



Belaya Smert

A Winter War Campaign for Chain of Command



The Battles for Suomussalmi

November 30, 1939 to January 10, 1940

BACKGROUND

The Winter War, fought between Finland and the Soviet Union from November 30, 1939, to March 13, 1940, stands as one of the most remarkable conflicts in 20th-century military history. Taking place in the frozen landscapes of northern Europe, it was a clash of vastly different forces: the small, determined Finnish army facing off against the formidable Red Army, which, at the time, was one of the world's largest military forces. Despite Finland's significantly smaller size and military resources, the Winter War became an emblem of resilience, strategic ingenuity, and the willingness of a people to defend their homeland against overwhelming odds.

On November 30, 1939, the Soviet Union launched a full-scale invasion of Finland. Soviet forces expected a swift victory, presuming that their

overwhelming numbers and superior military hardware would quickly break the Finns' defences. But the reality on the ground proved to be far more challenging. Finland's army, though small and under-equipped, was exceptionally well-prepared for the winter conditions that marked this conflict. Finnish soldiers were seasoned in navigating and fighting in extreme cold and rough terrain, while Soviet troops were largely unprepared for the sub-zero temperatures and dense forests of Finland. The Finnish forces developed a unique style of guerrilla warfare that utilised Finland's forests, frozen lakes, and harsh climate as natural defences.

One of the key tactics employed by the Finns was the use of small, mobile units adept at skiing, which allowed them to move swiftly across the snow-covered terrain. These ski troops would often conduct hit-and-run attacks on Soviet

columns, targeting supply lines and encircling small units to disrupt larger formations. The Soviet forces faced significant logistical challenges, partly due to the sheer size of their army and their unfamiliarity with the terrain and climate. Soviet tanks and equipment often malfunctioned in the extreme cold, and their supply lines were vulnerable to Finnish raids. Furthermore, the Soviet Union's military leadership was weakened by Stalin's purges of the 1930s, which had eliminated many experienced commanders and created a rigid, top-down command structure that struggled to adapt to Finland's unconventional tactics.

On March 12, 1940, after months of brutal fighting and significant losses on both sides, Finland and the Soviet Union signed the Moscow Peace Treaty, which officially ended the Winter War. Under the terms of the treaty, Finland ceded 11% of its territory to the Soviet Union, including parts of Karelia and the city of Vyborg. Despite this territorial loss, Finland retained its sovereignty and avoided Soviet occupation, a testament to the effectiveness of its defence and the resilience of its people.

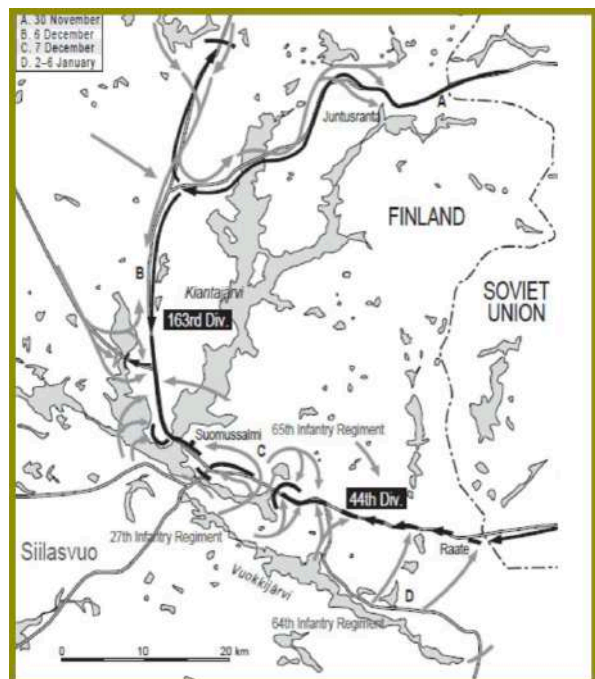
SUOMUSSALMI CAMPAIGN

The battles around Suomussalmi were fought from November 30, 1939, to January 10, 1940. The Soviet Union's attempts to capture Suomussalmi were intended to sever Finland, cutting through to the Gulf of Bothnia, isolating the northern part of the country, and opening a potential route to Sweden.

The first phase of the battle began with the Soviet 163rd Division advancing toward Suomussalmi from the northeast. Initially, the Soviets succeeded in capturing the small town on December 7, but the Finns, rather than directly confronting the fortified Soviet positions, withdrew and began a

series of skirmishes on the town's outskirts

As the Soviet position in Suomussalmi became increasingly precarious, the Red Army attempted to reinforce the 163rd Division with the 44th Rifle Division. However, the 44th Division's approach to Suomussalmi was met with similar resistance. In late December, the Finns launched a concentrated counteroffensive against the now-exhausted Soviet troops around Suomussalmi. The 163rd Division's retreat on December 28 quickly devolved into a chaotic rout as the Finns continued to attack the fleeing Soviet troops, inflicting heavy casualties

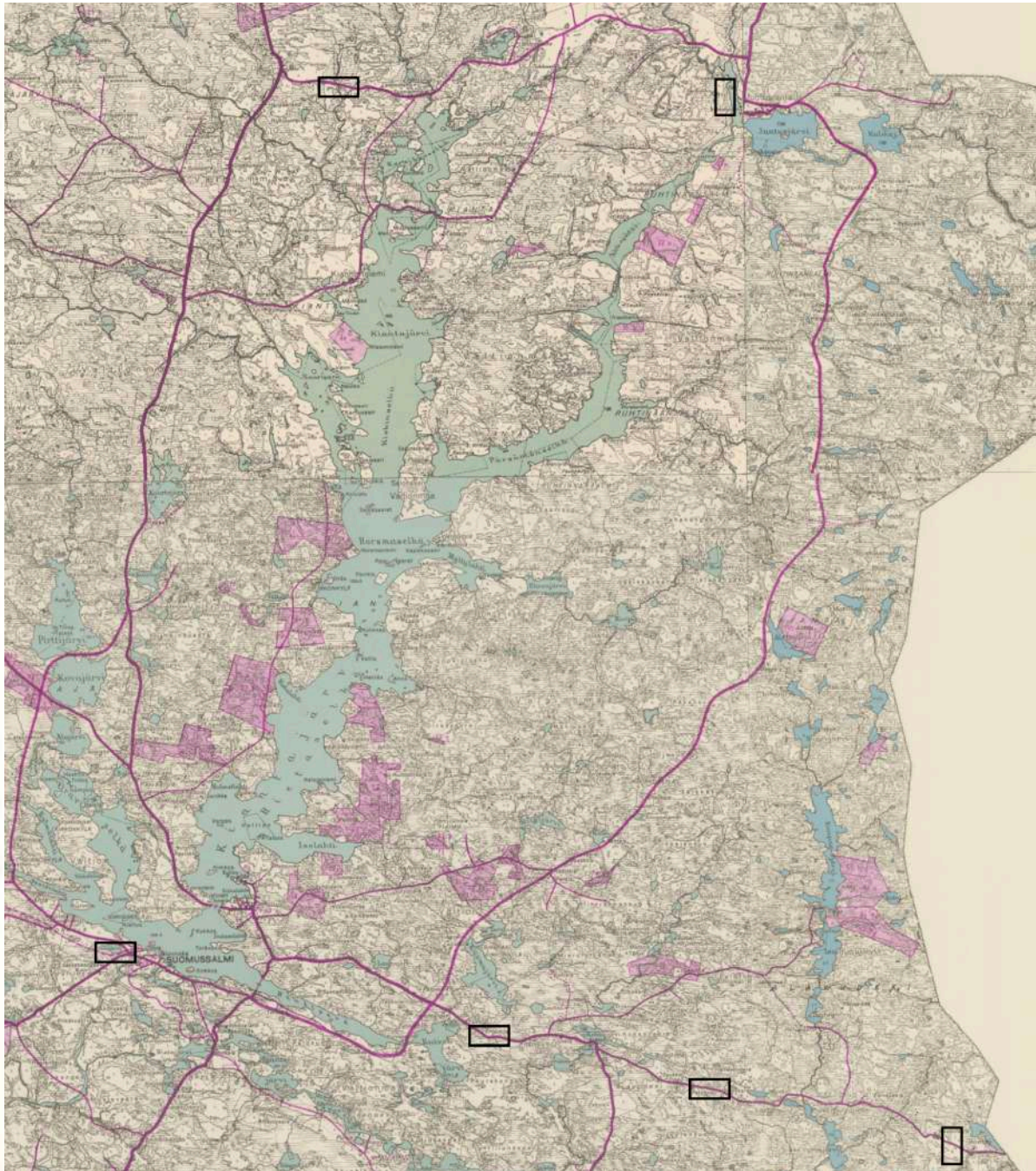


Russian Approach to Suomussalmi

The 44th Division, still advancing to relieve the 163rd Division, found itself trapped and decimated in January 1940 near the Raate Road, a narrow, forest-lined path leading to Suomussalmi. The Finnish forces ambushed the Soviet column, using the thick forest as cover to repeatedly attack the Soviet troops from multiple angles.

By January 8, 1940, the 44th Division was effectively destroyed, with thousands of Soviet soldiers killed, wounded, or taken prisoner. The Finns

captured a substantial amount of Soviet equipment, including tanks, artillery, and vehicles, which would be reused in Finland's defence efforts in subsequent battle.



This is a detailed map of the locations of the encounters in our campaign; it was quite difficult to find period specific maps, this one is from 1940.

CAMPAIGN

Ruleset

This campaign is written for Chain of Command 2 (2025). Blitzkrieg 1940 (2018) and The Far East (2024) supplements are also required. None of these publications covered the Winter War of 1939-40, most of the force information has been borrowed from Eero Juhola's Winter of No Surrender campaign.

Campaign Ladder

The campaign is split into 2 parts; the first 3 scenarios mirror the Finnish resistance as the 163rd Rifle Division advances towards and occupies Suomussalmi. Likewise, the second part of the campaign does similarly as the 44th advances along the Raate Road to relieve the 163rd Division.

Table	Mission	Scenario
	163rd	
1	JUNTUSRANTA	Hasty Defence
2	LINNASALMI	Going with a Bang
3	SUOMUSSALMI	Attack and Defend
	44th	
4	HAUKILA	Motti
5	STRIKING BACK	Delaying Action
6	ESCAPE	Attack on an Objective

Initiative

The initiative in the campaign changes for each scenario depending on the tactical situation. If the attacker loses a turn, the initiative reverts to the defender, who may continue with his defence or counterattack the previous table. There are a limited number of turns allowed in each of the two stages of the campaign as outlined in the Victory Conditions.

Consolidation

Because of the varying tactical situation, no consolidation of any positions takes place.

Casualties

Two separate Soviet divisions are represented in the campaign. They are tracked separately in respect to Platoon Leader's Outlook, CO and MO. Use the process as outlined in the ATSE supplement. The Platoon Leader is Fresh, dice for his initial Outlook.

The Finns have a unified command throughout the campaign. The Platoon Leaders Outlook starts as being Secure. Track the CO and MO as outlined in ATSE but add a +1 to each at the end of each campaign turn to represent the effect of more troops arriving on the battlefield.

Replacements and Reinforcements

The Soviets have a overwhelming numerical superiority and thus have a fresh platoon for each turn. The Finns have two platoons for each half rung of the campaign. The Finnish Player may request replacements once in each half rung.

SOVIET UNION

Both the 163rd and 44th Rifle Divisions field Green troops. The Soviets are rated as Poor Forest Troops (see Far East handbook).

The Green Soviets are rated as regular for close combat.

Support availability is the same for both divisions except where exceptions are stated in specific scenarios.

Green, Force Rating -3, 5CD

Optional Blue Dice: A lot of the testing of our Winter War games utilised a 4 CD+Blue dice system rather than the above, please feel free to use it rather than the 5 CD system.

Force Morale	1	2	3	4	5	6+
Command Dice	1		2		3	4
Special			J			

Force Morale	1	2	3	4	5	6+
Command Dice	1		2		3	4
Special			J			

Soviet Union Support Explanations

Blue Dice: When using Blue Dice use rolls of 5-6, ignore rolls of 1-4.

AVS-36 AR & SVT-38 SAR Rifles: Storm of Steel. The AVS-36 Automatic Rifle rolls 2d6 when firing at close range (<18”).

Engineer Team: This three-man team is classified as a Demolition unit within this specific campaign. Demolition rules within the TFL Blitzkrieg Handbook should be used.

Platoon HQ	
Leytenant, SL with Pistol	
Starshina, SL with rifle	
Squads 1-4	
Serzhant, JL with Rifle	
Rifle Squad	
DP-28, 2 crew	
11 Riflemen	
Rifle Grenadier	
Support List	
List One	
1 x AVS AR	
2 x SVT-38 SAR	
Engineer Team, 3 men	
Medic	
Gaz Truck	
List 2	
Pre-Game Barrage	
T 37A, JL, 1 crew	
BA-20, JL, 2 crew	
List 3	
Sniper	
ROKS2 Flamethrower Team, 3 men	
T-20, JL and 1 crew	
37mm AA Gun, JL with 5 men	
45 mm ATG, JL and 5 crew	
Maxim MMG Team, 5 men	
Politrak	
List 4	
M1936 76mm F-22, JL and 5 men	
M1927, IG, JL and 5 men	
BA-6, JL and 3 crew	
GAZ TK SU-4 (SPG), JL and 3 crew	
T-26 1933, JL and 2 crew	
List 5	
OT-26, JL and 2 crew	
Truck mounted Quad Maxim, 5 men	

Politrak: Activates on a 5 or a 6 within the limits discussed above. Armed with a pistol, counts as 2 men for morale purposes but otherwise is one man. May transfer 1 Command Initiative to any leader within 9”. May attempt to motivate any units within 9” by rolling a d6 with the below results. If a 5 or 6 is used to activate the Politrak it cannot be used to add a pip to the CoC dice, nor in this case can a 6 contribute to a double phases.

D6 Roll	Effect
1	Instigates a Uhraaah!
2	Removes 1 shock
3	Removes 1 shock
4	Removes 2 shock
5	Removes 3 shock
6	Removes 1d6 shock, and shoots 1 man (if a 6 is rolled it is a Leader!)

Quad Maxim: Can only be selected as a support in scenario 3 and is part of the force in scenario 5. This MMG is permanently mounted on a GAZ Truck and has a 5-man team. Activated on a 1 and fires at half strength if moved in the same phase or if firing team reduced to 2 men or less.SU-4 SPG:



Small Turrets: Only the main gun or the MMG may be fired in one phase.

Gaz TK SU-4: Can be selected once in the campaign and only by the 44th. This recoilless 76mm battalion gun was mounted on a GAZ-TK halftrack. It's firing arc is limited to the rear and the sides.



NKVD Section: May be substituted for a regular Rifle section in Scenario 6 only. This 15-man section has a SMG armed JL, 4 SMG armed troops as well as 10 riflemen.

T-26 Platoon: Comprised of three T-26, with an SL in one of the tanks. The Soviet tanks are not equipped with radios thus the SL has to communicate with hand signals or flags, the effectiveness of which is limited to his Command Range.

SOVIET NATIONAL CHARACTERISTICS

WRATH OF THE GODS

The Soviet Army is unable to provide close artillery support for her forces during battle, but can prepare the way with a initial barrage of notable severity.

The works as a normal pre-game barrage, but the enemy *Units* attempting to deploy onto the table in the first *Turn* roll with a -1 on their dice.

UHRAAAAH!

As the Red Army infantry closed with the enemy supported by MMG's and tanks the last push would be made with an overwhelming assault. At their leaders command, the soldiers would charge the enemy, their bayonets fixed and their battle-cry rising over the battlefield. These wave attacks were effective when they caught the enemy by surprise or without proper support weapons but many times they made little or no gain for terrible cost in men.

A Soviet *Senior Leader* may by using all his Command Initiatives order all the sections within his Command Distance that haven't been activated yet in that Phase, to assault the enemy. Any troops so activated will move with 4D6 straight towards their chosen enemy, each squad dicing for its own movement. They halve their Shock for the Movement purposes (rounding up). Any Squad or Squads which gets within 4" from enemy initiates Close Combat.

FINLAND

Rajaosasto II (RO II, Border Detachment 2, border troops) is used in scenario 1 only. Troops from Erillinen pataljoona 15 (Er.P 15, Detached Battalion 15) fight in scenarios 2 and 3, while troops from Jalkaväkirykmentti 27 (JR 27, Infantry Regiment 27) are used in scenarios 4-6.

The Finns are rated as Forest Warriors (see Far East Handbook)

Regular FR -1, Command Dice 5 with option for Red Dice

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	3		4	5
Special				J		

Finnish Support Explanations

Lahti-Saloranta LMG: Box fed with 20 round capacity, 4d6 fire power.

Satchel Charges: Light charges are 2 kg each and have an AP of 3, while the heavy charges are 4 kg and have an AP of 6, otherwise as described in section 9.3.4 in rulebook.

Slide Mine: A Finnish improvised anti-tank weapon. Three 2kg explosive charges were placed on a wooden plank pulled into the path of a moving tank by a hidden infantryman. Use a CoC Dice (Ambush rules), the soldier has to be deployed within 10" of the tank at roughly a right angle. Not affected by Overwatch. The tank has to be moving, roll a d6, if tank moved 1d6 hit on 4,5,6, moved 2d6 hit on 5,6 and if 3d6 hit on 6. AP strike of 9.

Roadblock: Task roll of 6 required to destroy roadblock unless otherwise stated.

Platoon HQ	
Vanrikki, SL with Pistol	
Kersantti, SL with rifle	
Sections 1-4	
Alikersantti, JL with Rifle	
Sections 1 and 4	
Rifle team, 4 riflemen	
SMG team, 4 riflemen and SMG man	
Sections 2 and 3	
LMG Team, Lahti-Saloranta LMG, 2 crew, 1 rifleman	
Rifle team, 3 riflemen	
Finnish Support List	
List One	
1 Molotov per section	
2 Light Satchel Charges	
1 Heavy Satchel Charge	
Slide Mine	
4 Smoke Pots	
Medical Orderly	
Pioneer Team, 3 men	
Runner	
Entrenchment for 1 team	
1 SMG	
2 Captured SVT-38 SAR	
1 Captured AVS-36 AR	
List 2	
Roadblock	
AT Defence Team, 3 men	
Captured DP-28 LMG	
Red Dice	
List 3	
Maxim MMG, 5 men	
Sniper	
Pregame Barrage	
L-39 ATR Team, 2 crew and 3 riflemen	
37 PstK 36 Bofors ATG, JL with 5 men	
List 4	
Captured Soviet 45mm ATG, JL with 5 men	
Captured Soviet 76mm IG, JL with 5 men	
Regular Rifle Section	
List 5	
FO, 81mm Mortar	

Smoke Pots: Heavier than typical smoke grenades, so only can be thrown 1d6. These weapons act like smoke laid by light mortars and block LOS.

Runner: They operate like an adjutant but are at risk of being killed. Roll a d6 each time they are used, on a 1 or 2 they are killed or diverted. There is no limit on the number of runners that may be selected.

AT Defence Team: Three-man team equipped with 1 SMG, 2 rifles, a smoke grenade, 2 regular satchel charges or 1 heavy satchel charge and 2 Molotov's.

Off Table Mortar: Forward Observer with two 81mm mortars. Barrage area is 12”.

Engineer Team: This 3-man team. House Burning is accomplished by throwing a petrol bomb through a broken window. Roll a d6, if 1-4 the house burns. If no petrol bombs are available, the demolition team may attempt to catch the house afire by other means. Roll a d6, a 5 or 6 causes the house to burn.

FINNISH NATIONAL CHARACTERISTICS

SYÖKSYEN ETEENPÄIN!

Finnish infantry was trained to close with the enemy when under fire with series of un-synchronised surges. As the section gave supporting fire the individual soldiers would surge forward zig-zagging from cover to cover one or two at a time making it harder for the enemy to pick off targets. In a land covered with forest this was an effective tactic.

When a Leader is attached to Finnish Section or Team and uses two Command Initiatives he may order his men to surge forward. The Section or Team will fire with half the dice, move 1D6 inches and assume a Tactical stance, in that order.

RYNNÄKKÖÖN!

The Finnish Army adopted the attack orientated doctrine very early (much influenced by the pre-war German tactics) and the infantry attack was to close within assault range of the enemy and then, by using suppressive fire and grenades, sections would charge in to enemy positions where SMG' s, grenades and brute force would win the day.

To reflect this, when a *Leader* attached to a *Team* or *Squad* uses two Command Initiatives, he may lead a charge against any enemy within 12” preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the *Team* or *Squad* may then move with up to 3D6 to try to initiate *Close Combat*.

ARSENAL

WINTER WAR CAMPAIGN ARSENAL TABLE						
ARMoured VEHICLES						
VEHICLE	ARMOUR	AP	HE	Speed	Cost	Notes
BA-6	3	5	4	Wheeled	4	Halftrack Option
BA-20	1	-	MG	Wheeled	2	Small, low profile
T-20	2	-	MG	Average	3	Small, low profile, No turret
T-26 1932	3	4	3	Average	4	No hull MG, Small Turret
T-26 1933	3	5	4	Average	4	Coax LMG 6xd6, 2 man Turret
T-37A	1		LMG	Average	2	Small, low profile
OT-26	3	-	Flame	Slow	5	No hull MG
OT-130	3	-	Flame	Slow	5	No hull MG
TRANSPORT VEHICLES						
Gaz Truck				Wheeled	1	Unmanned
Gaz Quad Maxim				Wheeled	5	16xd6
ANTI-TANK & INFANTRY GUNS						
37mm AA GUN		5	3		3	No shield
45mm ATG		5	4		3	Shield
M1927 IG		4	6		4	Shield
M1936 76mm F-22		6	5		4	Shield
Gaz TK SU-4 (SPG)	-	4	6	Fast	4	Open top, shield, half track
37 PstK/36 Bofors		5	3		3	Shield
INFANTRY WEAPONS						
DP-28 LMG					2	6xd6
SVT-38 SAR					2 for 1	2 per squad, reroll 1's
AVS-36 AR					1	2 per squad-2xd6, reroll 1's
Maxim MMG					3	10xd6
Lahti-Saloranta LMG					1	4xd6
Boys ATR		2	1		3	Unlimited ammunition
81mm Mortar					5	2 mortars

SCENARIOS

Terrain Effects

The Kainuu region of Finland, where our campaign takes place, is made up of dense boreal forests, lakes and streams. Generally, the land is flat with occasional hills but no mountains. At this time of year, the ground is covered with snow, and all waterways and lakes are frozen.

In game terms, this will have major effects on movement and cover during both the Patrol Phase and the Game itself. The movement effect, however, will differ for the Soviets and the Finns. The Finns are experienced woodsmen, while the Soviets much less so.

All scenarios are designed for a 4x6' table. Clear areas, whether in a forest, on a lake or at a roadside are dotted with snow drifts. Houses and fences are wooden. The scenario notes will provide specific details.

Cover: Light including forests, houses, fences and snow drifts.

Line of Sight: Dense Forests reduce LOS to 9" within and 4" without.

Movement Rates: Movement will be difficult in forests but affects the Soviets more than the Finns, simply put the Soviets can only run on roads and frozen lakes while the Finns can run everywhere, this represents their local knowledge of trails throughout the forests as well as utilisation of skis. Vehicle movement is restricted to roads for wheeled trucks and cars and is slow for tracked vehicles off road, with the chance of being bogged down when off road.

Force Support and Victory conditions are as defined in the Scenario sections of Chain of Command 2 and the Far East Handbook unless otherwise stated.

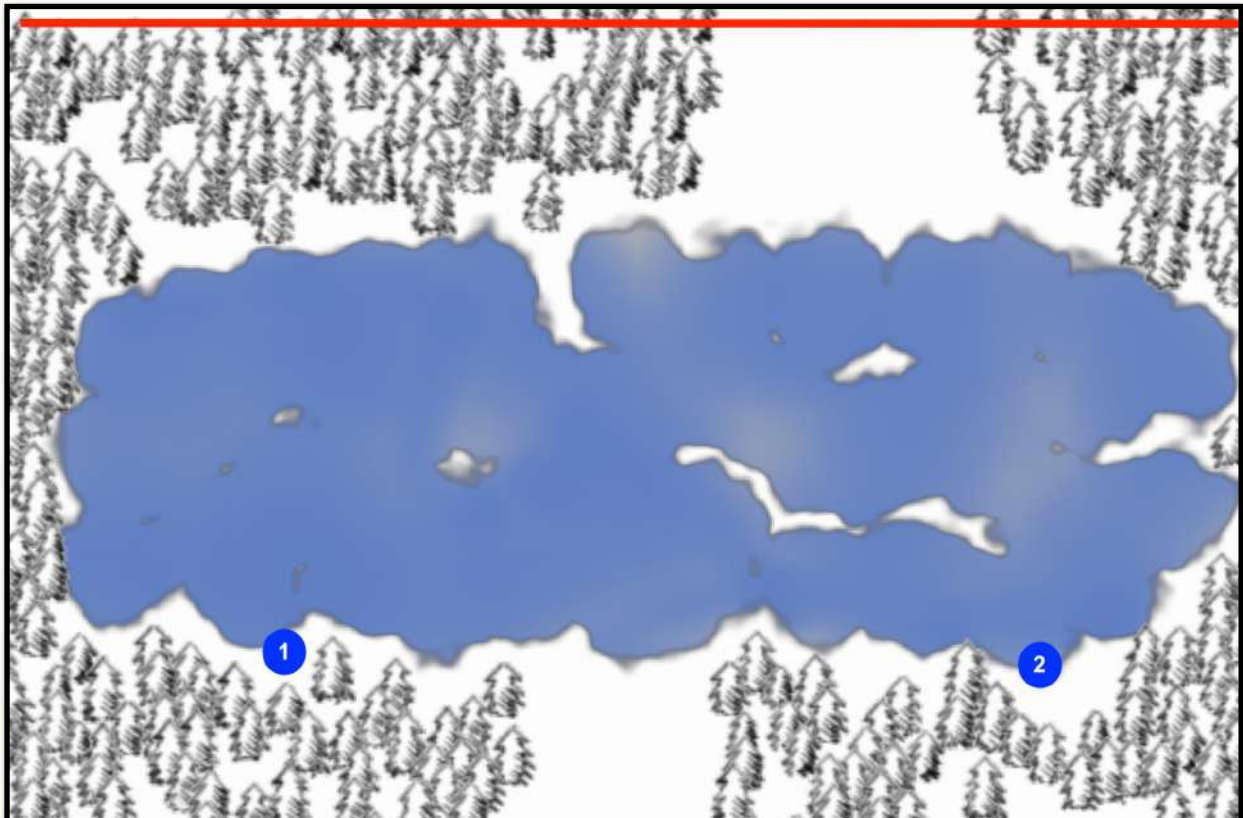


Juntusranta

Dec 1, 1939. Vänrikki Elo, in command of RO II, has encountered the Soviet invaders 12 hours before at the border near Juntusranta with fewer than 50 men. Initially it was unclear what he was facing but it soon became obvious that he was facing a substantial force. He fought a running battle with what turned out to be elements of the 81st Mountain Rifle Regiment.

Scenario: Hasty Defence, the Soviets are the Attacker. *Note that the Finns have only 3 sections.*

Notes: The game should be fought along the short axis of a 6x4' table. The central long axis of the table should be a clear area which represents the frozen water expanse. Snow drifts can be placed on the lake to provide cover for advancing troops. Both the attacker's and the defender's long edges should be heavily forested. The Soviets have no vehicles or AFVs in this scenario. The defender cannot take a pregame barrage.

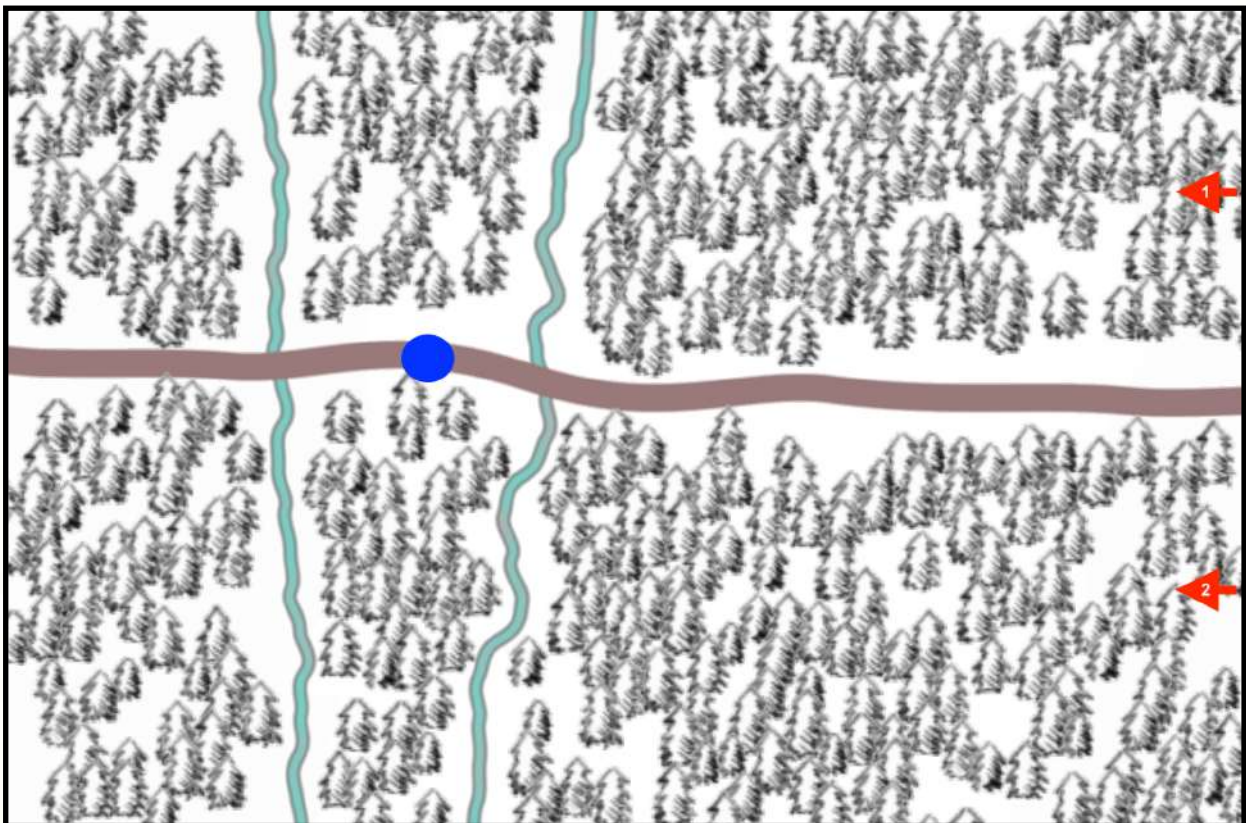


Kiannanniemi

December 1-3, 1939. It has taken 3 days for the Soviet 81st Mountain Rifle Regiment to advance west from the Juntusranta towards the Palovaara junction. Reinforcements from Er.P 15 have been fighting a rear guard action led by Luutnantti Leskinen 1./Er P15. There are multiple culverts and small bridges in their path.

Scenario: Going with a Bang, the Soviets are the Attackers.

Notes: A single lane dirt road should be placed along the long axis of the table. The area should be heavily wooded. Set up a couple of bridges or culverts as described in the scenario, the one closest to Soviet edge has a Task Roll of 6, the other a Task Roll of 12. Task rolls are as described in the Blitzkrieg handbook and CoCv2. The Soviets cannot take AFVs as supports in this scenario.



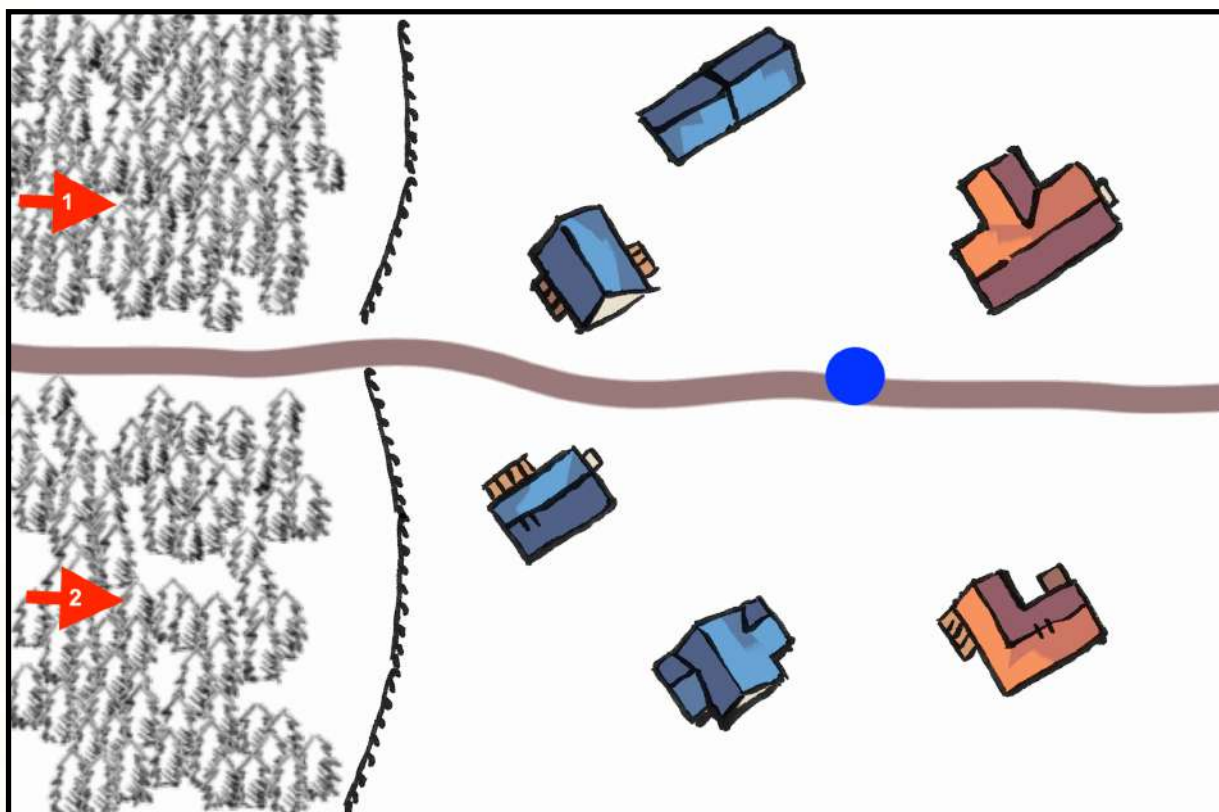
Suomussalmi

December 5, 1939. Elements of the 81st are about to take Suomussalmi. Luutnantti Lehto 3./Er P 15 has retreated south to Suomussalmi. He has been instructed to torch the village.

Scenario: Going with a Bang, The Soviets are the Attackers.

Notes: The attack takes place along the long axis of the terrain. Place 6 buildings (4 of the buildings should be divided between areas 1 and 2) with several hedges and fences in an open area starting 48" from the defender's edge. The Attacker's Edge should have 24" of heavy Forest. There is a road cutting through the forest starting at the attacker's edge and opening into the collections of houses. Each of the ~~the~~ Finnish SL's are armed with 3 petrol bombs, while the JL's have 2 each. The Finns may retreat once the majority (4) of the houses are alight. Anything else is a Soviet Victory.

Burning Buildings. To burn a building the section leader or senior leader has to move to within 2" of the building to set it alight. The petrol bomb is thrown using a CI and a d6 is rolled with a roll of 1-4 the building catches afire, otherwise the ignition has failed.



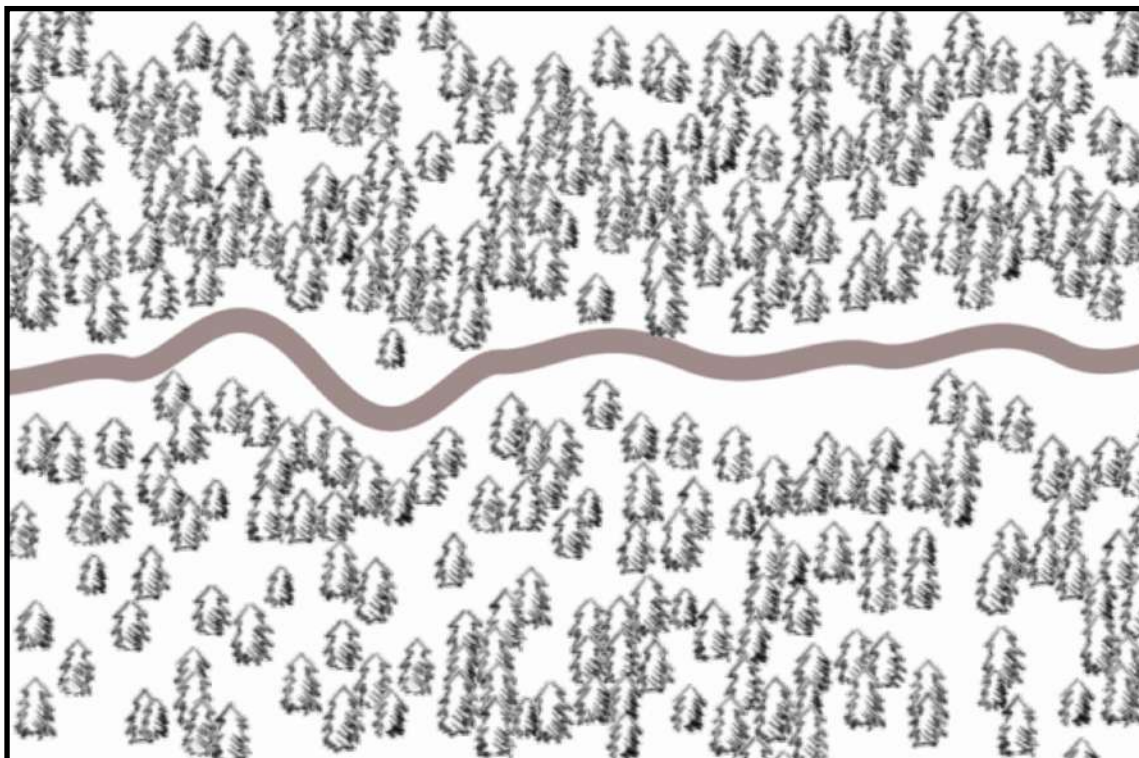
Haukila

January 4-5th, 1940. A Jääkari platoon from JR27 have assembled their forces south of the Raate Road. Ice roads have been cleared on Vuokkijärvi to allow the Finns to rapidly mobilise their forces. The first reconnaissance patrols under Luutnantti Jonsson are sent out, they are to cut the Raate Road into sections.

Scenario: The Motti, the Finns are the Attackers.

Notes: The terrain is set up is quite simple with a heavily forested area with a single road running down the long axis of the table. The Motti scenario comes from the Fangs of the Wolf campaign, part of Eero Juhola's Winter of No Surrender series of Winter War campaigns.

- Force Support is a roll of $1d6 + 6$ for the Attacker, halved for the defender.
- The defending Soviets start with six Patrol Markers spread out on the road but no closer than 12" from a table edge. These markers can not be closer than 3" nor farther than 10" apart. The attacking Finns start with six Patrol Markers. They attack from 3 sides but no more than 2 on each side but may place all 4 markers on the eastern or western edge. He also can place 2 markers on the southern edge.
- The Russian gets the first move, they can move up to 10" but have to remain within 10" of each other. The Finns can move up to 12" and have to stay within 18" of each other for each of the 2 or 3 groups.
- Once the Patrol Phase ends with one side locked down, the Jump-Off Points are deployed; the defending player placing four (all within 12" of a road), the attacker four.
- To win, the attacker must force the defender to withdraw from the table, either voluntarily or due to a reduction in his Force Morale but keeping his own Force Morale at 3 or more. If he fails, the defender will win.
- The attacker will be the active player in the first Phase of the game.



Striking Back

By January 6th, 1940, General Vinogradov, commander in charge of the 44th Rifle Division, has finally realised that he needs to counter-attack the Finnish forces on the Raate Road in order to break out towards the Soviet border. Elements of the 146th Rifle Regiment and the 312th Tank Regiment were sent into action.

Scenario: Delaying Action, the Soviets are the attackers.

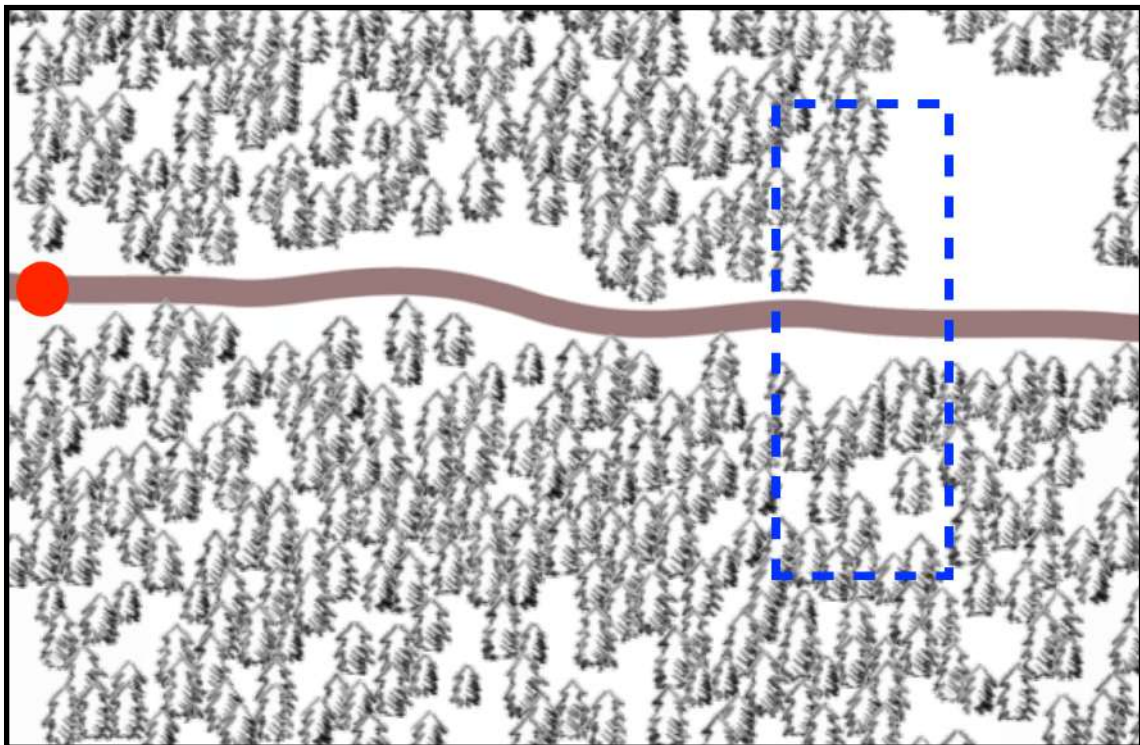
Notes: The table is heavily forested with a road bisecting the table along the long axis. Place a clearing of 10-12" on one side of the road but no closer than 4' from the Soviet table edge.

Play the Patrol Phase but once it is finished the Soviets do not place any JOP's. The Finns place their 3 JOP's as per the scenario description. All Soviet forces enter in vehicles via the road. Ignore rule 9.3 in respect to the limit of one vehicle per phase.

Soviet Armoured Column

- SL and JL w/ infantry squad in GAZ truck
- JL w/ infantry squad in GAZ Truck
- JL w/ engineer squad in GAZ Truck
- SL w/ 3xT-26 Tank platoon
- BA-20 Armoured Car
- Quad Maxim Team in GAZ Truck

The Finns get 21 support points for this scenario.

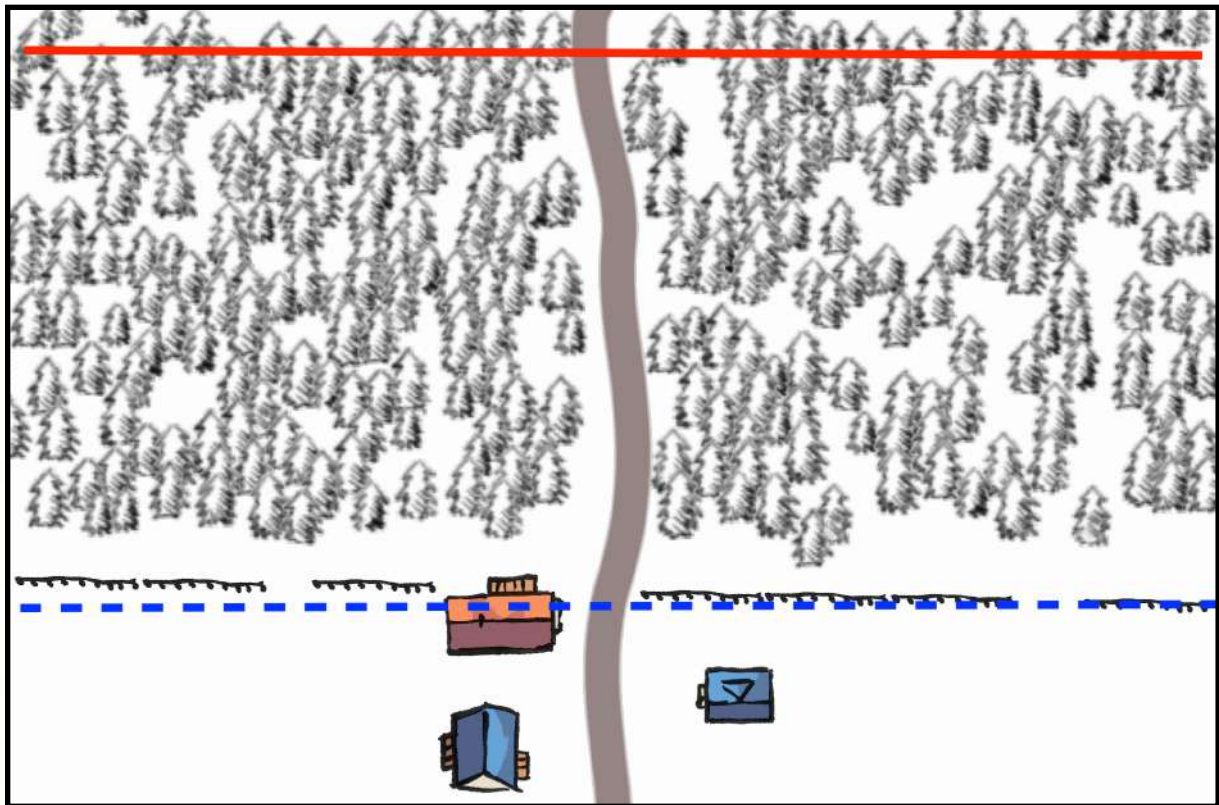


Mopping Up

January 7, 1940. The Soviets are in disarray, the 44th Rifle Division is crumbling and has lost all cohesion. Kapteeni Karasmaki from JR27 has been ordered to seize the headquarters of the 44th to prevent the remnants of the destroyed 44th Rifle Division from crossing the border.

Scenario: Attack on an Objective scenario, the Finns are the attackers.

Notes: Set up the with a road bisecting the short axis, heavily forested on both sides. The border crossing area is an open area within 20" of the Soviet edge. Place some snow drifts giving cover and some maybe some wooden fences creating minor linear obstacles. This area is populated by 1-2 houses and a larger building just at 18" of the Soviet edge. The larger building should represent the objective.



VICTORY CONDITIONS

As seen in the campaign set up, the campaign ladder is split into 2 parts documenting the progress of 2 different Soviet Divisions. Each half ladder should be played over no more than 5 turns. This is an unusual approach to a ladder campaign, but it ensures the player gets to play all 6 scenarios.

Scenario 1 is played only once as it is assumed that the Soviets breakthrough the Finnish Border Guards. A win here for the Finns will have an effect on their overall morale. The Soviets have 2-3 chances to clear table 2 before they automatically move on to table 3, again the campaign assumes that the Soviets eventually take Suomussalmi as they did historically, but as above if the Finns successfully meet their victory conditions, their morale goes up.

After no more 5 turns, the campaign automatically moves to the Raate Road and the Soviet 44th Rifle Division. Table 4 is played no more than twice as is table 5. This ensures that the Finns do have a chance to prevent the 44th from getting back to Russia on table 6.

A Major Soviet Victory is Finns failing to burn Suomussalmi and the remnants of the 44th making it back across the border. A Major Finnish Victory occurs if the Finns burn Suomussalmi and prevent the 44th from escaping across the border.

A Marginal Soviet Victory will have Suomussalmi being burned but the Soviets escaping. A Marginal Finnish Victory will see Suomussalmi not being burned but the Soviets being stopped at the border.

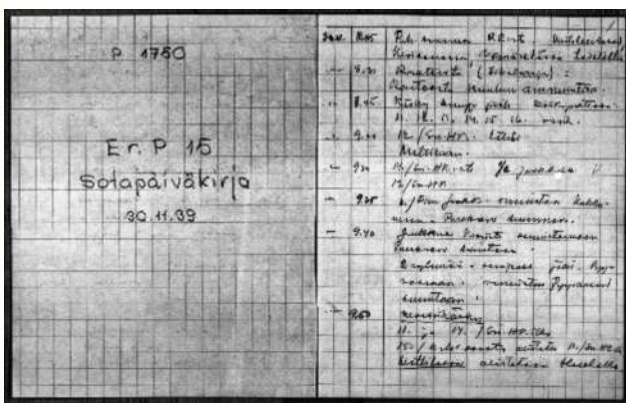
ACKNOWLEDGEMENTS

The release of Chain of Command in 2013 was soon followed by official Platoon lists for Winter War Finnish and the Soviet Forces. I was immediately intrigued and by 2014 I was painting my first Finnish troops. This was followed in 2015 with our first Winter War battles. Very soon after I decided to write a campaign for the Suomussalmi battles. During this early period I made contact with Eero Juhola, a gamer in Finland who was in the process of writing his [Winter of No Surrender](#) campaign set in the Winter War for Chain of Command. I can not overestimate the help he has given me though the years and the historical Platoon Structures and Supports you see above are totally his work. Additionally, during the pandemic and after, he set up many games from his campaign at his home in Helsinki which were played through Discord for gamers in both in Finland and abroad. It was a lot of fun and through him I have met many new gamers. I would also like to thank the gamers who have play tested the above scenarios virtually and in person in the US, Canada, Australia, England and of course Finland. I would also like to thank both Eero and Graham for proofreading.

REFERENCES

Internet

<https://digihakemisto.net/aineisto/2398926180> This is a digital reference of battle diaries of the units involved in the Winter War. I specifically focused on those of Er. P15, JR 24 and 27. Images of the handwritten diaries can be downloaded and ChatGPT did quite an astounding job of translation.



<https://www.maanmittauslaitos.fi/en/maps-and-spatial-data/maps/view-and-download-maps> This is a repository of modern and historical maps of Finland. With some digging, I found 1:20,000 maps of the period.

<http://sa-kuva.fi/> This is a digital archive of photographs from the period. They are available for general use as long as SA-Kuva is acknowledged as the source.

English Language Books

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