured Soviet weapons.

<sup>32</sup> **13.1.1 Finnish Turn 4 Infantry.** These guys actually entered very early on the night turn, creating a dilemma. If they entered on turn 4, they could reach the front and help defend the front line during the Soviet turn. But if they entered on turn 5 they would be ineligible for a Night Raid without special rules and exceptions stating that they could enter on a night turn, use Extended Movement and Double Movement, and still perform a Night Raid—all during the same game turn. I solved the problem by allowing these companies to enter a turn earlier than they did historically, but without enough MPs to reach the front.

<sup>33</sup> **13.1.1 Soviet 718th Regiment.** Belaev had sent this regiment on an ambitious cross-country flanking march from Ägläjärvi several days prior, with the purpose of falling on the Finns’ left flank at Tolvajärvi. But there were no decent roads in that region, and the regiment was engaged with elements of Finnish detached battalions which were conducting a fighting retreat. By the time the regiment arrived at Honkavaara (off-map north of hex X1 by about 15 road hexes—that’s a little over one Extended Movement) on December 8th, they were thoroughly exhausted and in no shape to launch an attack. They rested for a day, then arrived at the north shore of Hirvasjärvi throughout the 9th and 10th. It was a battalion of this regiment which conducted the ill-fated “Sausage War” flank attack on the night of the 10th/11th, striking the Finnish HQ west of Lutikkamökki (“Bedbug Cottage”) then

pausing to devour the captured sausage soup simmering in the JR16 field kitchens. Pajari quickly gathered his forces and assembled the ad hoc provisional company (see footnote 31) and savagely counter-attacked. The Soviet battalion was annihilated.

<sup>34</sup> **14.0 Digging In.** Note that the Finns get ten Dug-In markers, while the Soviets only get four. This reflects the overall stance of the Soviets and Finns, per their orders and objectives. The fact that the Soviets do not gain additional Dug-In markers after they have gone over to the defensive reflects their lack of preparation to cope with such an eventuality.

<sup>35</sup> **15.2 Soviet Supply Paths.** For purposes of Recovery, RPs, and elimination, you can think of the Soviet supply status check as indicating “in command” or “in communication” more so than “in supply.” I didn’t want to over complicate the game with a separate set of command rules, so the two are wrapped into one. The Soviets suffered from a severe shortage of radios during the Winter War. Many of their officers probably communicated and coordinated in the good old fashioned one on one manner.

<sup>36</sup> **16.0 Night Turns.** The nights were long during the battle for Tolvajärvi, and the battlefield was blanketed in total darkness for about 15 hours a day. The sun rose around 7:00 a.m. and set at 4:00 p.m., with about an hour of dusk lighting at either end (*special thanks to Vesa Teräs for his research in this matter*). Making matters worse, the battle was fought under a new moon. Navigating by night must have been extremely difficult, especially under the tree cover of the woods. Out on the frozen lakes, the whiteness of the snow combined with light from the stars might have provided a bit of light. As if the darkness wasn’t enough to discourage troop movements, the nighttime temperatures plunged to well below freezing! Still, significant action took place at night.

<sup>37</sup> **16.2 Bonfires.** Bonfire markers represent Soviets which have set up camp and are trying to stay warm. The troops have not necessarily built a bonfire in the hex, though in many cases they may have done so—especially early in the game, prior to the first Finnish Night Raid. Early in the battle the Soviets certainly did build enormous bonfires, uprooting entire trees and setting them ablaze, and so the Finns receive a +2 DRM to their first Night Raid of the game. This simulates the element of surprise as well as the wanton excess demonstrated by the earliest Soviet fires, built without regard to a possible nighttime ambush. I was unable to locate any evidence of Soviets building bonfires after December 8th. My guess is that they probably continued to do so, but their fires were smaller and better hidden. They were probably built further from the frontlines as well. And wisely so. The Soviets also had stoves for warmth, but unlike the small, portable stoves of the Finns, these were large, awkward, and produced columns of smoke that instantly gave away their positions.



<sup>38</sup> **16.3 Sub-Zero Loss Table (SZLT).** The winter of ‘39/‘40 was the coldest winter on record for the century. And it was the second coldest winter in over a hundred years.

Sub-zero losses represent a wide variety of maladies apart from just freezing to death. Units which are eliminated by sub-zero losses are not necessarily dead. They have simply disintegrated, or they are too small to function as companies, in which case, they are probably absorbed into other units. Note that each *stack*

checks for a loss on the SZLT—not each individual unit. This subtle rule encourages players to realistically huddle units together prior to night turns. So the more large stacks you build, the fewer total losses you’ll suffer, on average.

<sup>39</sup> **16.4.1 Criteria for Night Raids.** Players might wonder why the target hex of a Finnish Night Raid must be at least 4 hexes from all Finnish units. This limitation is to simulate the nature of the raids. They were essentially guerrilla attacks aimed at the Soviet’s rear supply areas. Often intended for recon purposes, the raids also allowed the Finns to ambush targets of opportunity. Frontline Soviet units would be expecting attacks, and so the Finns must use traditional combat or assaults to dislodge such opponents.

Regarding Night Raid modifiers:

1. The first Finnish Night Raid of the game receives a +2 DRM, simulating Soviet surprise and lack of preparedness. This DRM also accounts for the fact that the Soviets originally built enormous bonfires consisting of entire trees that had been uprooted. Such bonfires were easy to spot and provided excellent illumination for the Finns. Pajari likened the situation to “target practice.” After the Finns’ first night raid on December 8th, the Soviets were much more conservative in their nocturnal festivities.
2. Pajari yields a +2 DRM when participating in Night Raids. Pajari consistently bolstered the morale of his men. He also knew their psychology well, including when to rally them into the fight, and when to allow them to retreat and tire themselves.
3. Target hexes containing a Bonfire marker yield a +2 DRM. The bonfires offer the Soviets protection from the elements, but they are glowing beacons for the Finns. They illuminate the Soviet troops while making it more difficult for them to see into the surrounding darkness. More importantly, Soviet units under Bonfire markers are resting and attempting to stay warm.
4. If the route to the target hex requires the expenditure of 7 or fewer MPs by all raiding units, the Finnish player receives a +1 DRM. Closer enemies are easier for the Finns to locate.
5. If the entire route to the target hex (but not including the target hex itself) can be traced via roads, frozen lake, or village hexes, the Finnish player receives a +1 DRM. This simulates the benefit of landmarks (lakes, roads, buildings) when maneuvering through the wilderness in darkness.

<sup>40</sup> **17.1 Special Rules 1. Change of Finnish Operational Stance.** Simulating the type of change in morale and momentum that ultimately ended in the rout and collapse of the Soviet 139th Rifle Division is a challenge for a game designer. The final rules are deceptively simple, but they can have a serious impact when used judiciously (i.e., at precisely the correct moment).

## 18.1 Miscellaneous Design Notes

Portions of this material were culled from a series of eight articles I wrote for the GMT website. I apologize if there is some redundancy between sections.

### Introduction

*A desperate battle for territory and survival is about to be waged across a snowy landscape of forests, swamps, and frozen lakes.*

The Winter War has all the makings of a great historical novel—an overwhelming attacker, a stalwart and determined underdog of a defender, and a stark, otherworldly setting. Throw into this mix the particulars of the Tolvajärvi battle—a loose and shifting front line, daring Finnish night raids, enormous Soviet bonfires, and a series of bold flanking maneuvers during the dark hours—and it seemed to me to have all the makings of an exciting and original game. It struck me as odd that there should be so few games available on this interesting and unique conflict.

I began collecting materials for a Winter War game as far back as the winter of 2004, although the seed had taken root many years earlier. I chose the battle for Tolvajärvi because it seemed this was a battle that might have gone either way. Morale was at least as important as tactics and firepower. If the Finnish defenses had broken mere hours earlier on the first day, the Soviet attack might have generated enough momentum to take the village. The back and forth fighting for Kotisaari Island also struck me as particularly interesting. Neither side could afford to yield this seemingly insignificant chunk of forested land, lest their opponent use it to launch attacks against their rear areas.

Before starting to work on *Red Winter*, I carefully considered the wargames on my shelf. Which ones were my favorites, and why? I came to the conclusion that the games I revisited the most were the ones that moved along at a brisk pace, kept both players engaged throughout, were well balanced, and featured a unique gaming situation. I think I have achieved all of this with *Red Winter* and I hope others will enjoy it as well.

Initially, I wanted to create a game aimed at “newbies” to the wargaming hobby. I felt it should be very simple—not much more complex than, say, *Napoleon at Waterloo*. This didn’t pan out. In brief, the battle of Tolvajärvi doesn’t make for a good beginner’s wargame. The battle has too many unusual aspects: sub-zero weather, fog, night raids, bonfires, the hotel which doubled as a miniature fortress, tanks tethered to the main road network, Finns on skis, the ad hoc provisional company, the many islands, and the frozen lakes themselves. I needed rules to handle each of these unique aspects, since I felt that leaving any one of them out would be to do an injustice to the game as a simulation. At some point I had to reexamine the direction the game was taking. Did I want to pare back the rules and keep things simple at the expense of historical detail? Or continue the trend towards more complexity? Eventually I opted for a compromise. I included all those historical bits that defined the battle and made it so unusual and interesting, but I used simple, often abstracted, systems to model them. I also relegated some of the historical “chrome” to the Optional Rules section of the Playbook. I left in the rules only those parts which I felt were absolutely necessary to convey the feel of the battle, and the difficulties and opportunities available to the generals on both sides.

Company sized units, 90 minute game turns, and 425 yards per hex turned out to be the perfect scale for *Red Winter*. While I enjoy many types of simulation games, I have always been most drawn to games at the “grand tactical” scale. Having played many Napoleonic era games at such a scale, I saw no reason that it wouldn’t work well for smaller battles of the Winter War or WWII—battles with no more than, say, two divisions per side. I like this scale because it highlights differing unit capabilities and keeps the game firmly focused on maneuver, while avoiding the endless “wristage” of morale checks and opportunity fire. The hex scale yields ranges of 1 hex for rifles, 2 hexes for LMGs, 3 hexes for HMGs and Soviet light tanks, and 6 hexes for medium mortars. SMGs and Molotov cocktails are figured into the rules for Assaults (essentially same hex combats).

### Design Goals

I started to work on *Red Winter* in late 2005 with three main design goals in mind:

- Highlight the similarities and differences between Soviet and Finnish rifle companies in December of 1939.
- The system should be generally applicable to other WWII era battles at a similar scale.
- Gameplay should be fast paced and interactive, with each player able to take his turn in about 5 minutes.

The final goal proved to be a rather big challenge. Key to achieving it was the development of individually simple mechanics for handling the unusual aspects of this battle, of which there are many (skis, frozen lakes, bonfires, night raids, the tourist hotel, etc.). I felt I needed to capture the unique flavor of each of these aspects while keeping the rules as short as possible. This meant the mechanics for these things needed to be finely crafted and thoroughly play tested.

An example of the type of “simple but effective” mechanic I was going for can be seen in the game’s unit recovery system, whereby reduced infantry units may attempt to recover to full strength during their Action Phase in lieu of other actions. This requires rolling a “6” or higher on a single 6-sided die. Units gain a bonus to the die roll for maintaining their distance from enemy units. This provides a simple yet realistic incentive for players to withdraw their reduced units to the rear and move forward fresh troops. During the final two days of the battle, the Soviets receive a penalty to their Recovery rolls, simulating a lack of replacement troops as well as sinking morale.

Night turns are governed by several simple rules which combine to give rise to many strategic possibilities. During each night turn (representing a 15 hour period of darkness) units have double their normal Movement Allowances. This means combat units can exploit gaps in the enemy’s front line, cross frozen lakes, or execute wide flanking maneuvers. However, such ambitions leave units susceptible to “sub-zero” attrition losses, simulating frostbite, desertion and poor morale from the extreme weather. Whether or not each stack (**note: stack, not individual unit**) suffers a step loss is determined by a simple 50-50 die roll. The interaction of these two night rules means that ambitious players may push their luck and gain the upper hand during night turns, all while the sub-zero loss rules encourage players to huddle their units together into stacks in order to reduce losses. Soviet units can build bonfires to avoid sub-zero losses, but in doing so become choice targets for Finnish night raids. The end result is that the night rules nicely mirror the night actions of the actual battle, all while remaining simple and offering the players considerable freedom of strategy.

In order to keep the unit density low (one countersheet of 5/8 inch counters), I opted to combine certain units. Thus, Finnish MG counters represent multiple sections of guns, and the MGs of each Soviet battalion are represented as a single company of 8 guns, rather than parceling them out to the infantry companies. Early decisions like these helped keep the counter clutter down, and the gameplay fast and manageable.

Ranged Attacks are normally used to support Combats in this game, which is how I felt it should be. They can also inflict step reductions on their targets, but they are most effective when used as Support. The “+1 per infantry company in the target hex” is a simple DRM which conveniently discourages wanton stacking of units. Pile too many companies in the same hex and your opponent’s artillery will pound you to dust!

The other main design goal for *Red Winter* was highlighting the similarities and differences between comparably sized Soviet and Finnish units. On the surface, these nations’ infantry companies appear very similar. Both consist of roughly 150 men. Both are armed primarily with rifles. In game terms, both have two steps and a CS of 5. The Finns’ MA of 6 is only marginally better than the Soviets’ 5. However, appearances can be deceiving...

Finnish infantry are equipped with skis and pay only 1 MP to enter frozen lake hexes, while the Soviets pay 1.5. Thus a Soviet unit can cross only 3 lake hexes per turn while a Finn can cross 6, and Finns can cross 3 woods hexes to Soviets’ 2, or 2 suo hexes to the Soviets’ 1. So a rather small disparity in movement ratings results in a rather large impact on maneuver.



Differences in weaponry are also highlighted. In theory, a fully equipped Soviet division in 1939 was equipped with 14,000 rifles, 578 LMGs, and no SMGs. Compare this to the Finnish division’s 11,000 rifles, 250 LMGs, and 250 SMGs. Many of the Finns at Tolvajärvi belonged to independent (ErP) or bicycle (PPP) battalions rather than regular army regiments, thus their weaponry was probably even worse than the above figures suggest.

The Soviet infantry companies have a much stronger Ranged Attack rating than their Finnish equivalents, representing their 3:1 advantage in automatic weapons at Tolvajärvi. Not only do the Soviets have more LMG firepower, but they also have a section of HMGs inherent in each rifle company. As a side note: I chose to incorporate the Soviet HMG sections directly into the RAS and range of the infantry companies rather than adding another counter.

This assumes that the two MGs have the same Movement Allowance as the infantry. While this is not entirely realistic, having a separate counter for each HMG section would have nearly doubled the number of Soviet units. It was a judgment call. Note that the HMGs inherent in the infantry companies are not to be confused with the battalion-level MG companies (8 HMGs each); these *are* represented by counters.

What the Finns lack in LMGs, they make up for in Suomi submachine guns—excellent close range weapons which yield a beneficial column shift for the Finns in Assaults. Thus we have two seemingly similar units with very different combat styles; the Soviet units will often achieve the best results by standing off at LMG and HMG range (2-3 hexes), while the Finns will attempt to close the gap with the enemy so as to reap the benefit of their SMGs (0 hex range). The predominantly wooded terrain favors the Finns’ up-close fighting style, but when the Soviets can position their MGs and heavy weapons with line of sight across the frozen lakes, they can use them to great advantage.

The make-up of Soviet and Finnish infantry companies further differs at the platoon level. Each Soviet company comprises three platoons, whereas each Finnish one comprises four. However, the Finns have fewer troops per platoon, so the total number of troops in a company is about the same. In *Red Winter*, only the Finns can break down into platoon-sized units (Optional Rule 20.2). In my research, I found no instances of platoon-level initiative by the Soviets that would warrant the inclusion of Soviet breakdown platoons. The Finns, on the other hand, operated in this manner on numerous occasions.

### Choosing the Scale

I set out to design *Red Winter* with a goal of having very low counter density—one sheet of counters. I wanted them to be the larger 5/8 inch size because I prefer larger counters. A look at the Order of Battle proved that the fighting near Tolvajärvi could indeed be gamed using a relatively small number of counters, if the units were mostly company sized. The number of combatants—roughly a division on either side—meant that then entire OOB would fit nicely on to a countersheet of 5/8” counters, with just enough room to spare for some markers and such. I was intrigued by the possibility of a company level game, having played precious few such games myself. As I began the early design process for *Red Winter*, I wondered why this scale was rarely used. I was soon to learn the reason.

Company level scale sits firmly in that netherworld between the tactical and operational. In tactical games, we traditionally see mechanics such as ranged attacks, lack of ZOC, opportunity fire, morale checks, and recoverable unit statuses such as pinned, suppressed, disorganized, demoralized, and routed. In operational games, we expect to see CRT-based combat, ZOC, and units with two or more steps.

I needed to determine which mechanics to use for a company level game. Was it better to simply go with the traditional mechanics from either tactical or operational games? Or mix and match elements from both? Or throw them all out the window and start over from scratch? What I ended up with is a mixture of all the above. There are some new mechanics, but there are also many classic ones that will feel familiar to players of tactical or operational level games. The unique mixture that was to become *Red Winter* (and *Operation Dauntless*, a Normandy game using the same system that I was

working on simultaneously) is the result of endless trial and error over six years of continual development and refinement.

The first step in deciding which mechanics to use, was to select a hex scale. I reasoned that once I decided on a scale, certain mechanics would logically present themselves. Fitting the action in and around Tolvajärvi on to a single map sheet was a driving motivation when choosing a hex scale. Picking a starting point was a simple matter of deciding on the area of coverage (the physical battlefield) and then enlarging or shrinking a hex grid until the battlefield comfortably held the number of hexes you'd expect to see for a single map game using largish 5/8" counters. And so in this manner I chose a reference point for further consideration. It so happened that a hex scale of roughly 425 yards per hex worked well for my needs, but I wasn't yet convinced that this scale would be my final selection. While ideal from a map perspective, I wondered how it would accommodate the units. I started to take a look at the weapon ranges. How far could the combatants shoot given 425 yard hexes? As a grand tactical game, I wanted the game play of *Red Winter* to focus on position and maneuver. To that end, differences in Movement Allowances and weapon ranges should be highlighted. Units, with the exception of artillery, should not be able to shoot clear across the map. Most units should have maximum ranges in the single digits. Examining my experimental scale of 425 yards per hex, I realized that rifles shoot about one hex. LMGs have a range of about 2 hexes, HMGs 3. Medium and heavy mortars have ranges of 6 and 12 hexes, respectively. Perfect! Of course, I was aware that close ranged weapons such as SMGs, grenades and Molotov cocktails don't really function as "ranged weapons" at this scale. But no matter, I thought. I could figure out a way to work them into the Assault routine.

Now that I was comfortable with the scale I'd chosen, I returned to the issue of basic mechanics. Almost everything fell into place. At 425 yards per hex, I reasoned, most firefights would take place at a range of a single hex, especially given all the forested nature of the map. Thus adjacent combats became the norm, and an old fashioned CRT seemed the logical choice. Finnish SMGs would yield a bonus only in Assaults (close combats), and the LMGs—and anything with even greater range—became part of a separate Ranged Attack routine. As a side note: The *Red Winter* CRT has changed quite a bit over the years. It started out using a single 6-sided die rather than the current 2d6 bell curve, and the average combat result used to be somewhat less severe. But it's still the same old odds-based CRT that wargamers know so well.

## Assaults

Obviously, simulating very close combats at a range of less than one hex would be necessary at this scale. Otherwise, infantry units wouldn't be able to affect tanks, and the Finns wouldn't benefit from their SMGs (incidentally, I ignored the game's anti-tank routine until much later). I saw no reason why I couldn't use a modified version of the same CRT used for adjacent hex combats, to resolve Assaults. Working from that premise, I got busy on what would eventually develop into the current Assault rules. In the end, it was not the CRT that was modified, but the set of relevant modifiers.

The Assault rules allowed me an opportunity to experiment with a design doctrine I'd had in mind since the beginning—using simple systems that give rise to subtle layers of depth. By making the Finns' MA one point higher than their Soviet counterparts, and requiring the attacker to pay +2 MPs to conduct an Assault, a "hid-

den" layer of depth emerges. The Finns can often move adjacent to their opponent and still conduct an Assault during the same Action Phase, whereas the Soviets will typically need to start their phase already adjacent in order to pull off an Assault. In game terms, this is no small difference. It significantly changes the way the two sides play the game. Yet no special rules of any kind were necessary—no artificial penalty placed on the Soviets' ability to conduct Assaults, no extra overrun or "exploitation" phase, etc.

## Ranged Attacks

Another hurdle was coming up with a ranged combat system which I felt was sufficiently quick and simple while still providing the right feel. What I ended up with is heavily abstracted, but I rather like it.

Intuitively, it seemed to me that at the company scale, most fire at ranges of 2 or more hexes would be more likely to pin or suppress units than flat out destroy them. I thought about the ways that fire affected units in tactical games—suppression, demoralization, etc.—and I also thought about the markers involved in denoting these temporary, recoverable states. If I used the flip sides of the unit counters to represent such a state, then I couldn't feature step reductions without the use of additional unit counters, markers, or off-map record keeping. I was certain that I wanted step reductions to be a part of the game, so I went about scratching my head and trying to come up with a way to represent a "worsened" state for units under fire, but without the extra clutter.

The solution to this dilemma was, once again, solved by choosing the appropriate scale—in this case, the time scale. Given 90 minutes per game turn, most units would return to normal fairly quickly (within one turn) after the offending ranged fired ceased. Thus I hit on a solution—a "use it or lose it" benefit from ranged fire. This benefit would need to be exploited via normal, adjacent-hex combat, or it would be lost at the end of the phase. In this way, markers were not necessary. (Right about now, you're probably saying "Hey, wait a minute!" since there are in fact Suppressed markers included in the counter-mix. These are really there just as reminders. As player become familiar with the combat routine, they will quickly discover that they don't need to use the markers. Since the effects of ranged fire don't linger from one turn to the next, players don't usually need to track which units were affected).



As I further refined the Ranged Attack routine, I included the possibility of step reductions on the RAT. Logic told me that one or more heavy machine gun companies, positioned in the woods beside a frozen lake, could and should be able to deal some real damage to infantry crossing the ice. Sure, they'd pin and suppress the unit,

but they'd also cause irrevocable losses. So I reworked the RAT to include step reductions on very high modified rolls. Now units can be destroyed by a Ranged Attack alone, but it's not easy to achieve this result. In general, you'll still want to follow up your Ranged Attacks with adjacent Combats. Units moving on the ice are the main exception. Fire on them whenever you can!

### **Lack of Combined Fire**

Some players will wonder why they're not allowed to combine their Ranged Attacks into a single die roll. After all, this would require fewer total die rolls. The answer, in brief: I always felt the combined fire approach was unrealistic. If your company is taking cover in a trench, does it really matter if one MG section or ten is firing at you? Well, yes, but to a much smaller extent than if there was a single mortar platoon dropping shells straight down on your heads. Any individual MG section should have a very slim chance of affecting a company-sized unit in this situation. Allowing players to combine their low-odds Ranged Attacks into one "super-attack" means that enough low-odds participants will eventually guarantee a favorable result. I felt it shouldn't. I couldn't justify simplifying the game via a combined fire rule; the additional wristage of multiple rolls was necessary to ensure the right sort of outcomes at this scale.

### **Artillery**

I've never felt entirely satisfied by games that incorporate artillery strengths directly into the attacker: defender equation. This approach assumes that the barrages are very accurate—which they were not during the Winter War\*—and it turns the combats into even more of a math exercise ("Hmmm, even if I add this artillery over here it's not going to change my odds, so I might as well not fire at all and save my ammo"). Other games use more realistic systems for bombardment (pre-plotted targets, delays, shifting, scatter, etc.) but they require extra markers, record keeping, and time. I wanted a system that was simple and quick, with instantaneous effects and reasonable outcomes, yet without additional markers or pages of rules. What I ended up with is a rather untraditional approach to artillery, and to Ranged Attacks in general. I will leave it to the player to decide if I have succeeded in my goals.

\* The Finns' particular problem had less to do with accuracy than it did with a sufficient volume of fire (see footnote 26, page 29).

### **Time Scale and Game Length**

The time scale of 90 minutes per game turn conveniently worked out to be perfect in terms of game length as well. The entire battle lasted five days, and by breaking down the days into rather largish chunks, the game became playable in a relatively short span of time. Thus I was meeting another of my design goals—a game that could be played to completion in a single, long sitting.

Note that although the counter density is low, infantry units do have quite a bit of staying power. This is a product of the time and unit scales. This is not to imply that Combats require a lot of rolling for little effect. I've played games like that, and I set out to design a game where that sort of thing doesn't happen. Every Combat has a specific result in *Red Winter*. Players who are careful to keep reserves and move reduced units to the rear can very often recover their reduced units to full strength. So even though the counter density is low, the units don't drop like flies. This has a desirable side-effect: When you do lose a unit, you really feel the pain! This helps with the dramatic aspect of game play.

### **Adjacent Defensive Support**

These rules gave me fits. During the development process, I experimented with many methods of adjacent support, ranging the gamut from none whatsoever to allowing all adjacent units to fire in defensive support. For almost two years, we playtested the game using the latter method. During this time, we also allowed the attacker to "pin" an adjacent enemy hex by designating one attacking unit which would not participate in the Combat. This unit could be used to prevent an adjacent enemy hex from using Adjacent Defensive Support. Some games call this tactic "soaking off," but note that in our test games, no actual Combat roll was necessary to stage such a diversion. Ultimately, I determined that this method slowed down the game, and it still didn't feel realistic. I eventually identified the need for Adjacent Defensive Support vs. attackers on the ice. All other situations that originally qualified simply went away.

For a time, mortars could perform Adjacent Defensive Support if stacked with friendly infantry, but playtesting revealed that the extra rule did not justify its weight (see also footnote 15, page 26).

### **Recovery**

One disadvantage of a markerless combat system is the difficulty in showing units of varying states of efficiency, apart from their reduced sides. I wanted reduced infantry units to have the ability to recover to full efficiency, but I didn't want it to be too easy for them to do so. Moreover, I wanted the mechanic to be something simple and intuitive—that is, simple rules concealing a greater complexity—the foundation of *Red Winter*'s design philosophy. The current unit recovery system is the product of this mantra, finely tuned to provide both depth and ease of play. The "roll a 6 to recover" mechanic may seem overly simple at first, but the subtle implications will quickly surface as a game unwinds.

The skeptics will surely ask several obvious questions. Can units keep on doing this indefinitely? What is a step reduction supposed to represent, anyway—a physical loss of manpower, or merely a recoverable morale state? And how can I ever destroy my enemy if he can simply recover over and over again?

First, units that attempt Recovery can't take any other action during their Action Phase. Second, units can't attempt Recovery if they are adjacent to the enemy. Finally, units gain a +1 DRM to their Recovery roll if they are 4 or more hexes distant from all enemies. This provides a realistic incentive to pull battle-worn units from the front lines while continuously rotating in fresh units. It also means that Recovery, in game terms, isn't as simplistic as it initially sounds based on reading the rules. There is more going on beneath the surface than what meets the eye. You have to figure that when you try to recover a reduced unit, you're wasting a turn to pull it back to a safe distance, then spending one or more turns making Recovery rolls, then yet another turn to move back into the action. So, on average, you'll need at least 3-4 game turns to get a reduced unit back to full strength. During these 3-4 turns, the enemy isn't simply ignoring your other units. The battle has continued, and there are likely to be more reduced units now than when you started the whole process. The net result of all this, in case it isn't obvious, is that you can't simply recover your units each and every time they are reduced, or you'll lose the game. The number of units which actually do recover is, I think, reasonable and believable. Also note that you can't rotate in fresh troops to fill the gaps if you haven't saved any fresh troops for that purpose. So the simple "roll a modi-

fied 6 or higher” mechanic has yet another important implication on gameplay—it encourages players to keep reserves.

What is Recovery supposed to be simulating—a recoverable morale state, or fresh replacement troops? The answer, in simplest terms, is “both—but mainly the former.” Going with a markerless Combat/Recovery system necessitates a bit of abstraction and imagination. I don’t feel the end result is any less realistic than that achieved by other, more complex games. I think the abstract approach makes sense given the unit and time scales.

What’s to prevent a unit from recovering over and over? Well, nothing. However (and here we go with the “hidden layers” again), the Soviet player receives a penalty of –1 to his Recovery rolls during the final two days of the battle. Since a roll of “6” is needed to successfully recover to full strength, this effectively means that the Soviet player no longer has any chance of success, unless he also receives a +1 DRM to cancel this penalty. This means that the Soviets need to pull back 4 or more hexes from the front just to have a measly 1 in 6 chance of success. That could take quite a few turns of doing nothing else with the unit. Also figure in the two turns to withdraw and then return to the frontlines, and ... well, you get the idea. The net result, in game terms, is a gradual but noticeable decline in the number of full strength Soviet units on the map. So the deceptively subtle –1 DRM has an enormous impact on game play over the course of the campaign game.

### Night Turns

By the time I felt satisfied with the night turns, and felt convinced that all the night rules justified their weight, I had ended up with four separate but interrelated mechanics: Double Movement, Sub-Zero Losses, Soviet Bonfires, and Finnish Night Raids. It is these that give the night turns their flavor in *Red Winter*. The individual rules are quite simple; taken as a whole, their interactions provide a wide variety of strategies and considerations. The end result: The night turns nicely mirror the night actions of the actual battle.

It was not always so. It took me a couple of years to arrive at the current night rules. Originally, I playtested the game with the standard 90 minute turns for night turns. Not only was the game too long (the nights seemed to last forever!) but units were far too active over the course of the night, accomplishing much more than what was historically possible given the weather and lighting conditions. I briefly considered inventing new rules to handicap the units and “reel them in” during night turns, but soon paused to examine the direction of the game design. I tried other options before settling on a single, long, night turn. For a time, each night turn represented double the normal turn length — 3 hours per night turn. With 15 hours of darkness, this still allowed too much freedom. I eventually tried two night turns per day, and realized that I was getting close. There was still one major problem. Opposing units could easily react to your movements during the first of the two night turns, heading off your flank marches and plugging holes in their lines before your forces could arrive to slip through them. Since the game thus far had no explicit fog of war rules, I realized that two night turns per day wouldn’t produce realistic results unless I incorporated new rules for dummy units and fog of war, thus upping the complexity of the game. So I was right back where I started.

It wasn’t until several months later than I suddenly hit on the idea of limiting the nights to a single turn, and simply increasing units’ Movement Allowances. I first tried increasing them by only two or three MPs, but I quickly realized that the boost needed to be

more dramatic if units were to achieve the same kinds of surprise maneuvers that marked the actual battle. Just as a reference point, I experimented with doubling the printed Movement Allowances. To my surprise, it worked beautifully. I’ll be the first to admit that simply doubling a unit’s movement on night turns sounds remedially simple and even a bit suspect, but it works out very well in play. It encourages and produces exactly the kinds of maneuvers I was going for. Of the methods we tested, it was by far the simplest to remember and implement.

Newcomers should be reminded that units aren’t actually moving further at night than during the day. Given the 15 hour night turns, they’re actually more restricted. But they are less likely to be intercepted by opposing units because they can perform this movement during a single turn.

As I did more playtesting using the new night rules, I realized another problem. Under the lure of the Double Movement ability, units could now cross vast distances and potentially end up in the enemy’s rear areas (so far so good). But I needed something to simultaneously discourage this sort of behavior, even while the double move screamed to be used. It’s pretty obvious why the units at Tolvajärvi didn’t perform ambitious attacks or maneuvers every night of the battle. It was cold. It was dark. The men were exhausted. They hunkered down at night around their bonfires or camp stoves and tried to stay warm. Units that moved around too much often became lost. Morale might suffer, and desertion might even become an issue. Then there are physical factors such as frostbite and hypothermia.

I decided the best way to handle the situation was to make night actions a gamble. Units could “push their luck” and try to gain the upper hand, but in doing so they risked taking attrition losses from the harsh weather conditions. And so the Sub-Zero Loss Table was born. I call it a “table” but in reality the mechanic is so simple that the table won’t be needed once the players have used it a time or two. As with the game’s unit recovery mechanic, the SZLT will quickly be committed to memory. The interaction of the Double Movement rule and the SZLT creates an interesting conundrum for players. Ambitious players will want to accomplish as much as possible during night turns, while the SZLT encourage them to do absolutely nothing with their units. Add to this mix Finnish Night Raids and Soviet Bonfires, and you have a world of possibilities. The night turns almost become their own “game within a game.” And setting up for night turns during the prior dusk turn requires a certain strategy in and of itself (see 21.0 for some tips).

### Solitaire *Red Winter*

Although designed primarily as a two player game, *Red Winter* is ideal for solitaire play because there are no cards or hidden information of any kind. The “fog of war” comes in part from the units’ generous Movement Allowances during night turns, and the Finns’ ability to strike nearly any hex on the map via Night Raids. These and other mechanics produce a game with continually shifting opportunities. Each side must exploit the enemy’s missteps as they occur. Remaining flexible in turn to turn operations is at least as important as long-term planning. This should keep the gameplay fresh for the solitaire player.

## Morale

The morale rules are deceptively simple, but they were not always so. I needed a way to encourage the Soviet player to take risks and grab territory on the first day. I also needed a way to encourage him to make Assaults on that day, assuming the Finnish player was foolish enough to grant him the opportunity. The solution was to grant a 1R column shift to the player with higher morale, and to double this to 2R in Assaults. This has some interesting effects that might not immediately be apparent. For example, on Dec. 8 when the Soviets have the edge in morale, their 2R column shift in Assaults more than offsets the Finnish SMG bonus, yielding them a net 1R whether in regular Combat or an Assault. During the final days of the battle, when morale favors the Finns, the 2R combined with their 1R SMG bonus gives them a powerful net 3R modifier in Assaults. Thus the Soviets can only remain static for so long. They will have to make a fighting retreat to survive, mimicking the historical actions of the late battle. Both situations—early Soviet offensive and late Soviet fighting retreat—are thus simulated without the need for any special rules. The same simple morale rule covers them both.

Some players might find complaint with a fixed morale system that dictates exactly when shifts in morale take place, without a direct correlation to game events. While I could have tied game events to some sort of morale track, I opted not to for two reasons. The first, as always, was simplicity. But more importantly, I felt that the overall outlooks and motivations of the combatants should mainly be tied to events beyond their control—namely, the battles taking place to the north and south. The battle for Tolvajärvi was not fought in a vacuum. Had the Soviet attack near Ilomantsi succeeded, the Finns at Tolvajärvi would have found themselves surrounded. Surely the combatants on both sides were well aware of this. On Dec. 8, when the Soviets seem unstoppable, the Finns were both exhausted and demoralized. But as the Soviet off-map advance was halted and the good news reached Finnish ears, the Finns at Tolvajärvi must have felt their energies renewed. Additionally, a steady stream of Finnish reinforcements and supplies had begun to arrive at the front. A once hopeless situation now held a glimmer of hope. The impossible had become possible. By the time two additional independent battalions arrived on the night of Dec. 11/12, the Finns were ready for a spirited counter-attack.

Let's also consider the fixed morale rules from the Soviet perspective. The Soviets thought the Finns would surrender and the war would be over in less than a week. Their earliest encounters with the Finns seemed to support this notion. The Soviets marched into Finland with great confidence, never expecting the Finns to put up a serious fight, let alone halt their advance. Many even expected to be hailed as liberators. By the time the battle for Tolvajärvi was well underway, it was becoming increasingly apparent that Soviets were dying (at Tolvajärvi and elsewhere), and dying by the droves. Thus by Dec. 11 the morale had shifted, and the Finns now enjoy the advantage. Again, this is due mainly to events beyond the scope of the Tolvajärvi battle.



*Different models of the T-26 tank were commonly fielded in the same battalion.*

## Tanks in the Winter War: The T-26 Family of Soviet Tanks

The T-26 is actually a family of tanks, and appears in a record amount of 53 variants. Over 11,000 were produced. The earlier models used the same Vickers-Armstrong chassis as the British 6-ton Vickers tanks bought by Finland in the 1930's.



*T-26 m31 tanks on parade, Soviet Union.*

The twin-turreted T-26 m31 was produced from 1931 to 1933, making it the most common tank in the Red Army until 1941. Over 2,000 of these tanks were produced. The T-26 m31 was a rather light tank, weighing about 8.7 tons and having between 6 and 15 mm of armor protection. It was capable of a top speed of about 28 kph. During the earliest weeks of the Winter War, these tanks proved very effective against Finnish machine gun nests, as they were virtually immune to return fire. Sporting a 7.62mm machine gun in each of two independent turrets, the T-26 m31 had no main gun and was intended for use against enemy infantry and machine guns; at this task it excelled. Its light armor and lack of a main gun made it totally unsuitable for fighting enemy armor. Of the armor in *Red Winter*, these tanks are the most effective, given that the Finns have only infantry (and no tanks) at Tolvajärvi.





*The T-26 m33 tank with the rail antennae and turret spot-lights.*

The 9.5 ton T-26 m33 was produced from 1933 through 1938. It sported a 45mm gun and one or two 7.62 mm machine guns. Armor thickness was slightly better than previous models, but still tops out at 15 mm. Maximum speed and range were comparable. This model is identifiable by a cylindrical turret atop a base with vertical faces. Some tanks of this model were fitted with rail-shaped turret antennae. Others were fitted with turret spot lights for night fighting.



*T-26 m31 at left, m33 at right. Both tanks are in Winter War white-wash. In December of '39, not all Soviet tanks had adopted the winter color scheme; many were still green..*

The T-26 chassis was used for some other, more unusual, versions as well. The flame-throwing ChT-26 and ChT-130 chemical tanks were used to combat heavily fortified infantry. There is evidence to suggest that the Soviets may have had a company of these tanks near the front line at Tolvajärvi, along with a number of T-37's, rather than the T-26 m31 and m33 models portrayed in the game. By the time I had this information, it was too late to playtest and incorporate it into the game, even as an Optional Rule. Keep your eyes open for a Chemical Tank add-on for *Red Winter*, possibly to be released in C3i Magazine or online via the GMT website.

### **Armor at Tolvajärvi (or “Tanks, But no Tanks”)**

As to why the Soviets waited so long at Tolvajärvi to commit their tanks (and even then, only committed a few), we can only take educated guesses based on what we know.

- 1) **Mechanical problems.** It's possible that some of the tanks were suffering mechanical difficulties due to the harsh weather and road conditions.
- 2) **Combat casualties.** The battalion may have been understrength because the Soviets lost some tanks prior to Dec. 10/12. A couple of tanks were lost when crossing Ristisalmi as the ice wasn't yet strong enough. It's also possible that the Finns knocked out one or more tanks during their fighting retreat. However, I find this unlikely. The accounts of the Finns' encounters with this tank battalion prior to Dec. 10/12 indicates that the Finns were fleeing in terror when they encountered tanks (“panssari”). After being overrun several times, the Finns were in a state of panic at the mere sound of tanks approaching, or even rumors of tanks approaching. And there was no contact with tanks during the first four days of the battle at Tolvajärvi.
- 3) **Reserve designation.** When the true defensive strength of the Finns was realized, the Soviets may have decided not to risk such a valuable resource. Because the Soviet field guides noted Tolvajärvi as a likely choke-point, Belaev planned to envelope the Finns in a long flanking move. He may have been withholding the tanks until just right moment—a moment which never arrived due to the Finns' spirited counter-attack on Dec. 12. **Note:** Task Force Talvela's war diaries mention knocking out a single tank on Dec. 10. See the Historical Notes of scenario 17.5 for details.
- 4) **Limited usefulness.** The Soviets normally used their tanks to conduct overruns and achieve breakthroughs during the Winter War, but the situation at Tolvajärvi did not afford this. The Finns reported that the tanks they knocked out on Dec. 12 were advancing single file up the road near the hotel, and this is in line with what we read in Soviet sources. The mixed forests of Finland are not particularly dense and have minimal undergrowth during the winter; tanks could be used off-road to great effect in many situations. But while roads at Tolvajärvi are rather limited, so are the number of alternate routes due to all the impassible lakes and bogs, and the “choke points” such as straits and bridges. The tanks at Tolvajärvi didn't have the luxury of effective off-road deployment, even if Soviet tactical doctrine had allowed for it at this stage of the war.
- 5) **Vulnerability to night raids.** After the Finns' night raid three mornings prior, the Soviets may have been worried about further guerilla attacks into their rear supply areas. They may have left their tanks near the artillery park in order to guard the guns and their supply chain. If the guns needed to be evacuated, the T-37 component of the tank battalion might have been necessary to provide the towing.



*Swedish volunteers inspect a captured Soviet T-37 tank.*

- 6) Obsolete elements.** The Soviet tank battalion may not have been as powerful as we might imagine. We don't know exactly which Tank Battalion was supporting the 139th Rifle Division. Prior to the Winter War, the tank battalions had been renumbered and no longer assumed the formation ID of the division with which they operated. In the well-documented 8th Tank Army, tank battalions each comprised 21-38 tanks, with the average being about 30 tanks per battalion. While this sounds like a lot, closer examination of the data reveals that over half of these were not in fact the expected T-26 type tanks but the smaller, obsolete, and unreliable T-37 models normally relegated to towing artillery and AT guns during the Winter War. So it's possible, and even likely, that half or more of the tank battalion at Tolvajärvi was on towing duty.



*Soviet T-37 tank towing a 45mm anti-tank gun.*

- 7) Traffic jams.** As mentioned previously, the road network was horrible. We know that the artillery was spread out along the road and unable to provide support at the beginning of the battle. The majority of the tanks may have been stuck in the rear.

I believe that the most likely reason the Soviets withheld their tanks is some combination of points three through seven. I also believe that a bolder and more liberal application of Soviet armor during the earlier days of the battle might have caused the Finns to break, granting the Soviets access to Tolvajärvi and eventually Korpiselka. The Finns blew the bridge at Ristisalmi, and this may have delayed the tanks further. They were certainly too heavy for the ice, so the Soviet engineers would have been required to build a makeshift bridge across the narrows.



*A Soviet T-26 m33 crosses a bridge built by engineers, Dec. 1939.*

## Scenarios

Players may wonder why I did not include a “Sausage War” scenario—that pivotal battle on the night of Dec. 10/11 when a Soviet battalion of the 718th Regiment conducted an ambitious flank march in pitch darkness, falling on the Finnish flank near their HQ, only to be utterly annihilated when they paused to devour the captured sausage soup simmering in the Finnish field kitchens. Don't worry—this scenario is likely coming as a post-publication release. In brief, I opted to leave it out of the box because the action was centered at and beyond the west edge of the game map. Additionally, it required too many special rules—mandatory fog or war and Soviet forced march, just to name a couple. Also, as the entire maneuver and battle took place over the course of a single night (one game turn), I realized that it would need to operate outside the usual turn scale of *Red Winter*. Stay tuned—your sausage soup is on its way.

## Conclusion

*Red Winter* has been a labor of love, and I hope some of my enthusiasm has rubbed off on the reader. The research, development and design process has been an intense and immersive experience for the past seven years of my life. I tried to create something that I myself would love to play, and in that regard I've succeeded. I think casual gamers will enjoy the game's simple systems and short scenarios, while grognards will appreciate the full 32-turn campaign and wealth of Optional Rules for greater realism. I also think gamers will want to revisit *Red Winter* again and again due to the game's fast pace, abundance of scenarios, and many possible strategies.

~ Mark Mokszycki (designer)



## 19.0 Historical Notes

The following notes were lifted and condensed from some articles I wrote for BGG, CSW, and the GMT Games website.

### 19.1 Prelude to the Winter War

It was the winter of 1939 and the Russo-Finnish “Winter War” was about to begin. The world held its breath and waited while the tenacious Finnish defenders successfully fought off, for a time, a vastly superior Soviet force including thousands of tanks, artillery, and aircraft, and hundreds of thousands of Soviet soldiers.

The war between the Soviets and Finns can truly be described as a David and Goliath struggle. The population of Leningrad alone was greater than that of the whole of Finland in 1939. The future appeared grim for Finnish independence.

The battle at Tolvajärvi was a turning point of the Winter War. It was the first battle where the Finns managed to face the Soviet invaders with roughly equal numbers. It was also the first notable Finnish victory of the Winter War.

The reasons for the Winter War can mainly be traced to the Soviet Union’s growing distrust with Germany. The Soviet Union wished to cede or lease the seaward approaches to Leningrad, but negotiations with Finland came to naught. In October 1939, the Soviet Union demanded that the border between the two nations on the Karelian Isthmus be moved to a point 30 kilometers west of Viipuri. It also demanded the cession of the islands in the Gulf of Finland. These changes would effectively create a “buffer zone” should Nazi Germany commence hostilities against the Soviet Union. Although the Soviet demands were cause for debate among the Finnish government, Finland ultimately refused.

By November of 1939, over a million Soviet soldiers were in position and prepared to invade Finland. But if the Soviets had one thing going against them, it was their own overconfidence. Knowing that the Finns could not hold out for long against a foe so overwhelmingly superior in size and technology, the Soviet expectation was that the Finns would surrender as soon as the first shots were fired. Thus the Soviets had supplies for only a 10-12 day campaign. This meant their food, ammunition, and fuel supply was limited to less than two weeks. It also meant the soldiers were not prepared for extended fighting in winter conditions—they were dressed in their summer uniforms.

Spirits were high among the Soviet troops just prior to the invasion. They sang songs around their camp fires, telling stories of how the “Red Finns” of the region would view them as liberators and welcome them with open arms. Some Soviet divisions even had their own media reporting teams and marching bands. The Soviet expectations were clear: they would enjoy a quick and complete victory, and cause for a grand celebration was close at hand.

But the path to victory would not be so easy. Finland is a rugged land of 60,000 lakes and forests of pine, spruce, and birch. In 1939 it was populated with only 4.5 million people scattered over 130,000 square miles. Its winters were long and cold, with lakes frozen solid and the forest blanketed in snow from November until April, and with only a few hours of daylight each day. But the people here were accustomed to such winters, and they demonstrated *sisu*—guts and tenacity.

On the morning of November 30, 1939 the Soviet Union declared war on Finland. Their pretext for war was that the Finns had fired artillery across the border. But Finnish Field Marshall Mannerheim, suspecting such an accusation, had pulled all Finnish artillery out of range of the border, just so that no such “accidents” would occur. The Finns claimed that the Soviets shelled their own troops. Years later, Russian historians would examine the debacle in depth and claim evidence that the shelling

likely came from Finnish mortars which were practicing within range of the Soviet positions. Whatever the true cause and intent of the shelling, the Soviets were quick to seize on the opportunity to declare war. Wasting no time, Soviet bombers unleashed a downpour of destruction on the Finnish capital of Helsinki. The order went out to attack, and some 450,000 Soviet troops swarmed across the border into Finland.

One prong of the Soviet attack came in the south, just north of Leningrad, against a narrow 90 mile front of trenches, bunkers and strongpoints known as the Mannerheim Line. Often likened to France's Maginot Line, the Mannerheim Line was Finland's key defense. It was located between two large bodies of water: Lake Ladoga and the Gulf of Finland. Stalin knew that his forces had the sheer numbers necessary to overtake the Mannerheim Line, but he also knew that this approach would be very costly.

North of Lake Ladoga is a vast, snowy wilderness of forests, lakes and wetlands. This 600 mile wide wilderness front was almost indefensible due to its vast size and the meager Finnish forces available. It was here that the Soviets had deployed 20 powerful divisions.\* It was here where a Soviet breakthrough could threaten the strongpoints of the Mannerheim Line and thus Finnish independence.

The Soviet 139th Rifle Division, featured in the game, was one such division deployed in the region north of Lake Ladoga. Each division comprised 3 regiments, each in turn comprising 3 battalions of 3 rifle companies each. Each battalion had a supporting company of 8 HMGs. Each regiment had the support of 82mm medium and 120mm heavy mortars (although evidence suggests that the 139th did not have their 120mm mortars), 45mm AT guns, and 76mm infantry guns. The division was supported by a battalion of tanks (mostly T-26 and T-37 types) and one regiment each of light (76mm and 122mm) and heavy (122mm and 152mm) artillery, each comprising 3 battalions of guns.

The 139th Division was tasked with advancing up the only main road in the region—a highway that crosses the Aittojoki River, continues through Ägläjärvi, and then beyond Tolvajärvi to the city of Korpiselka. Its next goal was to sweep south to cut the railroad at Värtsilä, placing it in the rear of the Finnish 4th Corps. In order to achieve this, it would punch a hole through the Finns' meager defenses and advance quickly using their tanks and infantry, creating havoc and cutting off Finnish forces to the south. If they could achieve their goals in this sector, the Soviets could seriously threaten the Mannerheim Line from the rear.

The 139th Division crossed the Finnish border near Suojärvi. The Finns had very little in this region to oppose it—independent battalion ErP10, led by Major Paloheimo, and support from two vintage field guns. The Soviets outmaneuvered the Finns, who were forced out of their defensive positions by the threat of encirclement.

**Game Note:** These Finnish units begin the game off-map, having retreated west of Tolvajärvi in order to rest and recover. They will return on December 12th.

\* This number refers to the total number of Soviet divisions deployed there over the course of the four month war. The number of divisions which actually attacked during the early stages of the war was more like 12-14.

## December 2, 1939

The Finns of ErP10 fell back to the Aittojoki River. Here they were joined by ErP112.

**Game Note:** One company of ErP112 begins the game on the map in the town of Tolvajärvi, where they are recovering. They are at reduced strength but can be returned to full strength by the Finnish player via

Recovery rolls or expending RPs. The remainder of ErP112 enters the game on the morning of the second day of the battle (Dec. 9).

The Soviets advanced up to the Aittojoki River during this day, but they did not yet press the attack. Colonel Paavo Talvela petitioned Finnish commander-in-chief Gustav Mannerheim to give him command of the sector. He asked for the release of Infantry Regiment 16 (JR16) of the Finnish Army. JR16 comprised 3 battalions, each consisting of three infantry companies with the support of 12 HMGs, plus regimental support of three 81mm mortar platoons, a field engineer platoon, and four batteries of light field guns.

The 139th Division advanced westward very quickly along the single main road in the region, pushing back the outnumbered Finns of Task Force Räsänen in victory after victory. This task force consisted of ErP10, ErP112, PPP7, and elements of JR37, and was the equivalent of roughly three battalions. Outnumbered three-to-one, the Finns faced even longer odds in the Soviets' vast superiority in artillery and automatic weapons, and complete monopoly on tanks.

These early victories of the 139th Division might be viewed as a microcosm of the Winter War. Both sides expected that the Finns, against such overwhelming odds, had no real chance of victory in a prolonged war. The Finns were hoping to delay the Soviet advance long enough for other nations to send them sufficient aid. Sadly for the Finns, significant aid was not to come. Some 11,500 volunteers from other nations entered the war, but the net effect was too little, too late.

## December 3

Resistance was beginning to seem futile for the outnumbered Finns. Given half a day to organize, the Soviets could bring vast quantities of artillery to bear on the Finnish strongpoints. Worse still were the Soviet tanks, which now had overrun the Finns numerous times. The Finns had not been adequately trained to take on these steel behemoths, and their own armor and anti-tank weaponry was almost non-existent. They fled in disarray upon encountering the Soviet tanks. After being overrun several times in several days, the Finns' nerves were frayed. Soon, even the rumor of approaching tanks was enough to send many Finnish soldiers into a state of frenzied panic. The Finns fell back to Ägläjärvi. Note that the name Ägläjärvi refers to both the town and lake.

## December 4

On the evening of December 4, 1939, the Soviets routed the Finns at Ägläjärvi. The Finns clung to the town for a time, but were once again forced to fall back before being completely surrounded by the Soviets, who successfully executed flanking maneuvers time after time.

The 139th Rifle Division halted momentarily to catch its breath at Ägläjärvi. Making better progress than the other Soviet divisions along the 600 mile front north of Lake Ladoga, the 139th was prepared to achieve a breakthrough. If it could manage to advance another twenty or so kilometers westward, it could then swing south, and outflank the Mannerheim Line.

Finnish Colonel Paavo Talvela was already thoroughly familiar with the terrain north of Lake Ladoga. He had extensively wargamed the very situation now at hand, and also led troops in the region during the Finnish civil war. Talvela chose the place for his weary and tattered Finns to make a stand: a lake called Tolvajärvi.

Belaev (also commonly spelled "Beljajev"), commanding the Soviet 139th Rifle Division, realized that the Finns would likely assemble a defense at Tolvajärvi, some 20 km to the west of his current position at Ägläjärvi. It was here that the main road was most defensible due to

a series of narrow straits and bridges across frozen lakes. The Soviet forces were limited to this main road network to a large extent due to their extensive “comet’s tail” of motorized supply units. Belaev knew that the region around Tolvajärvi would provide excellent terrain for the defenders, and so he began formulating plans to unhinge the Finns’ defenses there. He dispatched the 718th Rifle Regiment (one third of the division) to the north, in order to sweep back south and outflank the Finns holding Tolvajärvi village. These men would spend the next five days marching through a snowy wilderness of forests and frozen wetlands, all the while engaged with elements of Finnish detached battalions (ErPs). The other two regiments, the 364th and 609th, continued up the main road towards Tolvajärvi, pressing the Finns as closely as possible so as to not allow them time to mount a strong prepared defence. The 364th Rifle Regiment was to take the lead in this drive.

Belaev was correct about where the Finns would make their stand. Tolvajärvi (the name given to both lake and village) lies some 20 km to the west of Ägläjärvi, where the main road crosses a very narrow spit of land between the three frozen lakes—Hirvasjärvi, Myllyjärvi, and Tolvajärvi (**Note:** “Järvi” means “lake” in Finnish, as you might guess). Along this narrow spit was situated a tourist hotel. This unique building would become highly contested on Dec. 12 (the final day of the game). Atop a steep 18 meter hill, the hotel offered a sweeping view of the region. The impressive structure dominated its surroundings. The Soviets improved its ground-level granite walls and second story made of large wooden logs by adding sandbags and cutting loopholes.

### December 6

This day saw the first organized counter-attacks by the Finns. Because the Finns did not realize they that faced an entire Soviet division, the attacks were destined to failure.

**Game Note:** December 6 is beyond the scope of the game *Red Winter*, which begins on Dec. 8, but it probably wouldn’t offer a very satisfying gaming experience anyway; the Soviets are a steamroller at this point in the war. But the Finnish units involved in these early encounters, including ErP9 and PPP7 do appear in *Red Winter*.

Lt. Col. Aaro Pajari arrived near Tolvajärvi this evening and ordered Bicycle Battalion 7 (PPP7) to hold the Ristisalmi passage until the morning of the 8th.

Despite their motorized supply chain, not all Soviet forces were completely tethered to the roads. The rifle companies had already demonstrated sound tactics in flanking maneuvers and off-road marches through the snowy woods and wetlands. They would do so again at Tolvajärvi.

It is a common misconception that the Soviets did not successfully use flanking tactics during the Winter War. The most vivid images of the Winter War are of hoards of Soviet troops employing ill-conceived human wave assaults against well-defended Finnish positions. While such massacres did take place (especially to the south, near the Mannerheim Line), Soviet doctrine actually encouraged the outflanking of Finnish defensive positions. The Soviets did so time and time again, with a high degree of success, during the first weeks of the war. During its advance, the 139th Division utilized every foot, horse and goat trail available in the region, consistently putting the Finns in danger of being surrounded. It repeatedly caused the Finns to fall back just as they began to dig in. Eventually, the Soviets even took their tanks off road and into the woods, finding them much more useful when employed in this fashion rather than tethered to the road network. But during the first weeks of December, 1939, the Soviet commanders were

not yet so creative with their tanks. The tank battalion attached to the 139th Rifle Division was kept mainly in reserve, probably to guard the artillery and supply vehicles from marauding Finnish raiders. Its component of T-37 amphibious tanks were probably used mainly as towing vehicles rather than in a fighting role.

Also on December 6, Finnish independent battalion ErP9 was transferred to the front using motorized transports, bringing Task Force Räsänen’s total manpower to almost 5000.

**Game Note:** These units are out of the action by the time the game starts. But they return on the final day of the battle (Dec. 12), just in time to participate in the Finns’ big counter-attack. As an exception to this, the HMGs attached to ErP9 begin the game near the village of Tolvajärvi.

### December 7

Two regiments of the Soviet 139th Rifle Division continued their advance up the main road to Tolvajärvi. Defending the road, Finnish PPP7 gave it their best effort, managing a prolonged fighting retreat. But by evening their retreat had become more panicked. The men were spread out and disorganized, and some had abandoned their weapons. Pajari allowed the men of PPP7 to continue to retreat and tire themselves out. He knew this battalion would be of no further use unless they were allowed to rest away from the action. This is one demonstration of Pajari’s considerable skills in psychology; he understood the minds of his men.

**Game Note:** The PPP7 bike battalion begins *Red Winter* in a reduced state, recovering in the village of Tolvajärvi.

Also on Dec. 7, Pajari returned to the frontline with elements of a mortar company and two MG companies. He took control of Task Force ‘R’, which was renamed to Task Force ‘P’. Pajari’s force attempted to hold the Kuikkajärvi narrows just east of Tolvajärvi. Although he was pushed back on to the Kivisalmi straits by the ferocity of the Soviet advance, he was able to delay it just long enough for JR16 to arrive behind the front.

**Game Note:** These narrows appear on the game map in the lower right hand corner.

## 19.2 Tolvajärvi: The Battle Begins (Dec. 8-9)

### December 8

**Game Note:** December 8, 1939, is where the game begins.

Newly arrived at the front, the units of 1/JR16 (the 1st battalion of JR16) were tasked with weathering the Soviet onslaught throughout the critical first day of the battle. The Finnish battalion fell back in disarray when faced with an organized Soviet attack, but it bought enough time for the formations across the lake to dig in and recover.

1/JR16’s failure to hold is a bit of a mystery, but our research uncovered several possible causes. First, it appears that in the confusion, the Finns of JR16 were shelled by their own mortars when they arrived near Kivisalmi Bridge. Second, the mortar debacle, in combination with recon reports that a Soviet regiment was in the process of outflanking Tolvajärvi from the north, may have led the Finns of 1/JR16 to believe that the mortar shells from behind them were in fact from a Soviet force that had arrived to surround them. This is only a theory, but apparently “an order came from somewhere that positions on the northern wing had been breached and, because of the threat of being inside a motti [see 22.0], everyone had to retreat.” Third, the officers leading two of the companies of 1/JR16 were not suitable for their roles. This probably didn’t help the Finns’ resolve. Fourth, this battalion was from Tampere and was made up of factory

workers used to electric lighting. The men had little or no experience in wilderness survival, let alone pitch-dark night actions in constant contact with the enemy. Special thanks go to Vesa Teräs for his work with the Finnish texts on this topic.

At about the same time that the Soviets launched their attack near Kivisalmi Bridge, 3/JR16 arrived in the vicinity of Tolvajärvi village. Rather than participating in the defense near the bridge, they headed to the village and began to dig in. By nightfall, the Soviets had managed to capture the tourist hotel, setting up their HQ on the second story. They were unable to dislodge the Finnish defenders from the nearby gravel pits. The Soviets immediately began fortifying the chalet-style hotel. Because it sat atop a hill along the main road and was the only truly defensible man-made structure in the greater area, the hotel was of vital importance to both sides in this battle. Soon it was bristling with Soviet MGs. Recapturing it would not be an easy task for the Finns.

### **December 8, p.m.**

As darkness fell, 2/JR16 arrived at the front, completing the regiment except for some engineers and mortars which would arrive the following day. The Finns positioned themselves west of Hevossalmi Bridge and prevented the Soviets from continuing their drive in that direction. Unknown to the new arrivals, two companies from 2/ and 3/JR16 would soon accompany Pajari in a bold night raid against the Soviet camps.

Meanwhile, the Soviets captured Kotisaari Island. Only a platoon of Finns defended the island, and they pulled out voluntarily and without heavy losses. Kotisaari was heavily forested and rugged, with one small settlement at the north end of the island and a crude trail running north-south. Like the tourist hotel, however, Kotisaari Island was vital to the success of both sides in this battle. It could be used as a launching point for flank attacks against the enemy. If controlled by the Soviets, the village of Tolvajärvi became vulnerable to attacks from the south and east instead of just from the main axis of advance along the road. If controlled by the Finns, the Soviet supply line and artillery park became vulnerable. The Soviets immediately begin digging in on Kotisaari Island. Their plans called for an attack across the ice against the village on the following day

### **December 9, a.m.**

In the early morning hours of Dec 9, Pajari, along with the 4th and 9th companies of JR16, crossed the south end of Lake Tolvajärvi under the darkness of the new moon. His plan was to discover the Soviet encampment and attack with the advantage of surprise. PPP7 was now rested and recovered. Talvela knew that the men of PPP7 didn't have the heart for another defense, but he reasoned that they might fare better on the offense. He ordered them to assault Kotisaari Island at the same time Pajari's raiding force was seeking out its target. Thus PPP7 served as a diversion from the "real" attack.

**Note:** The remainder of the Historical Notes associated with Dec. 9-11, plus some additional notes pertaining to Dec. 8, can be found following the individual scenarios (see scenarios 17.1 - 17.11).

## **19.3 The Finnish Counter-Offensive at Tolvajärvi (Dec. 12)**

In the darkness of the morning of December 12, the Finns maneuvered into their jumping-off positions and prepared to launch three coordinated attacks against the Soviet positions. Independent Battalions ErP9 and ErP10 had just returned to the front, well rested. ErP10 was assigned to the central sector, and ErP9 to the north.

In the north, the plan was to capture Hirvasvaara by moving simultaneously across the ice and along the forested northern shore of Hirvasjärvi, then swinging south along the Hirvasjarju spit to strike the Soviet positions at the hotel from the rear. The freshest Finnish units, ErP9 and two companies of 1/JR16 (2/ and 3/1/JR16) were to be instrumental in achieving these initial gains. They were to be reinforced by 1/1/JR16.

The plan for the southern pincer was to take Kotisaari Island, then cross the ice to the main road at Kivisalmi. Two companies of ErP112 (the 1st and 2nd) would make their approach via the islet of Väliisaari and assault the south end of the island, while 9/3/JR16 would simultaneously assault the north end of the island at the Saarola settlement. The attacks were to be backed up by the remainder of 3/JR16. Taking Kotisaari was of particular importance to the overall plan, as Finns positioned there could threaten the main supply line of the Soviets near the hotel and Hirvasvaara.

In the center, where the Soviet positions were strongest, Pajari would personally lead the men of ErP10 and 2/JR16 Battalions. The ambitious plan called for an assault across Hevossalmi Bridge and then onward, through the gravel pits and towards the well-defended tourist hotel where the Soviet 609th HQ had taken up residence.

Almost from the beginning, the Finnish plan became muddled.

In the north, the Finns unexpectedly encountered elements of the 718th Rifle Regiment near the northern shore of Hirvasjärvi. It is not clear whether these Soviets were going on the offensive or if they had orders to hold this flank. Taking heavy losses from Soviet MG fire, 3/1/JR16, the leftmost element of the Finnish northern pincer, became so disorganized that it fell back to the main road near Tolvajärvi. On the far right, 3/ErP9 also came under withering fire and fell back. Separated and unaware of this outcome, three companies of Finns (2/1/JR16, 2/ErP9, and 3/ErP9) managed to cross the ice of Hirvasjärvi and reach Hirvasvaara, but then became pinned down by automatic fire from two directions.

In the center, Pajari and the men of 2/JR16 heard the fire and assumed that the northern pincer had failed. Talvela ordered to delay the assault in hopes that the Soviets would commit some of their central forces to the attacks on their northern and southern flanks. The delay included time for the Finnish artillery to shell the Soviet positions.

In the south, the Finns assaulting Kotisaari encountered elements of the 364th Regiment. Elements of ErP112, with support from HMGs and a battery of 76mm artillery, hit the south end of the island and forced the Soviets into a hasty retreat. The Finns then began to cross the ice towards Kivisalmi Bridge, in order to cut the Soviets' path of retreat, but they came under heavy fire from units on the shoreline and were forced to retreat back to the island. During all this, their intended support, 9/3/JR16, never arrived. Apparently regimental HQ had failed to inform them of the jumping-off time. The scarcity of Finnish radios surely didn't help this situation.

Back in the north, the situation was now dire. The Finns had dug in at Hirvasvaara, but could make no further progress. They were ordered to withdraw via the northern end of the lake, but apparently this order was not followed by certain elements of 2/1/JR16. Sources conflict as to the number of men involved in this independent action (usually between two and three platoons) and why they continued to fight. It is possible that they never received their orders. In any event, they managed to tie down a much larger number of Soviet troops that could have been better utilized in the defense of the central or southern sectors.

With the fighting on his northern and southern flanks audible and well underway, Pajari finally began his assault across Hevossalmi Bridge with two companies of JR16. 2/JR16 would attack along the north shore of the strait, with 6/JR16 to the south. They would be backed up by 4/JR16, attacking up the middle.

From the very start, losses were heavy. The Finns had to fight for every inch of ground. The Finnish artillery support, two hours late, turned out to be entirely ineffective, and Pajari was angry that he had stalled for so long waiting for offensive support.

Supported by HMGs, the Finns of 2/JR16 Company managed to cross the strait and come ashore west of the gravel pits. Meanwhile, 6/JR16 did not fare so well. They became pinned down by Soviet LMGs and artillery fire, and eventually retreated south. But the Finns managed to hold long enough for their HMG support to cross the straits to the east side of Hevossalmi Bridge.



*Hevossalmi Bridge (lower left), circa 1939 (lower left), facing northeast. The three lakes visible here are Hirvasjärvi (top left), Myllyjärvi and Tolvajärvi (lower right). The hotel and gravel pits are not visible in the center due to the tree cover. The Hirvasvaara settlement can be seen as a narrow, light patch on the far shore of Hirvasjärvi. Tolvajärvi village is behind the forested ridge at lower right, and Kotisaari Island is just out of field at center right.*

Dislodging the Finns from the strait would now be much more difficult for the Soviets, but they continued to pour fire into the Finnish positions. A full three companies of Finns, now with MG units in support, were crowded into the gravel pits. Ten Soviet HMGs were also situated there, and the incoming fire was sheer hell on the Finns. Command and control broke down, and it was up to the Finns to improvise individual efforts using whatever manpower they could muster. Eventually, the Soviets were thrown back to the hotel, and the Finns managed to haul their anti-tank guns across the strait.

And it was none too soon. T-26 tanks of the Soviet tank battalion were beginning to arrive at the front. The Finnish 37mm Bofors anti-tank guns managed to sight and destroy three tanks, the crews of which were obviously not expecting such spirited resistance. It is not clear why the remainder of the tank battalion was not committed. (For more on this topic, see 18.1, the sub-section titled “Armor at Tolvajärvi”).



*Finn with destroyed T-26 tank at Tolvajärvi.*

The battle for the tourist hotel continued for the better part of the afternoon as the Finns tried to fight their way out of the gravel pits. All the while, the Soviets showered them with MG fire from the second story of the hotel, which was located atop a sixty foot hill. After such an energetic battle to capture the gravel pits, the Finns now became quite pinned there, unable to muster the steam necessary to continue their push for the hotel. The situation was rapidly becoming dangerous, as the Finnish northern pincer had all but collapsed. Unwilling to give up the gains on Kotisaari Island or wait around for the Soviets to hit them from the north, Pajari knew he needed to press onward before his foothold in the center collapsed. Then news arrived that a small number of brave Finns still remained east of Hirvasjärvi, continuing to tie down a much larger Soviet force. Pajari knew the time to strike the hotel was now.

Pajari’s reserve, 2/ErP10, finally arrived on the spit to the north of the hotel, bringing it under fire from a second direction. After hours of close combat, the Finns managed to clear the lower story of the hotel, but the Soviets remained on the upper floor. From that vantage point, they could fire down upon approaching Finns, thus forestalling the possibility of a major Finnish advance down the main road. Major Paloheimo, commanding ErP10, was unwilling to burn down the hotel. The Finns of 6/JR16 finally captured it by conventional assault methods: grenades, rifles, and SMGs. The commander of the Soviet 609th Regiment was killed in the fighting. The Finns captured 28 Soviet prisoners, as well as some valuable war documents, a sizable supply of rifle ammo, and 18 LMGs.

At this point PPP7, the Finns’ last reserve, was committed to the battle. The retreating Soviets were chased back as far as Kivisalmi Bridge before the Finnish pursuers lost momentum. Supported by several tanks, the Soviets managed to dig in near the bridge and stall the Finnish offensive until the following morning.



*Captured T-37 amphibious tank (left) and T-20 artillery tractor at Tolvajärvi.*

## 19.4 Beyond Tolvajärvi

Unknown to the Finns, their success on Dec. 12 had set in motion another grim development—Stavka had deployed the fresh Soviet 75th Rifle Division, and it was rapidly heading their way. The 75th crossed paths with the retreating remnants of the 139th just west of the town of Ägläjärvi, where a fierce battle had taken place not even a week before.

On December 16th, Pajari’s task force encountered the newly arrived units of the 75th near a small lake called Hietajärvi. The ferocity of the Finnish assault took the Soviets by surprise. They fell back to Ägläjärvi and prepared to defend. Meanwhile, lethal Soviet air support managed to take the steam out of the Finns’ energetic pursuit.

Lieutenant Colonel Pajari, whose heart condition was now life threatening, was promoted to full colonel before Talvela removed him from command for three days of rest and recovery. On Dec. 20th—the same day that the Soviets counter-attacked with a battalion of infantry and nine tanks—Pajari reached the end of his physical endurance. He was replaced by Lieutenant Colonel Kaarlo Viljanen.

By December 20th, the Finns had nearly surrounded the town of Ägläjärvi. Viljanen had been tasked with retaking the village, but the task would not be an easy one. The Finns now faced even more Soviets than they had faced at Tolvajärvi, and this time the Finns were on the offensive. The Soviet air strikes had granted the 75th and 139th the time needed to prepare their defenses, and even secure a small escape path to the east. The Finns, on the other hand, were nearly exhausted after more than a week of fighting.

Another battle was about to begin, this one larger than Tolvajärvi. It would be characterized by frontal assaults, armored counter-attacks, repulsed lake crossings, and bloody house-to-house combat. It would take three days of fighting to determine the victor.

**Design Note:** A sequel game is in the works; it will cover the fighting retreat to Ägläjärvi and the subsequent battle.

## 20.0 Optional Rules and Variants

Any of the following Optional Rules can be used if agreed upon in advance by both players. Some of these rules require the use of the variant counters provided in the counter-mix; these are the units with an asterisk in the upper right hand corner.

After playing a few games of *Red Winter* to familiarize yourself with the standard rules, I recommend that you incorporate some or all of the Optional Rules. Experienced gamers may wish to use all of the Optional Rules from the get-go in order to provide the most realistic experience.

I personally recommend the following Optional Rules for what I consider to be the optimal compromise of realism, play balance, and ease of play:

- 20.2 Finnish Breakdown Platoons
- 20.4 Captured Soviet LMGs
- 20.6 Pajari’s Heart Condition
- 20.8 Finnish Field Kitchens
- 20.10 Soviet Coordination

However, be warned that incorporating all of the above will shift the game in favor of the Finns (see 17.0.2). Players should feel free to incorporate other Optional Rules as well, as a matter of personal taste.

### 20.1 Friction Fire

The Friction Fire (FF) rules should not adversely affect play balance of the Campaign Game. They confer a slight advantage to the overall defender, but both players will assume this role over the course of the campaign. This rule will favor the Finns in the scenarios covering the first three days and favor the Soviets in scenarios covering the last two days.

It is recommended that players use the FF rules only once they are familiar with the basics of the normal game rules.

These rules simulate the ability of ranged weapons to slow enemy movements. Specifically, successful FF forces moving enemies to make a choice — either “go to ground” and halt their move, or incur one or more step reductions and continue moving.

**Design Note:** FF is not entirely unlike “opportunity fire” rules in squad and platoon scale wargames, but the effects are abstracted here due to the longer 90 minute game turns and company-sized units. Within the forested locale in *Red Winter*, these rules will rarely see use. They are included mainly as a deterrent to marching across an open lake in plain sight of ranged units such as MGs. The rules will cause both players to think twice before employing such tactics, lest they become pinned down in a vulnerable location.

#### 20.1.1 Friction Fire Eligibility

A unit is eligible to perform FF against an enemy unit or stack which is voluntarily moving (or a unit performing Retreat or Advance After Combat) if:

- It has a RAS of 1 or greater.
- It is not currently marked “Suppressed”.
- It has not retreated during the current phase.
- Is not in eZOC, including an eZOC of the target unit or stack.
- The enemy unit or stack is either entering or leaving a frozen lake hex, and that hex is within the firing unit’s range and LOS (or LOS of a spotter in the case of an Indirect Ranged Attack). This attempted movement is called the “triggering event”.

- Mortars and infantry guns may FF at half their normal RAS value, rounded up, if they are otherwise available to fire (not already flipped to “Fired”) and have a spotter to the target hex. Upon firing, they are flipped to their “Fired” side.
- Off-map artillery cannot perform FF.

**Design Note:** Artillery response and coordination was lacking for both sides in this battle.

Anti-Tank Fire (11.0) may not be used to perform FF.

Movement is temporarily paused while the FF roll is resolved.

**Design Note:** While FF is normally used by the non-phasing player against an enemy unit which is actively moving during its Action Phase, or Advancing After Combat during its Combat Phase, it can also be used by either player against a retreating enemy unit.

Only one unit may perform FF per triggering event. If multiple units are eligible to perform FF, the firing player must choose one.

A unit may perform FF any number of times during a single phase so long as it meets the eligibility requirements.

It does not matter if the moving unit is moving into a hex which is out of range or LOS of the firing unit, so long as the exited hex meets the FF requirements. If both the exited hex and newly entered hex are frozen lake hexes, and the player performing the FF has range and LOS to both hexes, he may choose which hex to target with the FF.

**Note:** As FF is a type of Ranged Attack, the target of FF is technically a hex—more specifically, a frozen lake hex—not a unit or stack.

Units which come under fire from FF cannot “change their minds” and move into a new hex which is different from the original destination hex; for this reason, players should declare their movement intentions on a hex by hex basis when using this rule, giving their opponent an opportunity to declare FF where eligible.

FF cannot be conducted against units which are conducting an Assault. However, when units conduct a mandatory Advance After Combat following a successful Assault, they could then come under FF.

### 20.1.2 Friction Fire Procedure

FF is resolved as a normal Ranged Attack utilizing the RAT, except that the blue number in parentheses is used to determine the result.

All DRMs normally applicable to the RAT are applied to the die roll, but with one very important exception: there are no positive DRMs for the number of infantry companies in the target hex.

**Design Note:** Sure, it’s easier to hit a battalion than a single company, but it’s also much harder to halt their advance.

The result of FF will either be “No Effect”, in which case the moving unit may continue moving, or a result which indicates that the moving player must choose to either halt (immediately ending his move or Advance After Combat in the currently occupied hex) or take one or more step reductions, as indicated by the RAT result, and continue moving / Advancing. **Exception:** *Units which are conducting a Retreat cannot choose to halt; they must take any step losses, as indicated, and continue to fulfill their Retreat.*

**Note:** “Currently occupied” means that if FF was directed at the hex the target exited, the target stack does not exit the hex. If the FF was directed at the hex the target entered, the target stack halts in the newly entered hex.

A unit or stack which is adversely affected by FF and opts to take one or more step reductions may continue moving with any MPs remaining (players may wish to use the provided “MPs Remaining” marker on the Info Track) after absorbing the specified number of step reductions. Note that this number is per stack, not per unit.

A stack targeted by FF can be targeted again by FF later in its move. It cannot, however, be targeted by FF twice as part of the same hex to hex move, in both the exited and newly entered hex.

The one hex minimum movement rule (4.1.1) does not apply to units taking FF; a moving unit which suffers an adverse effect from FF and halts its move is done moving, even if it never actually left its starting hex.

FF against a stack performing a Retreat or Advance After Combat receives a +2 or +1 DRM, respectively.

Note that when FF targets the newly entered hex of an Advance After Combat, the advancing player may choose “Halt” and still have effectively advanced into the new hex. For this reason, FF needs to target the exit hex in order to be effective during a single hex Advance.

### 20.1.3 Friction Fire and Stacking (Armored Units)

In cases where armored units and other units are moving together as a stack, FF may halt the other units but have no effect on the armored units in the stack (per 12.1.1). In such cases, an immediate “splitting off” of the armored units in the stack is allowed; they may continue moving with any remaining MPs. Optionally, they may voluntarily halt along with the other units in their stack. If the owning player chooses to take step reductions and continue moving with the stack, the step reduction(s) must come from non-armored units.



## 20.2 Finnish Breakdown Platoons

*(favors the Finns)*

The Finnish player may, during his Action Phase, replace an on-map infantry company with its four corresponding platoon-sized “breakdown unit” counters, up to the number provided in the counter-mix. Platoons function as normal infantry units, albeit at reduced effectiveness. Units must be replaced with breakdown platoons of the same background color—either white for JR16 Regiment or blue for independent (ErP) companies. Bicycle units (PPP) cannot be broken down into platoons. Platoons can be reconstituted from the Dead Pool by expending 1 RP per platoon.

**Design Note:** Players will note that the sum of the CS values of the platoons do not add up to that of the parent company; this is intentional. Players should therefore exercise restraint when deciding when and where to breakdown their companies. Note also that some platoons from Independent (ErP) battalion companies do not have a RAS, representing those platoons that suffer the most from the Finnish LMG shortage. Platoons can be very handy for providing additional ZOCs and preventing a breakthrough, but at the cost of reduced combat ability.

Once broken down into its constituent platoons, the original company sized unit should be placed to the side of the map. To reform a company, all substituent platoons must begin the turn stacked; they cannot reform if one or more platoons have been destroyed or are otherwise not present in the hex.

Platoons have a stacking value equivalent to 1/4 that of an infantry company. Likewise, they count as 1/4 their normal values for VP determination when eliminated.

*For example, in a scenario where the Soviets score 6 VPs for eliminating a Finnish unit, they would score 1.5 VPs per eliminated Finnish platoon.*

When determining the Ranged Attack DRM against a target hex containing platoons, these units only count for a +1 DRM for every 4 platoons present in the target hex.

Platoons cannot Dig In but they benefit normally from a Dug-In marker in their hex.

### 20.2.1 Setting Up Breakdown Platoons

If the players opt to use the breakdown platoons, then the following rule also applies to all scenarios which begin on Dec. 9 (day two) or later:

Any one Finnish infantry company may begin the scenario broken down into its component platoons. These platoons may be placed in the same hex or different hexes, per normal scenario setup restrictions. If it is Dec. 10 or later, any two companies may begin broken down.

## 20.3 Friendly Fire

*(favors the Finns, who have less artillery)*

Casualties from friendly fire were omitted from the base rules in order to keep the game simple and streamlined. The following rules can be added for additional realism, if desired.

Each time indirect fire (mortars or artillery, including Soviet infantry guns) targets a hex that is also adjacent to one or more friendly units, those units become eligible for friendly fire.

When resolving the Ranged Attack on the RAT, any unmodified roll of 2 or 3 calls for an additional, separate Ranged Attack to be immediately resolved against an eligible friendly hex of the opponent's choice. To be eligible, the new hex must be within range, but need not be in the spotting unit's LOS. Ranged Attack DRMs apply as normal. Results are applied normally, meaning that friendly fire can shift Combat results and possibly inflict step reductions. Ammo for the original attack is expended normally (if 76mm) and units are flipped to their Fired side, if applicable. Direct Ranged Attacks never check for friendly fire.

**Historical Note:** Friendly fire incidents did occur during the battle for Tolvajärvi. For example, on the first day of the battle, 1/JR16 Battalion was shelled by mortars of their own regiment and believed themselves to be surrounded. Following this, they retreated upon contact with the enemy.



## 20.4 Captured Soviet LMGs

*(favors the Finns)*

The Finns began the battle with a fairly serious disadvantage in LMGs.

**Design Note:** The Finnish infantry's weak RAS value reflects this.

**Historical Note:** The Soviet 7.62mm Degtyarev "Emma" DP M1927 LMG was highly regarded by the Finns for its reliability in combat conditions. It also conveniently used the same ammunition as the Finnish model. As Soviet infantry units were captured or defeated, their captured LMGs were incorporated into Finnish units and put to good use.

Players wishing to simulate this aspect of the battle may adopt the following Optional Rules:

Capture of Soviet LMGs can occur in two situations:

- Defending Soviets suffer one or more eliminated infantry companies in a Combat or Assault and one or more Finnish units Advance After Combat into the vacated hex.
- Assaulting Soviets suffer one or more eliminated infantry companies and the Soviets fail to occupy the Finnish defending hex.

Each incident of the above grants the Finnish player a capture attempt. Roll two 6-sided dice and apply the DRMs from the Captured Soviet LMGs Table on the PAC. On a modified roll of 12 or higher, the Finns have captured sufficient LMGs and ammo to equip one of their own infantry units; the Finnish player takes one "Captured LMGs" marker and either places it on the Turn Track for the first (dawn) turn of the following day or instantly equips an adjacent Finnish unit (see below). Any modified roll of less than 12 indicates failure.

Note that the eliminated Soviet units must be infantry companies—they are the only units equipped with LMGs.



For each successful capture, the Finnish player may equip one Finnish infantry company during the Finnish Reset Phase of the following day's dawn turn. The unit receiving the LMGs need only be in supply. Place the Captured LMGs marker on the appropriate turn on the Turn Track as a reminder.

Alternatively, the Finnish player may instantly equip a Finnish infantry unit which was adjacent to the Soviet company at the instant it suffered the reduction. In this case, the Captured LMGs marker is immediately placed atop the Finnish unit.

Finnish infantry companies equipped with LMGs have their CS and RAS increased by 2 (as denoted on the marker). Each Finnish unit may only be so equipped once per game. Once equipped, they remain so for the duration of the game. If eliminated, the marker is also eliminated; it cannot be reacquired by further successful capture rolls. The number of units which can be equipped with captured LMGs is limited by the number of markers provided in the counter-mix. Weapons other than LMGs cannot be captured by units of either side. Soviets cannot recapture lost LMGs.

## 20.5 Getting Lost in the Woods

*(favors the Finns)*

**Historical Note:** Units of both sides, but especially the Soviets, encountered difficulties navigating in the dark wilderness and occasionally became lost. The historical lull in the Soviet attack on Dec. 9 may be in part due to a flanking force of Soviets becoming lost south of Lake Tolvajärvi.

To simulate the inherent difficulties in maneuvering in wilderness, players may use the following rules:

Each time a unit or stack enters a forest or suo hex which does not contain a road or any friendly units, and the hex is not adjacent to any hex which contains road, village, frozen lake, or units of either side, roll two dice. See the Getting Lost in the Woods Table on the PAC for a list of DRMs which may apply. The unit or stack becomes lost on a modified roll of 3 or lower and halts its movement for the turn.



## 20.6 Pajari's Heart Condition

*(favors the Soviets)*

**Historical Note:** Pajari suffered from a chronic heart condition. He kept this information hidden from his superiors, but it soon became apparent. After the daring night raid on the first night of the battle, Pajari's men had to carry him back to camp. There he rested away from the action for the day of Dec. 9. After the battle for Tolvajärvi, Pajari was removed from command for three day's rest during the Finns' recapture of Ägläjärvi.

To simulate Pajari's limitations, players may use the following rules: Pajari is eligible to be marked with a Skull marker for participating in a night turn Combat, Assault, or Night Raid, just like any other Finnish unit (or simply flip over his counter). During the Sub-Zero Loss Phase, rather than rolling on the SZLT, Pajari rolls two 6-sided dice and adds the results. On a result of 4 or less, Pajari is removed from the game for 2-12 turns (the Finnish player rolls two 6-sided dice and places Pajari on the Turn Track this number of turns in the future). Pajari becomes available to re-enter the game as a Reinforcement on the indicated game turn.

Additionally, any time Pajari is used to provide a 1L/1R column shift in favor of the Finns in a Combat or Assault, flip over his counter. The Finnish player rolls two 6-sided dice at the conclusion of the Combat or Assault; on a result of 3 or less, Pajari is placed on the Turn Track 2-7 turns in the future (roll one 6-sided die and add one to the result).

The second time Pajari fails a roll, he suffers a heart attack and is permanently removed from the game.

If a re-entry roll indicates that Pajari would re-enter the game after the final turn of the game, then Pajari is permanently removed from the game.

Pajari does not count for VPs for the Soviet player when permanently removed from the game for either of the above two reasons.

**Design Note:** When Pajari is removed, he is assumed to be replaced by a subordinate. The replacement leader does not have his own marker, nor does he have any special properties or grant any bonuses to the Finns.

## 20.7 Fog of War

*(Favors the Finns in the early days of the battle, and the Soviets in the later days. Favors the Finns overall in the Campaign Game.)*

The following rules add realism, but players should be warned that using them can considerably change the game. They create a large degree of uncertainty for the players as to the exact nature and location of enemy forces.

**Historical Note:** While fog of war certainly did exist to a much greater extent than is portrayed in the standard rules, both sides enjoyed more information about enemy troop locations and makeup than the players might immediately assume. The Finns made extensive use of recon teams and local informants. The Soviets utilized aerial reconnaissance, excellent maps, and even "Red Finns" loyal to their cause.

### 20.7.1 Stacking Order

If one or more infantry companies exist in a stack, the owning player must always place such a unit on the top of the stack (but under the Fog of War marker, if applicable).

### 20.7.2 Examining Enemy Stacks and Movement

Players are no longer permitted to examine enemy stacks unless the hex is spotted (10.5) and the following conditions are met:

- The spotting unit is adjacent to the enemy unit or stack, and it is not a night turn.
- The spotting unit has a LOS to an enemy unit or stack in a frozen lake hex and it is not a night turn.

If both players agree beforehand, they should not observe the movement of their opponent's units, except during Assaults, as units become spotted, including all opportunities for Friction Fire (if using Optional Rule 20.1). This obviously requires honesty on the part of both players.

### 20.7.3 Placement of the Fog of War Markers

**Note:** These are the same markers which are used for denoting hex control—the ones depicting their side’s national colors.

Players may place Fog of War markers during their own Action Phase, up to the number of markers for their nationality provided in the counter-mix. These markers may either be placed atop friendly stacks in order to conceal the units within or they may be placed within friendly stacks to act as “Dummy” units, in any combination. They may only be placed on or in unspotted stacks/ units.

### 20.7.4 Removal of Fog of War Markers

Fog of War markers placed atop stacks are removed the instant their hex becomes spotted. Note that removal of such a marker does not necessarily mean the spotting player is eligible to examine the stack—he must still meet the criteria outlined in 20.7.2.

Fog of War markers placed within stacks are removed the instant they are discovered, i.e., when the opposing player wishes to examine the stack and is eligible to do so per 20.7.2.

Fog of War markers are always removed at the instant of Combat, Assault, or Night Raid. Ranged Attacks do not necessitate the removal of markers, but note that this will require honesty on the part of the owning player, who should still inform his opponent as to which DRMs apply to the Ranged Attacks and if/when the attacks result in step reductions.

Removed markers are eligible to be placed again during the next friendly Action Phase.



## 20.8 Finnish Field Kitchens

*(favors the Finns, so long as they are cautious)*



The two Field Kitchen units represent horse drawn sledges loaded with stoves, plus their accompanying food carts. They may be used in any scenario, on or after game turn 8, if agreed upon by both players.

Field Kitchens must remain on the main road at all times and they cannot move more than 4 hexes distant from Lutikkamökki at any time. They qualify for road movement and Extended Movement normally. They do not count towards the stacking limits. If eliminated, they count as a normal single-sided unit for Soviet VP purposes (as specified by the chosen scenario).

All Finnish units of JR16 receive a +1 DRM if they are stacked with a Field Kitchen when attempting Recovery. Finnish units of other formations do not receive this bonus.

Any time the Soviet player eliminates a Field Kitchen, his attacking units must advance into the vacated hex (up to the stacking limit) and

no further. The units which advanced may not perform any action during the Action Phase of their following turn.

**Design Note:** They are busy eating the captured sausage stew!

When a Field Kitchen is eliminated, flip it over and leave it in the hex as a reminder, then place the Soviets which advance into the hex under the counter. All Finnish Combats and Assaults against these units are at 3R on the CRT and all Ranged Attacks against them receive a +2 DRM, during the Finnish turn immediately following the Advance. If the affected Soviet units are forced to retreat out of the hex prior to their next Action Phase, the restrictions (as well as bonuses for the Finns’ attacks) are negated.

### 20.8.1 Field Kitchen Setup

If playing a scenario which begins after Dec. 9, both Field Kitchens begin the game in any hex within 4 hexes of Lutikkamökki. They need not begin in the same hex.

If playing a scenario which begins on Dec. 11 or later, remove one Field Kitchen from play (it has already been eliminated by a Soviet pre-dawn attack, and it does not count as an eliminated unit for VPs).

Otherwise, both Field Kitchens enter the game as Reinforcements on game turn 8.



## 20.9 Armor and Off-Road Movement

*(favors the Soviets)*

These rules allow more flexibility in the use of Soviet armored units. They are somewhat ahistorical in that they reflect armor tactics from later in the Winter War, when tanks and other armored vehicles were deployed in a cross-country manner to great effect.

Under these Optional Rules, armored units may move or Retreat into hexes other than road or village, at a cost of +1 MP per hex for tanks and +2 MPs per hex for armored cars. Thus, tanks pay 3 to enter woods and 4 to enter suo, while armored cars pay 4 and 5, respectively. Armored units are still not allowed to enter Frozen Lake hexes.

## 20.10 Soviet Coordination

*(favors the Finns)*

Soviet mortar and infantry gun units require their spotter be a Soviet infantry or MG unit belonging to the same regiment as the firing unit. Alternatively, the firing unit may self-spot.

Whenever Soviet units of more than one regiment are contributing CS as part of the same Combat or Assault, the attack suffers a 1L column shift. Armored units and Support (Ranged Attacks) never yield a coordination penalty. Units of differing regiments defend together in a hex without penalty.

## 21.0 Tips and Strategies

The following is far from comprehensive, but it should serve as a starting point for players who are having difficulties with game balance. I plan to release a more comprehensive list of tips as a post-publication release—possibly in C3i Magazine or on GMT's website. Players should feel free to experiment with their own strategies.

### +★ 21.1 Tips For Both Sides

Avoid taking step reductions to your MG units if possible. Keep at least one full-strength infantry company stacked with your MGs to help absorb losses. Infantry can recover, and possibly even be reconstituted, if need be.

Carefully consider the most likely outcome of any Combat before you commit to it. What do you hope to achieve? Is it worth the risk?

Go for concentric attacks whenever possible. Likewise, fall back to deny your opponent concentric attacks.

Keep your mortars within 6 hexes of likely targets and don't forget to use them every turn for Support.

In some cases it makes good sense to use Ranged Attacks to suppress a hex that your opponent might otherwise use for defensive support in a Combat that you are planning.

Always keep the Victory Conditions in mind! There may be more than one path to victory.

Use the dusk turn to set up for the night turn. Cautious players will want to carefully consider their positions and actions. The goal is to avoid unnecessary movement during the night turn for those units which will not be participating in any activities.

### + 21.2 Tips For Playing the Finns

Until you have the morale bonus, don't attack the Soviets unless you have a good chance of doing a step reduction; it's too risky over the long haul. This usually means withholding your Combats until you can achieve about 4:1 odds or better, or a 3:1 concentric attack.

Don't stack more than one infantry company in hexes near the front. The +1 per company Ranged Attack DRM means it is rarely worthwhile. Instead, try defending with a single infantry company and bolstering the defense in your forward hex(es) by adding one or two MG units and possibly Pajari.

When possible, defend in depth along the main road. That means putting an infantry unit in every road hex for 5-6 hexes in front of the Soviet advance. Use one or two MG units to augment the defense of the most forward hex(es). This approach will prevent the Soviets from conducting a multi-hex Advance After Combat and allow the road hexes further back to become Dug-In.

To have a shot at winning the Campaign Game, the Finns really need to preserve their units during the first couple of days. This is hard to do against the initial overwhelming onslaught of the Soviets, but it is certainly possible if the Finnish player is cautious, while executing counter-attacks and Night Raids at the right times. Obviously, the Finns cannot let themselves get surrounded or let a lone reduced unit take losses equal to more than its Retreat Limit in a single Combat, resulting in its elimination. If the Finnish player can adhere to these two rules, he should be able to complete the first day without losing any units. The Finns should yield ground when necessary to ensure that the above

crises do not occur. But yielding ground too generously will provide the Soviets with too many VPs for territorial gains, so there is obviously a fine balance to be struck.

Use one or two rogue Finnish infantry units to threaten the Soviet supply line. You'll need to be careful with such a unit, as it is unsupported and likely to get surrounded or eliminated in a fight. Use it to "hide out" in the forest, then "pop out" and exert ZOC on the main road on turns that the Soviets are trying to recover units (to give them a negative DRM to Recovery rolls), and (especially) on RP turns and victory determination turns.

On days 4 and 5, hit the Soviets hard using Assaults. Your Assaults are at a net 3R shift (for morale bonus plus SMG bonus).

The Finnish player may do well under certain circumstances to press attacks on Soviet stacks on his dusk turn, thus causing the Soviet units to become spread out and separated during the night. Finnish units should try to stack in ideal locations during the dusk turn, in order to be flexible for Night Raids on the following turn.

On night turns, use Double Movement to keep your Soviet opponent off balance. Your MA of 6 combined with Double Movement at night, plus possible Extended Movements, means you can cover a lot of ground. When you can't use the roads, use the lakes. You need to keep the Soviets from concentrating too much force in one area of the front. If they manage to do this, you are probably doomed.

Always keep in mind that the night turns can be brutal for the Soviets. Park your units next to the Soviets when possible (when not overly threatened) so that they cannot build Bonfire markers or gain a Recovery bonus. Keep in mind that when you attack Soviets under Bonfires, they may take step reductions (from the SZLT) even if they retreat to satisfy losses.

Use those Finnish engineers for all their worth. Keep them stacked with other units.

Don't let your units get surrounded. Know when it's time to fall back. By the same token, know when it's worth taking a step reduction in order to hold off the enemy for an additional turn. Do this mainly in situations where help is on the way and only a turn away from reinforcing the position in question.

Your artillery is weak, but not useless. Save it for day turns when you can hit big stacks of Soviets on the ice (+7 net DRM) and only use it for Support.

Don't panic if some Soviets make it into the village. They will often find themselves overextended at this point, especially if they crossed the ice from Kotisaari, because they will be out of supply. This means recovery is only possible for them if they are 4 or more hexes away from all your Finnish units. Don't give them this luxury. Lurk nearby to keep the pressure on. As the Soviets press the attack, they'll slowly start to lose the battle of attrition and fall back to the island. In other words: It can be better to preserve your units and strength steps and give them the town (temporarily) than to lose too much manpower.

Move your reduced units back into stacks of 2 and 3 units when convenient, then move Pajari to the stack so he can lend his Recovery bonus to the whole stack. Make sure you form the stack far enough back from the frontlines that the Soviets won't be within 3 hexes of you by the time you actually make the rolls.



### ★ 21.3 Tips For Playing the Soviets

Early on, the Soviets can afford to take much greater risks than the Finns. It's okay to attack at 2:1 or even 1:1 if you have enough Support. Don't forget to use your MG companies and infantry companies for direct Support of Combats wherever possible. This seems to be a tactic often overlooked by new players: use those LMGs! They are almost as good as the HMGs (though limited to 2 hex range) and 4 or 5 infantry companies can sometimes provide a big shift to the Combat. You can often achieve your maximum 3 column shifts for ranged Support by the time you add all these units to your mortars, infantry guns, and off-map artillery.

Try to force step reductions whenever possible. The Finns are slippery and can often simply retreat without step reductions, unless you first force one or more step reductions on them via Support and/or force them to retreat through eZOC. Keep in mind that their MGs have a retreat limit of 2 hexes; when your opponent leaves them unsupported by infantry, hit them with everything you've got and try to eliminate them.

Focus on only one or two big attacks per turn. This gets you the best benefit from your mortars and artillery.

Look for ways around a problem. Stuck at a bottleneck against a particularly strong defender hex? Maybe there's another way around. Instead of taking heavy losses dislodging the defenders, you may be able to get alongside or behind them, forcing them to back out on their own (lest they become surrounded). You can also simply ignore a strong defender hex by placing a few units there to prevent the Finns from reclaiming land, then focusing elsewhere. For example, if the Finns are too strong near the hotel, focus on the far north or the far south, or a push across the ice from Kotisaari into Tolvajärvi village. If the Finns are too strong north of Kivisalmi Bridge, you can unhinge this defense by taking Kotisaari, then coming ashore behind the bridge, in the vicinity of hex M32.

Don't be afraid to attack from the ice when it will increase your combat odds and when you think you have a good chance of being able to Advance After Combat off the ice. Just don't get stuck on the ice or targeted by Ranged Attacks! Finnish fire vs. three Soviet companies on ice is at a net +5 DRM. Your opponent's chance of achieving a step reduction is good.

Your infantry guns are better than they first appear. Try to get them into a position to gain the +2 DRM for self-spotting. Alternatively, keep them one hex behind your front line units so that you can move them into a Combat and use their CS to provide a column shift, when relevant.

Start planning your night turn actions on the dusk turns. Will you clump your units together? Build bonfires? Take advantage of the double move? Be in the proper position at the conclusion of your dusk turn. In general, you'll want to set up your units in stacks of 3-5 units on dusk turns in order to keep the total number of SZLT rolls down and attrition losses low. If you wait until the night turn to do this, you've waited too long, since you are now susceptible to SZLT rolls if you move.

Soviets who build Bonfires are safe from sub-zero attrition, but they are more vulnerable to Finnish Night Raids and they can perform no other action save Recovery. You will need to carefully consider the tactical situation before deciding whether to stack or spread out on the dusk turn, and whether or not to build Bonfires at the start of the night turn. Stacking reduces sub-zero losses, but spreading out helps to limit the Finns' ability to get behind you or cut your supply. The nature of the Bonfire and SZLT rules encourage the Soviets to "huddle" their units together in stacks during each dusk game turn. This way, each individual unit need not roll for step reductions. This is intended to simulate the effects of posting watch, huddling together for warmth, sharing supplies, and an increased sense of safety.

There are several factors to consider when deciding whether or not to build a Bonfire including stack size, proximity to enemy units, and likelihood of elimination due to sub-zero loss. If your units are already reduced, it's better to stay put and build a Bonfire rather than take the 50-50 gamble of an eliminated unit.

On night turns, place at least one full strength infantry unit with each MG, infantry gun, mortar, or armored unit. This way, if the stack takes a sub-zero step reduction, the recoverable infantry unit can absorb the loss. If you're forced to move on the night turn, you can't build a Bonfire. If you end up in eZOC on your night turn, you can't take advantage of Double Movement. If you do use Double Movement, move in stacks. Don't move into a position where you can be easily surrounded or picked off by a Finnish Night Raid. Weaker stacks within Night Raid distance should not build Bonfires (thus denying the Finns the +2 DRM).

The Soviets need to be relentless! Keep the Finnish player reacting to your actions, rather than the other way around. When you have the Finns on the run or you feel they are about the break, you may want to consider taking bigger risks—for example, "pushing your luck" with lower odds attacks or even committing a tank company. Don't be discouraged by botched attacks; that's par for the course as the Soviets. Remember that only the first loss must be taken as a mandatory step reduction; you can usually take the remainder as Retreats.

You should seriously consider committing armor in the Campaign Game if you reach a stalemate prior to day 4 or if you feel an Automatic Victory is potentially within your grasp. Armor can also be used to cover retreating Soviet units very late in the game, when the commitment cost is cheap. Carefully consider which unit(s) to commit. The first choice is fairly obvious; the T-26 m31 tank company, with its dual turret machine guns, is the most effective against personnel (and fortunately for the Soviets, the Finns have no tanks in this game). The next unit to commit is not so obvious. The choice of BA-10 vs. T-26 m33 depends where you'll use the unit and how quickly it needs to get there. The BA-10 has better firepower, but the T-26 m33 pays less for secondary roads. The T-37 amphibious tanks will usually be a player's last choice. However, if the battle is raging in an area of the map that requires extensive use of secondary roads and time is of the essence, the T-37 may actually be a better choice than the BA-10 armored cars.

## 22.0 Glossary of Finnish Terms

### Locations

Hernesaari =	Pea Island
Hevossalmi =	Horse Narrows
Hirvasjärvi =	Reindeer* Lake
Hirvasvaara =	Reindeer* Fell
Jänislampi =	Rabbit Pond
Kivisalmi =	Rocky Narrows
Kotisaari =	Home Island
Kuikkajärvi =	Loon Lake
Pieni Kuohajärvi =	Lesser Foam** Lake
Suuri Kuohajärvi =	Greater Foam** Lake
Lutikkamökki =	Bedbug Cottage
Myllyjärvi =	Mill Lake
Taipalejärvi =	Passage*** Lake
Taivaljärvi =	Passage Lake
Tolvajärvi =	Lake Tolva (family name)
Varisvaara =	Crow Ridge
Ylä Tolvajärvi =	Upper Tolvajärvi

\* Hirvas refers to a bull reindeer that is not castrated.

\*\* Kuoha refers to foam or froth generated from big waves or rapids.

\*\*\* Taipale refers to a leg of a journey; there seems to be no ideal single-word translation of this in English.

### General Terms of Interest

alokas =	Private (a new Army soldier beginning training)
armeija =	Army
ase =	weapon
aselepo =	truce
ErP =	independent/detached battalion (abbreviation for “Erillinen Pataljoona”)
haavoittunut =	wounded
“Hakkaa päälle!” =	Finnish war cry, often translated as “Cut them down!”
häviö =	loss
hyökkäys =	attack, offensive
Ilmavoimat =	Air Force
järvi =	lake
Jatkosota =	Continuation War
joukkue =	platoon
JR =	infantry regiment (abbreviation for “Jalkaväkirykmentti”)
kaatunut =	fallen
kivääri =	rifle
komentopaikka =	command post (HQ in a frontline area)
konekivääri =	machine gun

KT-Pr. =	Kenttä Täydennys Prikaati (Field Replacement Brigade)
KTR =	Kenttä Tykistö Rykmentti (Field Artillery Regiment)
miehitys =	occupation
mies =	man
motti =	encirclement (literally, a cord of firewood)
nuotio =	campfire
päämaja =	headquarter (usually a supreme command HQ)
partio =	patrol
pataljoona =	battalion
pieni =	little, lesser
PPP =	Bicycle Battalion (abbreviation for “Polkupyöräpataljoona”)
prikaati =	brigade
puolustus =	defence
rintama =	front
ryhmä =	squad
rykmentti =	regiment
rynnäkkö =	assault
saari =	island
salmi =	narrows
sota =	war
sotaretki =	campaign
sotatoimi =	military operation (literally “operation of war”)
sotamies =	trooper (literally “man of war”)
sotilas =	soldier, military
sotavanki =	prisoner of war
sukset =	skis
Suomi-konepistooli =	Suomi submachine gun
Suuri =	big, greater
Stm =	abbrev. for “sotamies”
tappio, häviö =	loss
tappiot =	casualties
taistelu =	battle
talvi =	winter
Talvisota =	Winter War
tiedustelija =	scout
tykki, tykistö =	artillery
tykkimies =	Gunner
Tkm =	abbrev. for “tykkimies”
vaara =	fell (specifically, a rocky rise which is not higher than the treeline—sometimes translated in English as a “fell”)
väijytys =	ambush
vanki =	prisoner
voitto =	victory

## 23.0 Selected Sources & Recommended Reading

The following list is by no means comprehensive. Gamers interested in learning more about the Winter War would do well to check out any of the following materials. Be aware that some of the texts are in Finnish.

### Books, Maps, and Videos:

- Aarnio, Matti A. *Talvisodan Ihme* [Winter War, A Miracle]. Finland: K. J. Gummerus, 1966.
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- Edwards, Robert. *The Winter War: Russia's Invasion of Finland, 1939-1940*. New York: Pegasus Books, 2008.
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- Mann, Chris, Christer Jörgensen. *Hitler's Arctic War: The German Campaigns in Norway, Finland and the USSR 1940-1945*. New York: St Martin Press, 2003.
- Maude, George. *Historical Dictionary of Finland*. 2nd ed. Historical Dictionaries of Europe. Lanham, MD: Scarecrow Press, 2006.
- Palmer, Alan Warwick. *The Baltic: A New History of the Region and its People*. New York: Overlook Press, 2006.
- Raunio, Ari, Juri Kilin. *Talvisodan Taisteluja* [Battles of Winterwar]. Helsinki: Karttakeskus, 2007.
- Stout, Ben, dir. *Fire and Ice: The Winter War of Finland and Russia*. DVD. 80 min. MastersWork, 2005.
- Stenman, Kari, Kalevi Keskinen. *Luftwaffe at War: Luftwaffe Over Finland*. South Yorkshire: Greenhill Books, 2002.
- Talvela, Paavo. *Sotilaan Elämä, Muistelmat Vol 1* [A Soldier's Life, Memoirs Vol 1]. Jyväskylä, 1976.
- Talvela, Paavo. *Sotilaan Elämä, Muistelmat Vol 2* [A Soldier's Life, Memoirs Vol 2]. Jyväskylä, 1977.
- Tillotson, H. M. *Finland at Peace and War, 1918-1993*. Norwich: Michael Russell Publishing, 1993.
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Extensive use was made of over twenty Finnish war diaries of units that participated in the battle for Tolvajärvi. For brevity, we opted not to list them here. These diaries of the HQ's, regiments, and even individual companies can be located in the Finnish National Archives in their Winter War Diaries collection.

The *Red Winter* map was composed mainly from a series of detailed 1930's Finnish survey maps. For the scenario setups, extensive use was made of hand-drawn maps from the actual units involved in the engagement.

### Websites:

Over the years, numerous online sources were helpful in creating this game. Many of them have now moved or expired. Due to the changing nature of internet sources, and in the interest of conserving space, we opted to omit this list of websites. Readers should be aware that a wealth of information on the Winter War is available on the web for those inclined to seek it out.

## 24.0 Unit Designations and Order of Appearance

All units are listed in Order of Appearance.

### ★ Soviets

The following units begin December 8th set up on the map:

#### In hex Q25, 1/609 Battalion:

1/1/609 Infantry Company  
2/1/609 Infantry Company  
3/1/609 Infantry Company  
MG/1/609 Machine Gun Company  
(8 x Maxim 7.62mm HMG)

#### In hex R27, 2/609 Battalion:

4/2/609 Infantry Company  
5/2/609 Infantry Company  
6/2/609 Infantry Company  
MG/2/609 Machine Gun Company (as above)

#### Entering on Turn 1:

3/609 Battalion:  
7/3/609 Infantry Company  
8/3/609 Infantry Company  
9/3/609 Infantry Company  
MG/3/609 Machine Gun Company (as above)  
Mtr/609 Mortars (6 x 82mm)  
IG/609 Infantry Gun Unit (battery of 6 x 76mm guns)

#### Entering on Turn 2:

1/364 Battalion:  
1/1/364 Infantry Company  
2/1/364 Infantry Company  
3/1/364 Infantry Company  
MG/1/364 Machine Gun Company (as above)

#### Offmap:

1/47 Artillery Battalion (12 x 76mm/122mm)  
2/47 Artillery Battalion (12 x 76mm/122mm)

#### Entering on Turn 3:

2/364 Battalion:  
4/2/364 Infantry Company  
5/2/364 Infantry Company  
6/2/364 Infantry Company  
MG/2/364 MG Company (as above)  
3/364 Battalion:  
7/3/364 Infantry Company  
8/3/364 Infantry Company  
9/3/364 Infantry Company  
MG/3/364 Machine Gun Company (as above)  
Mtr/364 Mortars (6 x 82mm)  
IG/364 Infantry Gun Unit (battery of 6 x 76mm guns)

#### Entering on Turn 4:

Anti-Tank Assets:  
1/1/139 AT Platoon (6 x 45mm AT guns)  
2/1/139 AT Platoon (6 x 45mm AT guns)  
1/2/139 AT Platoon (6 x 45mm AT guns)  
2/2/139 AT Platoon (6 x 45mm AT guns)

#### Entering on Turn 5:

Offmap:  
3/47 Artillery Battalion (12 x 76mm/122mm)

#### Entering on Turn 8:

Offmap:  
354th Artillery Regiment:  
1/354 Battalion (12 x 122mm)  
2/354 Battalion (12 x 122mm)  
3/354 Battalion (12 x 152mm)

#### Entering on Turn 11 at hex X1:

1/718 Battalion:  
1/1/718 Infantry Company  
2/1/718 Infantry Company  
3/1/718 Infantry Company  
MG/1/718 Machine Gun Company (as above)

#### Entering on Turn 13 at hex X1:

2/718 Battalion:  
4/2/718 Infantry Company  
5/2/718 Infantry Company  
6/2/718 Infantry Company  
MG/2/718 Machine Gun Company (as above)

#### Entering on Turn 14 at hex X1:

3/718 Battalion:  
7/3/718 Infantry Company  
8/3/718 Infantry Company  
9/3/718 Infantry Company  
MG/3/718 Machine Gun Company (as above)  
IG/718 Infantry Gun Unit (battery of 6 x 76mm guns)  
Mtr/718 Mortars (6 x 82mm)  
Anti-Tank Assets:  
1/3/139 AT Platoon (6 x 45mm AT guns)  
2/3/139 AT Platoon (6 x 45mm AT guns)

**Note:** All Soviet infantry companies include 2 x Maxim 7.62mm heavy machine guns, not shown; the effect of these guns is reflected in the ratings of the infantry companies.

### ★ Soviet Variable Reinforcements

**Note:** These units enter through the expenditure of VPs, as denoted on the Turn Track (see Armor Commitment, 12.1.4).

#### 139th Tank Battalion:

T-26m31 Tank Company (about 10 tanks; armed with twin turret 7.62mm MGs)  
T-26m33 Tank Company (about 10 tanks; armed with 45mm main gun + one 7.62mm MG)  
T-37 Amphibious Tank Company\* (about 10 light tanks; armed with one 7.62mm turret MG)

#### 139th Armored Recon Battalion:

RCN BTTN (about 10 x BA-10 Armored Cars; armed with 45mm main gun + two 7.62mm MGs)

\* The amphibious capability of these tanks has no effect on game play, given the frozen conditions.

## + Finns

The following units begin December 8th set up on the map:

### Within 4 hexes of O19:

1/JR16 Battalion:

1/1/JR16 Infantry Company

2/1/JR16 Infantry Company

3/1/JR16 Infantry Company

2 x MG/1/JR16 Machine Guns (2 such units, each representing 6 x 7.62mm HMG)

Mtr/JR16 Mortar Platoon (4 x 81mm)

### In Tolvajärvi Village hex H19:

PPP7 Bicycle Battalion:

1/PPP7 Bicycle Company (reduced)

2/PPP7 Bicycle Company (reduced)

3/PPP7 Bicycle Company (reduced)

### In village hex F21:

3/ErP 112 Infantry Company (reduced)

MG/ErP9 Machine Guns (6 x 7.62mm HMG)

8/3/JR37 Infantry Company (reduced)

With any other Finnish unit on the map:

Pajari (Finnish leader Lt. Col. Pajari)

### Offmap:

5/KTR12 Artillery Battery (4x 76mm)

9/KTR13 Artillery Battery (4x 76mm)

### Entering on Turn 1:

3/JR16 Battalion:

7/3/JR16 Infantry Company

8/3/JR16 Infantry Company

9/3/JR16 Infantry Company

2 x MG/3/JR16 Machine Guns (2 such units, each representing 6 x 7.62mm HMG)

### Entering on Turn 3:

4/2/JR16 Infantry Company

### Entering on Turn 4 at -2 MPs each:

2 JR16 Battalion (elements):

5/2/JR16 Infantry Company

6/2/JR16 Infantry Company

### Entering on Turn 5:

2 JR16 Battalion (remainder):

2 x MG/2/JR16 Machine Guns (2 such units, each representing 6 x 7.62mm HMG)

### Entering on Turn 6:

Erp112 Independent Battalion (remainder):

1/ErP 112 Infantry Company

2/ErP 112 Infantry Company

### Entering on Turn 8:

2 x Mtr/JR16 Mortar Platoon (2 such units, each representing 4 x 81mm)

Eng/JR16 Engineer Platoon

### Entering on Turn 15:

AT/JR16 Anti-Tank guns (37mm Bofors guns)

### Offmap:

7/KTR6 Artillery Battery (4x 76mm)

8/KTR6 Artillery Battery (4 x 76mm)

### Entering on Turn 22:

1/ErP10 Infantry Company

MG/ErP112 Machine Guns (2 x 7.62mm HMG)

### Entering on Turn 25:

ErP10 Independent Battalion (remainder):

2/ErP10 Infantry Company

3/ErP10 Infantry Company

ErP9 Independent Battalion:

1/ErP9 Infantry Company

2/ErP9 Infantry Company

3/ErP9 Infantry Company

### Entering on Turn 28:

Obuhov AT (actually 4 x WWI-era Obuhov "Obuhoff" infantry guns)

## + Finnish Variable Reinforcements:

Prov/TF-P Provisional Infantry Company

Finnish Variant Units (for use only in scenario 17.14):

*Elements, KT-Pr Field Replacement Brigade:*

13/KT-Pr Field Replacement Battalion:

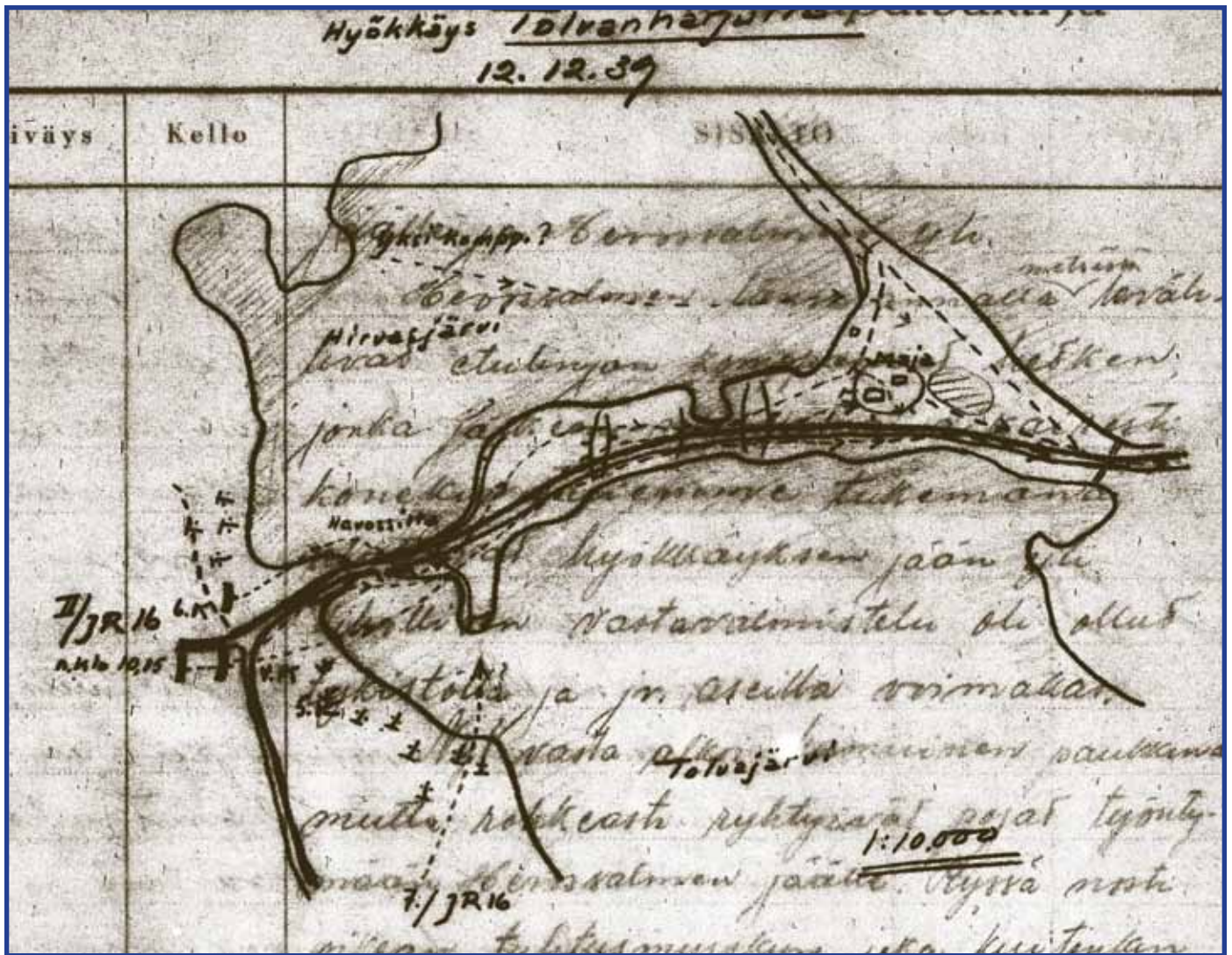
1/13/KT-Pr Infantry Company

2/13/KT-Pr Infantry Company

3/13/KT-Pr Infantry Company

MG/13/KT-Pr Machine Guns (6 x 7.62mm HMG)

KT-Pr Mortar Platoon (4 x 81mm)



Hand-drawn original sketch from the war diary of II/JR16 depicting the Finnish counter-attack across Hevossalmi towards the hotel (marked as "maja") on December 12th.

Source: Finnish National Archive / War Diaries -collection / Winter War war diaries / Jalkaväkirykmentti 16. II Pataljoona (SPK 1116).



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