

Gemigabok Presents:

Winter of No Surrender

A SERIES OF WINTER WAR - CHAIN OF COMMAND CAMPAIGNS

RED ARMY COMPANY 1939-1940 (v2.4)

At the beginning of the campaign the Soviet player must decide which TOE he will be using for his two companies. As the 142nd Rifle Division was formed in August 1939 its companies may have been organized along the lines of the 1938 organization. But the next revision of the field regulations came in September 1939 so it is possible that the TOE could have been changed accordingly after that time, of course that would have entailed procuring more personnel including specialists such as snipers and medics, as well as a new weapons system (the 50mm mortar). The player is free to use either organization, or one company of each. If the 1938 organization is selected, the player must also indicate whether each of the platoons in his company has three or four rifle sections.

RIFLE COMPANY, 1938 Field Manual [B18]:

Command Platoon	Notes
Company Commander Leytenant (Ranking Senior Leader with pistol and flare pistol and Soviet-made maps)	4 Command initiatives, activates on a 4
Deputy Company Commander Starshiy serzhant (Senior Leader with revolver and flare pistol)	3 Command initiatives, activates on a 4
Political Officer (Company Politruk with revolver and fur coat)	1 Command initiative, activates on a 5 See Politruk rules, below
Command Group:	
Starshina (Junior Leader with revolver)	Company sergeant major
Clerk with carbine and combat journal	
Medic	(source not clear)
Sniper with rifle and scope	(source not clear)
Two messengers with rifle	(source not clear) See Messenger rules

3 Rifle Platoons, each: Platoon Force Rating: -7 OR -4 (Green, 4 command dice, always rated Regular in Close Combat) Big Force Rating: 66 OR 52 (Green, 4 command dice, always rated Regular in Close Combat)	Notes
Mladshiy leytenant, Senior Leader with revolver	3 Command initiatives, activates on a 4 Platoon Move: with 1 Command initiative move all sub-units within command range
Serzhant, platoon elder, Junior Leader, with rifle	2 Command initiatives, activates on a 3 May command the entire platoon

Sections One to Three OR Four:	12 men each
Mladshiy serzhant, <i>Inferior</i> Junior Leader, with rifle	1 Command initiative, activates on a 3
Section deputy leader with rifle	Not a Leader in CoC
DP-28 LMG with 2 crew	Loader may also carry a rifle but will be busy loading the LMG
Dyakonov rifle grenade launcher with 2 crew	Loader will also carry a rifle but will be busy loading the grenade launcher
6 riflemen	

Machine Gun Platoon Platoon Force Rating: -11 (Green, 4 command dice) Big Force Rating: 34 (Green, 4 command dice)	Notes 16 men
Platoon Leader Mladshiy leytenant (<i>Inferior</i> Senior Leader with pistol and flare pistol, a Soviet-made map and binoculars)	2 Command initiatives, activates on a 4 Commands the entire platoon Platoon Move: with 1 Command initiative move all sub-units within command range
Assistant Platoon Leader (Junior Leader, with rifle)	2 Command initiatives, activates on a 3 May command the entire platoon
Sections One and Two, each:	7 men each
Serzhant, <i>Inferior</i> Junior Leader, with carbine and flare pistol and binoculars	1 Command initiative, activates on a 3
Assistant Team Leader with carbine	Not a Leader in CoC
PM1910 MMG with 2 crew with 1 carbine	Total 3 Loaders in MG crew
2 machine gunners with carbines	
1 teamster with carbine, horse and cart	



RIFLE COMPANY, September 1939 [B17]:

Command Platoon	Notes
Company Commander Leytenant (Ranking Senior Leader with pistol and flare pistol and Soviet-made maps)	4 Command initiatives, activates on a 4 12" command range
Deputy Company Commander Starshiy serzhant (Senior Leader with revolver and flare pistol)	3 Command initiatives, activates on a 4
Political Officer (Company Politruk with revolver and fur coat)	1 Command initiative, activates on a 5 See Politruk rules, below
Command Group:	
Starshina (Junior Leader with revolver)	Company sergeant major
Clerk with carbine and combat journal	
Medic	
Sniper with rifle and scope	
Two messengers with rifle	See Messenger rules

3 Rifle Platoons, each: Platoon Force Rating: -2 (Green, 4 command dice, always rated Regular in Close Combat) Big Force Rating: 89 (Green, 4 command dice, always rated Regular in Close Combat)	Notes: 73 men
Mladshiy leytenant, Senior Leader with revolver	3 Command initiatives, activates on a 4 Platoon Move: with 1 Command initiative move all sub-units within command range
Serzhant, platoon elder, Junior Leader, with rifle	2 Command initiatives, activates on a 3 May command the entire platoon
Messenger with rifle	See Messenger rules
Sections One to Four:	15 men each
Mladshiy serzhant, <i>Inferior</i> Junior Leader, with rifle	1 Command initiative, activates on a 3
DP-28 LMG with 2 crew	Loader may also carry a rifle but will be busy loading the LMG
12 riflemen	
Mortar section:	11 men
Mladshiy serzhant, <i>Inferior</i> Junior Leader, with rifle	1 Command initiative, activates on a 3
Observer with rifle and binoculars	Directs fire
Three 50mm M-1939 mortars, each with 3 crew	All crew members carry a carbine but will be busy operating their mortars

Machine Gun Platoon Platoon Force Rating: -10 (Green, 4 command dice) Big Force Rating: 34 (Green, 4 command dice)	Notes: 12 men
Platoon Leader Mladshiy leytenant (<i>Inferior</i> Senior Leader with pistol and flare pistol, a Soviet-made map and binoculars)	2 Command initiatives, activates on a 4 Commands the entire platoon Platoon Move: with 1 Command initiative move all sub-units within command range
Assistant Platoon Leader (Junior Leader, with rifle)	2 Command initiatives, activates on a 3 May command the entire platoon
Sections One and Two, each:	5 men each
Serzhant, <i>Inferior</i> Junior Leader, with rifle and flare pistol and binoculars	1 Command initiative, activates on a 3
PM1910 MMG with 2 crew, 1 with carbine	Total 3 Loaders in MG crew
2 machine gun crew with carbines	

During this period the Red Army placed a far greater emphasis on the actions of the platoon leader than on those of the section leaders who as a consequence had lesser initiative than their equivalents in many other armies. Therefore, in WoNS the section leaders are considered *Inferior* Junior Leaders and have only one Command initiative per Phase. In addition, a section leader may not move his men further than 24" away from the rest of the platoon.

The Red Army did not have a sophisticated tactical doctrine permitting the splitting of a section into teams. In CoC terms this has the following consequences:

- They suffer only one Shock when moving 'at the double'
- They require only one *Team* entrenchment for the entire Section or Section
- They roll twice for hits from barrages
- They activate only on a Command Dice roll of 2. Any sub-Teams, such as Scouts, which are split off from the Section will activate on a Command Dice roll of 1.
- The whole section may be placed on Overwatch by their Leaders using one Command Initiative

The platoon leader has a special Platoon Move command with which he may with one Command initiative move all sub-units of his own platoon which are within command range and which have not yet been activated during this Phase.

FORCE MORALE TRACK:

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

COMPANY COMMANDER: The Company Commander and one messenger may be attached to your force in any battle without extra cost, but 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.

COMPANY POLITRUK: The Politruk and the Company Commander have joint authority over the running of the Company, the Politruk having responsibility over discipline, battle and operative readiness, of supply and the care of equipment [B72, p.354]. He is thus more active than some future Politruks, activating on a 5 or a single 6. This dual command arrangement will prove problematic because the Politruk has little tactical training and tends to be very attack-oriented, much like the heroic propaganda films he often shows the soldiers at political meetings.

- The Company Politruk has a fur coat and a pistol and may also serve as crew on a weapon.
- A Politruk may be activated on a Command Die roll of 5 or 6 (single 6 only, if more are rolled then the Politruk cannot be activated). If the player activates the Politruk on a 5 he does not increase his Chain of Command tally.
- When activated a Politruk moves as normal. If attached to a section or team he may move with that unit without being activated himself. He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat.
- The presence of the Politruk is very motivational for leaders. When activated the Politruk may transfer his activation to any Leader he is currently within 9" of, but that Leader then only gets one Command Initiative.
- The Politruk is also an excellent motivator of men. When activated he can rally any troops as a leader (normal rules, 9" command distance). Roll for effect:

D6 Roll	Effect
1	Instigates an <i>Uhraah!</i> platoon charge on all troops within 9"
2	Removes 1 shock
3	Removes 1 shock
4	Removes 2 shock
5	Removes 3 shock
6	Removes 1d6 shock by making an example of a backsliding revisionist traitor who is encouraging the promulgation of anti-revolutionary thoughts. Shoots dead one man in the section. If the result is a 6 then the man shot is the section leader.

- The Politruk's presence in a game will increase any negative effects on CO's Opinion by one.

PATROL PHASE SPECIAL RULE: Russian maps of Finland were notoriously bad. They were in inconveniently large scale and often inaccurate (for example they could be missing roads or even show non-existent ones). In fact, it has been pointed out that much better maps would have been available from any bookstore in Helsinki. While relying on Russian maps the Russian Patrol Markers must stay within 10" of each other.

REPLACEMENTS: The Soviets will not receive any replacements during this campaign. However, the Soviet player may elect to transfer men from elsewhere in the company to the fighting platoons to increase their manpower. Naturally no sub-unit of the platoon can be reinforced in this way to become larger than its normal complement.

The Deputy Company Commander may be transferred to lead any platoon, if necessary. The company Politruk may also be dispatched to lead any platoon, however in such a situation the force morale rolls of all other platoons are at -1 because the Politruk will not be at hand to provide them with the political context and encouragement they are used to having.

One messenger may be transferred to combat duties but then the company commander will no longer be available as a free attachment to your platoons as he will himself have to travel more to lead his company.

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 Medic is transferred the platoon's lightly wounded will miss two instead of one game AND force morale rolls are at -1.





SOVIET NATIONAL CHARACTERISTICS:

WRATH OF THE GODS

The Soviet Army is unable to provide close artillery support for her forces during battle, but can prepare the way with a initial barrage of notable severity. In WoNS they may obtain very powerful pre-game barrages. See Optional Rules section *R23 Artillery and Mortar Barrages* and the Support listing later in this document.

UHRAAAAH!

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

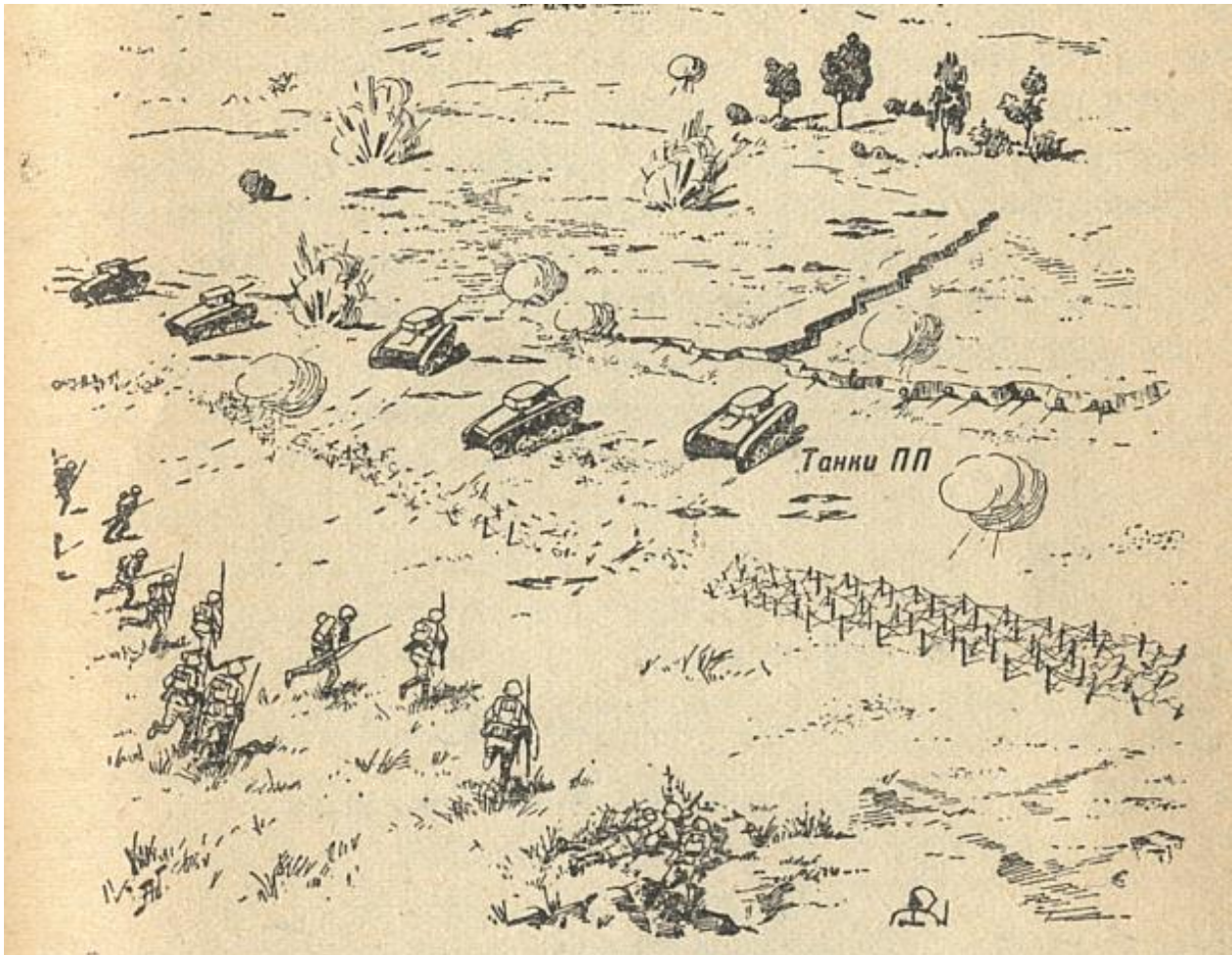
A Soviet Senior Leader may by using all his Command Initiatives order all the sections within his Command Distance that haven't been activated yet in that Phase, to assault (Platoon Charge) the enemy. Any troops so activated will move with 4D6 (3d6 in Deep Snow conditions) straight towards their chosen enemy, each section dicing for its own movement. They halve their Shock for Movement purposes (rounding up). Any Section or Sections which gets within 4" from enemy initiates Close Combat.

BAYONET TRAINING

The Red Army trained extensively in close combat and the men were very skilled at using their bayonets. Any Soviet unit equipped with at least one rifle (not carbine as carbines do not have bayonets at this point of the war) counts as one level of troop quality higher in close combat (i.e. Green troops are counted as Regulars).

IT SAYS SO IN THE FIELD MANUAL

The Red Army's Field Regulations stress the importance of close combat. The platoon is to close with the enemy and decisively engage and destroy them in heroic man-to-man combat using rifle butts and bayonets. The Red Army does not encourage independent, out-of-the-box thinking or improvisation.



Tanks lead the attack, breaching through enemy barbed wire with infantry following while regimental artillery fires shrapnel shells in support. This is the approved method of attack, Comrade, and doing anything else will risk the wrath of your superiors! Picture from the 1939 manual *Tanki*.

The Commanding Officer's Opinion of the Platoon Leader can therefore only rise if the following criteria have been met during the Battle:

- If the attack is supported by armor, all armor must precede the infantry by 6" for at least two thirds of the way across the table (unless physically prevented from doing so e.g. by an unfordable river stretching across the table)
- AND the Platoon Leader orders a Platoon Charge while within LOS of the enemy
- OR at least one of the Platoon Leader's units engages in close combat with the enemy

If the above criteria were not met during the battle the battle result is considered to have been one level inferior than normal (i.e. a Victory is considered to have been a Draw) for the purposes of determining the CO's Opinion, and the CO's Opinion will not rise no matter what the rolled result indicates.

Soviet Senior Leaders Backgrounds	
2	You are a Red Finn. In 1918 you barely escaped to the Soviet Union from the onslaught of the united Fascist armies of the White Finns and the Germans. Since then, life has not always been easy and many of your friends were executed during Stalin's purges a few years ago. You tried to keep a low profile and apparently have been rewarded for it as now the Red Army again wants to have Finns in its ranks, and in leadership positions no less. This is your chance to rid Finland of the bourgeois butcherers who have enslaved its people! Subtract 1 from the CO's Opinion (you are a suspicious foreigner). Add +4 to Age roll. You count as two men when the effects of shock on your section or team are determined. Due to your age and unhealed old wounds you and any unit attached to you will move at -1". You ski like White Finns and interrogate POWs at +1.
3	You supervised workers in a factory tasked with producing 400 tons of bicycles per year. The bicycles you made ended up being rather heavy. You are a loyal Party member and fine Soviet citizen. Add +1 to the CO's Opinion. Due to shouting in the noisy factory add +2" to your Command Range.
4	You are hard-working and have done your best, but it is now rumored that you may have Jewish ancestry. Reduce CO's Opinion by 2.
5	You showed your worth and ability to quote Marx during training and were rewarded with a commission. Add +1 to the CO's Opinion.
6	You supervised the workers on a collective farm. You are a fine Soviet citizen, and your peasant background means you take care to look after your men. Add +1 to the men's Opinion.
7	While at school you were active in the Komsomol Youth Organization. With your superior's recommendation you found yourself in the Officer School. Roll 1D6 only for age. Add +1 to the CO's Opinion. Reduce the men's Opinion by 1.
8	You studied hard in the Tekhnikum to learn the skills which you would use upon graduation to improve the technical finesse of Soviet bicycles. You are a loyal Party member and fine Soviet citizen. Add +1 to the CO's Opinion. Because of your technical skills the Capture of abandoned enemy equipment by any unit within command range of you is 1 easier than usual.
9	A Civil Servant on the local municipal level. Reduce the men's Opinion by 2. Due to your skill in dealing with bureaucracy you always have one extra point of support.
10	Your father is a senior official within your city's Communist Party organization. You studied at University and achieved a degree. With the aid of your father's connections, it was determined that you must be a capable individual, so you were soon selected for officer training. While at the University you sang in the Choir of the Proletarian Students and you still have a fine voice, add 2" to your Command Radius. Add +1 to the CO's Opinion. Reduce the men's Opinion by 1. Add +3 to your roll for age.
11	In 1918-1922 you fought in the Russian Civil War as a volunteer. Next, you fought in the Spanish Civil War. Then you took part in the liberation of Poland a couple of months ago. Add +1 to the CO's Opinion. Add +4 to Age roll. A unit led by you has five Command Dice while you are on the board. Due to your age any unit attached to you will move at -1".
12	You were a Professor at a Tekhnikum academy accused of corrupting your students with backsliding revisionist propaganda relating to supposedly superior Capitalist bicycle designs. For such crimes you have been stripped of all academic duties and sent to the front. Reduce CO's Opinion by 2. Add +6 to your roll for age. Because of your technical skills the Capture of abandoned enemy equipment is 1 easier than usual.

Soviet Junior Leaders Backgrounds	
2	A bookbinder in the Party Press Offices you volunteered for the Red Army to fight these Fascists threatening Leningrad. You are an upstanding Soviet citizen and an experienced agitator. Remove one extra Shock when Rallying unit (this can only be done once per Phase).
3	A clerk in an office, involved with the implementation of the Five-Year Plan
4	A worker on a collective farm producing food for the Soviet people and their fraternal allies. The Army has been a harsh school, but you have survived and can now kill many Fascists. Your men look to you for leadership as they know you are one of them. You have fixed untold numbers of tractors at the farm and can repair nearly any vehicle. You also know how to drive.
5	A city boy with a father in a coal power plant. Roll 1D6 only for age. Add 2" to Deployment range when in a city.
6-7	A farmer. Your work is the foundation of the Soviet economy and the happiness of its People.
8	A worker in a factory producing much needed armaments. You volunteered for the Army after a Workers' meeting at the factory denounced the Imperialistic ambitions of the White Finns who intend to invade Leningrad. Once the Finnish Proletariat have been liberated from the Capitalist yoke you will return, a hero of the Soviet Union!
9	A veteran of the invasion of Poland in September 1939. A unit that you are attached to is never considered Green. You count as two men when the effects of shock on your section or team are determined.
10	A Woodsman, wood cutter, or hunter, you are apt in moving through the forests. Add 2" to Deployment range when in Woods.
11	A factory worker, you worked at Wicker Work Factory Number 18. You are religious and try to keep this from your men and superiors. Because of your religion you cannot have your men shoot at medics, civilians, surrendering enemies or prisoners.
12	An old soldier and a veteran of the Russian Civil War of 1918-1922 and the war with Poland 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. Due to your age subtract 1" from your section's move.

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 two men in close combat
12	Remarkably overweight. You and any unit you are attached to move at -1"

SOVIET MEDALS

	For Courage	For Battle Merit	Order of the Red Star	Order of the Red Banner	Order of Lenin	Hero of the Soviet Union
Officer	1-5	6	6+	6+	6+	6+
NCO	1-6	6+	6+	6+	6+	6+

ATTACHED ARMOR UNITS

Light Tank Platoon (twin turret) Platoon Force Rating: -3 (Green, 4 command dice) Big Force Rating: 48 (Green, 4 command dice) One tank may be exchanged for a 45 mm gun tank m 1933-1938 without change to Force Ratings.	Notes: 9 men The tanks may be a mix of any non-engineering type of T-26 with twin turrets (m 1931 or 1932). A total of two light tank platoons are available, the 1st and 2nd platoons of the 445th Special Tank Battalion.
Platoon Leader Mladshiy leytenant (Senior Leader with pistol and flare pistol, a Soviet-made map and binoculars)	3 Command initiatives, activates on a 4
Driver with revolver and T-26 tank Loader with revolver	
Tanks Two and Three, each:	3 men each
Serzhant, Junior Leader, with revolver and binoculars	2 Command initiatives, activates on a 3
Driver with revolver and T-26 tank Loader with revolver	

Light Tank Platoon (45mm guns) Platoon Force Rating: -2 / -1 / 0 (Green, 4 command dice) Big Force Rating: 66 / 72 / 84 (Green, 4 command dice) Use first Force Rating if the tanks are models 1933-1938 and no more than one is twin-turreted. Use second if at least one is a model 1939. Use third if all are models 1939.	Notes: 9 men The tanks may be a mix of any non-engineering type of T-26 with 45mm gun. A total of two light tank platoons are available, the 1st and 2nd platoons of the 445th Special Tank Battalion.
Platoon Leader Mladshiy leytenant (Senior Leader with pistol and flare pistol, a Soviet-made map and binoculars)	3 Command initiatives, activates on a 4
Driver with revolver and T-26 tank Loader with revolver	
Tanks Two and Three, each:	3 men each
Serzhant, Junior Leader, with revolver and binoculars	2 Command initiatives, activates on a 3
Driver with revolver and T-26 tank Loader with revolver	

Amphibious Tank Platoon Platoon Force Rating: -2 (Green, 4 command dice) Big Force Rating: 54 (Green, 4 command dice)	Notes: 10 men The tanks may be either T-37A or T-38. There are two amphibious tank platoons in the campaigns: the 3rd and 4th platoons of the 445th Special Tank Battalion.
Platoon Leader Mladshiy leytenant (Senior Leader with pistol and flare pistol, a Soviet-made map and binoculars)	3 Command initiatives, activates on a 4
Driver with revolver and amphibious tank	
Tanks Two to Five, each:	2 men each
Serzhant, Junior Leader, with revolver and binoculars	2 Command initiatives, activates on a 3
Driver with revolver and amphibious tank	

Engineer Tank Platoon Platoon Force Rating: -5 (Green, 4 command dice) Big Force Rating: 30 (Green, 4 command dice)	Notes: 6 men The tanks are ST-26 with any mix of snowplow, mine plow, mine sweep or vehicle-launched bridge. There is only one engineer tank platoon in the campaign, the one from the 35th Light Tank Brigade.
Platoon Leader Mladshiy leytenant (Senior Leader with pistol and flare pistol, a Soviet-made map and binoculars)	3 Command initiatives, activates on a 4

Driver with revolver and ST-26 tank	
Tanks Two to Three, each:	2 men each
Serzhant, Junior Leader, with revolver and binoculars	2 Command initiatives, activates on a 3
Driver with revolver and ST-26 tank	



SOVIET MASTER ARSENAL TABLE

Weapon	Fire power	Close	Eff.	Long	Extr	Rid	Notes
Bolt-action Rifle	1	0-18"	19-60"	61-110"	109-157"	158-315"	M1910-30 rifle
Bolt-action carbine	1	0-15"	16-50"	51-90"	91-130"	131-315"	M1938 carbine. No bayonet.
SVT-38 Semi-Automatic Rifle	1	0-18"	19-55"	56-105"	106-150"	151-315"	Reroll 1s
AVS-36 Automatic Rifle	2	0-18"	19-55"	56-105"	106-150"	151-315"	Reroll 1s
DP m/26 LMG	6	0-18"	19-55"	56-105"	106-150"	151-315"	
Pistol	1	0-6"	7-9"	10-15"			
Sniper	1	Unlimited		151-315"			See sniper rules section 9.5
M/1910 Maxim MMG	10	0-24"	25-200"	201-300"	301-400"	401-800"	With armored shield. Lose 3 Firepower when crew reduced to 1. Water-cooled.
Quadruple Maxim AA MG m/1931	16	0-24"	Over 24"				With heavy mount (counts as armored shield). Too heavy to be moved by crew. Transported on GAZ-AAA truck. Lose 6 firepower when crew reduced to 2.

						Water-cooled.
ROKS-2 Flamethrower	12 / 6		7"	12"		Capable of 3 Phases of fire. To a range of 7" they hit on 4 to 6, and out to the max range of 12" they hit on 5 to 6, ignoring all cover. If two or more dice are 6s, target building is on fire. A building on fire must be evacuated immediately. The player whose men are in the building must immediately place them by any door of his choice. All shock from flamethrowers is doubled.
Grenade	2 in open, 3 enclosed	4-11"				Roll for hits as though target in the open
Rifle Grenade	2		18-60"			Roll for hits as though target in the open
50mm mortar	2	With LOS	No LOS			Double shock. Reduce cover by one level unless target has overhead cover.
82mm Mortar	4	-	Any Range			Dice for hits on each Team within barrage area. All units pinned. No Smoke ammunition.

Weapon	A.P.	H.E.	Notes
37mm Anti-Aircraft Gun 61-K m/1939	4	5	
45mm anti-tank gun model 32 or 37	5	4	Also has Canister ammunition
76mm Regimental Gun model 27	3	6	
Polikarpov R-5 Reconnaissance Bomber			Observer's dual MG 16d6, two 250 kg bombs
Polikarpov I-153 Tchaika Fighter			Four MGs 32d6. Two 50 kg, four 25 kg or eight 10 kg bombs. Or eight RS-82 rockets.
Polikarpov I-16 Rata Fighter Type 24			Four MGs 32d6.
Polikarpov I-16 Rata Fighter Type 28			Two MGs 20d6, two 20mm cannon 8d6.

VEHICLES					
Vehicle	Armor	A.P.	H.E.	Speed	Notes
T-20 Komsomolyets	2	-	LMG	Fast	Small. Low Profile. Armored tractor. Average speed when towing. Hull LMG 4d6 Lacking Radio
T-27 Tankette	2	-	LMG	Average	Small. Low Profile. Hull LMG 4d6 Lacking Radio
T-37A Amphibious tankette	2	-	LMG	Average	Small. Low Profile. Turret LMG 4d6, Amphibious, Lacking Radio
T-38 Amphibious Tankette	2	-	LMG	Average	Low Profile. Turret LMG 4d6, Amphibious Lacking Radio
T-26 m/1931	3	-	2x LMG	Average	Two LMG in turrets. 2x 4d6 Lacking Radio
T-26 m/1932	3	2	3	Average	One LMG 4d6 and one 37mm gun turret. One-man turret, Lacking Radio
T-26 m/1933	3	5	4	Average	45mm gun, coaxial LMG 6d6 Two-man turret, Lacking Radio
T-26 m/1937	3	5	4	Average	45mm gun, coaxial LMG 6d6 Two-man turret, Lacking Radio
T-26 m/1939 (T-26-1)	3	5	4	Average	45mm gun, coaxial LMG 6d6, rear-firing LMG 4d6, possibly anti-aircraft LMG 4d6 Two-man turret, Lacking Radio
KhT-26	3	-	Flame	Average	Flamethrower with 10" range 14d6 and smoke laying apparatus One-man turret, Lacking Radio
KhT-130	3	-	Flame	Average	16d6 Flamethrower with 14" range and smoke laying apparatus One-man turret, Lacking Radio
BT-7 m/1935 early	4	5	4	Fast or Wheeled	45mm gun, coaxial LMG 6d6 Two-man turret, Lacking Radio Fast, Slippery Tracks
BT-7 m/1935 late or BT-7 m/1937	5	5	4	Fast or Wheeled	45mm gun, coaxial LMG 6d6, possibly AA MG Two-man turret, Lacking Radio Fast, Slippery Tracks
FAI or FAI-M light armored car	1	-	LMG	Wheeled	Small. Low Profile. Turret LMG Two-man turret, Lacking Radio
BA-20 or BA-20M light armored car	1	-	LMG	Wheeled	Small. Low Profile. Turret LMG Two-man turret, Lacking Radio
BA-3 heavy armored car	1	5	4	Wheeled or half-track	Small. Low Profile. 45mm gun, coaxial LMG, hull LMG Two-man turret, Lacking Radio
BA-6 or BA-6M heavy	2	5	4	Wheeled	Small. Low Profile. 45mm gun, coaxial

armored car				or half-track	LMG, hull LMG Two-man turret, Lacking Radio
BA-10 of BA-10M heavy armored car	3	5	4	Wheeled or half-track	Small. Low Profile. 45mm gun, coaxial LMG, hull LMG Two-man turret, Lacking Radio
Command Car	0	0	0	Wheeled	Small. Low Profile. Lacking Radio
Truck	0	0	0	Wheeled	Low Profile. Lacking radio

SOVIET 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 T-26 tank platoon has three such tanks. If two are destroyed by the enemy the platoon will be reduced to a single tank!

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. However his presence at the Location must be announced to the UMPIRE prior to playing of the first turn of the scenario.

LIST ONE	TRACKING	NOTES
Flare Pistol	Permanent	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> .
Illumination Rocket with parachute	Permanent	Designate 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", Creates a 6" diameter smoke. The pot may be used once by any Section or Team when

		commanded to do so by a Leader. Any <i>Pioneer or Engineer</i> Team may also use a smoke pot and does not require to be commanded by a <i>Leader</i> in order to do so. Distribution must be declared before game.
Plentiful Grenades for two sections	Permanent	So many hand grenades that the number a leader may order to be thrown is doubled. A section will nevertheless run out of hand grenades on a to hit roll of 2.
Three light Satchel Charges	Permanent	Two-kilo charge with hooks to grasp onto target, AP 3, HE 4. Effective against armored vehicles weighting less or around 6 tons (Finnish armored cars and FT 17 tanks). Can be thrown 1d3+1 inches. Distribution must be declared before game.
Heavy Satchel Charge	Permanent	4 kg charge. Effective against armored vehicles weighting less or around 30 tons. AP 5, HE 5. Can be thrown 1d3+1 inches. Distribution must be declared before game.
Propaganda Leaflets		Use this support in conjunction with the <i>Nerve Saw, Bombing Raid, or Reconnaissance Flight</i> Support Options. A leaflet dispenser replaces one 100 or 250 kg bomb. Leaflets explaining the eternal friendship between the Finnish and Soviet Peoples and urging the Finnish soldiers to kill their officers are dropped on enemy lines. On a 1d6 roll of 5-6 enemy Force Morale decreases by 1, on a 1 it increases by 1 due to the sudden availability of toilet paper.
Red Army Man Alexandr Vasnetsov	Permanent	Known to be an informant of Commissar Butylin, Vasnetsov's mere presence enables the Unit to which he is attached to ignore two points of shock, i.e. he counts as three men. Should Butylin be dead, Vasnetsov's presence will still count as two men (the men suspect that he is anyways reporting everything to some higher-up)
Medical Orderly		In CoC if a Leader has been wounded a Medic may negate that effect. Medics may never operate weapons and in Close Combat they add no dice to either side. In WoNS, the medical orderly may never be moved so that he/she 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.
Command Group	Tracked	Company Sergeant Major and Clerk. The presence of the Company Sergeant Major on the battlefield enables him to see first-hand what supplies could be useful in combat. In order to gain this knowledge, the Sergeant Major needs to observe actual combat somewhere where he can see both the enemy and some of his own men for two entire Phases. If this is successful, then an additional two Supply Points are available for the next game. If the Sergeant Major is killed the Company's platoons suffer a permanent reduction of two Supply Points for the rest of the campaign ladder.

Communications Team	Tracked	Three men with carbines, two field telephones and several hundred meters of cable.
Engineer Mine Clearance Team, 3 men	Exhaustible	Three men with carbines, magnetic mine detectors and entrenchment tools. Roll 1D6 in each Phase that they are stationary and activated to clear a path through a minefield. On a roll of 5-6 (6 if the minefield consists of non-metallic mines) 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 carbines for self-defense but should disengage if possible.
Engineer Wire Cutting Team, 3 men	Exhaustible	Three men with carbines 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 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 carbines for self-defense but should disengage if possible.
Engineer Demolition Team, 3 men	Exhaustible	Equipped with carbines. Explosives or satchel charges need to be purchased separately, depending on mission.
Runner	Tracked	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.
Fascines	Permanent	Fascines are basically lengths of wood or saplings tied together to form roughly cylindrical bunches. These are then dumped into a ditch to form a sort of an expedient bridge. Two tanks are required to transport enough fascines to cross one ditch. To deploy fascines, a tank must reverse to the edge of the ditch and then a crewmember must use two Command initiatives to disembark from vehicle and dump fascines into the ditch. After two tank-loads have been dumped, the ditch can be crossed at 2d6 speed with lower die discarded and doubles leading to the tank sliding into the ditch and becoming stuck and unable to use its weapons.
Mine Plow		This device is attached to the front of the ST-26 engineering tank. It clears two one-man wide paths through an anti-tank or antipersonnel minefield.
Mine Sweep		This sweep can be pulled by T-26 class and heavier tanks. It clears a tank-width (2") path through any minefield, displacing the mines. Because it is pulled behind the tank it is

		recommended for use in anti-personnel minefields only.
Snowplow		This device when attached to an ST-26 engineering tank is used to enable road movement by wheeled or horse-drawn vehicles in Deep Snow conditions, or to enable movement by tankettes over Rough Going terrain. A snow-plowed road will also prevent wheeled vehicles from becoming stuck in up-hills.
Vehicle-Launched Bridge		This device is carried by the ST-26 engineering tank. It is able to span 6.5 m wide ditches and barriers up to 2 m high.
ST-26 Engineering Tank and Junior Leader	Tracked	Armed with LMG. Can be fitted with mine plow, mine sweep, snowplow or mobile bridge. It must always be purchased with Fascines, Mine Plow, Mine Sweep, Snowplow or Vehicle-Launched Bridge option. An engineer platoon had three ST-26 tanks [B12, p.20] Restriction: Only three ST-26 tanks are available in the campaign.
Two AVS-36 automatic rifles	Permanent	Two men are permanently armed with automatic AVS-36 rifles. Rare. Only two may be obtained per platoon.
Two SVT-38 semi-automatic rifles	Permanent	Two men are permanently armed with automatic SVT-38 rifles. Uncommon. Only six may be obtained per platoon.
Rifle Grenadier Team, 3 men	Tracked	Two rifle grenadiers with rifles and Dyakonov system rifle grenade launchers. One man with rifle and additional ammunition. HE grenades only. See <i>WoNS 1-2 Optional Rules</i> document.
Vodka for a Section		Soviet soldiers were sometimes given or availed themselves of considerable amounts of vodka before battle. Drunk soldiers shoot at -1 To Hit and move at -1". In Close Combat they subtract 1d6 per three men. The section or team they are in is treated as if it had two extra men. If more than half of the Soviet force are drunk their Force Morale is at +2 for the first Turn, then at +1 for the second Turn. After the battle the men's Opinion roll will be 1 better. For the Hour two turns after imbibing vodka the men suffer from one additional level of Exhaustion.
Pre-Game Barrage, Two 82mm Mortars (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. Direct Hit 10+, HE 4, Deployment 2-6, Vehicle Hit Mod 0
Reconnaissance Flight	Daylight only	An R-5 reconnaissance biplane makes a sweep of the front line. On a roll of 3-6 valuable intelligence on enemy forces is gained.

Command Car		GAZ-M1 "Emka" (4x2), GAZ-11-73 (4x2) or GAZ-61-73 (4x4) staff car, no driver. Small car for transporting six men at the most. Small, Low profile, Double road movement. Move normally in Broken Ground. No movement in Heavy Going. May move when deploying to table.
Truck		GAZ-AA (1500 kg capacity), GAZ-AAA (2000 kg), ZiS-5 (3000 kg), GAZ-60 (1300 kg, halftrack), GAZ-42 (1200 kg), ZIS-6 (4000 kg). Low Profile. Double road movement. Move normally in Broken Ground. No movement in Heavy Going. May move when deploying to table. Halftrack trucks have better road and off-road capability.
LIST TWO	AVAILABILITY	NOTES
Adjutant	Tracked	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.
Red Army Man Daniel Tolkachyov	Permanent Hero	Formerly an unremarkable, bespectacled payroll clerk at Wickerwork Factory Number 18, Tolkachyov has surprised everyone by becoming something of a super-soldier in this war! He excels in blowing up enemy strongpoints with satchel charges. When attached to any unit he counts as two men when the effects of shock are determined. He is somehow able to fling even heavy satchel charges up to a distance of 2d6 inches. He also counts as two men in Close Combat, and he can use any weapon discovered on the battlefield. He is equipped with a rifle and two light satchel charges.
Medical Orderly Natalia Morenova's Stretcher Team	Tracked Permanent Hero	Having studied anatomy and surgery at Leningrad Medical University, Morenova's talents are wasted here on the front line. She was unfortunately caught drawing a non-complimentary cartoon of Stalin and is currently considered politically untrustworthy and not possessing the Spirit of the Revolution. Her superiors have thus sent her here instead of letting her perform surgery at a field hospital where she would be most useful. Morenova acts as a regular medical orderly but can be activated on a roll of 1-4 or a single 6. She is accompanied by two stretcher bearers whom she can send to transport wounded men away from the battlefield. Thanks to her expertise any Killed men treated by her who can be transported by the stretcher to a Jump-Off point during the

		game have a 5-6 chance of not actually being Killed. Despite this any Force Morale effects due to their apparent demise will remain in force during the current battle. Any not-actually-killed men do not however affect the men's Opinion after the battle. For purposes of enemy fire, the entire Stretcher Team is counted as medical orderlies.
Additional LMG	Permanent	This is an extra DP-28 or DT LMG scrounged from somewhere or picked up from fallen comrades. Only one may be obtained per platoon.
Company Politruk	Tracked	See Politruk rules
RM38 50mm mortar Team, 1+3 men [B12, Kaavio No 4]	Exhaustible	Gun Leader + three crew with carbines and flare pistol. HE ammunition only. HE: 2, double Shock. See WoNS 1-2 Optional Rules Document. Not available to 1939 organization platoons.
Infantry Reconnaissance Patrol	Tracked	Battalion Infantry reconnaissance Team (Junior Leader, two automatic riflemen with AVS-36 and two riflemen). See <i>R1.3.3 Reconnaissance Elements</i> .
T-27 tankette with Junior Leader	Exhaustible	Tankette with LMG in front hull. Junior Leader and 1 crew. A platoon had five tankettes. [B12, p.19]
T-37A with Junior Leader	Tracked	Amphibious tankette with LMG and Junior Leader in turret and 1 crew. A platoon had five tankettes. [B12, p.19] Restriction: Only five T-37A tankettes are available in the campaign
T-38 with Junior Leader	Tracked	Amphibious tankette with LMG and Junior Leader in turret and 1 crew. A platoon had five tankettes. [B12, p.19] Restriction: Only five T-38 tankettes are available in the campaign
FAI or FAI-M with Junior Leader	Exhaustible	Light armored car with LMG in turret. A platoon consisted of three armored cars [B12, Kaavio No 5]
BA-20 or BA-20M with Junior Leader	Exhaustible	Light armored car with LMG in turret. Two or three crew, depending on radio. A platoon consisted of three armored cars [B12, Kaavio No 5]
Strafing	Daylight only Exhaustible	An I-16 fighter (1-3 Type 24, 4-6 Type 28) strafes enemy ground targets in support of your platoon.
LIST THREE	AVAILABILITY	NOTES
Explosives	Permanent	100 kg of explosives and remote detonators which can be used to blow up various things

Sergeant Utrisky	Hero Permanent	Sergeant Utrisky is an experienced NCO with nerves of steel. He is a Junior Leader (not an <i>Inferior</i> one like his colleagues) and he has an excellent grasp of what it takes to survive on the modern battlefield. Any section led by him is considered Regular when fired at by the enemy. What is more, he counts as an extra man in close combat and may use any weapon found on the battlefield.												
PM1910 MMG Team	Tracked	From one of your MMG platoons.												
Sniper	Tracked	From your Company's Command Group.												
Pre-Game Barrage, Six 82mm Mortars (Regimental 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. Direct Hit 9+, HE 4, Deployment 3-6, Vehicle Hit Mod 0												
Pre-Game Barrage, Four 76mm Regimental Guns (Regimental 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. Direct Hit 10+, HE 6, Deployment 3-6, Vehicle Hit Mod 0 Note: This barrage is not available if any Regimental Guns are on table or have been lost in previous battles.												
45mm anti-tank gun, horse-drawn [B12, p.12]	Tracked Exhaustible	45mm AT gun model 1937 AP 5, HE 4, 1d6 Canister (see <i>R16.3 Canister</i>) <table border="1" data-bbox="635 1290 1410 1886"> <thead> <tr> <th>Anti-Tank Gun Section</th> <th>Notes</th> </tr> </thead> <tbody> <tr> <td>Gun Leader (Junior Leader with pistol, flare pistol, binoculars and riding horse)</td> <td>2 Command initiatives, activates on a 3</td> </tr> <tr> <td colspan="2">Cannon Team</td> </tr> <tr> <td>5 Gunners with carbines and 45mm AT gun (Team)</td> <td>1 Command initiative, activates on a 1</td> </tr> <tr> <td colspan="2">Teamster Team</td> </tr> <tr> <td>1 Teamster with carbine and 2 horses and gun limber 1 Teamster with carbine and 2 horses and ammunition limber (Team)</td> <td>1 Command initiative, activates on a 1</td> </tr> </tbody> </table> <p>The entire Gun Section may be activated with a command die of 2 when the gun is either being set up, limbered or moved.</p>	Anti-Tank Gun Section	Notes	Gun Leader (Junior Leader with pistol, flare pistol, binoculars and riding horse)	2 Command initiatives, activates on a 3	Cannon Team		5 Gunners with carbines and 45mm AT gun (Team)	1 Command initiative, activates on a 1	Teamster Team		1 Teamster with carbine and 2 horses and gun limber 1 Teamster with carbine and 2 horses and ammunition limber (Team)	1 Command initiative, activates on a 1
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		<p>The fate of any of the members of the Teamster Group has no effect on the morale of any infantry platoon the gun is supporting.</p> <p>Limitation: Only two 45mm guns are available in the campaign on the Battalion level (Tracked) at the cost of 3 support points. More can be obtained from the Regiment at the cost of 4 support points (Exhaustible).</p>
T-26 m/1931 with Junior Leader	Tracked	<p>Tank with two LMG (4d6) in turrets</p> <p>A tank platoon consisted of three T-26 tanks [B12, p.20]</p> <p>Restriction: Only six T-26 tanks of all versions combined are available in the campaign.</p>
T-26 m/1932 with Junior Leader	Tracked	<p>Tank with 37mm gun in one turret and LMG (4d6) in another.</p> <p>A tank platoon consisted of three T-26 tanks [B12, p.20]</p> <p>Restriction: Only six T-26 tanks of all versions combined are available in the campaign.</p>
Border Guard Section	Tracked	Border Guard section and Junior Leader from <i>Rajajoki Station</i> scenario included in the full version of this campaign.
Cavalry Reconnaissance Patrol	Tracked	Junior Leader and 10 horsemen, all with cavalry bolt-action rifles and sabers. See <i>R1.3.3 Reconnaissance Elements</i> .
Deputy Company Commander	Tracked	Senior Leader from your company's command group
Ground Attack	Daylight only Exhaustible	An I-153 fighter (1-3 with bombs, 4-6 with rockets) attacks ground targets in support of your platoon.
LIST FOUR	AVAILABILITY	NOTES
ROKS-2 Flamethrower Team of 3 men	Exhaustible	<p>One man with ROKS-2 flamethrower, two with carbines from a sapper company. The <i>Team</i> has enough fuel for three flame attacks after which they have no interest in fighting and must retire from the action. They will not man other weapons or join other <i>Teams</i>. See Soviet Arsenal Table for further information.</p> <p>The ROKS-2 has Firepower 12. To a range of 7" they hit on 4 to 6, and out to the max range of 12" they hit on 5 to 6, ignoring all cover. If two or more dice are 6s, target building is on fire. All shock from flamethrowers is doubled.</p>
The Boys from Kolkhoz Niva	Tracked Hero	This MMG crew are all from this prosperous collective farm. Their skill in co-operation – so often seen in farm work in the lush Vologdan fields they call home – is exhibited in their excellent marksmanship with their Maxim-designed tool of Socialist Revolution. As long as at least three Boys survive

		they have a Firepower of 13 when using their MMG.
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<p>Organ Machinegun</p> <p>[B12, Kaavio No 8]</p>	<p>Exhaustible</p>	<p>Quadruple 7.62mm Maxim AA MG m/1931, mounted on the back of a GAZ-AAA truck.</p> <table border="1" data-bbox="632 315 1406 629"> <thead> <tr> <th data-bbox="632 315 1002 353">Anti-aircraft MG Team</th> <th data-bbox="1002 315 1406 353">Notes</th> </tr> </thead> <tbody> <tr> <td data-bbox="632 353 1002 432">NCO with carbine (<i>Inferior</i> Junior Leader)</td> <td data-bbox="1002 353 1406 432">1 Command initiative, activates on a 3</td> </tr> <tr> <td data-bbox="632 432 1002 629">3 Gunners with revolvers and quadruple AAMG 1 Driver with carbine and GAZ-AAA truck (Team)</td> <td data-bbox="1002 432 1406 629">1 Command initiative, activates on a 1</td> </tr> </tbody> </table>	Anti-aircraft MG Team	Notes	NCO with carbine (<i>Inferior</i> Junior Leader)	1 Command initiative, activates on a 3	3 Gunners with revolvers and quadruple AAMG 1 Driver with carbine and GAZ-AAA truck (Team)	1 Command initiative, activates on a 1										
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<p>76mm Regimental Gun</p> <p>[B12, Kaavio No 10]</p>	<p>Tracked Exhaustible</p>	<p>76.2mm Regimental Gun model 1927 AP 3, HE 6, Shrapnel (see <i>R16.2</i>), Canister (see <i>R16.3</i>)</p> <table border="1" data-bbox="632 763 1406 1514"> <thead> <tr> <th data-bbox="632 763 1139 801">Regimental Gun Section</th> <th data-bbox="1139 763 1406 801">Notes</th> </tr> </thead> <tbody> <tr> <td data-bbox="632 801 1139 920">Gun Leader (Junior Leader with pistol and flare pistol and binoculars)</td> <td data-bbox="1139 801 1406 920">2 Command initiatives, activates on a 3</td> </tr> <tr> <td colspan="2" data-bbox="632 920 1406 965"></td> </tr> <tr> <td colspan="2" data-bbox="632 965 1406 1003">Cannon Crew</td> </tr> <tr> <td data-bbox="632 1003 1139 1122">7 Gunners with carbines and 76mm gun (Team)</td> <td data-bbox="1139 1003 1406 1122">1 Command initiative, activates on a 1</td> </tr> <tr> <td colspan="2" data-bbox="632 1122 1406 1160">Teamster Group</td> </tr> <tr> <td data-bbox="632 1160 1139 1279">Transportation NCO with carbine (<i>Inferior</i> Junior Leader)</td> <td data-bbox="1139 1160 1406 1279">1 Command initiative, activates on a 3</td> </tr> <tr> <td data-bbox="632 1279 1139 1514">2 Teamsters with carbines and 4 horses and gun limber 2 Teamsters with carbines and 4 horses and ammunition limber 1 gunner with DP LMG (Team)</td> <td data-bbox="1139 1279 1406 1514">1 Command initiative, activates on a 1</td> </tr> </tbody> </table> <p>The entire Gun Section may be activated with a command die of 2 when the gun is either being set up, limbered or moved</p> <p>The fate of any of the members of the Teamster Group has no effect on the morale of any infantry platoon the gun is supporting.</p> <p>Limitation: Only two 76mm guns are available in the campaign on the Regimental level (Tracked) at the cost of 4 support points. More can be obtained from the Division at the cost of 5 support points (Exhaustible).</p>	Regimental Gun Section	Notes	Gun Leader (Junior Leader with pistol and flare pistol and binoculars)	2 Command initiatives, activates on a 3			Cannon Crew		7 Gunners with carbines and 76mm gun (Team)	1 Command initiative, activates on a 1	Teamster Group		Transportation NCO with carbine (<i>Inferior</i> Junior Leader)	1 Command initiative, activates on a 3	2 Teamsters with carbines and 4 horses and gun limber 2 Teamsters with carbines and 4 horses and ammunition limber 1 gunner with DP LMG (Team)	1 Command initiative, activates on a 1
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Engineer Section with Junior Leader [B12, Kaavio No 7]	Exhaustible	Junior leader and nine men (three freely selected engineer Teams) with carbines
Regular Rifle section with Junior Leader	Tracked	From one of your other platoons
T-26 tank model 1933 or 1937 and Junior Leader	Tracked	45mm gun and LMG (6d6) in turret A tank platoon consisted of three T-26 tanks [B12, p.20] Restriction: Only six T-26 tanks of all versions combined are available in the campaign.
BA-3 armored car with Junior Leader	Exhaustible	Heavy armored car with 45mm gun and 2 LMGs, one in turret (6d6), the other in front superstructure (4d6). A platoon consisted of three armored cars [B12, Kaavio No 5]
BA-6 or BA-6M armored car with Junior Leader	Exhaustible	Heavy armored car with 45mm gun and 2 LMGs, one in turret (6d6), the other in front superstructure (4d6). A platoon consisted of three armored cars [B12, Kaavio No 5]
Battalion Commissar's Team	Tracked Hero	Commissar Vladislav Butylin is the Battalion Commissar, a frightening man. He has a silvery Nagant revolver and a good-quality fur hat and coat. He functions like a Company Politruk, but when Activated can in addition use one command on any troops within a command radius of 12". He also has a 12" range when rallying. Butylin is always accompanied by one NCO Junior Leader and three riflemen from the Battalion's Political Detachment. Butylin's presence is very motivating for the platoon, increasing its Force Morale <i>result</i> by one.
LIST FIVE	AVAILABILITY	NOTES
T-26 tank model 1939 and Junior Leader	Tracked	45mm gun coaxial LMG (6d6). In addition, a rear-firing LMG (4d6) in turret and possibly an anti-aircraft LMG (4d6) at loader's hatch A tank platoon consisted of three T-26 tanks [B12, p.20] Restriction: Only six T-26 tanks of all versions combined are available in the campaign.
BT-7 tank model 1935 or 1937 and Junior Leader	Tracked	45mm gun coaxial LMG (6d6). In addition, a rear-firing LMG (4d6) in turret and possibly an anti-aircraft LMG (4d6) at loader's hatch A tank platoon consisted of three BT tanks [B12, p.20] Restriction: A total of three BT-7 tanks are available in the campaign 2, and only once the 13 th Tank Brigade has been committed into the fighting.

45mm anti-tank gun with Armored Tractor	Tracked Exhaustible	Anti-Tank Gun Section		Notes
		Gun Leader (Junior Leader with pistol, flare pistol, binoculars and riding horse)		2 Command initiatives, activates on a 3
		Cannon Team		
		5 Gunners with carbines and 45mm AT gun (Team)		1 Command initiative, activates on a 1
		Driver Team		
		1 Driver with carbine 1 Gunner with carbine T-20 Komsomolyets Tractor with DT LMG (Team)		1 Command initiative, activates on a 1
		The Komsomolyets should not be used as an independent tankette but rather as an additional support weapon in the section.		
BA-10 or BA-10M armored car with Junior Leader	Exhaustible	Heavy armored car with 45mm gun and 2 LMGs, one in turret (6d6), the other in front superstructure (4d6). A platoon consisted of three armored cars [B12, Kaavio No 5]		
Pre-Game Barrage, Twenty-Four 100mm Guns (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. Direct Hit 8+, HE 8, Deployment 5-6, Vehicle Hit Mod 1		
LIST SIX	AVAILABILITY	NOTES		
37mm AA Gun	Exhaustible	37mm AA Gun 61-K m/1939 with Junior Leader and crew of 6. Towed by a Zis-5 truck.		
Pre-Game Barrage, Twelve 76mm Regimental Guns (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. Direct Hit 8+, HE 6, Deployment 3-6, Vehicle Hit Mod 0		

Pre-Game Barrage, Twenty 76mm Guns (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. Direct Hit 7+, HE 6, Deployment 4-6, Vehicle Hit Mod 0
Pre-Game Barrage, Twelve 122mm Howitzers (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. Direct Hit 9+, HE 11, Deployment 4-6, Vehicle Hit Mod 1
LIST SEVEN	AVAILABILITY	NOTES
KhT-26 Flame-thrower and smoke-laying tank with Junior Leader [B82 p. 6]	Exhaustible	The flamethrower had a range of 30-40 m.
Pre-Game Barrage, Twelve 152mm Howitzers or Guns (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. Direct Hit 9+, HE 13, Deployment 5-6, Vehicle Hit Mod 3
LIST EIGHT	AVAILABILITY	NOTES
KhT-130 Flame-thrower and smoke-laying tank with Junior Leader [B82 p. 16]	Exhaustible	The flamethrower had a range of around 50 m.

SOVIET 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 Deep Snow conditions.
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 Deep Snow conditions will no longer apply after 1200 Hours.
High Winds		High, buffeting winds dispel any mist and prevent aircraft for 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.
SUPPLY	AVAILABILITY	NOTES
Excellent Supply		Force Morale increases by 1 due to the availability of warm food and even coffee.
Warm Borsch		Force Morale increases by 1 due to the availability of delicious soup
Warm Tea		Force Morale increases by 1 thanks to the availability of exquisite Russian tea

Bonfire		Soviet troops build a huge bonfire and warm themselves around it before battle. Force Morale is improved by one. The bonfire is however an easy target for artillery. Any Finnish pre-game barrage makes Russian deployment harder by 1.
Hospital Train		A well-equipped hospital train is deployed in the sector for six Hours. Each Hour you can change one soldier Killed during that Hour into a soldier who misses the next game.
MOVEMENT	AVAILA-BILITY	NOTES
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.
COMBAT	AVAILA-BILITY	NOTES
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	Instant	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	Instant	The barrel of one gun or mortar breaks, rendering the weapon unusable for the rest of the campaign.
Diehards	Instant, Defensive	One unit is immune to shock for the rest of the Hour. The unit must be defending something.
Sand in the Guns	Instant	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	Instant	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>
Dud	Instant	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.
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 to not 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!		A hit which would have killed/wounded a Leader is ignored. The bullet was deflected by <i>the Komsomol Revolutionary Songbook</i> which the Leader keeps in his breast pocket.
Russian Resilience		2000 years of difficulties. This war is nothing new! Remove 1d6 Shock from your units
Soviet Stoicism		Life in the Soviet Union is hard. War is no different! Remove 1d6 Shock from your units
3a Stalina!		A rousing cry "For Stalin!" rings out from the troops. Remove 1d6 Shock from your units.
3a Rodina!		A patriotic cry "For the Motherland!" rings out from the troops. Remove 1d6+2 Shock from your units. Immediately unpin one

		pinned unit if possible due to reduction of Shock.
The Faking Dead		Soviet troops would sometimes play dead before attempting to kill their enemy with hand grenades and such. "Resurrect" 1d6 dead Russians.
Surrender or Then Again Maybe Not		Soviet troops would sometimes pretend to surrender before again grabbing their rifles. Unpin a Broken, surrounded Team or Section (see CoC rules section 14.6) and remove all Shock.
Explosive Bullets		Finnish accounts of the Winter War often mention explosive bullets being used by the Soviet side. One theory is that the ammunition demands of the war were so great that incendiary bullets meant for aircraft machine guns were distributed to infantry and/or snipers on the front, and such were certainly captured during the war [B67, p. 28]. Another theory speculates that some Soviet bullets were simply of such low quality that they broke on impact. Whatever the truth, Finnish heroes of the Winter and Continuation Wars often seem to be struck by alleged explosive bullets. The use of this card may be announced after the number of hits and whether any leaders have been hit has been determined but must be announced before any Hit Effects are determined. Use of Explosive Bullets grants +1 to Hit Effect on sections and teams, and a -1 to effects on Leaders and other special characters.
Finest Finnish Workmanship, part 1		<p>The Finnish family of bolt-action rifles are widely considered as the finest Mosin-Nagant system rifles ever made. Unfortunately, the parts were a bit too well made and fit too snugly so sub-zero temperatures and sand thrown up by impacting artillery shells would often conspire to render the rifles useless. The Finns quickly learned to replace the bolt of the Finnish Mosin-Nagant rifles with those from captured Russian m/1891-30 rifles. Likewise, they found that the finely-crafted Finnish bolts worked fine in Russian rifles because their breeches manufacturing tolerances were greater.</p> <p>Play this card at any time after any barrage has been announced. Roll 2d6 for each affected section and 1d6 for each team, the result is the number of bolt-action rifles which are working. During each command initiative (to shoot) the men will be fixing their rifles, rolling a 1d6 per rifle with 5-6 denoting a fixed rifle.</p>
Finest Finnish Workmanship, part 2		<p>The Lahti-Saloranta L/S 26 automatic rifle was not a successful design. The inside surfaces of the magazine were flat and thus the whole length of the bullet casings would touch the sides of the magazine with considerable drag. When exposed to sand or dirt the weapon would soon begin to suffer from jams.</p> <p>Play this card at any time after any barrage has been announced. Roll d6 for each affected L/S automatic rifle, the weapon is jammed on a 3-6. During each command initiative (to shoot) the gunners will be fixing their weapons, rolling a 1d6 per automatic rifle with 5-6</p>

		denoting a fixed weapon.
Unfused Grenades		At times due to fatigue, confusion and/or incompetence Finnish troops were issued with unfused hand grenades. Use this card when the Finns have declared that they are throwing grenades and rolled whether or not the grenades hit, but before the effects of the hits are resolved. The grenades do not explode.
Cases of Vodka		Any White Finnish breakthrough of Soviet lines runs into Soviet supply unit with several cases of vodka. Finnish troops stop to engage in drinking and campaign initiative passes to the Soviets. If a counter attack is performed immediately the White Finns will be at -1 to hit due to their inebriation for the first Turn.
Fighter Cover		A flight of three I-153 Tchaikas swoop in and engage any enemy air assets.
SPECIAL	AVAILABILITY	NOTES
Regimental Colors	Dec 1st	The Regiment's colors are carried with the unit today. Roll 1d6, on 4-6 the Force Morale is increased by one.
Desants!		Desants are airborne special operations personnel. Heavily armed and wearing White Finnish uniforms, they are airdropped behind enemy lines to carry out daring spying, reconnaissance and sabotage missions. This scenario is included in the full version of this campaign.
Cavalry Reconnaissance	Dec 1st	A cavalry section which can operate in the enemy rear areas, looking to cause trouble. Enemy supplies and equipment are waylaid, personnel destroyed. This scenario is included in the full version of this campaign.
Infantry Reconnaissance	Dec 1st	A reconnaissance section which can operate as vanguard in the enemy held territory, or scout enemy positions. This scenario is included in the full version of this campaign.

A Parade March into Finland	Nov 30th - Dec 2nd	<p>There exist accounts from the first days of the war of Finns encountering Soviet soldiers marching in formation down the road, holding hands or arm-in-arm, sometimes singing as they go. Many Red Army soldiers believed that they were on a "parade march into Finland" where they would be received with open arms by liberated workers and farmers. Such beliefs were often quickly dispelled by deadly machine gun ambushes - carried out by the very people whom they intended to liberate - which sometimes wiped out whole platoons.</p> <p>Using this card the Soviet player may combine any number of his men into a parade formation of three or four men abreast and then activate them all at once with a Senior Leader, moving 2d6 per command initiative. If at least half of the total force advance in the parade formation for at least 1 activation the unity of camaraderie and purpose increases Force Morale by 1. If they advance in the formation for at least two activations they increase it by 2. If they advance in the formation for at least three activations and sing for all three activations they increase it by 3.</p>
I Thought YOU Had It!		<p>Play this card when the Finns are retreating AND have already used their mortar support at least once. Moving from last Hour's firing position to this Hour's position, the Finnish mortar platoon has misplaced the base plate of one 81mm mortar, rendering the weapon unusable. This cuts the rate-of-fire and area of effect of the mortar platoon to half for the rest of the campaign.</p>
Deserter		<p>An enemy deserter runs over to your side and may give important information about enemy deployments.</p>
Blown Away		<p>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 a random undiscovered mine. On a roll of 6 it is a leader.</p>
Obvious Mines		<p>Some Finnish reports from the first few days of the war complain about how some mine fields were so badly executed that the Russians would immediately see the locations of the mines and simply go and move them aside [B36, p.79]. Play this card to have every single minefield on this table be spotted and placed onto the table as soon as your troops have LOS to it. Clearing rolls of such minefields are at +1.</p>

<p>Act of Desperation</p>	<p>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 roll 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.</p>
<p>The End of It All</p>	<p>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.</p>



Winter of No Surrender Campaigns I & II - Soviet Battalion Orders November 29, 1939

Three days ago, the Finns heinously bombarded our peace-loving border station at Mainila with their artillery and mortars. It is clear that there can be no diplomatic solution to the current military threat on Leningrad as long as the oppressive, Fascist regime is in power in Helsinki. Our only recourse is to liberate the Proletariat of the country by extending our helping hand over the border and tearing down the framework of war-mongering liars which keeps the Workers from governing themselves.

Our armed forces will commence an attack on Finland tomorrow morning at 0650. Your First Battalion will spearhead the 588th Infantry Regiment, 142nd Infantry Division's drive towards the west.

Your first objective are the bridges at Kiviniemi which you must reach by the morning of December the 1st. Once there you will receive further orders from Regimental Headquarters.

Friendly Forces

During the initial shelling your First Battalion will move into position and you are to cross over the border at 0800. At 0900 the Second Battalion will follow you. The Third Battalion is scheduled to cross at 1000. They both have the same objective as you and will assist your men in case your advance becomes bogged down. By 1300 the whole Regiment, including artillery, should be in Finland.

Area of Operations

The Regiment's attack corridor runs along the road from the border towards the north-west, at a width of 5 km. Your Battalion's attack corridor runs along the road at a width of 2 km, i.e. one kilometer to either side of the road. You may move your troops in this area in whatever manner seems most expedient to you.

Moving to the Area of Operations

The unit marches to its attack position during the initial artillery bombardment, and not a moment earlier. Beginning at 0800, the Battalion will begin to cross the border. Take all equipment you have with you for we will not be coming back for at least two weeks.

Reconnaissance sub-units may be sent over the border after 0700, but only if the artillery bombardment has commenced.

Fire Support

The Battalion will be assisted by nine T-26 tanks and sixteen amphibious tankettes of the 445th Special Tank Battalion. The tanks have 45 mm cannon and machine guns, the tankettes only have machine guns. Each of the other Battalions will also have a similar complement of tanks. The tank company commander is under orders to fully co-operate with you. Remember to let the tanks go first and clear the way as you have been trained to do.

The Battalion has been issued with six trucks each of which can carry up to 20 men or 1500 kg of supplies. Two of these are from the anti-aircraft battalion and are fitted with quadruple 7.62 mm anti-aircraft machine guns model 31.

For artillery support, you have of course your own two 45 mm Battalion guns. At present they are located with the Regiment's other Battalions' guns on the west bank of the lake but they will be joining you shortly.

The 45mm Battalion cannon have a four km indirect range, a 1.5 km direct fire range and are drawn by tracked gun tractors. The guns have been given a four-day ammunition load, that is 960 rounds each. They have a rate of fire of about eight shells per minute.

In addition, the Regiment has a battery of four 76.2 mm model 1927 cannon. These are controlled by the Regimental HQ and may be directed towards targets in your area provided they are not needed for some other task. At present, these cannon are deployed some four km east of the border but they will be moved up at an early stage. The 76.2 mm regimental cannon have an indirect range of 8.5 km and a direct fire range of about two km. They are drawn by tracked gun tractors. The guns have been given a four-day ammunition load, i.e. 800 rounds each. They have a burst rate of fire of 15 rounds per minute (for two minutes maximum) and a sustained rate of about two shells per minute.

Finally, the Division has a battery of thirty-six 122 mm model 1909-30 howitzers. These are controlled by the Divisional HQ and may be directed towards targets in your area provided they are not needed for some other task. All requests for howitzer support must first be approved by the Regimental HQ who will then forward them to the Divisional HQ who will then either grant or reject the request. At present these guns are deployed some five km east of the border but they will be moved up at some point. The 122 mm divisional howitzers have an indirect range of 8.7 km. They are drawn by tracked gun tractors. The guns have been given a four-day ammunition load of 480 rounds each. They have a burst rate of fire of 7 rounds per minute (for one minute maximum) and a sustained rate of about two shells per minute. During the first hour of the assault, the Divisional guns will be engaging Divisional targets.

The Enemy

Finland is a country of only 3.8 million people, about as many as our city of Leningrad. They have called out nearly all men of ages 22 to 40 as well as Civil Guards up to 50 years of age, about 260 000 men in total. Apart from the bloody civil war of 1918 when the White Finns were content to let a German invasion army cruelly slaughter all the Communists in the country, the Finnish Army has no combat experience whatsoever.

We expect the war to last about two weeks. The front will cave in and the Proletariat will rise in arms against their oppressors. At the end of that time our Regiment will be close to Helsinki, the capital.

The strength of enemy forces west of the border on our sector is unknown. It is likely that the route to your first objective is defended only by one or two regiments. Beyond that the French and the British have built an area of fortifications for the Finns. The enemies have few airplanes or tanks but they may have artillery, mortar and anti-tank gun support for their forces.

Civilians

It is important to note that the Soviet Union is not engaging in a conflict with the People of Finland. We are merely helping them to achieve a Revolution in their country and overthrow the corrupt thieves comprising the Helsinki government. Thus, the Red Army will not engage in any kind of acts of war against the people of Finland. This means that all firing on civilian buildings and all looting is strictly forbidden. Artillery strikes called on buildings and population centers will not be carried out. NKVD political troops will arrest anyone destroying Finnish civilian property in any way.

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 are 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

The Battalion's objective is to reach the bridges of Kiviniemi as quickly as possible but on the morning of December the 1st at the latest. The unit will engage opposing enemies with great determination and force its way through them regardless of enemy resistance.

As laid out in standard Red Army doctrine the Battalion will not retreat unless ordered to do so. If

your advance comes to a halt because of enemy resistance you are to hold your ground and continue to inflict casualties on the enemy. The Second Battalion will join forces with you and increase pressure on your sector, leading to a breakthrough. If the first two Battalions fail in this they will hold their ground and continue to inflict casualties on the enemy until the Third Battalion arrives. If the whole Regiment together is unable to make progress another Regiment will be directed to attack the enemy in concert.

Supplies

The Battalion will be given two days' worth of military rations and four days' worth of ammunition and medical supplies. Your men will hardly be able to carry more. Take all equipment you have with you for we will not be coming back for at least a few weeks.

Own Casualties

Each of the Battalion's companies has a medical orderly who will give the wounded the first aid they require. The wounded must then be transported to the Regiment's Aid Station, initially located just south-east of the border.

Any and all fallen can be left where they fall. Divisional burial details will take care of them later.

Prisoners

Any prisoners will be forwarded to the Regiment's headquarters for questioning. If you are able to capture an officer that will be very useful.

Communications

The Battalion has been issued a total of six radio sets. You will maintain constant radio contact with Regimental HQ using them. Unnecessary signals traffic is to be avoided but the HQ is to be kept aware of any and all important developments. Note that a signals radio group of at least three technicians must accompany each radio at all times.

Withdrawal from the Area of Operations

Unless issued other orders, the First Battalion will - after reaching its objective - continue advancing towards the north-west while destroying enemy units.