

Gemigabok Presents:

Winter of No Surrender

A SERIES OF WINTER WAR - CHAIN OF COMMAND CAMPAIGNS

CAMPAIGN LADDERS 1 & 2 (v2.3)

General Terrain Notes

Karelia is a beautiful area of lush forests and some of the finest farmland in Finland, dotted with small marshes and lakes.

Please refer to the included *Terrain Quick Reference Sheet*.

It is the end of November and the temperature during campaign turn 1 is around 0° Celsius (32° F) [B1, p. 25] which can be uncomfortable when one stays outdoors for the whole day, but which does not yet cause actual problems. As this has been the predominant weather for a while now the ground beneath the snow is already frozen rigid but not yet to a great depth.

There is a 5 to 10 cm (2 to 4") thick layer of snow on the ground [B1, p. 25]. This has no effect on the movement of infantry or tracked vehicles, but wheeled vehicles are in practice limited to using roads, cart paths and the yards of houses, all other terrain being too risky for them. Even on the road, wheeled vehicles may experience difficulties going up a hill unless the road has been snow-plowed (the ST-26 engineering tanks can be used for this purpose). Roll a d6, on 1-2 the wheeled vehicle moves only at half speed up the hill, and if the roll was a 1 then on another d6 roll of 1-2 the wheeled vehicle becomes *temporarily immobilized*.



Karelia is very much an agricultural area in 1939 (SA-Kuva)

Some maps feature elevation contour lines, but these are there just to indicate that there is a hill, they should not be thought of as line-of-sight impeding crest lines.

The roads are all unpaved gravel roads, sometimes bordered by very shallow ditches

on both sides. Such ditches are not deep enough to provide actual cover to infantry and are not obstacles either, but they may cause a wheeled vehicle or manhandled gun to bog down. The roads are just wide enough for two trucks or armored cars to pass each other.



A road near Taipale (SA-Kuva)

A tank overtaking or meeting another will have to maneuver one track onto the other side of the shallow ditch in order to pass. Due to the

snowy conditions the roads provide a movement bonus for tracked vehicles only.



A typical Karelian road and typical woods (SA-Kuva)

Cart roads are narrow but may be used by tanks and wheeled vehicles.

Paths may only be used by infantry, horses, and manhandled or towed guns.



Finnish woods in winter (SA-Kuva)

The woods are a mix of deciduous trees (of course stripped of leaves at this time of the year) and evergreens. The predominant type of tree is indicated on the location maps but in practice all areas are a mix of tree types. All woods provide Light Cover.

Regular Finnish forests have lush undergrowth and are *Heavy Going*. Looking in from the outside any figures in woods may be seen only to a depth of 4" from the forest edge. If both observer and the observed are in the woods, then they may only engage each other when they are within 9". Troops in regular woods may only use mortars and rifle grenades if within 4" of woods edge and their target is visible.

No one in his right mind would attempt to drive a vehicle in Finnish woods. Wheeled vehicles will automatically become *temporarily immobilized* after 1d6 inches while tracked vehicles must roll 5+ on d6 in order to not become *temporarily immobilized* (light and medium tanks get a +1/+2 to this roll). Cannon can be manhandled within 2" of woods edge only.

Some woods are classified as *struggling*. The sparse trees here are short and suffering because of environmental factors. They are mostly less than two meters tall, so the use of mortars and rifle grenades is possible. There is little undergrowth, so the struggling woods do not block line of sight. Tracked vehicles may move in struggling woods without fear of becoming bogged down but the area is considered *Broken Ground*. Wheeled vehicles must roll 3+ on d6 in order to not become *temporarily immobilized* (heavy armored cars and half-tracks get a +1 to this roll). Cannon can be manhandled in struggling woods.

Some woods are classified as *new*. The trees here were cut down years ago and new ones are now growing back but are mostly still less than two meters tall and therefore do not restrict the use of mortars or rifle grenades. There is considerable undergrowth but nevertheless any figures in new woods may be seen from the outside as well as while inside the woods to a distance of 18". New woods provide Light Cover and are *Broken Ground* for infantry. Tracked vehicles may move in new

woods without fear of becoming bogged down but the area is considered *Broken Ground*. Wheeled vehicles must roll 6+ on d6 in order to not become *temporarily immobilized* (heavy armored cars get a +1 to this roll). Cannon can be manhandled in new woods only within 2" of the woods' edge.

Some other woods are classified as *felled*. The trees in these areas have been cut down recently and while the tree trunks themselves have been transported away what is left is a jumble of branches, treetops and tree stumps which is difficult to negotiate. Felled woods do not block line of sight and do not restrict the use of mortars and rifle grenades. Felled woods are considered *Heavy Going* for infantry. Tracked vehicles may move in felled woods but the area is considered *Heavy Going*. Wheeled vehicles must roll 6+ on d6 in order to not become *temporarily immobilized* (heavy armored cars get a +1 to this roll). Cannon may be only manhandled within 2" of the edge of felled woods.

The ice age left millions of large and small boulders on Finnish soil. Most of them are roundish, the massive sheet of ice having used them a bit like ball bearings as it moved southwards. The boulders range in size from small to house-sized and they are more often located on the southern slopes of a hill and in depressions. Boulders may exist individually or in a group.

If a boulder is in woods, nearby troops may benefit from the cover provided by the woods

in addition to that possibly provided by the boulders.

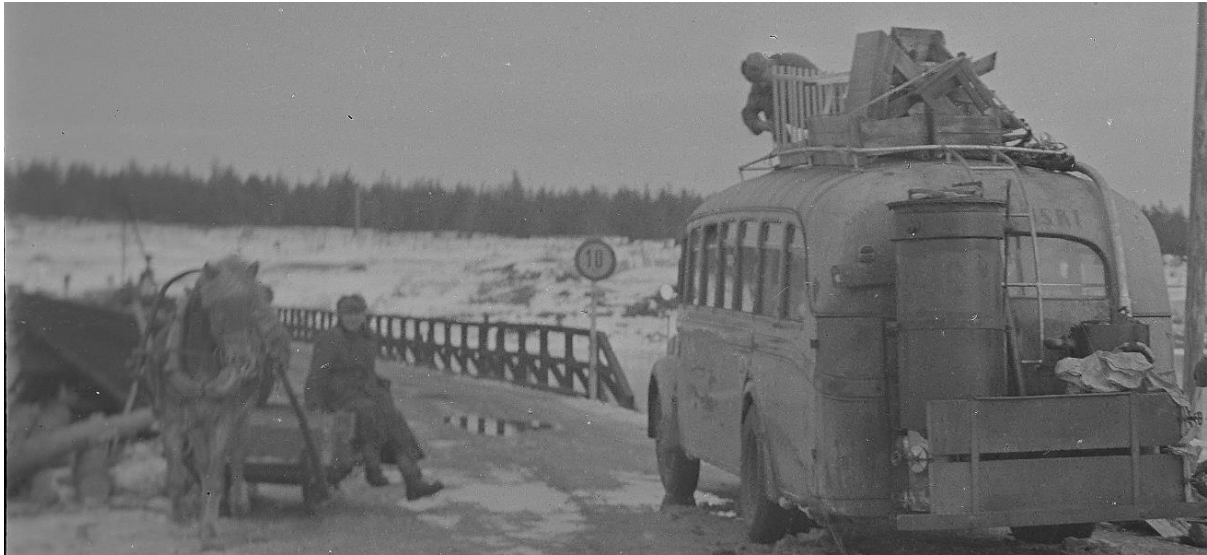
Up to four men may place themselves behind a boulder in such a way that they can directly engage the enemy. The cover is Heavy Cover but only applies to direct small-arms fire of a single enemy unit which must be at least 6" away.

Individual boulders provide no cover against indirect fire (rifle grenades, mortars) or hand grenades and provide no benefit in close combat. Depending on line of sight, individual boulders provide Light Cover or no cover against other types of attacks.

Groups of boulders provide Light Cover against all attacks.

Fields are now of course snow-covered and provide no protection. For infantry, half-tracked and tracked vehicles, fields are *Open Ground* unless listed as plowed when they are considered *Broken Ground*. Wheeled vehicles must roll 3+ on d6 in order to not become *temporarily immobilized* (heavy armored cars get a +1 to this roll, +2 if half-track).

Irrigation and drainage ditches are a regular feature of the Karelian countryside. Unless otherwise specified in the scenario, such ditches can be crossed by tracked vehicles as Heavy Going and infantry as a Medium Obstacle. The ditches tend to be deep enough to be used as light cover.



A substantial wooden bridge near Taipale. The sleigh here is probably very much like those used by the Finns in this campaign pack. The bus is probably being used to evacuate civilians. A custom-built wood-gas generator and associated paraphernalia can be seen at the rear of the bus (SA-Kuva).



A primitive wooden bridge (SA-Kuva)

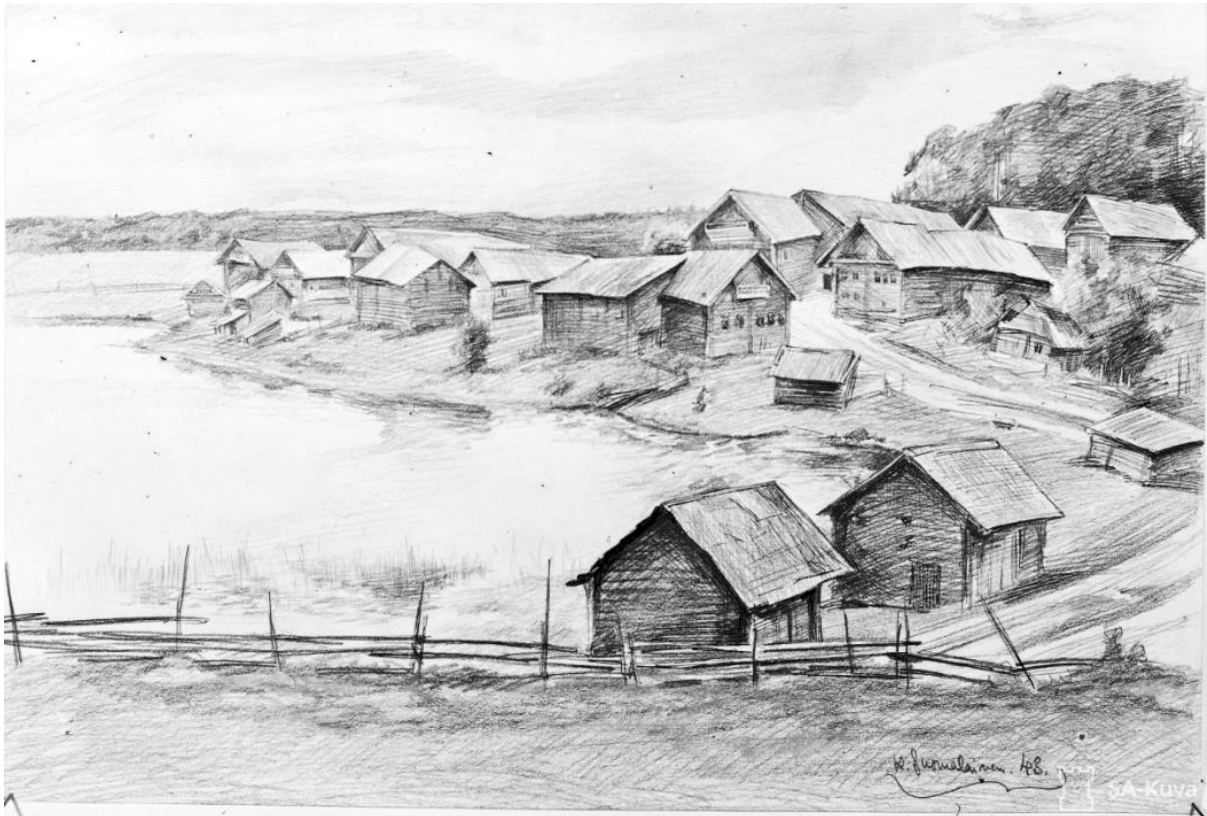
There are many bridges crossing over streams and ditches. Most bridges in Karelia are made of wood and are very simple affairs. Most provide little or no cover from small arms fire

to any troops attempting to cross them. The banks of streams and rivers provide light cover against small-arms fire.

Marshes are usually recognizable as such despite being under a blanket of snow. Entrenchments, pressure-fused anti-personnel mines, anti-tank mines and anti-tank obstacles cannot be placed in marshes. Although frozen over, it is not certain if the marsh would hold the weight of a tank this early in the winter but if it does, it will be considered Broken Ground. For infantry movement they count as Open

Ground if the temperature is 0° or below, Broken Ground if above that temperature.

Several lakes are depicted on the maps. They too are covered in ice and snow and it is unclear if they can withstand the weight of a tank this early in the winter. For movement they count as Open Ground.



The Karelain village of Nurmoila, not far from the scene of this campaign (Drawing by Kari Suomalainen, SA-Kuva)

Karelain village buildings are usually made of wood, most often using round timber but also squared timber and boards can be seen. Some of them may have brick or stone foundations. The buildings are often left unpainted so new ones will start out brownish but soon turn to a grey in color in the sun. The roofs are usually

simple, being made either of planks, boards or wooden slates.

Timber buildings provide Heavy Cover versus pistol-caliber fire such as SMGs but only Light Cover against rifles and machine guns. Buildings constructed of wooden planks provide only Light Cover.



A sleigh-mounted Finnish field kitchen moves past what must be a wealthy home or perhaps a store. The building is constructed of wooden boards and seems to be painted as well and has an expensive mansard roof. Taipale, December 2nd, 1939. (SA-Kuva)

Windows and doorways are narrow and can typically provide a field of fire for only two men or a single support weapon.

Villages and yards may be embellished with wells, bushes, outhouses and outbuildings, outhouses, flag poles, stacks of firewood, overturned buckets, broken-down agricultural implements, sleighs and carts (all the functional ones have been evacuated) as well as old skis left leaning against houses. Various

civilian belongings including furniture may be strewn about the yards as the families have been evacuated with great haste. A few escaped cattle, horses, sheep or chicken may be seen roaming on the board at the beginning of a scenario, but they will immediately attempt to rout off the battlefield when the shooting starts. Overturned, snow-covered boats may be present near lakes and rivers waiting for the spring.



The village of Semsjärvi. Drawing by P. Söderström, 1941 (SA-Kuva)



A hut or barn with a typical Karelian fence (SA-Kuva)

Barns are everywhere in Karelia. The ones right next to houses are often used to keep livestock such as cattle, poultry, pigs and sheep. They may also be used to store firewood and hay for horses and may have living quarters for farmhands and workmen and even their families upstairs.

Barns located in the fields are used for keeping hay, seeds, agricultural tools and the like. In an era when much agricultural work is done by hand it is useful to keep often-needed items where the work is actually done. Barns in Karelia are typically not very big.

Karelian fences are constructed out of saplings, usually quickly and rather haphazardly and apparently without using many expensive nails. Their main function is to limit the grazing of livestock and therefore they do not necessarily indicate the borders of a plot of land. The height of a fence probably depends on the type of livestock being contained - horses and cows will need higher fences than sheep. The Karelian model is very modular and well-suited for adjustment and usually there

are no gates in the fence - livestock may be let in and out by partially dismantling the fence by sliding the lengths of wood to the side.

The Karelian fence provides Light Cover against pistol-caliber fire such as SMGs but no cover against rifle-caliber fire. Sometimes the saplings used may be thick enough to provide the same level of protection against rifle-caliber weapons as well, if this is the case it is indicated in the scenario.

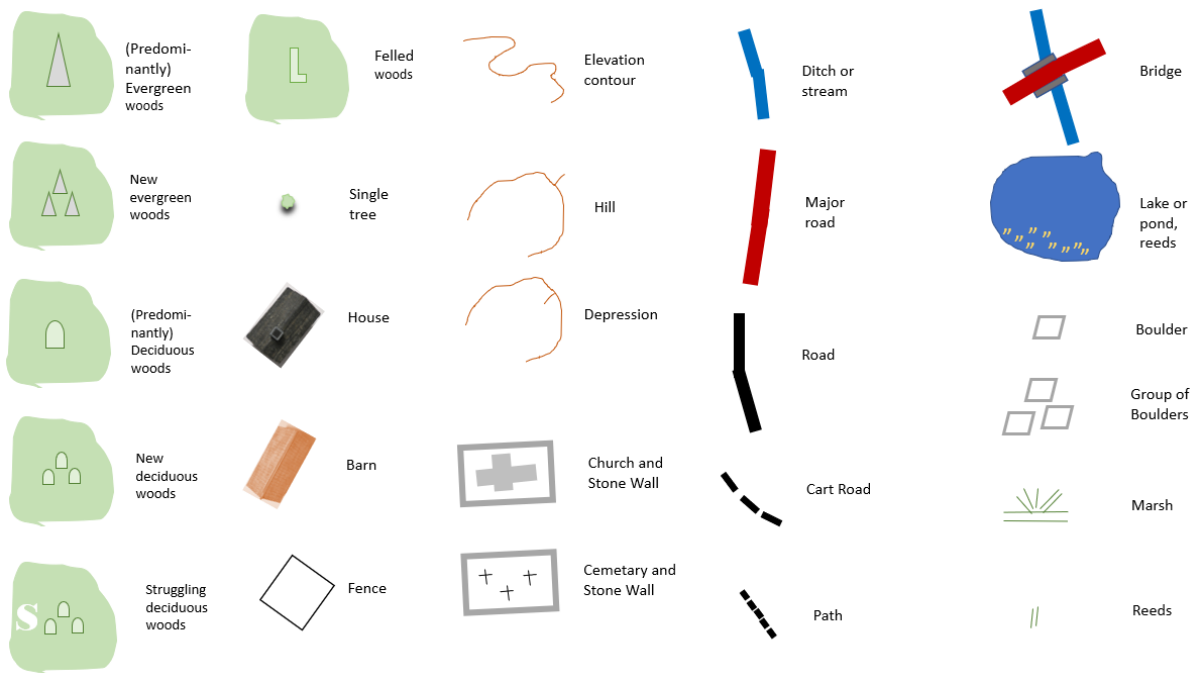


Traditional Karelian fence at Paatene, Soviet Union (SA-Kuva)

For purposes of crossing by infantry the low fences are considered Minor Obstacles and the high fences are Medium Obstacles. Any armored vehicle may drive through a fence

with no penalty but a light armored car as well as any unarmored vehicle should be treated as per the Vehicles Moving into Buildings rule.

Map Key:

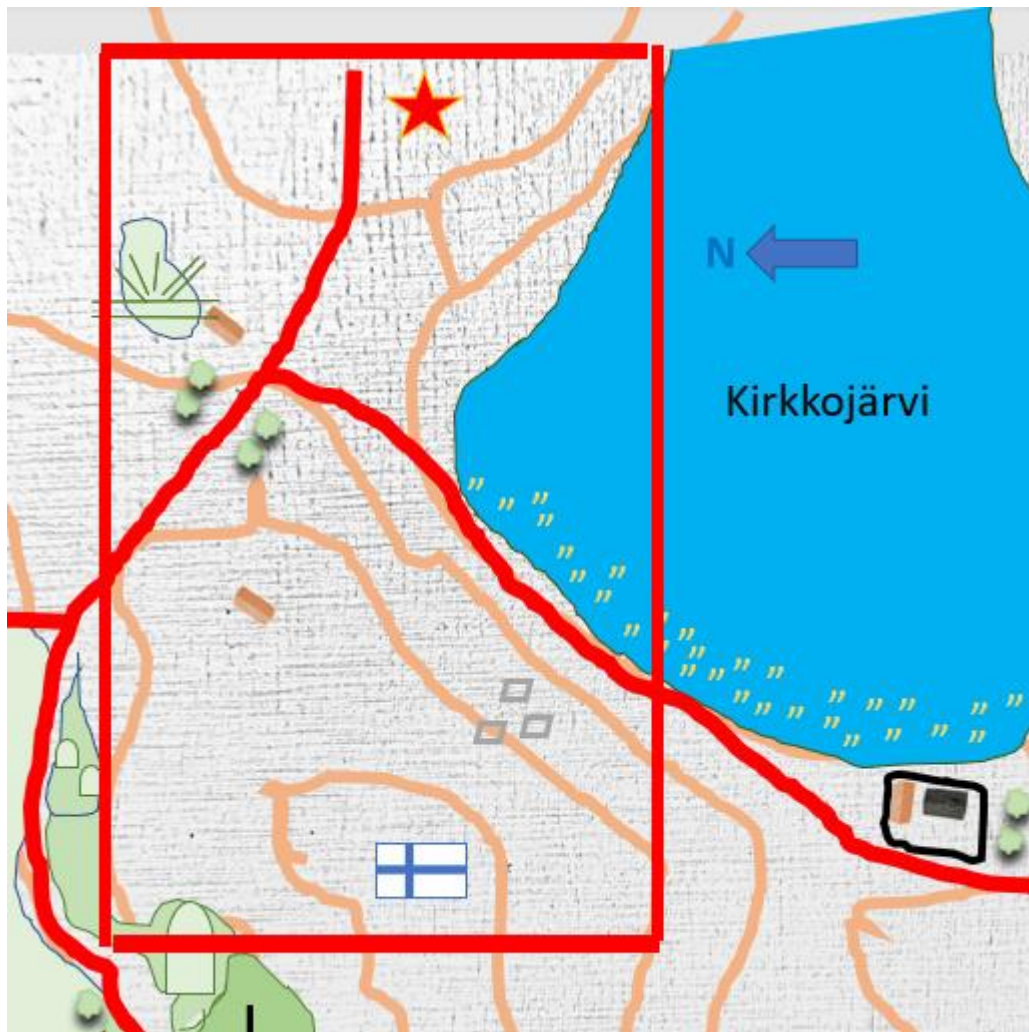


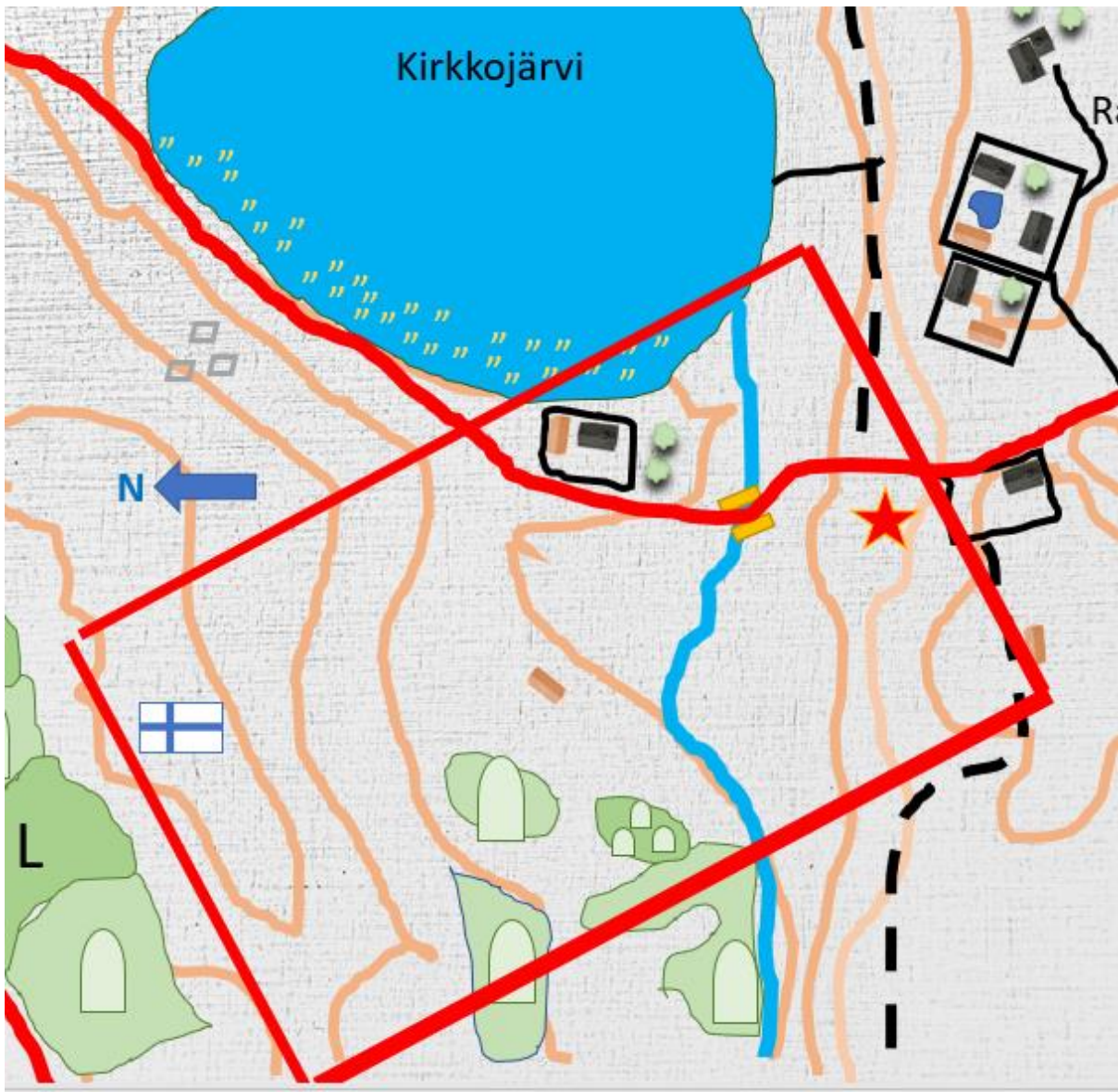
A Terrain Quick Reference Chart is included in the Additional Maps folder.

Note that Yellow, Purple, Blue and Green maps are all located in the Additional Maps folder.

Location N. RAUTU

Defiance on the Huhti Road Scenario 9





The road network becomes denser as we approach the village of Rautu. The road from the south passes the prosperous estate of Rauhala with its many outbuildings and Karelian fences, and its main building overlooking the frozen Lake Kirkkojärvi.

The road dips down and crosses over a well-built wooden bridge spanning the stream which feeds its water into the lake. The bridge has sturdy wooden handrails made of two by fours which provide light cover to any troops behind them. The stream is unfrozen, is a minor obstacle to infantry but cannot be crossed by armored vehicles and provides light cover to troops taking cover in it.

After that the ground rises again and the road goes through the smaller farmyard of Kirpitsa farm, skirting the large hill to the north-west and meeting with the road coming from the east. When the Soviets get this far, they could come from either south or east, or perhaps simultaneously from both directions?

The lake is already frozen over, but it is unclear whether it could support any vehicles. At the western end of the lake are several areas of reeds which provide concealment (light cover) to immobile troops but do not block line of sight.

Scenario: Six - Attack on an Objective. To win a victory, the attacker must capture the game objective and hold it until his opponent is obliged to withdraw from the table, either voluntarily or due to Force Morale. Any other result is a victory for the defender.

Patrol Phase: The attacker deploys either three or four of his *Patrol Markers* on his friendly edge, all within 12" of at least one other friendly *Patrol Marker*. The defender deploys four *Patrol Markers* on the game objective (the top of Hill 60). The attacker now rolls 1D6 before the *Patrol Phase* begins. On a roll of 1 or 2, the attacker immediately takes two moves with his *Patrol Markers*. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves are taken. At the end of the *Patrol Phase* the attacker will place three *Jump-Off Points*. The defender places three *Jump-Off Points* on the table and may then add a further fourth *Jump-Off Point* on the objective itself.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are taking advantage of the open area on the left side of the road.

----- Finns -----

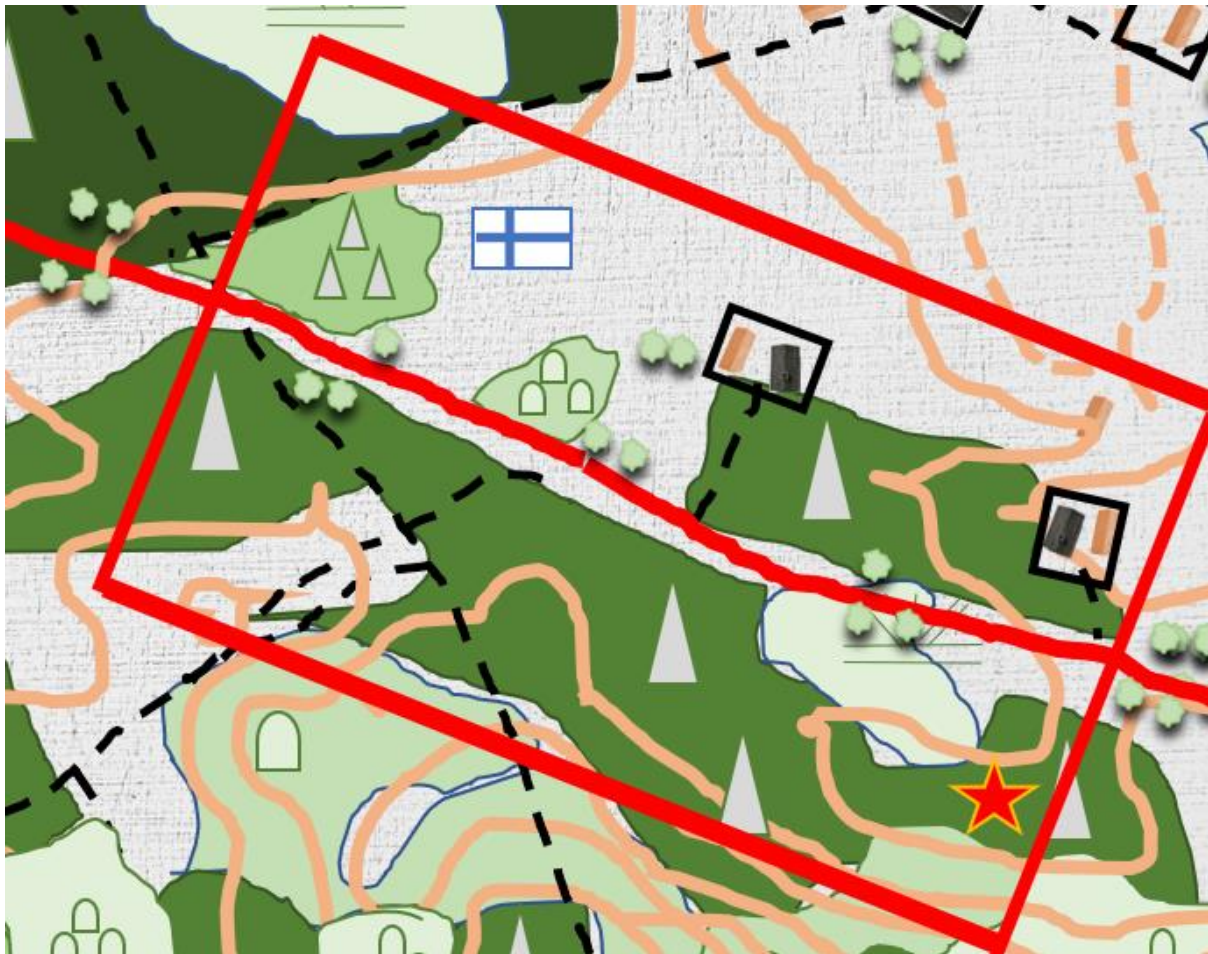
This is the Battalion's main defensive line. There is a triple barbed wire obstacle 36" long, 8 entrenchments, machine gun, mortar and anti-tank gun positions (log entrenchments), a command log bunker (no windows but provides bunker cover), a communications log bunker (no windows but provides bunker cover), and 36" of anti-tank ditch. Where a road crosses the ditch, it can be blocked by large rocks as a roadblock [B1, p. 21].

The Finns have an infantry platoon, their MMG platoon and 1D6+3 Support Points. Every time the game is replayed, they get an additional 3 points of support.

By expending one Support Point the Finns may declare that the small copses of woods on the western edge of the table(s) have been cut down in order to improve fields of fire. They will continue to provide light cover to any troops in them, but they will no longer block line of sight.

As this area is within range of the Third Brigade mortars at Rautu, any mortar barrages obtained as support will cover an area of 18" x 18".

----- Finns -----



Here the road to Rautu passes through yet another evergreen forest. A farmhouse and a barn are enclosed by a Karelian fence. Another barn is situated right on the road. Smaller cart roads crisscross the area. Towards the north are more fields.

Scenario: Hasty Defence (see the 1940 Blitzkrieg supplement). To win a victory the attacker must exit a unit off the enemy table edge whilst also having cleared two of the three enemy deployment areas of troops. To be cleared, no enemy troops may be within the 2' by 2' sector of the table when a Turn ends.

Patrol Phase: The defender player rolls two D6. On a 1 to 3, two Patrol Markers are placed at point 1, on a roll of 4 to 6, two are placed at point 3. Once the defender player has placed his Patrol Markers, the attacker may place three or four Patrol Markers anywhere along their table edge, ensuring that none are more than 12" from any other. The Patrol Phase begins with the attacker taking the first move.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the better cover of the woods south of the road.

Yellow table: The Russians are taking advantage of the open fields to better use their firepower.

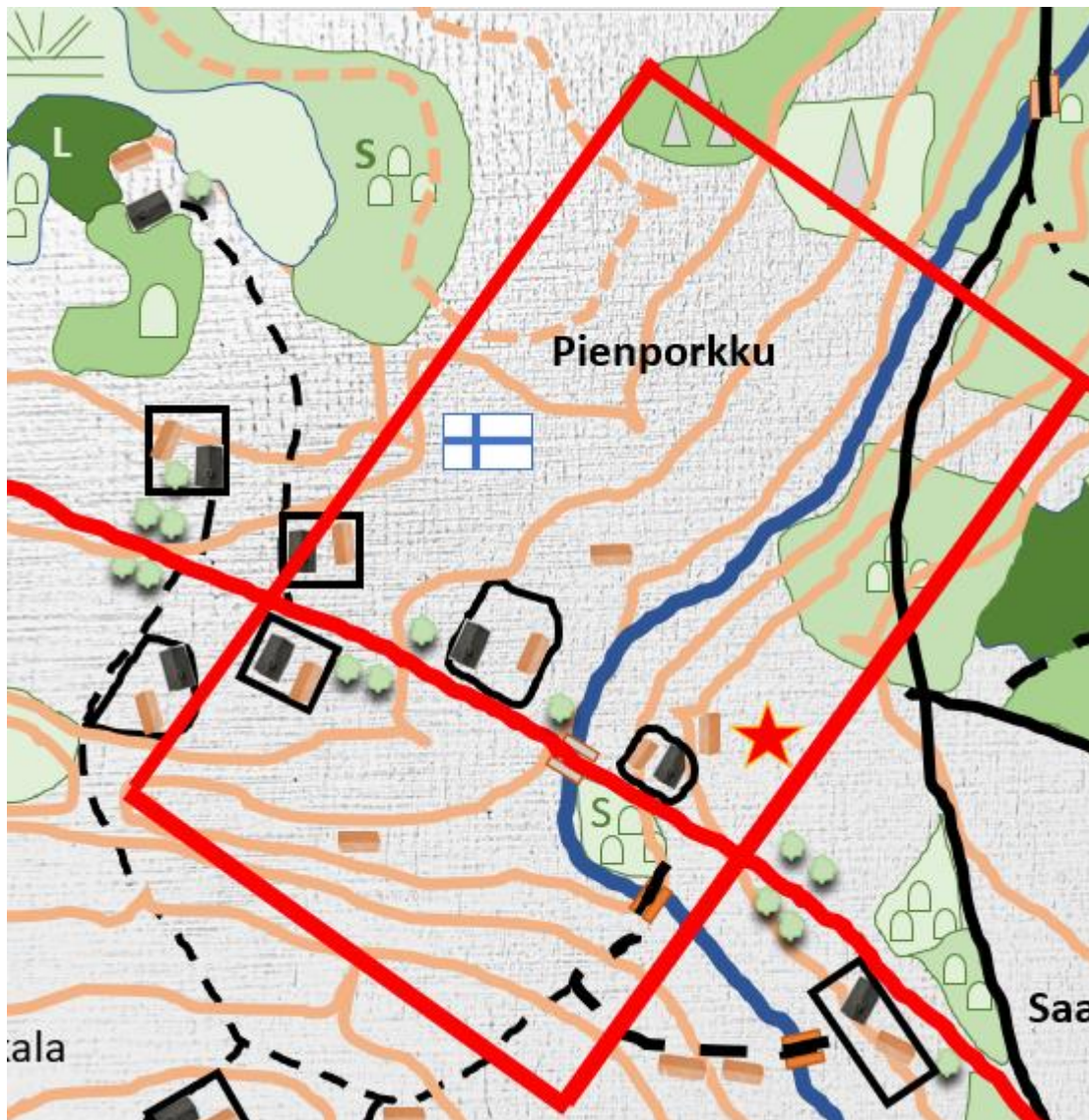
----- Finns -----

The Finns have D6 support points. Infantry cannon, anti-tank cannon, mortar or artillery support is subject to Campaign Timeline and events. No entrenchments or field works may be obtained.

As this area is within range of the Third Brigade mortars at Rautu, any mortar barrages obtained as support will cover an area of 18" x 18".

If you are playing Big Chain of Command, then the Finns have two platoons and have D6 support points.

----- Finns -----



Pienporkku is a sizable village. Here the terrain is very favorable towards defensive operations, so the Finns have constructed extensive fieldworks. The open fields and gently sloping farmland provide a killing ground which any approaching enemies will find difficult to cross.

The ditch is frozen and counts as a minor obstacle for infantry and is impassable for vehicles. It provides light cover to troops in it. There are two bridges crossing the ditch here - the one on the main road is of stone and of good construction and gives light cover to moving and heavy cover to stationary troops who can take full advantage of its raised sides and railings. The other bridge is of wood and is more basic. Either or both bridges may begin the game already demolished by the Finns, or alternatively either or both may have been set with explosives ready to be blown up.



Scenario: Six - Attack on an Objective. To win a victory, the attacker must capture the game objective and hold it until his opponent is obliged to withdraw from the table, either voluntarily or due to Force Morale. Any other result is a victory for the defender.

Patrol Phase: The attacker deploys either three or four of his *Patrol Markers* on his friendly edge, all within 12" of at least one other friendly *Patrol Marker*. The defender deploys four *Patrol Markers* on the game objective. The attacker now rolls 1D6 before the *Patrol Phase* begins. On a roll of 1 or 2, the attacker immediately takes two moves with his *Patrol Markers*. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves are taken. At the end of the *Patrol Phase* the attacker will place three *Jump-Off Points*. The defender places three *Jump-Off Points* on the table and may then add a further fourth *Jump-Off Point* on the objective itself.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are taking advantage of the open area on the left side of the road. Tanks must enter the board east of the river.

Yellow table: The Russians are using the better cover provided by the wooded areas in order to approach the enemy positions.

----- Finns -----

This is one of the main defensive lines of the 6th Independent Battalion. They have dug 8 entrenchments here. Other field works here include two mine fields and two lengths of barbed wire, and 24" of anti-tank ditch [B1, p.41].

The Finns are also supported by two MMG sections from their associated machine-gun platoon.

In addition, two off-table Maxim-type machine guns in the main defensive line some 1 km away are able to engage enemy forces east of the ditch [B1, p. 20]. They have visibility to the table as if they were located in the westernmost corner of the table. They can each be activated on a 1 or 3 and fire indirect fire at Extreme range.

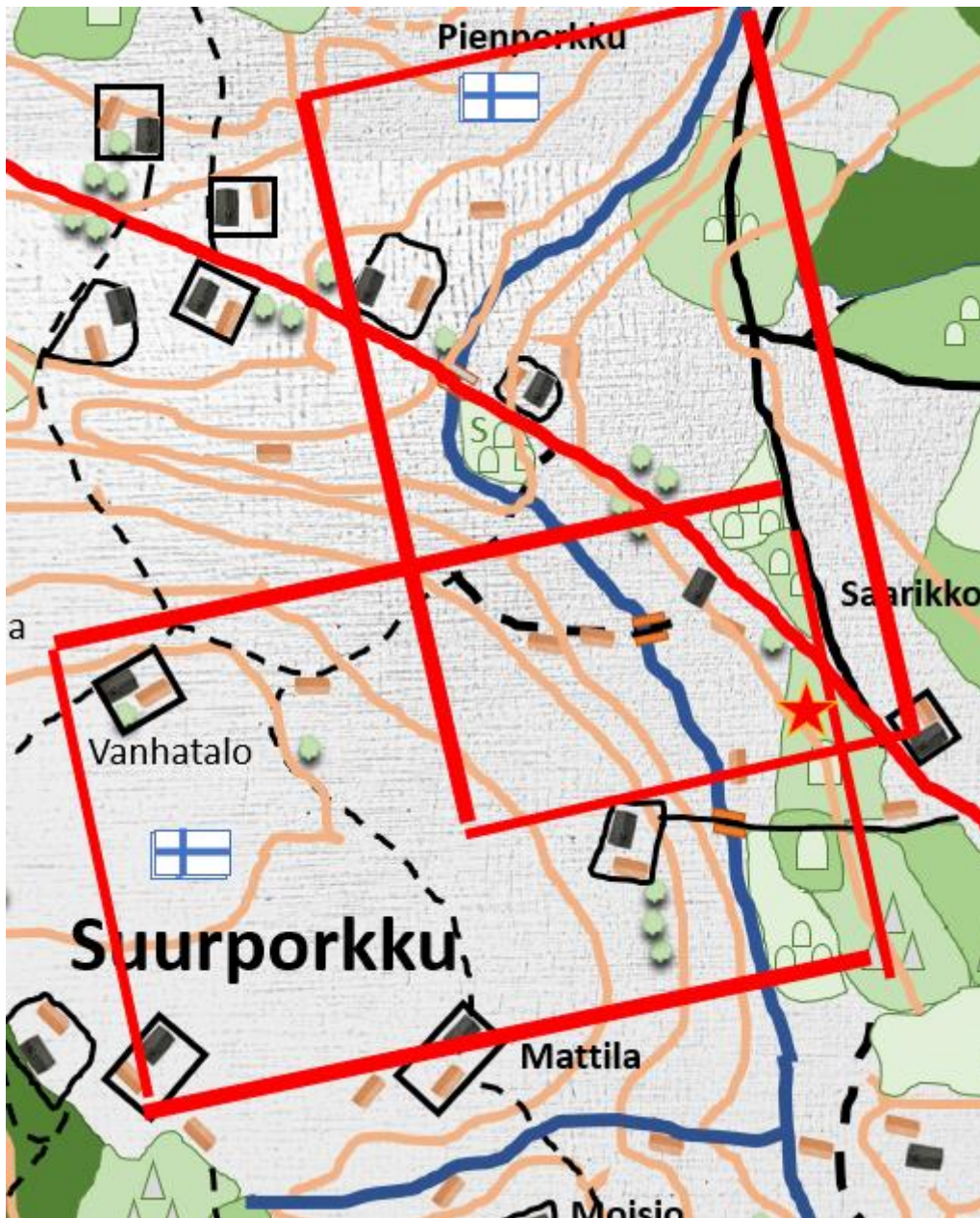
As this area is within range of the Third Brigade mortars at Rautu, any mortar barrages obtained as support will cover an area of 18" x 18".

On top of all this the Finns have 2D6 support points. Infantry cannon, anti-tank cannon, mortar and artillery support is subject to Campaign Timeline and events.

And what is yet more, any troops on Suurporkku can shoot onto this table, LOS permitting. Note that the top of Suurporkku hill is some fifteen meters higher than Pienporkku and this should be remembered when determining line of sight. See *R6 Longer Ranges* and each side's WoNS Master Arsenal Tables.

If you are playing Big Chain of Command then the Finns have two platoons and 16 entrenchments, three lengths of wire and three minefields and the AT ditch. They are supported by three MMG sections and three off-table machine guns and have 3D6 support points.

----- Finns -----



As the road goes through the hamlet of Saarikko the woods give way to lush farmland. On the left is the very large hill of Suurporkku. Towards the north and north-west is the smaller Piennorkku. Both hills have been fortified by the Finns and form a combined defensive position with interlocking fields of fire.

The trees in Saarikko hamlet are very young and offer light cover. The biggest house in the hamlet has a stone foundation giving heavy cover to any troops in it.

The ditch is frozen and counts as a minor obstacle for infantry but is impassable for vehicles. It provides light cover to troops in it. The bridges may begin the patrol phase already demolished or the Finn may purchase explosives as support to have them rigged and ready to blow up.

This is another dual-table scenario. The Finn must allocate his forces for the two tables. Units allocated onto one table may not be moved to the other.

The Soviet player must choose his approach. He might for example:

* Assault Suurporkku: Use the Attack and Defend scenario.

* Try to bypass Suurporkku: The Russian must move all his forces to the building located east of the main bridge. Once there they are considered to be safe in complete cover but cannot shoot out of the building. Once the Russian has enough troops in the building set up the Pienporkku table.

----- Finns -----

This is one of the main defensive lines of the 6th Independent Battalion. They have dug 8 entrenchments here. Other field works here include two mine fields and two lengths of barbed wire.

The Finns are also supported by one MMG section from their associated machine-gun platoon.

In addition, two off-table Maxim-type machine guns in the main defensive line some 1 km away are able to engage enemy forces east of the ditch and on Suurporkku between the lone tree near Vanhatalo and the red star [B1, p. 20]. They have visibility to the table as if they were located in the westernmost corner of the table. They can each be activated on a 1 or 3 and fire indirect fire at Extreme range.

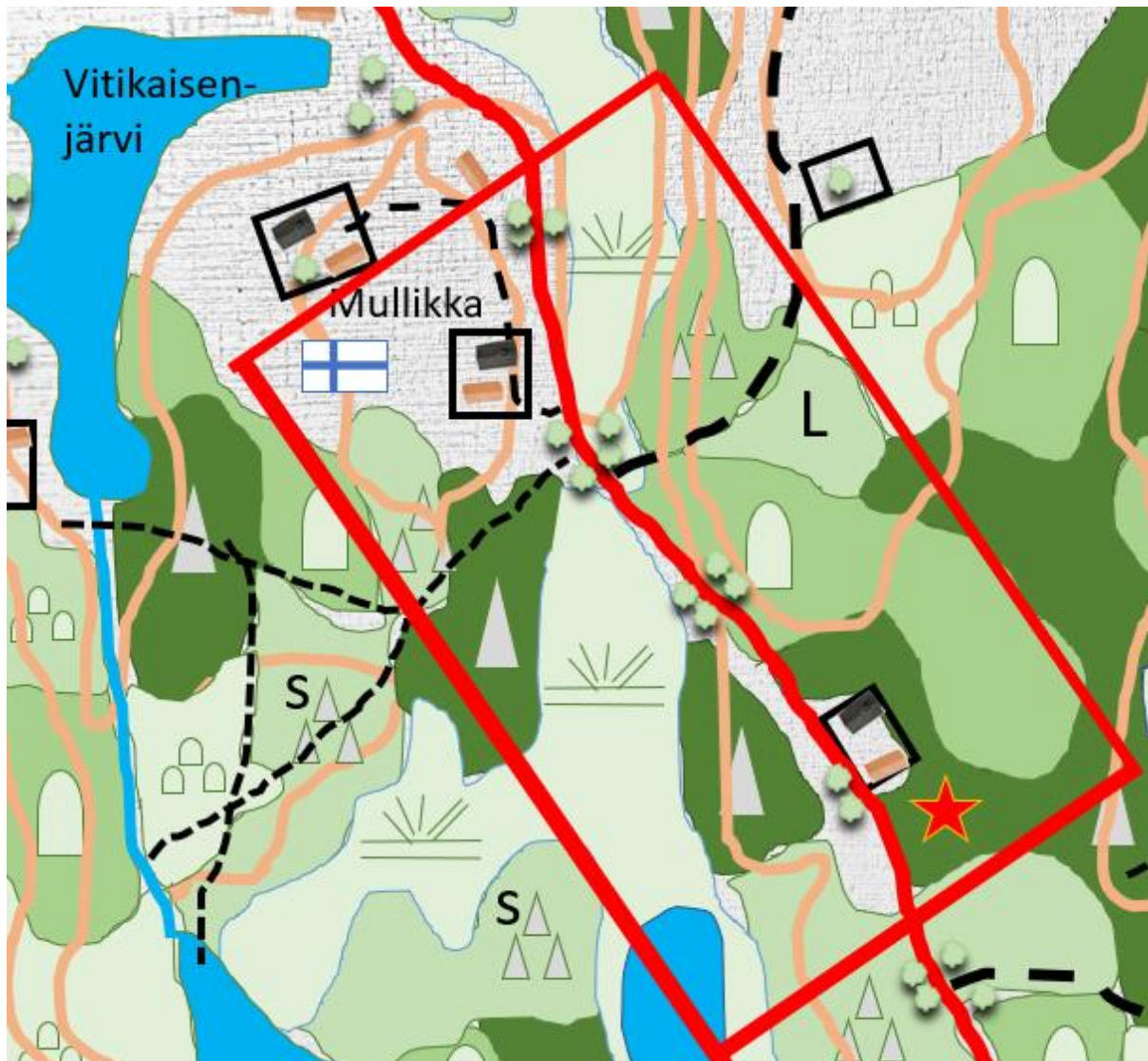
As this area is within range of the Third Brigade mortars at Rautu, any mortar barrages obtained as support will cover an area of 18" x 18".

On top of all this the Finns have 2D6 support points. Infantry cannon, anti-tank cannon, mortar and artillery support is subject to Campaign Timeline and events.

And what is yet more, any troops on Pienporkku can shoot onto this table, LOS permitting. Note that the top of Suurporkku hill is some fifteen meters higher than Pienporkku and this should be remembered when determining line of sight. See *R6 Longer Ranges* and each side's WoNS Master Arsenal Tables.

If you are playing Big Chain of Command then the Finns have two platoons and 16 entrenchments, three lengths of wire and three minefields and the AT ditch. They are supported by three MMG sections and three off-table machine guns and have 3D6 support points.

----- Finns -----



This is the site of the secondary defensive line of the Independent Battalion [B1, p.18].

The gravel road passes by a farmhouse and avoids first the large Kuoppapelto hill to the north and then the smaller Mullikka hill to the north-west. Coming down the larger hill the road dips into marshland where short trees are the norm. It is not clear if this marsh will support tracked vehicles. Higher on the slopes of Kuoppapelto some trees have been felled.

Lake Vitikaisenjärvi is already frozen over but its ice might not hold up under the weight of a vehicle.

The farm on Mullikka hill is mainly a cattle farm. It is surrounded by Karelian fences.

Scenario: Three - Attack and Defend. To win a victory, one side must force the opponent to withdraw from the table, either voluntarily or due to a reduction in his *Force Morale*, whilst keeping his own *Force Morale* at 3 or greater. If neither side achieves this the result is a *dishonorable draw*.

Patrol Phase: The defender deploys four *Patrol Markers* within 18" of his own table edge and within 12" of at least one other friendly *Patrol Marker*. The attacker enters anywhere on their table edge, with four *Patrol Markers*. The attacker rolls 1D6 before the *Patrol Phase* begins. The number rolled is the number of moves which the attacker immediately takes with his *Patrol Markers*. At the end of the *Patrol Phase* both players will place three *Jump-Off Points* on the table.

Red table: The initial attack must be on the Red table. The attack follows the road.
Purple table: The Russians are using the better cover of the woods in order to better approach the Finnish positions.

Yellow table: The Russians are using the openness of the fields to better use their machine guns.

----- Finns -----

The Finns have D6+6 support points. In addition, they have two entrenchments. Infantry cannon, anti-tank cannon, mortar or artillery support is subject to Campaign Timeline and events.

If you are playing Big Chain of Command, then the Finns have two platoons and are supported by an MMG section and have D6+6 support points.

Rather unsuccessful attempts were made to flood the road here [B1, p. 19]. At the point where the road crosses the marsh the flooded water has frozen over the road. The result is a slippery patch where a vehicle crossing it will slip into the marsh on a roll of 1 on a D6 (1-2 if going flat out). For infantry the ice and the whole iced-over marsh counts as a minor obstacle.

----- Finns -----



The gravel road winds its way towards the north-west, bending along a strip of marshland. Beyond the marsh there are mostly dense but also some young woods. On the eastern side of the road the trees are mostly deciduous and beyond them are some fields.

Scenario: Hasty Defense (see the 1940 Blitzkrieg supplement). To win a victory the attacker must exit a unit off the enemy table edge whilst also having cleared two of the three enemy deployment areas of troops. To be cleared, no enemy troops may be within the 2' by 2' sector of the table when a Turn ends.

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Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the better cover of the woods in order to better approach the Finnish positions.

Yellow table: The Russians are using the openness of the fields to better use their machine guns.

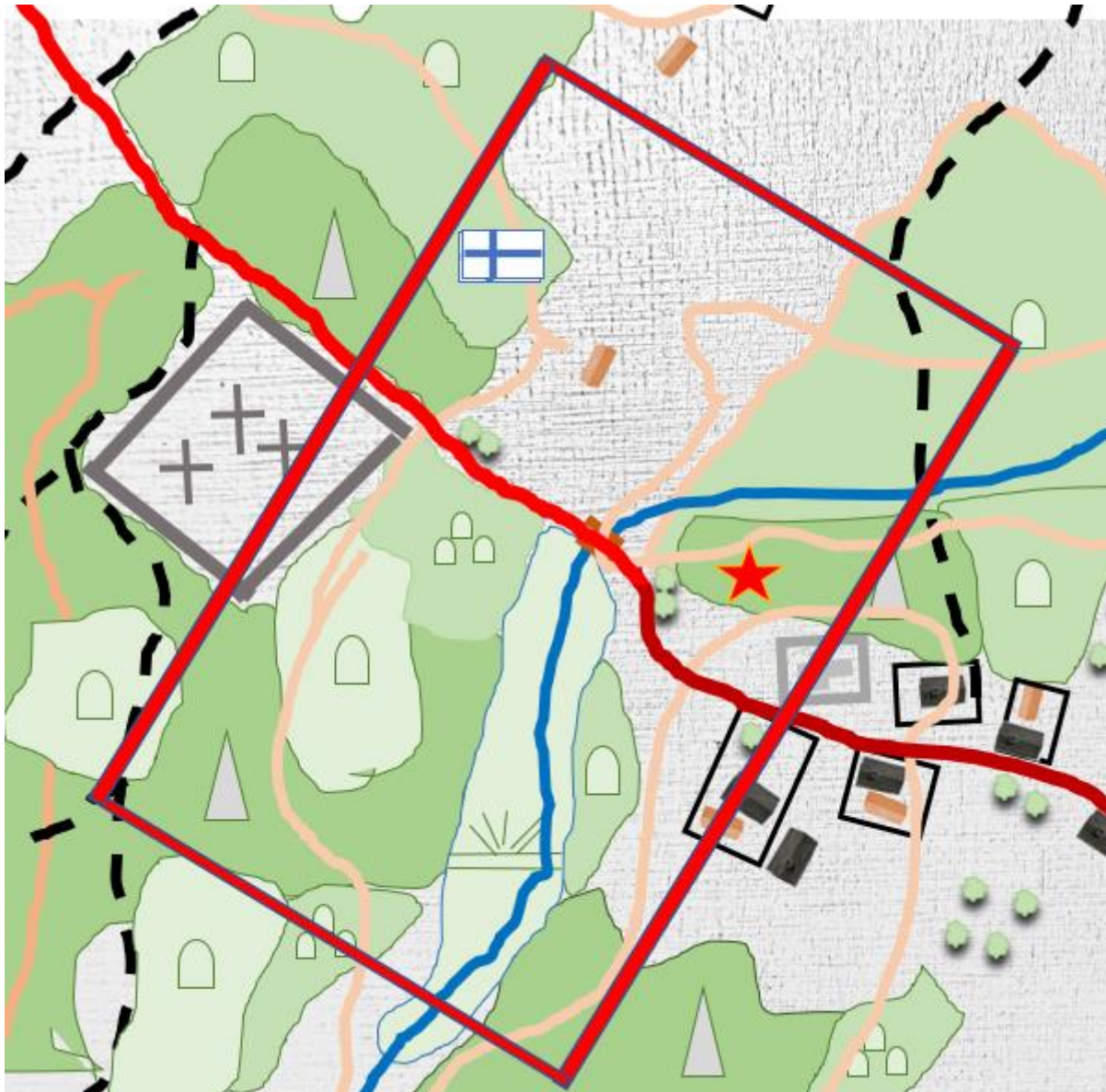
----- Finns -----

The Finns have D6 support points. Infantry cannon, anti-tank cannon, mortar or artillery support is subject to Campaign Timeline and events. No entrenchments or field works may be obtained.

If you are playing Big Chain of Command, then the Finns have two platoons and have D6 support points.

The roadsides have been saturated with pipe mines [B1, p. 21]. The Finns have two anti-personnel minefields which must be placed off the road. Holes have been dug into the road in preparation for the installation of anti-tank mines. Unfortunately, there are no anti-tank mines to install here [B1, p.35].

----- Finns -----



After the vicarage the gravel road, still lined with a few trees, dips into a little valley of sorts, crosses a ditch and continues up the hill, passing by the cemetery.

The well-built wooden houses comprising the vicarage of Palkeala are surrounded by conventional fences made of wooden boards which provide light cover and there are a few wooden outbuildings as well.

Surrounded by a low stone wall, the angular wooden Palkeala Church stands at the side of the road. A few of the most important and oldest graves are located within the church grounds. The church itself provides only light cover while the wall and gravestones are heavy cover to infantry. Due to its low height the wall is only a minor obstacle.

The shallow ditch is not yet frozen but counts as a minor obstacle for infantry. It is however impassable for vehicles. It provides light cover to troops in it and is located in marshland which may or may not be frozen enough to bear tracked vehicles. The bridge leading over the ditch is sturdily constructed of wooden beams and pleasing to the eye.

On the southern side of the road the trees are young, growing bigger towards the southern edge of the table. On the northern side is more farmland, a solitary barn standing in the middle of the fields.

The cemetery stone wall provides Heavy Cover as do the various gravestones in the cemetery.

Scenario: Three - Attack and Defend. To win a victory, one side must force the opponent to withdraw from the table, either voluntarily or due to a reduction in his *Force Morale*, whilst keeping his own *Force Morale* at 3 or greater. If neither side achieves this the result is a *dishonorable draw*.

Patrol Phase: The defender deploys four *Patrol Markers* within 18" of his own table edge and within 12" of at least one other friendly *Patrol Marker*. The attacker enters anywhere on their table edge, with four *Patrol Markers*. The attacker rolls 1D6 before the *Patrol Phase* begins. The number rolled is the number of moves which the attacker immediately takes with his *Patrol Markers*. At the end of the *Patrol Phase* both players will place three *Jump-Off Points* on the table.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the better cover of the woods in order to better approach the Finnish positions.

Yellow table: The Russians are using the openness of the fields to better use their machine guns.

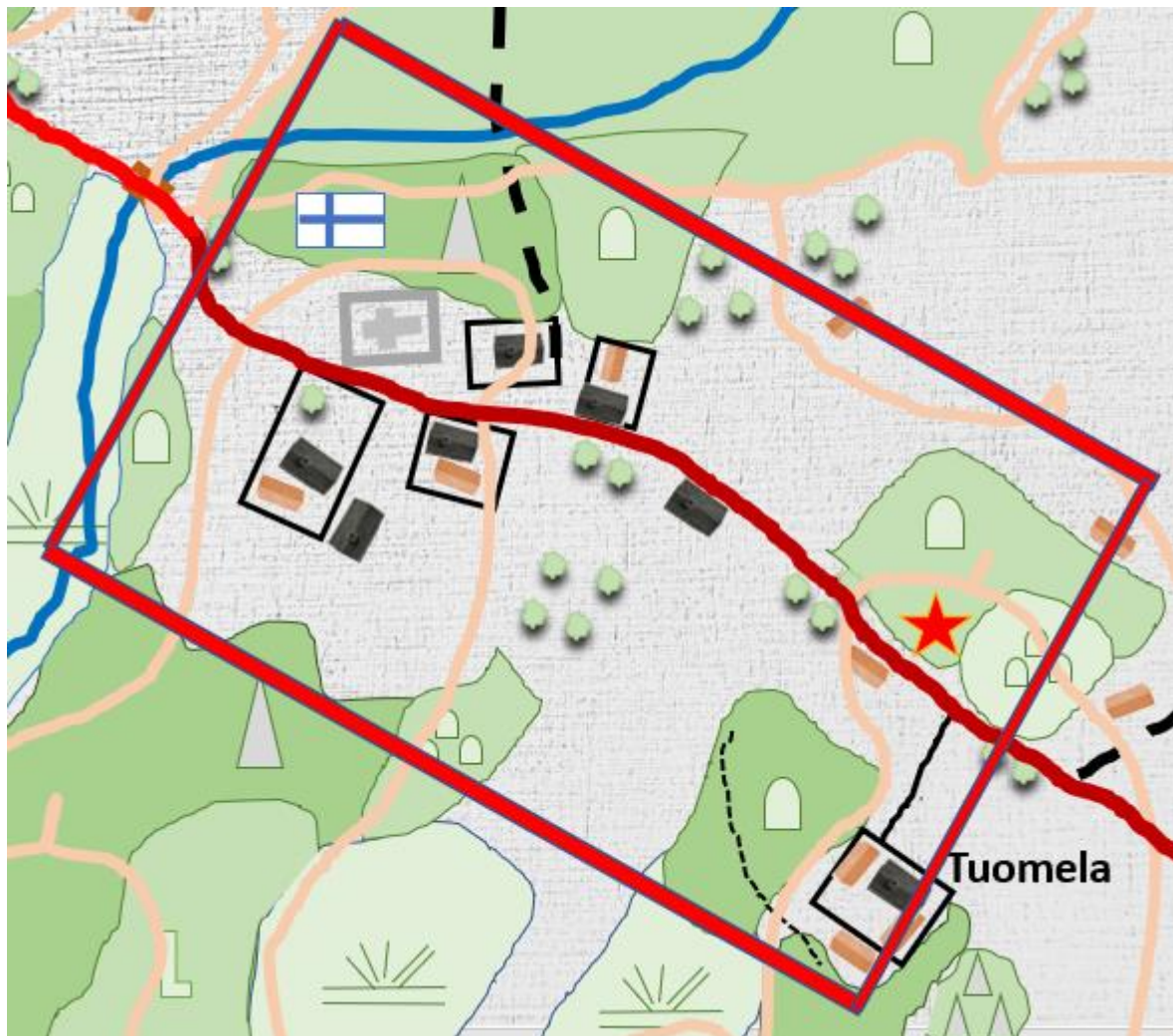
----- Finns -----

The Finns have D6+6 support points. They also have 9" of roadblock made of cobble stones. Infantry cannon, anti-tank cannon, mortar or artillery support is subject to Campaign Timeline and events.

If you are playing Big Chain of Command, then the Finns have two platoons and are supported by a MMG section and have D6+6 support points.

The bridge has been prepared with explosives and can begin Turn One already blown up (it can be ok during Patrol Phase, if desired), or waiting to be detonated by the Finns. If the latter option is chosen the Finns will need a CoC die in order to blow the bridge during the game, as explained in the 1940 Blitzkrieg supplement *Combat Engineering* rules.

----- Finns -----



Here the road continues towards the north-west. After passing over fields the gravel road, lined with trees at times, arrives at a meadow with some deciduous trees. The meadow itself provides no extra cover at this time of the year but the few trees are light cover. Beyond it are six well-built wooden houses comprising the vicarage of Palkeala. The vicarage houses are surrounded by conventional fences made of wooden boards and there are a few wooden outbuildings as well.

Surrounded by a low stone wall, the angular wooden Palkeala Church stands at the side of the road. A few of the most important and oldest graves are located within the church grounds. The church itself provides only light cover but the wall and gravestones are heavy cover to infantry. Due to its low height the wall is only a minor obstacle.



Scenario: Six - Attack on an Objective. To win a victory, the attacker must capture the game objective and hold it until his opponent is obliged to withdraw from the table, either voluntarily or due to Force Morale. Any other result is a victory for the defender.

Patrol Phase: The attacker deploys either three or four of his Patrol Markers on his friendly edge, all within 12" of at least one other friendly Patrol Marker. The defender deploys four Patrol Markers on the game objective. The attacker now rolls 1D6 before the Patrol Phase begins. On a roll of 1 or 2, the attacker immediately takes two moves with his Patrol Markers. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves are taken. At the end of the Patrol Phase the attacker will place three Jump-Off Points. The defender places three Jump-Off Points on the table and may then add a further fourth Jump-Off Point on the objective itself.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the thick woods to close on the Finnish positions.

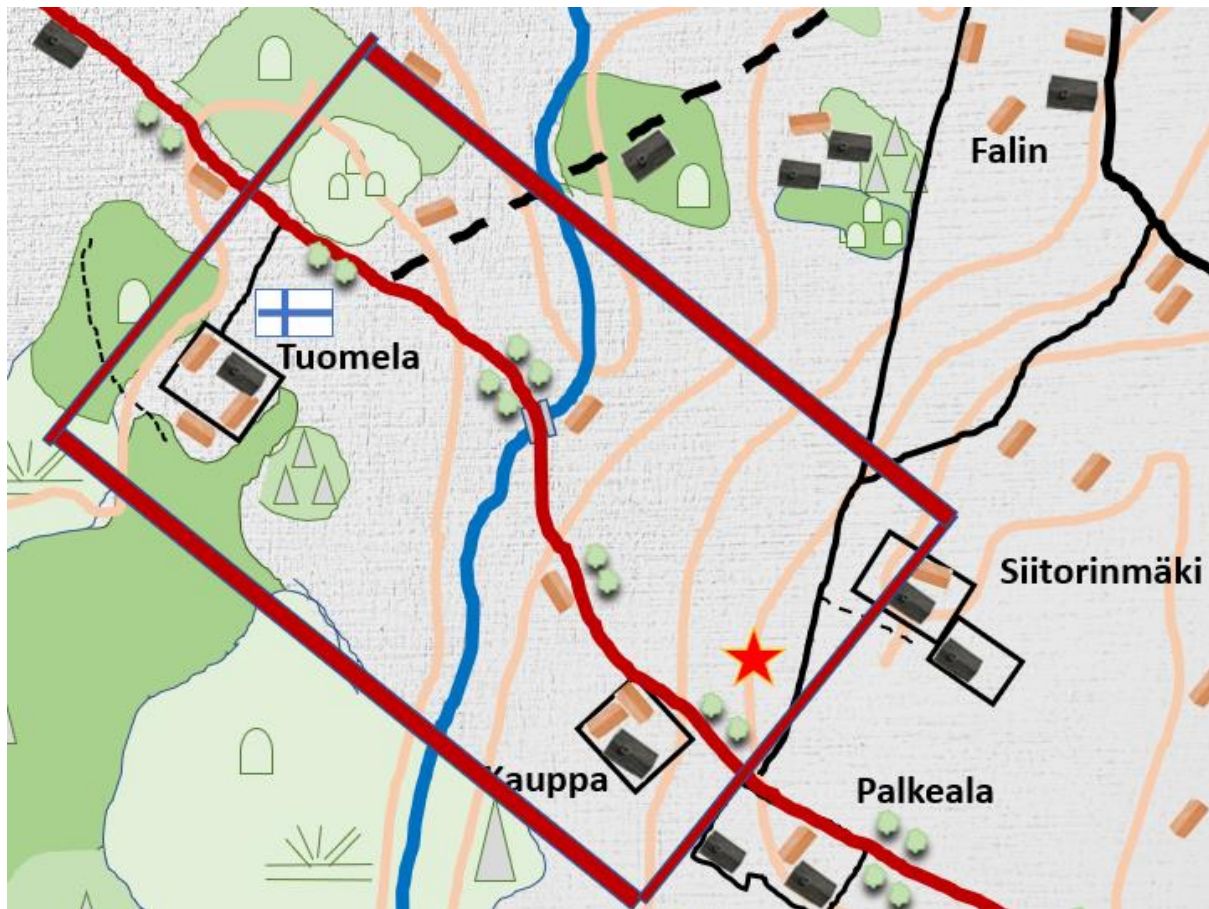
Yellow table: The Russians are taking advantage of the clear spaces here in order to give their heavy weapons better fields of fire.

----- Finns -----

The Finns have D6+4 support points. Infantry cannon, anti-tank cannon, mortar or artillery support is subject to Campaign Timeline and events.

The defensive field works here include a roadblock made from stones [B1, p.33]. At the beginning of the campaign the rocks for this roadblock are at the site but must be moved into position in order to block the road. This will take two hours and only one platoon may work on it at a time.

----- Finns -----



After the village of Palkeala the road leads downhill to a ditch and over a bridge, only to climb up again while passing the well-built Kauppa general store and the Tuomela farmhouse. South-east of Tuomela, some young trees have been planted in recent years.

The gravel road, lined with a few trees, is surrounded by what in the summer will be lush farmland. The farmhouses are ringed by Karelian fences and there are several barns and outbuildings.

The deep ditch is not yet frozen and counts as a major obstacle for infantry and is impassable for vehicles. It provides light cover to troops in it. The very basic bridge leading over the ditch is sturdily constructed of wooden beams but not exactly beautiful. The building next to the bridge is an old water mill.

On the southern side of the road is an area of half-frozen marsh with some surprisingly large trees. On the northern is more farmland.

Scenario: Four - Delaying Action. To win a victory the attacker must capture one Jump-Off Point in the grey area and hold it until the end of the Turn. Any other result is a victory for the defender.

Patrol Phase: The defender starts with three Patrol Markers placed within the grey shaded area which is 6" by 36" in dimensions and located 6" from his friendly table edge. These Patrol Markers must be a minimum of 6" apart but may be placed by the defender as he wishes before the Patrol

Phase begins. The attacker enters the table with four Patrol Markers at any single point the player wishes on his table edge, as indicated by the red arrow. The Patrol Phase begins then.

Once the Patrol Phase ends with one side locked down, the Jump-Off Points are deployed - the defender player placing two, the attacker three. The defender will then place a third Jump-Off Point anywhere in the shaded area.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the marsh to stage an infantry attack while supported by tanks on the fields.

Yellow table: The Red Army is using its devastating firepower to good advantage over the open expanse of the farmland.

----- Finns -----

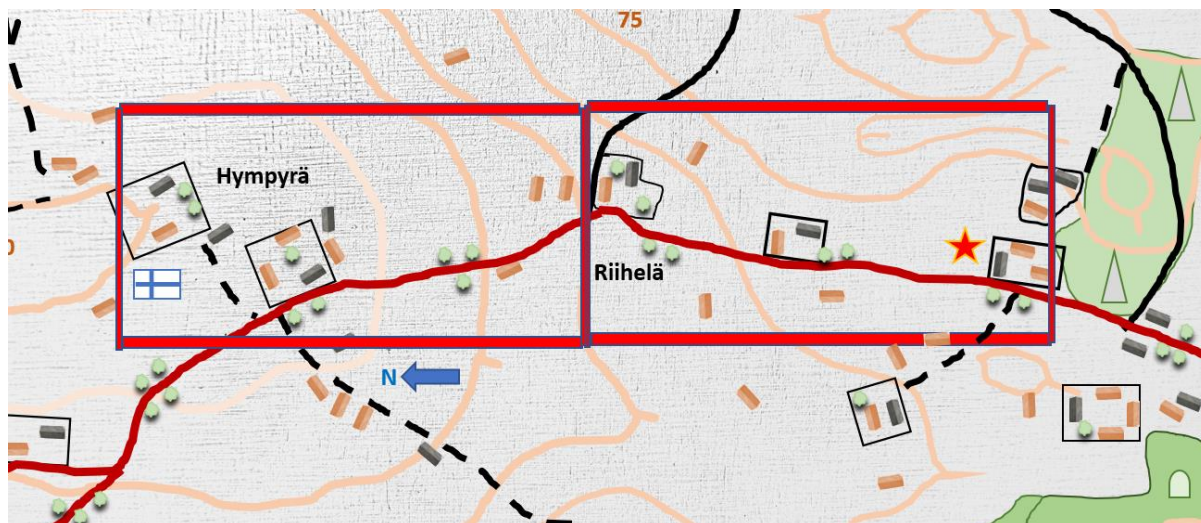
The supports of the wooden bridge have been sawn through. The bridge can begin the patrol phase already demolished, or serve as an anti-tank trap of sorts, hopefully collapsing under the weight of any vehicle and sending it into the stream. The Finn player may alternatively purchase explosives as Support and blow it up (a CoC die is needed, as explained in the Blitzkrieg 1940 supplement).

The Finns have D6+3 points of support in this scenario. Infantry cannon, anti-tank cannon, mortar or artillery support is subject to Campaign Timeline and events.

----- Finns -----

Location E. PALKEALA

Defiance on the Huhti Road Scenario 1



This is the first defensive line of the Independent Battalion. The gravel road, lined with a few trees, climbs up the slope of this steep and bare hill. The well-to-do farmhouses of Hympyrä and Riihelä are surrounded by fences and numerous barns and outbuildings. The village of Palkeala is north-east and north-west of here.

This is a double table scenario. If you have two tables, they can be set up together, or alternatively the tables may be played in sequence. Play the patrol phase on the first table. The Finn may defend the first table by placing troops on it if he wishes. Should the Finn retreat or rout, those troops will then move onto table two at which point new Force Morale rolls will be made for both sides, with the Finn getting a -2 to his roll if the troops routed. The Finn may also switch platoons at that point if desirable.

Once the Finns have cleared the first table, place new Finnish patrol markers halfway between Hympyrä and the Soviet jump-off points. Change Soviet jump-off points to patrol markers and run a new patrol phase. After exiting the first map the Soviet player may choose to use the Red, Yellow or Purple map without normal time delay.

Units may of course fire from one table to another, LOS permitting. Note that the top of Palkeala hill is some thirty meters higher than the point where the Red Army forces enter, and this should be remembered when determining line of sight. See *R6 Longer Ranges* and each side's WoNS Master Arsenal Tables.

Scenario: Three - Attack and defend. The Finns will win if they are able to hold their positions until given the signal to retreat. This will be given if there is concern about being outflanked by the Red Army off-table. The signal will be two green flares. Alternatively, to win a victory one side must force the opponent to withdraw from the second (northern) table, either voluntarily or due to a reduction in his *Force Morale*, whilst keeping his own *Force Morale* at 3 or greater. If neither side achieves this the result is a *dishonorable draw*.

Patrol Phase: The defender deploys four *Patrol Markers* within 18" of his own table edge and within 12" of at least one other friendly *Patrol Marker*. The attacker enters anywhere on their table edge, as indicated by the red arrow on the map, with four *Patrol Markers*. The attacker rolls 1D6 before

the *Patrol Phase* begins. The number rolled is the number of moves which the attacker immediately takes with his *Patrol Markers*. At the end of the *Patrol Phase* both players will place three *Jump-Off Points* on the table.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the open areas in order to give their heavy weapons better fields of fire.

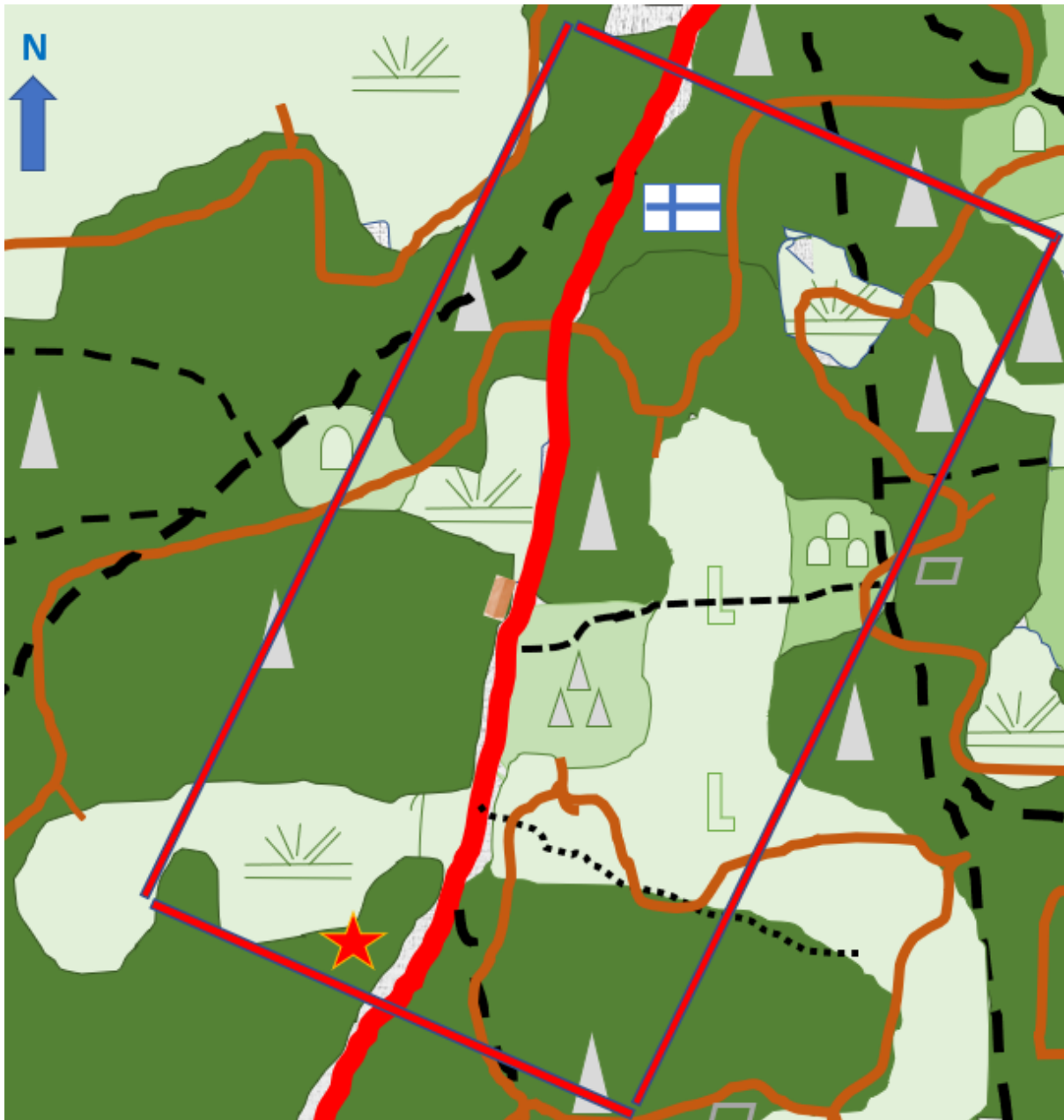
Yellow table: The Russians are using the cover of the many barns in order to close on the Finnish positions.

----- Finns -----

The platoon from 6th Independent Battalion have dug 8 entrenchments here. In addition, they have two mine fields and 12" of roadblock made of big anti-tank rocks. The Finns are also supported by two MMG sections from their associated machine-gun platoon and a mortar FO team. In addition, they have D6 support points. Artillery and anti-tank gun availability are subject to Campaign Timeline. Due to the height and position of Palkeala hill, Finnish artillery is unable to fire onto Red, Yellow or Purple tables here.

If you are playing Big Chain of Command, then the Finns have two platoons from and 16 entrenchments and three minefields. They are supported by three MMG sections and have D6+3 support points.

----- Finns -----



This is the main defensive line of the 7th Border Company and also the last location they defend in this campaign. The road runs north through woods. On the east side of the road there are large areas of *felled* woods. There are many paths and cart roads.

The marshes on this map are frozen over but it is unclear whether they would support an armored vehicle. An armored vehicle crewman would have to examine the marsh from a range of 1" in order to determine this and while doing so his vehicle's hatches cannot be closed.

Scenario: Six - Attack on an Objective. To win a victory, the attacker must capture the game objective and hold it until his opponent is obliged to withdraw from the table, either voluntarily or due to Force Morale. Any other result is a victory for the defender.

Patrol Phase: The attacker deploys either three or four of his *Patrol Markers* on his friendly edge, all within 12" of at least one other friendly *Patrol Marker*. The defender deploys four *Patrol Markers* on the game objective. The attacker now rolls 1D6 before the *Patrol Phase* begins. On a roll of 1 or 2, the attacker immediately takes two moves with his *Patrol Markers*. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves are taken. At the end of the *Patrol Phase* the attacker will place three *Jump-Off Points*. The defender places three *Jump-Off Points* on the table and may then add a further fourth *Jump-Off Point* on the objective itself.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are taking advantage of the better cover using the left side of the road.

Yellow table: The Russians are using the more open felled wood areas in order to give their heavy weapons better fields of fire.

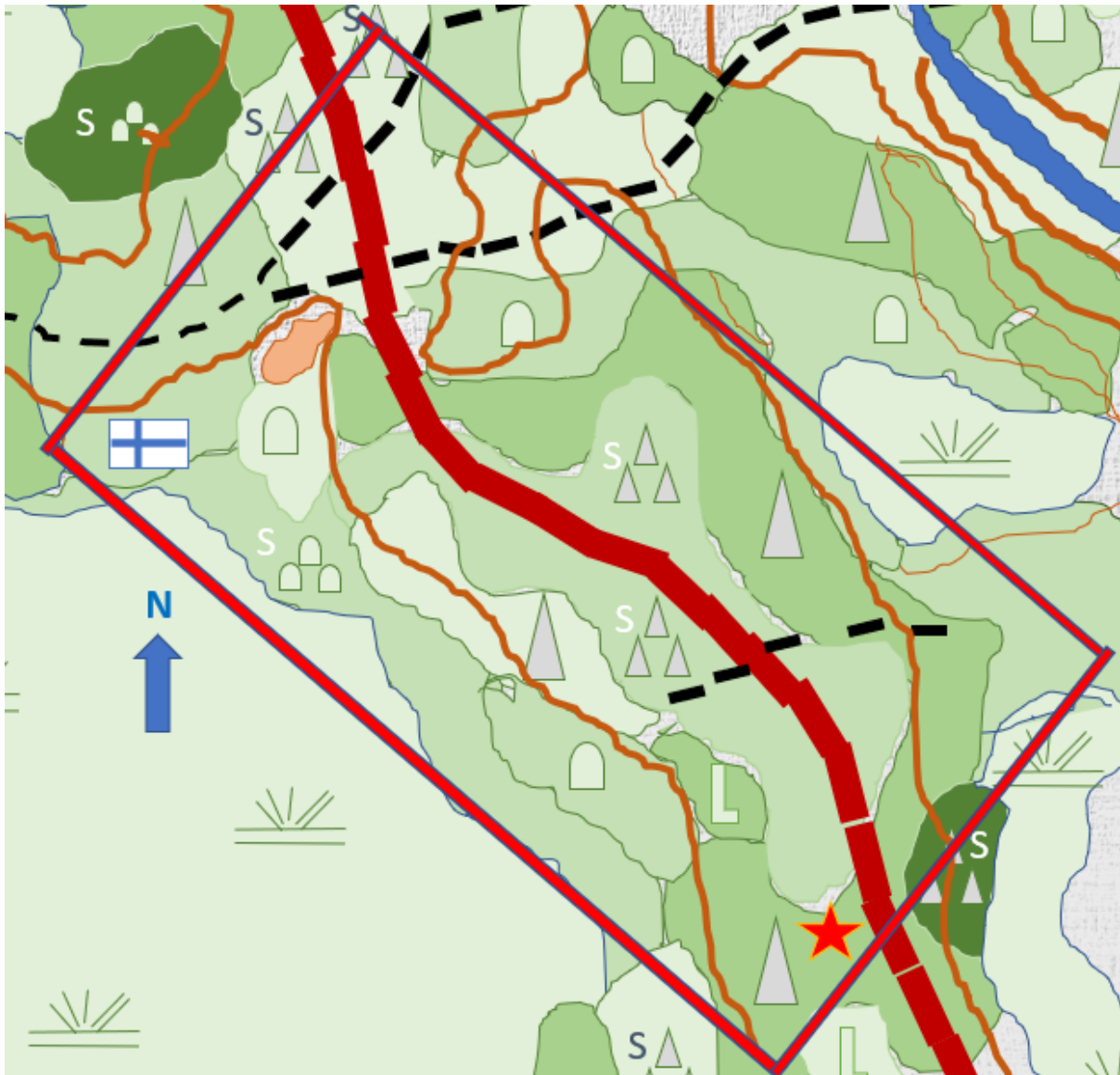
----- Finns -----

The 7th Border Company have dug eight entrenchments here. In addition, they have two mine fields and two lengths of barbed wire, and 9" of a *murros* roadblock. The Finns are also supported by the other half of their associated machine-gun platoon (two MMGs). And they have D3 support points.

If you are playing Big Chain of Command then the Finns have two platoons from 7th Border and 16 entrenchments, three lengths of wire and three minefields, and 9" of a *murros* roadblock. The Finns are also supported by the other half of their associated machine-gun platoon (two MMGs) and one additional MMG team. And they have D3 support points.

The Finns may not select infantry cannon, anti-tank cannon, mortar or artillery support unless they are already available. Optionally they may also have cleared up to 12"x12" of woods, changing ordinary woods into *felled* woods.

----- Finns -----



Here the road runs along a ridge, surrounded by marshes and woods. Much of the woods are classified as *struggling* because of the damp conditions here.

The extensive marshes on this map are frozen over but it is unclear whether they would support an armored vehicle. An armored vehicle crewman would have to examine the marsh from a range of 1" in order to determine this and while doing so his vehicle's hatches cannot be closed.

A sand pit is located on the western side of the road. It provides hard cover vs. small arms fire to one section of men. A cart road runs west from near the pond, and also towards the north-east. On the other, eastern side of the main road there are paths.

Scenario: Four - Delaying Action. To win a victory the attacker must capture one Jump-Off Point in the grey area and hold it until the end of the Turn. Any other result is a victory for the defender.

Patrol Phase: The defender starts with three Patrol Markers placed within the grey shaded area which is 6" by 36" in dimensions and located 6" from his friendly table edge. These Patrol Markers must be a minimum of 6" apart but may be placed by the defender as he wishes before the Patrol Phase begins. The attacker enters the table with four Patrol Markers at any single point the player wishes on his table edge, as indicated by the red arrow. The Patrol Phase begins then.

Once the Patrol Phase ends with one side locked down, the Jump-Off Points are deployed - the defender player placing two, the attacker three. The defender will then place a third Jump-Off Point anywhere in the shaded area.

Red table: The initial attack must be on the Red table. The attack follows the road.

Purple table: The Russians are using the open marsh to stage an attack where they may use their devastating firepower to good advantage.

Yellow table: The infantry are advancing in the woods supported by tanks on the road.

----- Finns -----

The Finns have D6+3 points of support in this scenario. They may not select infantry cannon, anti-tank cannon, mortar or artillery support unless they are already available.

----- Finns -----



This location is fairly flat, with only a small hill at the southern end of the table. The stream runs in a small depression. Most trees here are deciduous.

Here the road snakes north, ignoring the village of Huhti which is located off-map towards the east. The road passes by various houses, most of which are surrounded by Karelian fences.

The gravel road, lined with a few trees even when crossing open spaces, crosses over the stream by a primitive wooden bridge. The ditch, perhaps ten meters wide, is not yet frozen and is impassable by vehicles other than amphibious tanks (see R22.3 - while in the ditch the tankette is prevented from using LMG by the high banks) but its banks can be used as light cover.

Scenario: One - The Patrol. To win a victory, one side must force his opponent to withdraw from the table, either voluntarily or due to a reduction in his Force Morale, whilst keeping his own Force Morale at 3 or greater. If neither side achieves this, both will withdraw, neither gaining control of No-Man's-Land and the result being a dishonorable draw.

Patrol Phase: Both sides enter the table at one single point, dicing to see which of their three entry points they use. On a 1 or 2, their Patrol Markers may be deployed on the table edge at Point 1. On a 3 or 4, this will be at Point 2 whereas a 5 or 6 will indicate Point 3. Each player chooses whether to start the game with three or four Patrol Markers. At the end of the Patrol Phase both players will place three Jump-Off Points on the table.

Red table: The initial attack must be on the Red table.

Purple table: The Russians are using the cover of the woods on the left flank to advance.

Yellow table: The infantry have crossed the stream on foot and are advancing across the fields.

----- Finns -----

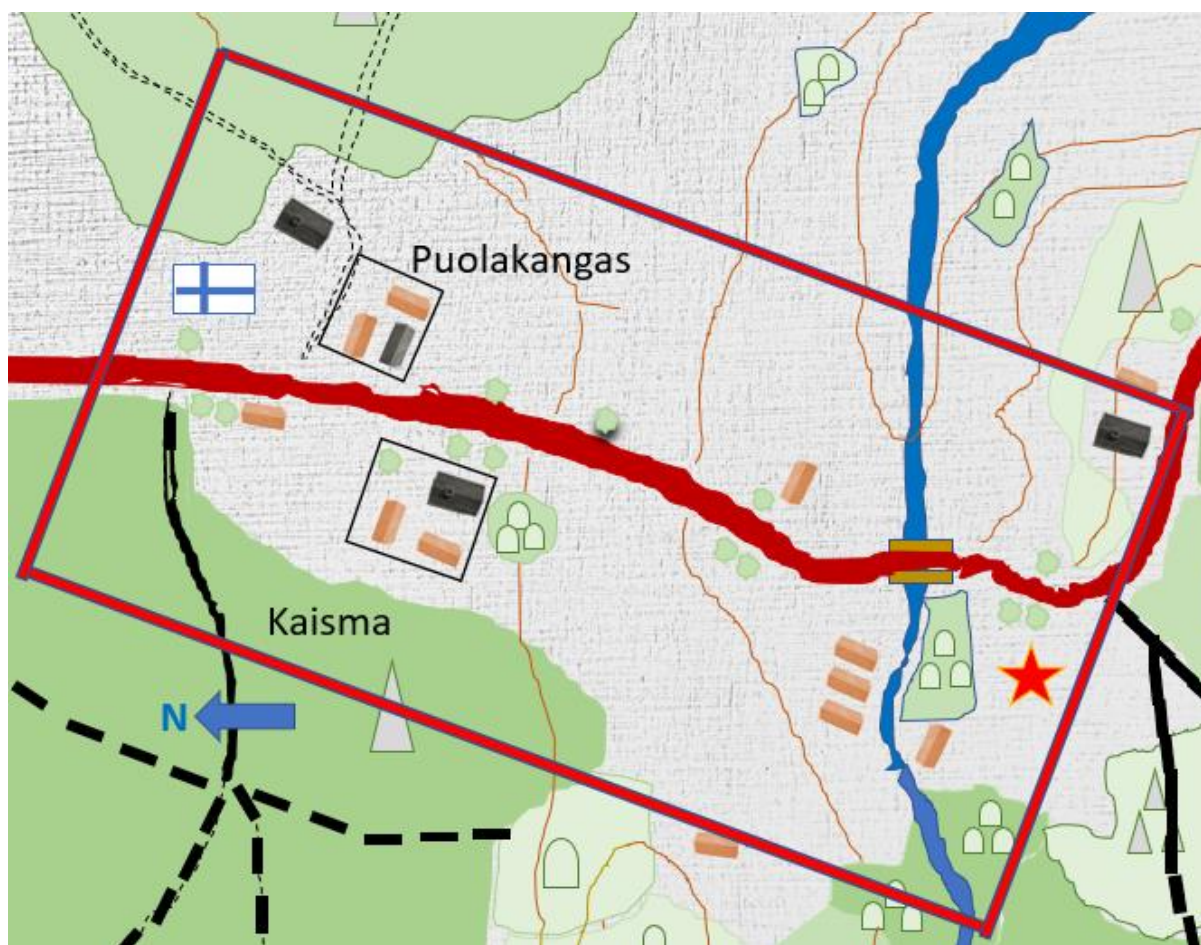
The supports of the wooden bridge have been sawn through. The bridge can begin the patrol phase already demolished, or serve as an anti-tank trap of sorts, hopefully collapsing under the weight of any vehicle and sending it into the stream.

The Finns have D6+3 points of support in this scenario. They may not select infantry cannon, anti-tank cannon, mortar or artillery support.

----- Finns -----

Location A. HUHTI OUTPOST

Fire in the Sky Scenario 1



Here the stream runs deep in the recess between two hills. The southern hill, Åberginmäki, is mainly covered in woods. The sloping ground down the hill towards the stream is too steep to be negotiated by vehicles. On the north side of the stream this is mainly agricultural fields, on this southern side it is woods.

The gravel road, lined with a few trees even when crossing open spaces, crosses over the stream by a primitive wooden bridge. The stream, perhaps five to ten meters wide, is not yet frozen and is impassable by vehicles but its shores can be used as light cover against small arms fire from higher elevations. South-west of the bridge, there are two saunas and a boat shed, used by the good folk of Puolakangas and Kaisma in more peaceful times.

Atop the hill two prosperous farmhouses of Kaisma and Puolakangas and their outbuildings, surrounded by Karelian fences, can be seen. A barn stands sideways towards the approaching Russians in the foreground, not far from the stream.

Scenario: Two - The Probe. The attacker's objective is to move one Team to the enemy base line. If this is achieved, then the game ends as a victory for the attacker. Any other result is a victory for the defender.

Patrol Phase: The defender deploys four Patrol Markers within 12" of his own table edge and within 12" of at least one other friendly Patrol Marker. The attacker enters at a single entry point of his choosing on his own table edge, as indicated by the red arrow on the map, stacking all three or four

Patrol Markers, whichever he prefers, at that one point. The attacker rolls 1D6 before the Patrol Phase begins. On a roll of 1 or 2, the attacker immediately takes two moves with his Patrol Markers. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves taken. At the end of the Patrol Phase both players will place three Jump-Off Points on the table. The first time this scenario is played the Soviets must place their Jump-Off points at least 12" away (instead of the normal 6") due to Finnish alarm devices giving warning of their approach.

Red table: The initial attack must be on the Red table. This is the only table where the Soviets may use vehicles.

Purple table: The infantry have crossed the ice-cold stream on foot and are assaulting up the hill partly within cover of the woods.

Yellow table: The infantry have crossed the stream on foot and are assaulting up the hill over the fields.

----- Finns -----

Here the 7th Border Company have built their outpost, a series of entrenchments. They have also placed various improvised alarm devices constructed from string and metal cans to warn them of the approach of the Russians. Therefore, when Jump-Off points are placed during Patrol Phase the Soviet player must select a position at least 12" away from the patrol marker (instead of the usual 6"). The 7th Border have orders to fight and delay the enemy but to not take many casualties.

The bridge has been set with explosives and can begin the patrol phase already blown up or waiting to be detonated by the Finns. If the latter option is chosen, the Finns will need a CoC die in order to blow the bridge during the game