

Gemigabok Presents:

# Winter of No Surrender

A SERIES OF WINTER WAR - CHAIN OF COMMAND CAMPAIGNS

## FINNISH INFORMATION (v2.4)

### FINNISH PLATOON, 7th BORDER COMPANY 1939

<b>Rifle Platoon</b>		1+5+32 men
Force Rating: -1 (Regular, 5 command dice) OR -6 (Green, 5 command dice)		
Big Force Rating: 78 (Regular, 5 command dice) OR 52 (Green, 5 command dice)		
The men have skis		
<b>Platoon Command Team</b>		
Vänrikki, <i>Senior Leader</i> , with pistol, flare pistol and good-quality map		
Kersantti, <i>Senior Leader</i> , with rifle		
Two Messengers with rifle		
<b>Sections One and Four</b> [B81, p. 91]		1+9 men
Alikersantti, <i>Junior Leader</i> , with rifle		
<b>SMG Half-Section</b>	<b>Rifle Half-Section</b>	
One man with Bergmann SMG [B32, p.12]	Korpraali, deputy section leader, with rifle	
Three riflemen	Four riflemen	
<b>Sections Two and Three</b> [B81, p. 85]		1+6 men
Alikersantti, <i>Junior Leader</i> , with rifle		
<b>LMG Half-Section</b>	<b>Rifle Half-Section</b>	
One man with Lahti-Saloranta LMG	Korpraali, deputy section leader, with rifle	
One loader for LMG, with rifle	Three riflemen ammunition bearers	

**FORCE RATING:** The Finnish player must choose at the beginning of the campaign whether to field the platoon as Green (-6 rating) or Regular (-1 rating). Historically this unit had of course never participated in combat before, however they are reputed to have fought with distinction. If the Finn player chooses to field the platoon as Green, he may receive up to an additional 5 points of support for each game, depending on the composition of the enemy force. He may change the unit to Regular after any game he wishes but will then no longer receive the extra support.

No matter which rating is chosen, the Finns will always begin with 5 Command Dice. In addition, to reflect the superior status of the 7th Border Company, the platoon has in every game a pool of two additional single-use Command Dice. You may add one of these to your hand of Command Dice in any phase before throwing your dice; thereby increasing your hand to six Command Dice for that Phase. Once used, these bonus dice are discarded for the rest of the game. Use them wisely!

**FORCE MORALE TRACK:**

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

## SECTIONS AND HALF-SECTIONS:

The Finnish Army primarily saw a section as the smallest sub-unit in a platoon. The section could however be split into two Half-Sections (see *Sidebar: Did the Finns Really Fight as Teams?*, below).

**PATROL PHASE SPECIAL RULE:** Because the 7th Border Company are wearing snow suits and have skis, they move 14" during the patrol phase and may move each of their jump-off points by 1" at the end of the patrol phase.

**SKIS:** When deploying ski-capable troops onto the table, the player must declare whether they are on skis or not. Troops on skis may add 3" to the distance from the Jump-Off Point. Where the amount of snow reduces movement on foot, ski troops will add 1D6 to all normal movement. They may only move with bonus in open terrain or hard ground or road; in most other terrain they will ski but will not get a movement bonus. Ski troops may not move "at the double" in their first Phase of movement after shooting or adopting a Tactical stance while wearing skis.

When taking fire, troops on skis always count as Green if they are moving. They may fire small arms only and throw hand grenades. They may also go tactical, or move 1d6 and fire, or use the Finnish *Syöksyen Eteenpäin!* rule. Troops on skis engaged in Close Combat will count as being hit in the rear.

Troops taking off their skis will do so at no penalty. Once taken off, the skis cannot be remounted or used in any way for the remainder of the current Turn. Troops wishing to put their skis back on may do so at the start of a new Turn. They do not need to move to the point where the skis were abandoned to do so.

The following situations will automatically result in ski troops taking off their skis: \*Advancing\* to within 18" of enemy troops, entering a building or vehicle, going over obstacles, surviving a close combat, firing a support weapon, manhandling a support weapon not placed in a sled, using satchel charges or other heavy explosives, using some offensive National Characteristics (i.e. *Handgranaten, Maschingewehr, Uraah!, Rynnäkköön*)."

**REPLACEMENTS:** The 7th Border Company will not receive any replacements during this campaign.

## ATTACHED UNIT: MACHINE GUN HALF-PLATOON FROM 4th JÄGER BATTALION

<b>Machine Gun Half-Platoon</b> Force Rating: -7 (Regular, 5 command dice) OR -9 (Green, 5 command dice) Big Force Rating: 46 (Regular, 5 command dice) OR 30 (Green, 5 command dice) The men have skis and sleds for the machine guns	1+2+11 men
Half-platoon leader, <i>ylikersantti / kersantti</i> Superior Junior Leader with rifle, map, compass, flashlight and flare pistol	2 Command initiatives, activates on a 3 or 4
Messenger with rifle	
<b>Medium Machine Gun Sections one and two, each</b>	6 men each

Gun Leader <i>alikersantti</i> (Junior Leader with pistol, whistle, flare pistol, binoculars, flashlight)	2 Command initiatives, activates on a 3
<b>MG Team</b>	
5 Gunners (of whom three are Loaders) with rifles MMG Model 33-32 Horse and cart (Team)	1 Command initiative, activates on a 1

## FINNISH COMPANY, 6th Independent Battalion 1939-1940

Headquarters Platoon	Notes	1+3+11 men
Company Commander luutnantti Jänntti, <i>Ranking Senior Leader</i> , with pistol, flare pistol, riding horse and good-quality map	4 Command Initiatives, activates on a 4	
Messenger Team	Enables communication with platoons and regiment HQ	
Alikersantti, <i>Junior Leader</i> with rifle	2 Command Initiatives, activates on a 3	
4 messengers with rifle	See Messenger rules.	
Officer's messenger with rifle	See Messenger rules. Also takes care of the company commander's horse	
Observer Team	Observes enemy ground and air activity	
Alikersantti, <i>Junior Leader</i> with rifle	2 Command Initiatives, activates on a 3	
3 observers with rifle		
Gas Protection Team	Is on the lookout for enemy gas attacks, helps mitigate them	
Alikersantti, <i>Junior Leader</i> with rifle	2 Command Initiatives, activates on a 3	
Three gas protection specialists with rifle		

Four Rifle Platoons, each	1+5+32 men	
Force Rating: -1 (Regular, 5 command dice) OR -6 (Green, 5 command dice) Big Force Rating: 78 (Regular, 5 command dice) OR 52 (Green, 5 command dice)		
<b>Platoon Command Half-Section</b>		
Vänrikki, <i>Senior Leader</i> , with pistol, flare pistol and good-quality map Kersantti, <i>Senior Leader</i> , with rifle Two Messengers with rifle		
<b>Sections One and Four</b> [B81, p. 91]	1+9 men	
Alikersantti, <i>Junior Leader</i> , with rifle		
<b>SMG Half-Section</b>	<b>Rifle Half-Section</b>	
One man with Suomi SMG Three riflemen	Korpraali, deputy section leader, with rifle Four riflemen	
<b>Sections Two and Three</b> [B81, p. 85]	1+6 men	
Alikersantti, <i>Junior Leader</i> , with rifle		
<b>LMG Half-Section</b>	<b>Rifle Half-Section</b>	
One man with Lahti-Saloranta LMG One loader for LMG, with rifle	Korpraali, deputy section leader, with rifle Three riflemen ammunition bearers	

<b>Supply Platoon</b>	<b>Notes</b>	<b>1+3+11 men</b>
Vänrikki, <i>Inferior Senior Leader</i> , with pistol, flare pistol and good-quality map	Company sergeant major 2 Command Initiatives, activates on a 4	
Company clerk with combat chronicle and rifle		
<b>Medical Half-Section</b>	Gives first aid, moves wounded to regimental first aid station. 1+5 men	
Alikersantti, Junior Leader	2 Command Initiatives, activates on a 3	
Medic		
4 stretcher bearers with two stretchers		
<b>Weapons Maintenance Half-Section</b>	Maintains weapons and oversees distribution of ammunition. 1+0 men	
Alikersantti, <i>Inferior Junior Leader</i> with rifle and two horses and two weapons maintenance carts	Company weapons technician. The carts contain weapon maintenance tools, spare parts and ammunition. 1 Command Initiative, activates on a 3	
<b>Supply Section</b>	Prepares and distributes food and maintains equipment. 1+5 men	
Alikersantti, <i>Inferior Junior Leader</i> with rifle	1 Command Initiative, activates on a 3	
<b>Kitchen Half-Section</b>		
Cook and two assistants with rifles, four horses, field kitchen and three carts	The carts are used to transport food, tents and the rucksacks of the men of the company	
<b>Equipment Half-Section</b>		
Cobbler with rifle Tailor with rifle Three horses and carts	The carts are used to carry spare equipment, and probably also any wounded	

#### ATTACHED UNIT: MACHINE GUN PLATOON FROM 6<sup>th</sup> INDEPENDENT BATTALION

<b>Machine Gun Platoon</b> Force Rating: +2 (Regular, 5 command dice) OR -3 (Green, 5 command dice) Big Force Rating: 101 (Regular, 5 command dice) OR 67 (Green, 5 command dice) The men have skis and sleds for the machine guns	1+6+22 men [B52]
Platoon leader, vänrikki Senior Leader with pistol, map, compass, flashlight	3 Command initiatives, activates on a 4
2 Half-platoon leaders, <i>ylikersantti / kersantti</i> Superior Junior Leader with rifle, map, compass, flashlight and flare pistol	2 Command initiatives, activates on a 3 or 4
2 Messengers with rifle	1 Command initiative, activates on a 1
<b>Medium Machine Gun Sections one to four, each</b>	1+5 men each
Gun Leader <i>alikersantti</i> (Junior Leader with pistol, whistle,	2 Command initiatives,

flare pistol, binoculars, flashlight)	activates on a 3
<b>MG Team</b>	
5 Gunners (of whom three are Loaders) with rifles MMG Model 33-32 Horse and cart (Team)	1 Command initiative, activates on a 1

#### ATTACHED UNIT: MEDIUM MORTAR PLATOON FROM 6<sup>th</sup> INDEPENDENT BATTALION

<b>Medium Mortar Platoon</b> Force Rating: 0 (Regular, 5 command dice) OR -5 (Green, 5 command dice) Big Force Rating: 86 (Regular, 5 command dice) OR 57 (Green, 5 command dice) The men have skis	1+32 men [B52, p.200]
Platoon leader, kadetti Nousiainen, Senior Leader with pistol, map, compass, flashlight	3 Command initiatives, activates on a 4
1 Messenger with rifle	1 Command initiative, activates on a 1
<b>2 Forward Observer Teams, each</b>	2+3 men each
Forward observer <i>kersantti</i> (Junior Leader with pistol, whistle, flare pistol, binoculars, flashlight, compass and range finder)	2 Command initiatives, activates on a 3
Direction finder <i>alikersantti</i> (Inferior Junior Leader with pistol, direction finder, flashlight)	1 Command initiative, activates on a 3
3 signals men with rifle, field telephone and wire (Team)	1 Command initiative, activates on a 1
<b>2 Mortar Sections, each</b>	1+9 men each
Gun Leader alikersantti (Junior Leader with pistol, compass, whistle, binoculars, flashlight)	2 Command initiatives, activates on a 3
<b>Mortar Team</b>	
2 Gunners with pistols 5 Gunners with rifles 81mm mortar (Team)	1 Command initiative, activates on a 1
<b>Teamster Team</b>	
2 Teamsters with rifles Horse and mortar limber Horse and cart (Team)	1 Command initiative, activates on a 1

In addition, Company Commander LtJ Jäntti (you) and one messenger may be attached to your force in any battle without extra cost. His presence must be declared at the beginning of the battle even if he is never actually deployed. The company commander will not be counted as an off-table senior leader of your platoon for the purposes of deploying forces.

The Company Commander has a 12" command range and 4 command initiatives. He may only be

deployed to the table once at least two sections from every platoon taking part in the game have been deployed. While the Company Commander is on the table and conscious, the force morale of all friendly platoons is increased by two points. The company commander may lead any friendly units on the table. The Company Commander may leave at any time by jump-off point or friendly table side without penalties, but the additional two points of force morale are then lost. If the company commander is killed, use the following Bad Things Happen results, roll d6: 1: -1 point; 2-3: -2 points; 4-5: -3 points; 6: -4 points.

**FORCE RATING:** The Finnish player must choose at the beginning of the campaign whether to field the company as Green (-6 rating) or Regular (-1 rating). Historically this unit had of course never participated in combat before and some of their actions during the three days covered by the campaign make their inexperience quite plain. If the Finn player chooses to field the company as Green, he may receive up to an additional 5 points of support for each game. He may change the unit to Regular after any game he wishes but will then no longer receive the extra support. No matter which rating is chosen, the Finns will always begin with 5 command dice.

**FORCE MORALE TRACK:**

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

**SECTIONS AND HALF-SECTIONS:**

The Finnish Army primarily saw a section as the smallest sub-unit in a platoon. The section could however be split into two Half-Sections (see *Sidebar: Did the Finns Really Fight as Teams?*, below).

**REPLACEMENTS:** The Finns will not receive any replacements during this campaign. But the Finn player may elect to transfer men from elsewhere in the company to the fighting platoons in order to increase their manpower. Naturally no part of the platoon can be reinforced in this way to become larger than its normal complement.

Up to two messengers may be transferred to combat duties but then LtJ Jäntti will no longer be available as a free attachment to your platoons as he will himself have to travel more in order to lead his company. If the Observer Team leader OR two or more men are transferred from the Observer, then the Finns will have to do with one fewer patrol marker during the patrol phase. The Gas Protection Team cannot be touched as they will be hard at work looking for tell-tale signs of the Russians using gas.

If the company sergeant major is removed from his post the platoons will suffer a permanent reduction of two Supply Points for the rest of the campaign ladder. If the clerk is transferred the platoons will suffer a one Supply Point reduction on every even-numbered hour and you won't be able to write after-action reports on internet forums as the combat chronicle is not being updated. If the Medical Half-Section leader or two or more men are transferred the platoon's lightly wounded will miss two instead of one game AND force morale rolls will be at -1.

If the weapons maintenance Half-Section sergeant is removed from his post the platoons will suffer a one Supply Point reduction. If the Supply Section sergeant or one of the kitchen staff is transferred the men will have less food and suffer one additional Fatigue every four hours and force morale rolls will be at -1. If the cobbler is transferred the platoons will suffer a one Supply Point reduction on every odd-numbered hour because less equipment will be transported in his Winter of No Surrender - Campaigns 1-2 - Finnish Information v.2.4

cart. Likewise, if the tailor is not driving his cart the platoons will suffer a one Supply Point reduction on every even-numbered hour.

## **FINNISH NATIONAL CHARACTERISTICS:**

### **SISU**

Finns are said to have *sisu*, variously translated as *guts* or *tenacity*. A good translation might be a *chronic unwillingness to give up*. Motivated by the danger to his homeland, family, way of life and liberty, the Finnish soldier was prepared to withstand extreme hardships. For example, at Taipale small, isolated groups of men would fight on tenaciously defending their positions without much in the way of active leadership. A platoon leader might leave his platoon fighting a defensive action and run a hundred meters to confer with his company commander, fully expecting his men to still be there when he got back. Finns receive a -1 to *rolls* on the Bad Things Happen Table. An adjusted result of less than 1 counts as a roll of 1.

### **SYÖKSYEN ETEENPÄIN!**

Finnish infantry was trained to close with the enemy when under fire with series of unsynchronized 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 Half-Section and uses two Command Initiatives, he may order his men to surge forward. The Section or Half-Section 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 into enemy positions where SMG's, grenades and brute force would win the day. To reflect this, when a Leader attached to a Half-Section or Section 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 Half-Section or Section may then move up to 3D6 to try to initiate Close Combat.

### **VIEDÄÄN SE SAUNAN TAAKSE**

Ultimately the Finnish soldier chooses the men who lead him. Leaders who do not make the grade will be ignored or fall victim to unlikely accidents.

When Men's Opinion reaches -7 the Platoon Leader may only use two of his Command Initiatives to command his men. He may use the third for his own actions such as moving. When Men's Opinion reaches -8 the Platoon Leader may only use a single Command Initiative for commanding his men. When Men's Opinion reaches -10 the Platoon Leader unfortunately meets his fate in a tragic but highly unlikely accident.



## SIDEBAR - DID THE FINNS REALLY FIGHT AS TEAMS?

A team is a self-contained sub-unit which can independently perform tasks. As in real life, in CoC most infantry sections divide into two - or sometimes three - teams. The exception is those platoons where historically this division might not have existed, for example the Red Army and the Polish Army. Sections which do not split are often less flexible and have some other disadvantages too.

But did the Finns fight as teams? My instinct said *yes, of course* but when it came to proving that I couldn't find any example of Finnish *rifle sections* dividing into teams in Finnish doctrine. The first published version of this campaign therefore came out with the rifle section not being able to split into teams, but with the LMG section having this ability. But the real situation was probably not quite like that. Let me explain.

The two-part 1932 Infantry Regulations manual [B52 & B59] was the main Finnish army field manual used during WWII. If you go and read it carefully enough it is evident that a section may be divided into two half-sections (teams) [B59, p.48], with the section leader leading one half-section and the deputy section leader leading the other. But the book is vague part about the rifle section being split though there is a reference to half-sections where the section is advancing in a double column or under fire [B59, p.67]. It explains much more clearly how the LMG section may be split so that the LMG half-section (gunner and loader) may support the other half-section as they charge towards the enemy. It is likewise possible to divide the fire of a section so that each half-section has its own target [B59, p.63].

In 1941 the Regulations were updated [B80] to reflect developments in equipment and doctrine. Now there is an updated section on formal training where the rifle section is clearly divided into two half-sections, but the section on combat is still vague about battle. But does it make sense to have a half-section structure in formal training but not in combat? No, it doesn't... but that's what I had to go with at the time so that was what I put in the campaign.

It turns out that most likely the half-section division was used in combat too. Digging through my library of some 250 Finnish field manuals I realized that I have the 1935 section leader's guide [B81] which was intended for *the advanced training of reserve non-commissioned officers in the Army, the Civil Guards and in military exercises*. And in that the rifle section splits neatly into two half-sections which are used in formal training [p.85], movement formations in the field [p.97], and in combat. There is even an example where the rifle section leader instructs one half-section to advance and another to fire at the enemy [p.132]. It should be noted though that this 1935 guide is not an official field manual of the Finnish Army but rather a widely distributed guidebook written by one officer based on Field Regulations. And there are inconsistencies in the book as well - on page 85 the SMG team has four riflemen but on page 91 only three. But if you ask me, I'd say that the guidebook reflects actual practice in the field.

But if the actual practice was to split the section, why don't the 1932 Regulations address this? One possibility is that they needed to cover a vast range of organizations and situations and combat methods from Regimental level on down to the level of a single man in only about 800 pages whereas the 311-page guidebook focuses just on the section and its leader. So, it may be that in the earlier work there is no space to discuss every aspect of how a section works, or perhaps that part was omitted by accident.

Anyways the splitting of the rifle section is consistent with the overall flexibility of the Finnish way of fighting wars. The Finnish army was and is still a very flexible instrument where the local commander is in many ways free to arrange things the way he wants to. In the guidebook this can be seen on page 131 where the section leader is given free license to divide his section in combat into any number of sub-units depending on the situation. In many other armies - whether in 1935 or today - this kind of flexibility would be out of the question.

Finnish Officers Backgrounds	
2	A Teacher in the local school since you left Helsinki University. Add +6 to dice roll for age. Due to your experience in teaching loud and unruly kids you add +2" to your Command Range.
3	A well-to-do farmer's son, one day you will return to your estates and enjoy the fruits of your labor
4-5	Promoted up from the ranks. You showed your worth during training and were rewarded with a commission. Roll again on the NCO background table. Add +3 to your roll for age. Add +1 to the men's Opinion
6-7	While at school you served in the White Guards. With your superior's recommendation you found yourself in the Officer School and now you are a vänrikki, Lt. second class. Roll 1D6 only for age.
8	From a middle-class home, your father fought with distinction in the 1918 Civil War. His record earned you your opportunity for a commission after a promising career at school.
9	Civil Servant in the local municipal level. Reduce the men's Opinion by 1
10	From an upper-middle-class home, you studied at University and achieved a degree. With your father's business connections and since you are obviously a capable individual you were soon selected for officer training. Reduce the men's Opinion by 1.
11	A <i>Jääkäri</i> . During WWI you and a thousand others fled Russian-controlled Finland to Germany in order to get military training and become <i>Jägers</i> . In 1916 and 1917 you fought on the German Eastern Front. In 1918 you returned to Finland and fought in the Finnish Civil War on the White side, helping to win the war. After the end of the war, you concentrated on business and have been in the Reserve. Add +1 to the CO's Opinion AND to the Men's Opinion. Add +4 to Age roll. A unit that you are attached to is never considered Green. Due to your age and unhealed old wounds any unit attached to you will move at -1".
12	An aristocrat. Your family were ennobled a century or two ago and continue to serve Finland. Add +1 to the CO's Opinion. Give the character a Swedish or German last name.



(SA-Kuva)

Finnish Non-Commissioned Officers Backgrounds	
2	A Tango musician, you played at many big venues before being called up. You still miss all those pretty girls and correspond with some of them by letter.
3	A Merchant's apprentice, you know money and understand business. You know how to drive a car.
4	A poor tenant on someone else's land, you are a stalwart Communist and loathe anyone who was a <i>lahtari</i> (bourgeois butcher, well... anyone on the White side really) in the 1918 Class War which ended in barbarous killings and horrible oppression of the Proletariat. But even so you're not all that interested in having the Russians invade Finland either. Life in a country ruled by the <i>lahtari</i> and the rich is tough and only determined Workers like yourself can survive. You count as two men when the effects of shock on your section or team are determined. Add +1 to Age roll.
5	A city boy with a father in a furniture factory. Roll 1D6 only for age. Add 2" to Deployment range when in a city. You know how to drive a car.
6-7	A farmer. Your work is the foundation of Finland's economy.
8	A Woodsman, wood cutter, or hunter, you are apt in moving through the forests. Add 2" to Deployment range when in Woods.
9	An Office Clerk since school, you were called up and here you are
10	From a lower middle-class home, you served in the Civil Guards before the war. A unit that you are attached to is never Green. You count as two men when the effects of shock on your section or team are determined.
11	A factory worker, you worked in a foundry or glass or tile factory, or perhaps built ships. You know how to drive a car.
12	An old soldier and a veteran of the Civil War of 1918 and several White military expeditions to Aunus (Olonets) and other Karelian places in the Twenties, you are convinced that this current conflict is just children's play compared to your experiences. A unit that you are attached to is never Green. You count as two men when the effects of shock on your section or team are determined. Add 1d3 to Age Roll.

Independent Battalion 6 was formed of men from the very area where many of the Taipale battles were fought. Roll for the character's home village:

01-40 Räisälä

41-60 Käkisalmen maalaiskunta

61-79 Sakkola

80-97 Kaukola

98-100 Other

## APPEARANCE and PHYSIQUE

Dice	Result
2	Undernourished, thin and pale. In close combat you add 1d6 less for your Command Initiative than other Leaders.
3	A true bantam, short but full of fight
4	An intellectual looking man of average to short height
5	As broad as he is tall. A barrel of a man
6-8	An average sort. Unremarkable
9	Tall and thin
10	A strapping six-footer
11	A lumbering giant. You count as an additional two men in close combat
12	Remarkably overweight. You and any unit you are attached to move at -1"

## FINNISH MEDALS

	Medal for Merit, 2nd Class (VR Am 2)	Medal of Liberty, 2nd Class (VM 2)	Medal for Merit, 1st Class (VR Am 1)	Medal of Liberty, 1st Class (VM 1)	Cross of Liberty, 4th Class (VR 4)	Cross of Liberty, 3rd Class (VR 3)	Cross of Liberty, 2nd Class (VR 2)	Cross of Liberty, 1st Class (neck order) (VR 1)
Officer	1-5	6	6+	6+	6+	6+	6+	6+
NCO	1-6	6+	6+	6+	6+	6+	6+	6+

## FINNISH MASTER ARSENAL TABLE v.2.3

Weapon	Fire power	Close	Eff.	Extr	Rid	Notes
Bolt-action Rifle	1	0-18"	19-60"	61-157"	158-315"	
L/S 26 Automatic Rifle	4	0-18"	18-60"	61-157"	158-315"	
Bergmann SMG	4/2/1/1	0-6"	7-12"	13-24"	25-60"	Firepower is range dependent
Suomi SMG	5/3/1/1	0-6"	7-12"	13-24"	25-60"	Firepower is range dependent
Pistol	1	0-6"	7-9"	10-15"		
Sniper	1	Un-limited		151-315"		See sniper rules section 9.5
M/09 or 09-21 MMG	10	0-24"	25-200"	201-400"	401-800"	Lose 3 Firepower when crew reduced to 1. Water-cooled.
M/33-32 MMG	11	0-24"	25-200"	201-400"	401-800"	Lose 3 Firepower when crew reduced to 1. Water-cooled.
Grenade	2 in open, 3 enclosed	4-11"				Roll for hits as though target in the open
81mm Mortar	4	-	Any Range			Dice for hits on each Team within barrage area. All units pinned.

Weapon	A.P.	H.E.	Notes
37 mm Rosenberg M/15 infantry gun	1	2	
37 PstK 36 Bofors 37mm anti-tank gun	4	3	
76 K/02 Field Gun	3	6	
152/35Mk Coastal Gun	7	13	Guns of Kaarnajoki
122 H/09 Howitzer	5	11	

## FINNISH SUPPORT LIST

Some support assets are listed as **Permanent**. Once obtained, these assets become a permanent part of the platoon obtaining them until they are spent or destroyed.

Some other assets are listed as **Tracked**. These are unique sub-units taken from your Associated Units which may become depleted during the campaign. You need to keep track of such losses. For example, your associated Machine Gun platoon has four MMGs. If two are destroyed by the enemy the platoon will be reduced to two MMG for the rest of the campaign!

Other assets are listed as **Exhaustible**. These are unique sub-units taken from other units in your Division or Regiment which may become depleted during the campaign. After each scenario the losses to your exhaustible supports are examined and rolled for. If the roll is a 6 this was the last unit of its kind in the campaign and its losses are noted down, for example if the engineer section you had in this scenario lost four soldiers, it will be short four soldiers for the rest of the campaign.

**Hero** characters who are part of your platoon always permanently replace one of the soldiers in your platoon.

Your Company Commander may be present in the battle for free with any platoon, but his presence at the Location must be announced to the UMPIRE prior to playing of the first turn of the scenario.

LIST ZERO	AVAILABILITY	NOTES
Gasoline Bottle	Permanent	<p>While the production of actual Molotov Cocktails at the Rajamäki vodka factory will only begin later in December, the Finnish troops have been provided with bottles of gasoline for the purpose of setting buildings on fire. In these first clashes some of these bottles ended up being used as expedient anti-tank weapons, with little success [B36, p.78].</p> <p>The Finn player has access to as many "free" gasoline bottles as there are buildings on the current map. Buildings may be set on fire without the use of a gasoline bottle but might not actually burn down (on a d6 roll of 1-2 the fire went out and the building is not on fire and remains usable).</p> <p>Used as an ad-hoc anti-tank weapon the gasoline bottle has AP 2 and doubles any shock inflicted.</p>
LIST ONE	AVAILABILITY	NOTES
Flare Pistol	Permanent	<p>Pistol, holster and ammunition (white, red, green). Designate target point within 24" of user. Roll 9+ on 2d6 to hit target point, else deviate 2d6" from target. On a roll of 2 or 3 the shooter has fired his last illumination round. Illuminates a 18" diameter area for the firer's current Phase only. See R5. <i>Night Fighting</i>.</p>

Illumination Rocket with parachute	Permanent	Designate a target point anywhere on the table. Roll 9+ on 2d6 to hit area aimed at, else deviate 4d6" from target. Illuminates a 36" diameter area for the rest of the Turn. Drifts with wind 1d6" at the end of firer's every Phase.
Four Small Smoke Pots	Permanent	Can be thrown 1d3+1", Create a 6" diameter cloud of blocking smoke.
2 kg Smoke Pot [B68 p. 157]	Permanent	Can be thrown 1d3". Creates a wall of smoke which begins at 8x2", increases to 16x3" during the player's next Phase, and then reaches its full length of 24x4" during the player's Phase after that. The first 8" is blocking smoke, the rest non-blocking smoke.  In a 3 meter / second wind the 2 kg Smoke Pot would create a 67-meter long and seven meters wide area of smoke which would last for four minutes.
Plentiful Grenades for two sections	Permanent	So many hand grenades that the number a leader may order to be thrown is doubled. Nevertheless, a section will run out of hand grenades on a to hit roll of 2.
Six light Kasapanos charges [B28]	Permanent	0.8 kg of TNT fastened to a board. Intended for demolitions but possibly of use against light armored cars and tankettes. AP 3, HE 2.
Four anti-tank hand grenades [B28]	Permanent	1.5 kg of TNT in a tin can with stick hand grenade as detonator. Used as satchel charge. AP 4, HE 3.
Three Light Satchel Charges	Permanent	2 kg charge. Effective against armored vehicles weighing less than or around 6 tons (All Soviet armored cars and amphibious tanks). AP 4, HE 4.
Two Medium Satchel Charges	Permanent	3 kg charge. Effective against armored vehicles weighing less than or around 12 tons (All Soviet light tanks and armored cars) AP 5, HE 5.
One Heavy Satchel Charge	Permanent	4 kg charge. Effective against armored vehicles weighing less than or around 30 tons. AP 6, HE 5
Medical Orderly	Tracked	From your command platoon. In WoNS, the medical orderly may never be moved so that he would be closer to the closest enemy troops than any friendly troops. This is to prevent the medical orderly from being used for minefield reconnaissance or other such purposes which only wargamers would think of.
Engineer Mine Clearance Team, 3 men	Exhaustible	Three men with rifles, sticks and field shovels. Roll 1D6 in each Phase that they are stationary and activated to clear a path through a minefield. On a roll of 6 they can declare the minefield passable. Engineer Teams who have no further Engineering tasks to fulfil on the tabletop will not move any closer to the enemy. They will use their rifles for self-defense but should disengage if possible.
Engineer Wire Cutting Team,	Exhaustible	Three men with rifles and wire-cutting tools. Roll a D6 in each Phase that they are stationary and activated to clear the wire. On a roll of 5

3 men		or 6 they may remove the wire section. Engineer Teams who have no further Engineering tasks to fulfil on the tabletop will not move any closer to the enemy. They will use their rifles for self-defense but should disengage if possible.
Booby Trap	Permanent	The Finns would occasionally booby trap buildings or interesting items. Agree location of booby trap with Umpire. See booby trap rules in <i>WoNS 1-2 Optional Rules</i> document.
Anti-personnel Minefield	Permanent	Made of non-metallic <i>Laatikkomiina</i> mines. Minefields are always 6" square and their location must be indicated to the Umpire after the Jump-Off Points have been deployed and the game is about to begin. Minefields may not be safely crossed during a game (see <i>WoNS 1-2 Optional Rules</i> ) unless they have been cleared. Mines are covered fully in CoC Section 16.1, <i>Engineering Works</i> . Only two such minefields may be selected by one side in any game.
Ice Mines	Permanent	Three Ice Mines, 300-gram explosives which are drilled into (river or lake) ice and remote detonation equipment. When blown up they each create a 3" hole in the ice, preventing infantry or vehicular passage.
Ski path mines	Permanent	Three Anti-Personnel mines designed to be emplaced on ski tracks. Explode when skied or stepped upon.
Sliding Mine	Permanent	3x2 kg charges on a plank which is pulled by rope over the snow by an infantryman in the hopes that an enemy tank will drive over it. The to hit chance depends on speed of vehicle's last Command Initiative. If it did not move there is no chance to hit. If the vehicle moved 1d6 then the chances of hitting are 4-6, if the vehicle moved faster a roll of 6 is required.  This mine can be used using an Ambush action CoC die, or (if location of mine has been set - declared to umpire or written on map - beforehand) Interrupt. Typically, the infantryman would lie in a ditch and then pull the mine onto the path of the tank at the last possible moment. Maximum range from tank would be around 10" and the operator would have to have LOS and be at approximately right angles to the path of tank.
Anti-Tank Minefield	Permanent	6x6" minefield of metallic Model 36 AT mines.
Anti-Tank Ditch	Permanent	A 12"x 3" anti-tank ditch. Any tank driving into it will dive nose-first onto the bottom and become stuck. An anti-tank ditch can only be introduced to any area the first time the battlefield is fought on (i.e. It cannot be dug overnight like a log bunker or minefield). An anti-tank ditch provides Light Cover for any infantry taking cover in it.
Barbed Wire	Permanent	Deployed in sections 6" long by 2" deep and configured in any way the player wishes. In CoC, barbed wire may not be crossed by infantry, wheeled or half-tracked vehicles. Fully tracked AFVs may cross barbed wire, thereby rendering it passable to infantry.

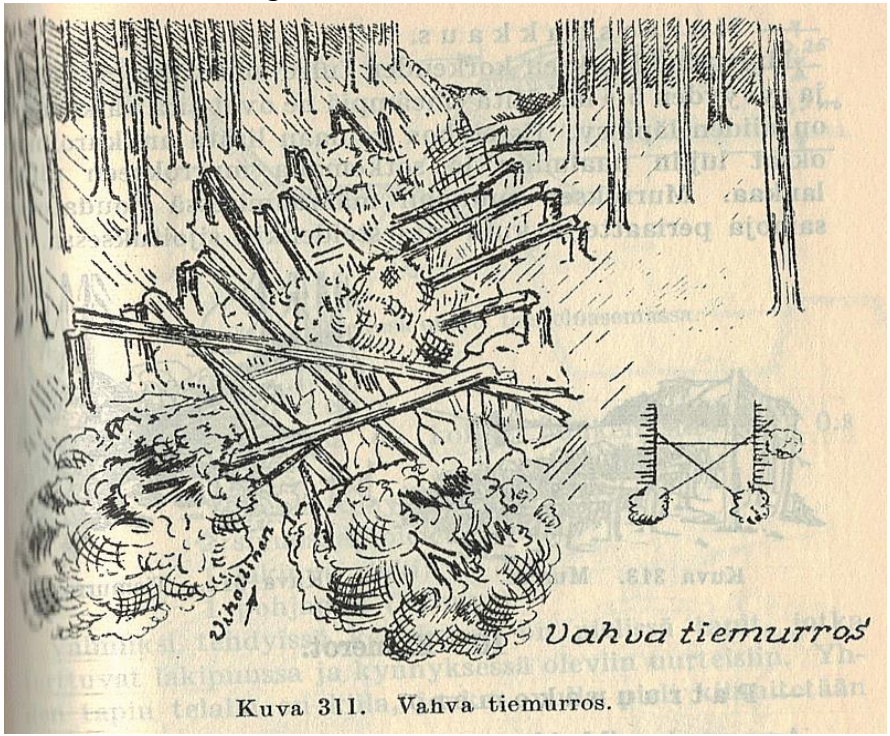


		Engineer or Pioneer wire clearing Teams may remove the obstacle during play. Unless specified otherwise in the scenario, only a maximum of four such wire sections may be selected by a side in a battle.												
Runner	Tracked	From your command platoon. Runners operate like an Adjutant, they are not represented on the table, but are used to call men forward to deploy onto the table. However, every time a runner is used to deploy troops roll a d6: a result of 1 or 2 means that the runner has successfully deployed the unit onto the table but has then either been diverted or killed and cannot be used again. There is no limit on the number of runners a Platoon can have.												
Entrenchments for one Team	Permanent	Troops in Entrenchments will count as being in Heavy Cover. Entrenchments may not be placed in buildings or in marshy ground. Entrenchments are large enough to hold one Team, be that an infantry or support weapon Team. For a whole Section two entrenchments will be needed.												
Anti-Tank Obstacles	Permanent	12" of obstacles, usually big rocks.												
Obsolete Infantry Gun	Not historical Tracked	<p>37mm Rosenberg M/15 infantry gun with Junior Leader + 8 crew, three teamsters, plus four horses, two ammunition carts and gun limber.</p> <table border="1"> <thead> <tr> <th>Anti-Tank Gun Section</th> <th>Notes</th> </tr> </thead> <tbody> <tr> <td>Gun Leader <i>alikersantti</i> (Junior Leader with pistol, rifle, compass, Finnish map, whistle, flashlight)</td> <td>2 Command initiatives, activates on a 3</td> </tr> <tr> <td colspan="2"><b>Cannon Team</b></td> </tr> <tr> <td>8 Gunners with rifles and 37mm infantry gun (Team)</td> <td>1 Command initiative, activates on a 1</td> </tr> <tr> <td colspan="2"><b>Teamster Team</b></td> </tr> <tr> <td>3 Teamsters with rifle and 3 horses and one spare horse 1 cart for infantry gun 2 ammunition carts (Team)</td> <td>1 Command initiative, activates on a 1</td> </tr> </tbody> </table> <p>Limitations: This support option is initially unavailable but will become available as the campaign progresses. Only two are available for the entire campaign.</p>	Anti-Tank Gun Section	Notes	Gun Leader <i>alikersantti</i> (Junior Leader with pistol, rifle, compass, Finnish map, whistle, flashlight)	2 Command initiatives, activates on a 3	<b>Cannon Team</b>		8 Gunners with rifles and 37mm infantry gun (Team)	1 Command initiative, activates on a 1	<b>Teamster Team</b>		3 Teamsters with rifle and 3 horses and one spare horse 1 cart for infantry gun 2 ammunition carts (Team)	1 Command initiative, activates on a 1
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Pre-Game Barrage, Four Ancient 75mm to 87mm Guns		A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area. The pre-game barrage may kill some of your enemy and will disrupt their ability to deploy onto the table. This support option is initially unavailable but will become available												

		<p>as the campaign progresses.</p> <p>This barrage is fired by a battery using outdated old Imperial Russian Army guns which were captured during Finland's struggle for independence in 1918. Such guns often have no recoil dampening mechanisms and their breeches are manually operated, resulting in a low rate of fire.</p> <p>Direct Hit 10+, HE 5, Deployment 2-6, Vehicle Hit Mod 0</p>
Pre-Game Barrage, Two 81mm Mortars, Battalion level		<p>A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area. The pre-game barrage may kill some of your enemy and will disrupt their ability to deploy onto the table.</p> <p>This support option is initially unavailable but will become available as the campaign progresses.</p> <p>Direct Hit 9+, HE 4, Deployment 2-6, Vehicle Hit Mod 0</p>
Anti-tank Trap	Permanent	A 4x4" hole covered and camouflaged. Any tank driving into it will be stuck and unable to fire its hull or turret weapons for the rest of the game.
Skis for one Section	Permanent	Skis enable 3d6 movement even in deep snow conditions
Snow Smocks for one Section	Permanent	If all of the Finnish force is wearing white-overs they can move all of their jump-off points by 1" immediately after placement.
<b>LIST TWO</b>	<b>AVAILABILITY</b>	<b>NOTES</b>
Roadblock	Permanent	These may be constructed in a variety of ways, Spanish Horsemen, large rocks or such. They block the road at a certain point. No wheeled vehicles may pass them, and they cannot be removed during the course of a game. Roadblocks are only deployed onto the table after the Jump-Off Points have been deployed and the game is about to begin. Only one such roadblock may be selected by one side in any game. Roadblocks may only be cleared by an Engineer or Pioneer demolition Team.
One Very Heavy Satchel Charge [B28]	Permanent	6 kg of TNT tied to a hand grenade. Effective against all armored vehicles. AP 7, HE 6
Ice-breaching charges	Permanent	Explosives and remote detonating equipment sufficient to blow up a 24x3" hole in ice.
Adjutant	Exhaustible	The battalion Adjutant is motivating the men off-table. This allows you to deploy all of your own Senior Leaders into the battle, yet avoid any potential delays in subsequently deploying men on to the table, as outlined in CoC rules section 4.3, Deploying onto the Table.
Anti-Tank Team, 3 men	Exhaustible	An ad-hoc AT Team of three men is armed with one SMG, two rifles and one Heavy or two Light Satchel Charges.

37 PstK 36 Bofors 37mm anti-tank gun	Limited Exhaustible	<b>Anti-Tank Gun Section</b>		<b>Notes</b>
		Gun Leader <i>alikersantti</i> (Junior Leader with pistol, rifle, compass, Finnish map, whistle, flashlight)		2 Command initiatives, activates on a 3
		<b>Cannon Team</b>		
		8 Gunners with rifles and 37mm AT gun (Team)		1 Command initiative, activates on a 1
		<b>Teamster Team</b>		
		3 Teamsters with rifle and 3 horses and one spare horse 1 gun limber 2 ammunition carts		1 Command initiative, activates on a 1
		AP 4, HE 3		
		Limitations: This support option is initially unavailable but will become available as the campaign progresses. Only two Bofors guns will be available during the campaign.		
Pre-Game Barrage, Four 75mm or 76mm Guns, Battalion level		A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area. The pre-game barrage may kill some of your enemy and will disrupt their ability to deploy onto the table. This support option is initially unavailable but will become available as the campaign progresses. Direct Hit 8+, HE 6, Deployment 3-6, Vehicle Hit Mod 0		
One Chain of Command Die		Finnish Chain of Command Dice bought as support options cannot be used to end a Turn.		
Red Die		This support option is only available to the 3 <sup>rd</sup> and 7 <sup>th</sup> Border Companies		
Brothers Haapala	Hero Permanent	Permanently replace two men in your platoon with the Haapala brothers. Hailing from the nearby, barren Haapala farmstead - said to mostly consist of rocks and swampland - these two diminutive young men have already had a hard life just trying to survive there with the help of their old, widowed mother. They are however fierce defenders of their homeland. Members of the Civil Guard, they are dressed in their own uniforms and carry their own rifles. Both are expert shots with their rifles, always hitting their targets as if they were at Close range. What is more, they may use any weapon obtained on the battlefield and they each count as two men when effects of shock are calculated.		

Private Väkeväinen	Hero Permanent	Permanently replace one man in your platoon with private Väkeväinen. A huge, bald-headed man with piercing blue eyes, private Olli Väkeväinen is not someone you would want to have an argument with. Rumors have it that he is a poacher, cattle-thief, booze runner and highway bandit and has been in prison for most of his life, but thus far no one has dared to ask him about any of those claims. He has issues with officers and will not take any orders from such so any section or team he is in cannot be activated by a Senior Leader. The only thing he dislikes more than officers are the Russians. Väkeväinen is considered <i>Diehard</i> and is thus unaffected by Shock. His mere presence counts as two men when effects of shock are calculated for his section or team. He counts as three men in Close Combat and is able to fling even heavy satchel charges out to 2d6 inches. He is equipped with a submachine gun which he appropriated from someone who did not dare to object and carries the largest <i>puukko</i> knife anyone has ever seen, but he can use any weapon found on the battlefield.								
<b>LIST THREE</b>	<b>AVAILABILITY</b>	<b>NOTES</b>								
Log MG Bunker	Permanent	Log Bunker with room for a Team and one or two direct fire apertures. Can withstand hits from up to 122 mm indirect fire shells. Has Armor 2 vs. direct fire. Troops in bunkers ignore the first kill in any Phase. Bunkers may only be obtained for location N. Rautu.								
Explosives	Permanent	100 kg of explosives and remote detonators which can be used to blow up various things								
M/09 or 09-21 MMG Team [B51 p.123]	Exhaustible	Older Finnish Maxim MG with wheeled carriage or tripod. May be set up for anti-aircraft use. <table border="1" data-bbox="555 1355 1455 1780"> <tr> <td><b>Medium Machine Gun Section</b></td> <td>1+5 men</td> </tr> <tr> <td>Gun Leader <i>alikersantti</i> (Junior Leader with pistol, whistle, flare pistol, binoculars, flashlight)</td> <td>2 Command initiatives, activates on a 3</td> </tr> <tr> <td><b>MG Team</b></td> <td></td> </tr> <tr> <td>4 Gunners with rifles MMG Model 09-09 or 09-21 1 Teamster Horse and cart (Team)</td> <td>1 Command initiative, activates on a 1</td> </tr> </table>	<b>Medium Machine Gun Section</b>	1+5 men	Gun Leader <i>alikersantti</i> (Junior Leader with pistol, whistle, flare pistol, binoculars, flashlight)	2 Command initiatives, activates on a 3	<b>MG Team</b>		4 Gunners with rifles MMG Model 09-09 or 09-21 1 Teamster Horse and cart (Team)	1 Command initiative, activates on a 1
<b>Medium Machine Gun Section</b>	1+5 men									
Gun Leader <i>alikersantti</i> (Junior Leader with pistol, whistle, flare pistol, binoculars, flashlight)	2 Command initiatives, activates on a 3									
<b>MG Team</b>										
4 Gunners with rifles MMG Model 09-09 or 09-21 1 Teamster Horse and cart (Team)	1 Command initiative, activates on a 1									
Sniper Team	Exhaustible	Two snipers with rifles without scopes								
Engineer Demolition Team, 3 men	Exhaustible	Can also be employed to close-assault tanks. Equipped with rifles and three Light and one Heavy satchel charges.								

Border Guard Section	Tracked	Border Guard section and Junior Leader from the <i>Rajajoki Station</i> scenario included in the full version of this campaign.
Demolitions Section	Tracked	The Demolitions Section from the <i>Rajajoki Station</i> scenario included in the full version of this campaign. It can be used for any Engineer type missions and/or split into Teams.
<i>Murros</i> Roadblock	Permanent	<p>Murros is a Roadblock, as above, but cannot be crossed even by tanks. Roadblock (maximum area 12" x 5") constructed in wooded area by felling trees across the area being blocked at a height of 1.5 meters. A <i>Murros</i> cannot be set up in an area of <i>struggling, new or felled</i> woods. If Explosives are available, the Roadblock can be left undeployed at beginning of the game and deployed as a surprise later by using a Chain of Command die. But It is also possible to emplace an anti-personnel minefield and/or barbed wire in the same place in order to discourage dismantling of the roadblock. A <i>Murros</i> roadblock may be cleared like TWO ordinary roadblocks, each success clearing 6" of it.</p>  <p>A <i>Murros</i> roadblock. The enemy approaches from the reader's direction. Picture from the 1941 officers' handbook.</p>
<b>LIST FOUR</b>	<b>AVAILABILITY</b>	<b>NOTES</b>
M/32-33 MMG Team	Tracked Limited	From the Battalion Machinegun Company. The most modern and effective Finnish MMG with tripod mount. It can also be set up for AA use.

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<b>Medium Machine Gun Section</b>	1+5 men									
Gun Leader <i>alikersantti</i> (Junior Leader with pistol, whistle, flare pistol, binoculars, flashlight)	2 Command initiatives, activates on a 3									
<b>MG Team</b>										
4 Gunners with rifles MMG Model 33-32 1 Teamster Horse and cart (Team)	1 Command initiative, activates on a 1									
		Limitation: Only three are available for 7th Border Company, and four are available for the 6th Independent Battalion in the campaign.								
Pre-Game Barrage, Four 122mm Howitzers, Brigade level		<p>A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area. The pre-game barrage may kill some of your enemy and will disrupt their ability to deploy onto the table.</p> <p>This support option is initially unavailable but will become available as the campaign progresses.</p> <p>Direct Hit 10+, HE 11, Deployment 3-6, Vehicle Hit Mod 1</p>								
Regular Rifle section with Junior Leader	Tracked	From one of your other platoons								
Engineer Section with Junior Leader	Exhaustible	Corporal Junior Leader and 8 engineers, all with rifles. The section is composed of any three engineer teams and can be used for any Engineer type missions as a whole and/or split into Teams.								
<b>LIST FIVE</b>	<b>AVAILABILITY</b>	<b>NOTES</b>								
Forward Observer Team with 81mm mortar platoon off-table	Tracked	<p>From Battalion mortar company. 2+3 men, field telephone. Two 81mm mortars. Area of effect 9" x 18"</p> <p>This support option is initially unavailable but will become available as the campaign progresses.</p>								
Pre-Game Barrage, Twelve 75mm or 76mm Guns, Brigade level		<p>A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area. The pre-game barrage may kill some of your enemy and will disrupt their ability to deploy onto the table.</p> <p>This support option is initially unavailable but will become available as the campaign progresses.</p> <p>Direct Hit 6+, HE 6, Deployment 4-6, Vehicle Hit Mod 0</p>								

LIST SIX	AVAILABILITY	NOTES
Forward Observer Team with 76mm Artillery battery off-table.	Exhaustible	3+4 men, field telephone, horse and cart. 4 76mm guns. This support option is initially unavailable but will become available as the campaign progresses.  (This option is not really for CoC)
Pre-Game Barrage by the four 152mm model 1877 Guns of Kaarnajoki Battery, Divisional level		A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area. The pre-game barrage may kill some of your enemy and will disrupt their ability to deploy onto the table.  3+5 man Forward Observer Team with radio and a four-gun 152mm coastal artillery battery off-table.  This support option is initially unavailable but will become available as the campaign progresses. Direct Hit 10+, HE 13, Deployment 3-6, Vehicle Hit Mod 3
LIST SEVEN	AVAILABILITY	NOTES
Alikersantti Soppa and Private Karhu	Hero Permanent	This option can only be selected if M/32-33 MG team is also selected. Soppa and Karhu then replace two of the team. Despite his rank Corporal Soppa is actually a Senior Leader, and as a hero he ignores the first hit on him. He counts as three men when the effects of shock on his section or team are determined. Nominally only in charge of the MG team, Soppa enjoys meddling in everything and can be deployed to lead any part of the player's forces. He can act as an additional Senior Leader, or alternatively stay with the platoon leader giving him advice, adding one command dice to the platoon leader's pool as long as he is unwounded, not distracted, not doing anything but advising the platoon leader and is within 4" of him. Soppa is always accompanied by his friend private Karhu and will become distracted if he is wounded or killed. Both are armed with rifles by default but Soppa can use any weapon he obtains on the battlefield. Soppa is unpopular among higher officers so letting him do anything other than directing an MG team incurs a -1 to the CO's next Opinion Roll.





## FINNISH CAMPAIGN CARDS

Campaign Cards depict unforeseen events and other surprises which can occur on the battlefield but for which there are no rules. Much of the feel of the Winter War is in the Campaign Cards.

Each player has a large number of Campaign Cards which must be kept secret until they are used.

Availability is given by date, time of day and nature of the situation: If only one date is given it is the first date when the option is available. If a second date is given, it is the date from which onwards the option is no longer available.

Each side can play any given card only once during the entire Winter War (i.e. across all the WoNS campaigns). In addition, the card to be played must be chosen at the beginning of the Hour and it will be discarded if un-played at the end of the Hour.

Weather and Supply cards must be played at the beginning of the Hour. Other cards may be played at the beginning of the Hour or, in order to keep them a surprise, at any time (including during an enemy Phase).

WEATHER	AVAILABILITY	NOTES
Snowstorm		A snowstorm prevents all operations during this Hour. The next 24 Hours are automatically considered to take place in <b>Deep Snow</b> conditions. This card cannot be played during the <i>Fire in the Sky</i> campaign.
Heavy Mist	AM	This card may only be played during an AM Hour. A momentary thaw brings a heavy mist restricting visibility to 15". Any <b>Deep Snow</b> conditions will no longer apply after 1200 Hours.
High Winds		High, buffeting winds dispel any mist and prevent aircraft from flying for the next six Hours
Bare Ice		The wind has blown away all snow from the ice. All frozen bodies of water are so slippery that 2d6 movement is the maximum for both foot and ski infantry and all land vehicles except Aerosans.
Land of Frost		The temperature falls to -20° Celsius (-4° F) for the next four Hours and then returns to the previous temperature.
SUPPLY	AVAILABILITY	NOTES
Refugees		Watching the train of sullen refugees fleeing Karelia your men are determined to stop the enemy. Raise Force Morale by 1.

Appropriated Field Kitchen		Your men have found an abandoned (or so they report to you) Finnish Army field kitchen. And it is full of warm, delicious pea soup. Raise Force Morale by 1.
Näkkileipää		The traditional Finnish dry bread was light because it contained no water and was thus easy to transport, yet still contained all the nutrients the Finnish soldier needed. Reduce Fatigue by 1.
<b>MOVEMENT</b>	<b>AVAILABILITY</b>	<b>NOTES</b>
Unseen Snowbank		One moving enemy vehicle or gun bottoms out in a previously unseen snowbank. On subsequent Command Initiatives crew may attempt to extricate the stuck asset, which will be successful on a 3 through 6.
Unseen Ditch		One moving enemy vehicle or gun bottoms out in a previously unseen ditch and ends up in an angle in which it is unable to fire any hull-mounted weapons (any turret-mounted weapons may fire but at a -1 for MGs and -2 for cannon). On subsequent Command Initiatives crew may attempt to extricate the stuck asset, which will be successful on a 4 through 6. On a roll of 1 the vehicle or gun will be immobilized for the rest of the scenario.
Water in the Tank		One enemy motor vehicle has fallen prey to water condensing in the gas tank before reaching the table and makes no appearance in this scenario. The fuel system must be flushed.
Lame		One enemy horse-drawn vehicle (including gun limbers) has fallen prey to animal malfunction before reaching the table and makes no appearance in this scenario.
<b>COMBAT</b>	<b>AVAILABILITY</b>	<b>NOTES</b>
Crate of Grenades		Just when we needed it, a box full of hand grenades has been found! All friendly troops within 4" of the crate have their hand grenade supply refilled (in CoC, all leaders have their grenade and rifle grenade counts reset).
Crate of Light Satchel Charges		Just when we needed it, a box with four Light Satchel Charges has been found!
Crate of Heavy Satchel Charges		Just when we needed it, a box with three Heavy Satchel Charges has been found!
Ammunition Shortage		One enemy unit is short of one type of ammunition (choose, for example 37mm anti-tank ammunition or MG ammunition). There are only 1d6 shots left.

Return to Sender		Hand grenades and satchel charges have time delay fuses and thus they can occasionally be thrown back before they explode. Roll 1d6 for every grenade or satchel charge thrown at one of your units. On a 1 the munition explodes in the hand of the thrower and he is Killed, on 4 the munition is flung out of range and on 5-6 roll a normal attack on the throwing unit.
Oops, Wrong Target		Use this card when the enemy is barraging (pre-game or in-game) your forces, or attacking using aircraft. The enemy accidentally attacks the closest of his own troops by chance. Any barrage is centered on these troops.
Gun Barrel Explosion		The barrel of one gun or mortar breaks, rendering the weapon unusable for the rest of the campaign.
Diehards		One team/section is immune to shock for the rest of the Hour. The unit must be defending something.
Sand in the Guns		Artillery barrages would sometimes be so intensive that the flying sand would clog the mechanisms of weapons. Use this card after a barrage but before any to hit rolls are made for the designated weapon. The weapon is jammed with sand. On following Command Initiatives its crew may attempt to unjam it which will be successful on 4-6. On a 1 the weapon will be out of order for the remainder of the scenario.
Gun Breakdown		Jams were usually fixed fairly quickly but occasionally a part would break, requiring actual fixing. The designated weapon is inoperable due to a mechanical problem. On following Command Initiatives its crew may attempt to fix it which will be successful on 5-6. On a 1 they will realize that help from the Battalion workshop is required and weapon will be out of order for the remainder of the scenario.
Overheating	Instant	Use this card on any enemy air-cooled automatic weapon which has fired at least four times during this Turn. The weapon is overheating, jams frequently and must be operated at one third fire rate until the barrel(s) is replaced. Replacing one barrel takes the crew one Command Initiative but is only possible if the loader's assistant is present (he carries the spare barrel).

Out of Coolant	Instant	<p>Use this card on any enemy water-cooled automatic weapon which has fired at least four times during this Turn. The weapon is overheating due to lack of water/coolant in the barrel sleeve. It jams frequently and must be operated at one third fire rate until the coolant is refilled.</p> <p>Refilling takes the crew one Command Initiative, if at least half of the original crew are still present. If not, it is assumed that they have lost the spare coolant can and must refill the sleeve with... naturally occurring coolant replacement liquid, which will take two Command Initiatives during which the crew cannot be considered to be in Heavy Cover. The exception to this is the Finnish m/33-32 MMG, the sleeve of which can be refilled with snow using a single Command Initiative.</p>
Troublesome Belts	Instant	<p>The early Soviet Maxim-type machineguns used canvas ammunition belts. While light and relatively inexpensive to make these sometimes suffered from stretching or shrinking and could even freeze if wet. Use this card to have one enemy Maxim-type MMG suffer from troublesome ammunition belts. The firing rate of the weapon is half of the normal for the rest of this battle.</p>
Dud	Instant	<p>One enemy shell or grenade has failed to explode. Roll effect as normal but disregard all Kill and Leader casualty results, and half of Shock.</p>
Gas Attack!		<p>Poison gas had been used extensively in WWI and there was every expectation that it would also be used in the Winter War. Both sides were prepared to take measures against such attacks but in the event the Soviets elected not to use gas (Finland of course did not have such weapons). This did not prevent several false alarms on both sides during the initial fighting when the troops still had little experience with all the sounds of the battlefield... any especially hollow-sounding explosions or peculiar smells or smoke of unusual hue could be mistaken for poison gas.</p> <p>This card can only be used in conjunction with the <i>Pre-Game Barrage</i> support option. It triggers a poison gas scare and all enemy troops affected will spend all their time donning/looking for/fighting over their gas masks. A Senior Leader must deploy and use three Command Initiatives in order to discover and ensure that it is indeed a false alarm and to communicate this to the men, before normality is restored.</p>
Whew, That Was Close!		<p>A hit which would have killed/wounded a Leader is ignored. The bullet was deflected by the metal flask full of <i>paloviina</i> which the Leader keeps in his breast pocket.</p>
Finnish Annoyance		<p>Your troops are fast becoming annoyed by this situation. Remove 1d6 Shock from your troops.</p>

Finnish Sisu		One definition of <i>sisu</i> is that it is a chronic unwillingness to give up. Remove 2d6 Shock from your troops. Raise Force Morale by 1.
Finnish Sisu, Perkele!		Perkele ( <i>The Devil!</i> ) is a powerful oath uttered by enraged Finns. Remove 3d6 Shock from your troops. Raise Force Morale by 2.
Frozen Solid		<p>Due to overzealous lubrication the actions of most Soviet guns have frozen solid. Roll 1d6 for each Section and 1d3 for each Team for number of non-frozen guns and designate which ones are unfrozen.</p> <p>This card can only be played on the first Hour ever when the Soviet platoon is fighting at temperatures of -10 degrees Celsius or below, and it must be played immediately after the Soviet player declares he will fire for the very first time. On each Command Initiative a Soviet unit may attempt to unfreeze its guns by rolling 1d6 for each of its guns. A result of 6 will unfreeze that gun. Exposure to something really warm such as tank exhaust or a fire will increase the success rate to 4-6.</p>
Unfused Shells		<p>At times the Red Army would fire unfused shells. The reasons for this practice are unclear but probably revolve around supply or just the mechanical difficulties associated with installing fuses in sub-zero temperatures. The unfused shells lacked the clean aerodynamics of fused ones and would howl in a particular fashion and often tumble end on end as they went. Finnish soldiers quickly learned to distinguish incoming unfused shells from the fused ones just by sound.</p> <p>Play this card during any barrage. The Soviet barrage contains a large number of unfused shells and any pre-game barrage will hinder deployment of Finnish troops by one less than usual. For each Direct Hit roll an additional die, on 3-6 the Direct Hit causes no kills, just shock. Unfused shells are unable to pierce bunkers. The fire is so inaccurate that direction from an Observation Balloon has no effect.</p>
Cuckoo!		Soviet troops are convinced that the Finnish sniper is hiding in a tree-top somewhere. Spotting of sniper is at -1.
Desperate Measures		Frustrated with the lack of anti-tank weapons, one section or team equips itself with lengths of wood, shovels and iron bars and can try to immobilize enemy vehicles with them. Each man in base contact with enemy vehicle may roll d6 and on a 6 the vehicle is immobilized.
Open the hatch Ivan, this is Death knocking!		One Finn/unit in close combat with an enemy tank (the Finn unit must use 3" of movement to climb on top of it) knocks on the hatch of the enemy tank. The enemy tank commander opens the hatch, expecting to confer with friendly infantry... and the Finn drops a hand grenade inside, and closes hatch. Run immediate 4d6 hand grenade attack (no cover) on crew. After attack hatch remains open.

Surrounded by Submachine Guns		<p>Accounts by Soviet veterans sometimes mention how the Suomi SMG's bullets would make explosive sounds when they hit frozen trees. This made it very difficult to tell where the enemy was and often inexperienced soldiers thought they were being surrounded and shot at from all sides.</p> <p>Use this card when the enemy is in woods to double the amount of Shock caused by submachine guns.</p>
Sausage Soup		Any Soviet Advance or breakthrough of Finnish lines runs into Finnish supply unit, capturing ready-to-eat sausage soup. Soviet troops stop to eat and initiative passes to the Finns.
Traffic Jam		Due to extensive traffic jams on the Soviet side of the front line, one random support option unit does not make it to this scenario.
<b>SPECIAL</b>	<b>AVAILABILITY</b>	<b>NOTES</b>
The Smell of Mahorka		Finnish troops could sometimes detect Russians just by the foul smell of their tobacco. Play this card at the beginning of a Scenario where the Finns are attacking (must be of type One – The Patrol, Two – The Probe, Four – Delaying Action, or Five – Flank Attack) and achieve surprise at Normal-2 level (see <i>R3. Surprise</i> ).
Russian Rags		<p>Although the Red Army had excellent winter clothing available to its soldiers, some Finnish reports from the first days of the war nevertheless include observations on the poor state of Red Army uniforms and boots. For example, one report describes soldiers' uniforms as "rags" while another mentions that some Russians have been found wearing just galoshes (rubber overshoes) without actual boots in sub-zero temperatures [B36, p.79]. Similarly, the pilot of one downed aircraft was reported to wearing just rags on his feet instead of proper shoes or boots.</p> <p>Play this card to have the Soviets suffer from substandard equipment. Add one point to the Fatigue of every Soviet unit, two if the temperature is -10° C or less.</p>
Death in White		Sissi ( <i>Sissi</i> is a Finnish term for light infantry which conducts reconnaissance, sabotage and guerrilla warfare operations behind enemy lines) patrol wreaks havoc on enemy's rear lines. Enemy supplies and equipment are waylaid, personnel destroyed. This card is initially unavailable until Third Brigade HQ authorizes <i>Sissi</i> operations against the enemy. Playing this card launches a separate scenario which is included in the full version of this campaign.
Deserter		An enemy deserter runs over to your side and might give important information about enemy deployments.
Air Superiority		For once the Finnish Air Force makes an appearance! Two Fokker D.21 fighters swoop in from nowhere and drive away any Soviet air

		assets for the rest of the Hour.
Blown Away		Finnish minefields were not marked in any way and thus posed a threat to both sides. Many a man was disabled for life in unnecessary accidents. Play this card to have one of the enemy soldiers step on an undiscovered mine. On a roll of 1 it is a leader.
Act of Desperation		Sometimes a soldier was so anxious to get away from the front line that he would shoot himself in the leg or do something comparable in order to receive a non-lethal but debilitating wound which would be his ticket away from the front line. Play this card to have one of the enemy unit's men commit an act of self-harm. Roll 1d6 (+1 if the self-harm occurs in the Red Army). On a result of 1 the attempt fails, and the man is retained. On a 2 the attempt fails, and the man now slows down his unit by 1". On 3-6 the man is removed from the front line. On a 7 the man is executed for cowardice.
The End of It All		The enormous pressures of the war took a toll on the men on both sides. Many accounts describe incidents of suicide by men, NCOs and officers alike. Such tragedies took place both before and during the war, and even in the very first days of the conflict. Play this card to have a random soldier on the enemy side to commit suicide. On a 1d6 roll of 1 it is a leader.

## **Winter of No Surrender Campaign I - *Fire in the Sky***

### **7th Border Company Orders**

**November 11, 1939**

Part of the Rautu Group, the 7<sup>th</sup> Border Company will fortify and prepare to defend the road leading from the border to the village of Palkeala. In the event that war breaks out 7th Border Company will defend its sector vigorously, delaying the enemy and causing it as many casualties as possible, buying valuable time for the manning of 6<sup>th</sup> Independent Battalion positions and the evacuation of civilians. All buildings are to be burned down.

### **Friendly Forces**

The company has been reinforced with four medium machine guns from Jäger Battalion 4. The platoon is

The 6<sup>th</sup> Independent Battalion is arrayed in a defensive formation on the Tykläjärvi - Palkeala line. The 6<sup>th</sup> consists of a headquarters company, three rifle companies, a machinegun company, mortar platoon and supply train. Their mission is similar to yours -, they will delay the enemy in turn until Rautu.

At Rautu the rest of the Third Brigade will take over delaying the enemy up to the Kiviniemi bridges. The Rautu Group consists of the 3rd Brigade which is composed of five Battalions (including Jaeger Battalion 4, one battalion from 30th Infantry Regiment and the Independent Battalion 6), plus Border Companies 6 and 7. In addition it is reinforced by three engineer companies, signals and artillery units, as well as medical and other support units.

### **Area of Operations**

7th Border Company's defensive sector runs along the road leading from the Huhti outpost through Huhti and onwards towards the north and north-west for six kilometers. The sector should be considered to be about one km wide.

### **Moving to the Area of Operations**

The unit marches to its defensive sector tonight and begins fortification work immediately. Heavier equipment will be transported to Huhti village by the Regiment's supply company.

### **Fire Support**

At present all artillery units are located well out of range. If hostilities break out the Third Brigade's Field Artillery Regiment will move its 76.2mm guns within range of your defensive sector as quickly



as possible. This will undoubtedly take at least three, probably four or five hours. Therefore it is possible that you will not receive any artillery support in your fighting.

The Regiment's mortar company is also located several kilometers to the north-west. Enemy situation permitting, the mortars will move to closer positions in order to bring enemy forces as far as under accurate 81mm fire. The mortar company should be in position earlier than the artillery.

Both artillery and mortar company forward observers will meet you at the village during this week so you can range target areas in advance.

## **The Enemy**

The strength of Soviet forces east of the border is unknown. In the event of war breaking out it is clear that you will face a numerically far superior assault force supported by unknown quantities of artillery, armor and air units.

## **Civilians**

All civilians were evacuated from the area months ago. However now that the Moscow negotiations have been dragging on for weeks many families have been permitted to return to the border area. This is unfortunate and poses a very real danger to the families and makes our work more difficult. When the war breaks out the Regiment will send evacuation parties to alert the civilians. They will be given ten minutes' notice to vacate their properties and head north-west. If any more civilians are found they are to be evacuated immediately and sent onto the north-western road towards Rautu.

## **Terrain and Weather**

This is a typical Karelian area and the people make their meager living from agriculture, forestry and raising livestock. The fields have been harvested a couple of months ago and have since been plowed for the winter.

There are some difficult-to-negotiate forests and marshes but our advance will be along roads.

Temperatures are predicted to be in the -5 to 0 degrees Celsius (23 to 32° F) range. There is about 5 cm (2") of snow. This is not enough to hinder walking in any way. More snow and possibly colder weather is predicted for the next few days. Those men who have not received their winter uniform and are still wearing summer uniforms under their greatcoats will receive proper winter clothing in a few days.

The days are short in Karelia at this time of the year. First light is at 0700, dawn is at 0800, dusk at 1600 and dark after 1700. On nights of low temperatures the moon and stars will often provide some light.

## Objectives

7th Border Company has multiple objectives on this mission.

- \* The Company will guard the border area. Because of express orders from headquarters, you will place no more than two patrols within sight of the border and neither of these patrols is to be larger than two men. We cannot take the risk that the Russ could claim we were gathering an invasion force on the border. Assign one patrol north of the road and another south of the road and have them there around the clock. Any Soviet troops violating our border must be apprehended and handed over to the headquarters but do not let yourself be drawn into provocations. Under no circumstances are the patrols to shoot over the border and even if Soviet troops assault across the border they are to be let well over to our side, say 50 meters before opening fire so that we cannot be claimed to have started a war or something.
- \* The Company will set mines on the road and build fortifications for defense. Use the time you have well and construct as many defensive positions as possible so that in the event of a Russian assault on your sector you will be able to put up a real fight. This is our home and any Russ coming over the border will be made aware of that.
- \* Once the war starts the Company will set all buildings - the villages, houses, barns, mills everything - on fire. Nothing that could be used as shelter is to be left for the invaders. The Russ may get some of our lands... but they will have to build their farms up from scratch. Any equipment or goods left by the inhabitants and not transportable is to be destroyed. But do not burn anything before the Russ have come over the border! If the negotiations in Moscow go well the people will return to their homes and they will not take it kindly if we have burnt their villages.
- \* The Company will cause the enemy as many casualties and as great material losses as possible while slowing down his advance. The objective is to gain time so the Regiment can evacuate civilians, man its positions and prepare for a counterattack.
- \* The Company will conserve its manpower and resources - pay especial attention that the enemy is not able to encircle you. When the situation becomes untenable 7th Border Company retreats to through the 6<sup>th</sup> Independent Battalion defense sector and is let through. They will then continue to delay the enemy and 7th Border Company will be designated as its reserve. Any and all weapons, ammunition, boots and other military equipment you are able to procure from either fallen enemies or your own men would be very much needed by our under-supplied army.
- \* Once designated as the reserve of the 6<sup>th</sup> Independent Battalion the Company will immediately start preparing for the commencement of *Sissi* guerrilla operations against the invaders. As soon as the headquarters authorizes such operations the Company will use its knowledge of local terrain and clandestinely move to the enemy rear and begin to really bring the hurt to the Russ.

## Supplies

7th Border Company will be given a two days' ammunition, food and medical supplies load. Your men will hardly be able to carry more.

## **Own Casualties**

7th Border Company's medical team (one medical NCO, one medic and four stretcher bearers) will give wounded the first aid they require. Wounded must then be transported to the Battalion Aid Station located at the Riikola Vicarage.

If possible, our own casualties should not be left to the enemy, but this is of course always the commanding officer's decision.

## **Prisoners**

Any prisoners will be forwarded to the regiment's headquarters for questioning. If you are able to capture an officer that would be great.

## **Communications**

Providing the telephone at Huhti the village stays operational, 7th Border Company can use it to keep in contact with the Battalion's headquarters and 6<sup>th</sup> Independent Battalion. Unnecessary signals traffic is to be avoided but the Battalion is to be kept aware of any and all-important developments.

## **Withdrawal from the Area of Operations**

Unless issued other orders, 7th Border Company will retreat through 6<sup>th</sup> Independent Battalion's positions and wait for further orders from the Battalion.