

Gemigabok Presents:

Winter of No Surrender

A SERIES OF WINTER WAR - CHAIN OF COMMAND CAMPAIGNS
CAMPAIGNS ONE AND TWO

Umpire's Information (v2.4)

UI. How to Run This Campaign

Each *Winter of No Surrender* campaign is designed to be run as a semi-blind campaign where neither side knows exactly the other's cards. Neither side has access to the other's support listings or knowledge of how many support points any given item costs to the enemy, or how many points of support he may have for the current scenario. This simulates the historical confusion and removes the opportunity to calculate whether the enemy may yet have an anti-tank gun or mortar FO in reserve, so common to many CoC games. In addition, neither side is supposed to know when Campaign Two actually ends.

The campaigns are also supposed to be somewhat larger and present a bigger picture than the average CoC campaign, with players needing to ensure that their troops do not become too exhausted.

Of course, this is your campaign to enjoy, and you may not want such detail in your gaming. If that is the case, please feel free to ignore any/all the optional rules and campaign notes and play the campaign just as you would any other.



U1.1 Rules

It is suggested that you use the following *Chain of Command* Advanced rules (section 17) in this campaign:

- Targeting and Buildings
- Firing Procedure
- Entrenchments

Also familiarize yourself with the *CoC Errata and FAQ* at <http://toofatlardies.co.uk/blog/?p=7135>

The *Big Chain of Command* rules are freely available at <http://toofatlardies.co.uk/blog/?p=3013>

As with most CoC campaigns, the *At the Sharp End* campaign rules are necessary to fully enjoy all

aspects of this campaign. With some interpreting they can also be used with other rule systems. They are available from the Too Fat Lardies webstore at <https://toofatlardies.co.uk/product-category/chain-of-command/>

The *Blitzkrieg 1940* supplement also has some useful rules on blowing up things and primitive tank turret layouts for example.

The *WoNS Optional Rules* document contains a plethora of *optional* rules designed to make your Winter War experience more realistic.

The full collection of rules to be used in the campaign should be clearly documented before play begins.

U1.2 Decisions Before the Campaign Begins

The umpire and players need to decide a few things before the campaign is begun. First of all, does the umpire allow support options which probably weren't available to the combatants, but which have been included in the campaign? These items include the OT-130 chemical tank and the 37mm infantry gun.

Secondly, the Finnish player needs to decide whether he wants to field his companies as Green or Regular. Historically the 7th Border Company is said to have fought with such hard determination that they could be classified as Regular. But - of course - this is the first day of the war so they cannot have had any real experience. The 6th Independent Battalion on the other hand made several well-documented beginner mistakes in these battles so a Green status would probably be appropriate for them. In *Chain of Command* Green units have lower Force Morale and suffer more hits in combat than their Regular equivalents. On the other hand, if the Finns elect to have one or both companies as Green, they will get up to five more support points per scenario which is also quite a lot. It is a hard choice. Whichever training level the Finns choose to begin with they will always enjoy five Command Dice. As noted in the

Finnish forces file, the player may change a Green platoon's status to Regular after any game.

The Soviets also have choices to make. They have two companies and will need to decide whether they are of the 1938 or the September 1939 organization. As explained in the Soviet notes, either is possible but most likely both companies would have had the same organization. The latter organization is much more powerful but if the 1938 organization is selected the Russians will of course have much more support in every scenario. In addition, if the 1938 organization is chosen the Soviet player will need to further decide whether his platoons will be of the three or four-section type and this will further influence the amount of support available. The Soviets will always be Green and have four Command Dice.

Similarly, the Soviets need to decide on the make-up of their light tank (T-26) platoon (in Campaign 1) or platoons (Campaign 2, or the combined campaign). Basically, the weaker the tanks are the less support points the Finns will get to compensate. See *Attached Armor Units* in the Soviet Information file.

U1.3 Decisions at the Beginning of the Campaign

The Finns need to decide where each of their platoons are located. By default, they are at the following locations, but these can be modified, as

long as each company stays in its own area of responsibility.

7th Border Company		
Sub-Unit	Initial Location	Notes
1st Platoon	In positions at A - Huhti Outpost	
Attached MG half-Platoon	In positions at A - Huhti Outpost	Two Maxim MGs
2nd Platoon	Bivouaced at D - Jollonkorpi Suursuo	May move but will only fight at Location D. Jollonkorpi Suursuo.
Attached MG half-Platoon	Bivouaced at D - Jollonkorpi Suursuo	Two Maxim MGs. May move but will only fight at Location D. Jollonkorpi Suursuo.

Company from 6th Independent Battalion		
Sub-Unit	Initial Location	Notes
Company Headquarters Platoon	Bivouaced at F - Tuomela	
Medical Team	Bivouaced at G - Riikola Vicarage	
Weapons Maintenance Team	Bivouaced at G - Riikola Vicarage	
Supply Section	Bivouaced at O - Rautu	
1st Platoon	Bivouaced at F - Tuomela	
2nd Platoon	Bivouaced at F - Tuomela	
3rd Platoon	Bivouaced at G - Riikola Vicarage	
4th Platoon	Bivouaced at H - Riikola Cemetery	
Attached MG Platoon	Bivouaced at G - Riikola Vicarage	Four Maxim MGs
Mortar Detachment	Bivouaced at H - Riikola Cemetery	Two 81mm mortars

The Soviet companies and attached units are all located in the Soviet Union at the beginning of the campaign:

Elements of the Battalion of 142th Infantry Division		
Sub-Unit	Initial Location	Notes
1st Company	Soviet Union	
Command Platoon	Soviet Union	
1st Platoon	Soviet Union	
2nd Platoon	Soviet Union	
3rd Platoon	Soviet Union	
MG Platoon	Soviet Union	Two Maxim MGs
2nd Company	Soviet Union	
Command Platoon	Soviet Union	
4th Platoon	Soviet Union	
5th Platoon	Soviet Union	
6th Platoon	Soviet Union	
MG Platoon	Soviet Union	Two Maxim MGs
Anti-Tank Gun platoon	Soviet Union	Two 45mm anti-tank guns
Associated Unit	Initial Location	Notes
Regimental Gun Platoon	Soviet Union	Two 76mm regimental guns
445th Special Tank Battalion		
1st Tank Platoon	Soviet Union	Three T-26
2nd Tank Platoon	Soviet Union	Three T-26
3rd Amphibious Tank Platoon	Soviet Union	Five T-37A
4th Amphibious Tank Platoon	Soviet Union	Five T-38
35th Light Tank Brigade		
Engineer Tank Platoon	Soviet Union	Three ST-26

The Soviets receive 1d6+1 artillery barrages (see WoNS Optional Rules, R23. *Artillery Barrages*). Roll for type of each:

SOVIET INITIAL BARRAGES	
Roll	Barrage Type
1	Four 76mm Regimental Guns (Regimental level)
2	Twelve 76mm Regimental Guns (Divisional level)
3	Twenty 76mm Guns (Divisional level)
4	Twenty-four 100mm Guns (Divisional level)
5	Twelve 122mm Howitzers (Divisional level)
6	Twelve 152mm Guns or Howitzers (Divisional level)

The Soviets know from aerial photography that the Finns have built major entrenchments at four locations: D. Jollonkorpi Suursuo, E. Palkeala, L. Pienporkku and N. Rautu. They may target these or

any other locations at will using the initial barrages. All the initial barrages will take place at 0700 hrs.

U1.4 The Campaign Ladder

The Campaign Ladder map is in the *WoNS 1-2 Introduction* document. Due to low-quality Soviet maps the Soviet player should not know any more about the campaign ladder than its overall map (in the Introduction document) and the results of aerial photography reconnaissance which indicate that the White Finns have built major entrenchments at four locations: D. Jollonkorpi Suursuo, E. Palkeala, L. Pienporkku and N. Rautu.

The Finn players on the other hand have full access to the *WoNS 1 Campaign Ladder* document as they know the area intimately.

As umpire you will need to track the position and

activities of every single platoon on both sides. For this purpose, you might print out the campaign ladder picture to use as an umpire's map with some counters. Or you could use the chart in Appendix 1 of this document. Keeping track is important because a maximum of two friendly infantry units and one tank platoon can be on any given step of the ladder. There are two exceptions however, any number of units may be located at *N. Rautu* or in the *Soviet Union*. There are battles which may take place in the rear areas, and barrages and aerial bombardments may also affect any given Location so that it is important to know who is there.

U1.4.1 Movement on the Campaign Ladder

Finnish units know the area and can move at a good rate. When entering a location for the first time, the Red Army must deal with booby traps, mines, roadblocks and blown bridges and advance carefully. Once the location has been entered into the obstacles have been cleared and further movement there will be faster.

The Soviet player arranges his platoons into any number of Stacks (if this were a board game, they would be stacks of counters). A minimum of one and a maximum of three platoons may be in any one Stack. A maximum of one Stack may be located at any particular location on the Campaign Ladder. All Stacks remain in the order and composition they are in, until the player reorganizes his forces, which can be done for free when the Soviets perform an Advance move, or by

taking one Hour (Campaign Turn) to perform while stationary.

If the Soviet player wishes to Advance a Stack, the player must roll higher than the Exhaustion of the most Exhausted platoon in the Stack on a 1d6. If the roll fails, the Stack does not move during this Hour. The Stacks cannot pass each other on the road, the player must reorganize if he wants to change the order or composition of the Stacks. No movement roll is necessary if the player wants to Retreat with the Stack.

The Finn player moves all his platoons independently but must roll for Advance just like the Soviet player if he wishes to Advance more than one Location during the Hour.

MOVEMENT TABLE	
Moving Unit	Maximum Movement Speed
Finnish	3 Locations per Hour
Soviets Advancing into an area for the first time and dealing with booby traps and mines	1 Location per Hour
Soviets Advancing or Retreating in an area already cleared of booby traps and mines	2 Locations per Hour

Note that in the full campaign the restriction of having only three friendly platoons at any given Location is going to cause a terrible traffic jam on the road towards Rautu, as was the case historically [B83, p.188]. The Soviet player is therefore going to have to do some traffic

management.

Finnish platoons can pass each other at any location as long as by the end of their movement the restriction of maximum three friendly platoons per Location is upheld.



U1.5 Campaign Turn (Hour) Sequence

Each Campaign Turn is an Hour.

1. Umpire announces campaign time, weather, visibility and wind strength and direction (roll randomly using a d8 or a direction die), reads the News, and states who has the Initiative.
2. Players tell umpire what each of their platoons will do during this Hour. The actions and locations of the units must be noted down for future reference, for example onto the Campaign Ladder document.
3. Both sides may select one Campaign Card to be played during this Hour and inform the umpire but not the enemy player(s). The umpire makes note of the cards played as each may only be played once during the entire Winter War (i.e. across all the WoNS campaigns). Players may also immediately play their cards, if desired.
4. GM announces what happens and any changes to weather and visibility due to any played Campaign Cards
5. Finn player(s) indicate if they wish to modify the table
6. The table is set up, if necessary. If not, skip to step 12.
7. Place patrol markers, make any free moves
8. Force Morale is determined. Remember to take Fatigue/Exhaustion of the platoon into account. Players can play any Campaign Cards which cause Force Morale level changes.
9. Patrol Phase is played, and Jump-Off Points placed
10. Defender dices for and chooses his Support Options and indicates (to the Umpire) whether his Company Commander is participating in this battle. Defender declares (to the Umpire only) the locations of fieldworks, minefields (Anti-tank or anti-personnel, if the latter also declare whether

they are of the pressure or tripwire fuse type and booby traps). The defender places any barbed wire, roadblocks and anti-tank ditches onto the table. Attacker dices for and chooses his Support Options and indicates (to the Umpire) whether his Company Commander is participating in this battle.

11. Battle is played. At the beginning of every Turn Umpire announces changes to weather, visibility and wind strength and direction. Smoke dissipates, Tactical and Overwatch markers are removed, captured Jump-Off Points are removed, mortar barrages cease, pinned units are unpinned if their shock allows it, broken units and leaders rout from the table.
12. Determine post-battle results (CO's and Men's Opinions, Platoon Leader's Outlook etc.) as per *At the Sharp End* supplement
13. If the battle lasted fewer than three full CoC Turns the platoons which took part in it may immediately perform a new action. For example, they may launch another Attack, or Retreat away.
14. Adjust Fatigue level of every platoon depending on actions during this Hour
15. Determine any changes to Initiative. If the initiative-holding player's foremost platoons (on the highest step of the ladder) did not Advance, Attack or Reinforce during this Hour then initiative reverts to the enemy player for the next Hour.
16. Any Campaign Card selected during step 3 but still un-played is now lost.

U1.6 Weather

Weather plays an important part in the Winter War. Weather is determined every hour.

Roll for wind direction: If this is the first Hour of the campaign, roll a direction die to determine wind direction. If this is a subsequent Hour, roll a

direction die and average the result direction with the current direction in order to obtain the new wind direction.

Roll for wind strength using the below table:

Roll 1d6	Result	Notes
1	No wind	Smoke does not spread with the wind
2	Little wind	Smoke only spreads half the normal area, and at half normal speed. Illumination rockets with parachutes travel at half speed.
3-5	Average wind	Smoke functions as normal
6	High wind	Smoke only spreads half the normal area, and at twice the normal speed. Flares and illumination rockets deviate +1d6". Illumination rockets with parachutes travel at twice the normal speed.

At the beginning of the *Fire in the Sky* campaign the temperature is 0° Celsius (+32° Fahrenheit). For every hour roll 1D6 for temperature:

D6 Roll	Temperature Change °C
-1	-4
0	-3
1	-2
2	-1
3-4	0
5	+1
6	+2
7	+3
8	+4

Modifiers to Temperature rolls: Wind from north-east, north or north-west -2. Darkness -2, Dawn or Dusk +1, Daylight +2

Low temperatures have very real effects on unprepared troops:

Temperature °C	Effect
+ 5 or more	None
+1 to +4	If temperature was +5 or more within the previous 5 Hours AND current Hour is 0300 to 1000 Hours: Fog restricts vision to 12". Otherwise None.
-3 to 0	If temperature was +5 or more within the previous 5 Hours AND current Hour is 0300 to 1000 Hours: Mist restricts vision to 18". Otherwise None.
-14 to -4	None
-18 to -15	Soviet troops incur one additional Fatigue per Hour
-25 to -19	Vehicle engines which have not been run for four Hours refuse to start on d6 roll of 5-6 and such vehicles will not arrive on the board. Soviet troops incur one additional Fatigue per Hour.
-29 to -26	Vehicle engines which have not been run for two Hours refuse to start on d6 roll of 3-6 and such vehicles will not arrive on the board. Soviet troops incur two and Finns one additional Fatigue per Hour.
-35 to -30	Vehicle engines which have not been run for two Hours refuse to start on d6 roll of 3-6 and such vehicles will not arrive on the board. Mortar and pre-game barrages are unavailable (turning and elevation mechanism freeze, the crews cannot work the fuses [B44, p.238]). Soviet troops incur two and Finns one additional Fatigue per Hour.
-36 degrees or below	Aircraft can no longer be obtained for support even by using Campaign Cards. Vehicle engines which have not been run for one Hour refuse to start on d6 roll of 3-6 and such vehicles will not arrive on the board. Mortar and pre-game barrages are unavailable. Soviet troops incur two and Finns one additional Fatigue per Hour.

Note that the effects of temperature can be avoided by keeping troops indoors, in tents (Finns only) or next to bonfires or burning buildings (or burning vehicles).

Also roll one D6 for Weather and another D6 for Precipitation:

D6 Roll	Weather	Precipitation	Precipitation Effect
1	Overcast	Hard rain or sleet / snow	Visibility is reduced to 18" (12" for sleet or snow) for the first <i>Turn</i> . Pre-game Barrages are not possible. At the end of the <i>Turn</i> roll a D6: 1-3: it clears up 4: it turns into Light rain or sleet/snow and continues until end of next <i>Turn</i> , then reroll 5: it continues until end of next <i>Turn</i> , then reroll 6: it continues, and the ground is now very wet or Deep Snow conditions have set in. -1 pip per dice on all movement outside buildings for the rest of the game. Roll again at the end of the next <i>Turn</i> with a +1 on the dice.
2	Cloudy	Light rain or sleet / snow	Visibility is reduced to 48" (36" for sleet or snow) for the first <i>Turn</i> . At the end of the <i>Turn</i> roll a D6: 1-3: it clears up 4-5: it continues until end of next <i>Turn</i> , then reroll 6: it turns into Hard rain or sleet/snow and continues until end of next <i>Turn</i> , then reroll on Hard rain table, above
3	Cloudy	None	
4	Cloudy	None	
5	Clear	None	
6	Sunshine	None	Only if Daylight, otherwise as Clear, above

Precipitation is only possible if Weather is Overcast or Cloudy. Precipitation will be rain if the temperature is +3° or more, snow if -3° or less and

sleet if it is something in between. Aircraft will not fly in rain, sleet or snow.



U1.7 Initiative and Actions

The side holding the Initiative decides whether to attack during any given Hour. Initially the Soviet side holds the Initiative. If none of the friendly platoons furthest up the Ladder Advances or

Attacks during this Hour, initiative passes to the enemy starting next Hour.

For each platoon choose one option each Hour:



Action	Result	Initiative Required?	Fatigue Finns *	Fatigue Soviets *
Advance	Reorganize Stacks (Soviets). Move Stack (Soviets) or unit (Finns) up (towards enemy) on the Ladder, provided there are no enemy units on the current step of the Ladder. If the Soviet player wishes to Advance a Stack, the player must roll higher than the Exhaustion of the most Exhausted platoon in the Stack on a 1d6. If the roll fails, the Stack does not move during this Hour. The Stacks cannot pass each other on the road, the player must Reorganize if he wants to change the order or composition of the Stacks.	No	1	1
Attack	<p>Attack enemy unit on this step of the Ladder. The Red Army must always make their initial attack using one of the leading platoons (one of the platoons in the first Stack). Exception is when attacking locations known to be major Finnish defence lines (D. Jollonkorpi Suursuo, E. Palkeala, L. Pienporkku and N. Rautu) where any or all of the platoons in the first Stack may be used in the initial attack. The initial attack and any additional attacks during the same Hour must always take place on the Red table.</p> <p>If the initial attack was unsuccessful, subsequent Soviet attacks may be made by any or all platoons in the first Stack. Only the Red table may be used during the same Hour as the initial attack. Red, Yellow or Purple tables may be used on any subsequent Hour.</p> <p>When counterattacking, the Finn may select from Scenarios 2 - Probe, 3 - Attack and Defend, 5 - Flank Attack. The Finn may use the Red, Yellow, Purple, Green or Blue table.</p> <p><i>If attacking platoon wins the battle, then all enemy platoons on this step of the Ladder must Retreat and the attacking side continues to hold initiative.</i></p> <p><i>If attacking platoon loses the battle, they continue to hold their end of this table, but initiative passes to the enemy.</i></p> <p>If Battle took fewer than three full CoC Turns to play, each platoon involved may immediately execute another action.</p>	Yes	2	2
Defend	Be prepared for enemy Attack. No fatigue is suffered during Daylight if no Battle ensues.	No	0 / 1	0 / 1
Consolidate Defenses	Dig entrenchments for 1 Hour. The ground is frozen. Roll 1d6 for each Section. On a roll of 6 they have dug entrenchments for one section or heavy weapon.	No	1	1
Adjust Roadblock	Finns only. Build or take down a prepared roadblock for 1 Hour.	No	1	n/a

Burn Buildings	Set on fire all or just selected buildings at current step of Ladder and then stare at the flames while filled with emotion	No	0	1
Build Bonfire	Soviets only. Gather enough firewood to burn for three hours and keep an entire platoon warm	No	n/a	1
Retreat	Move unit one step down the Ladder (away from the enemy). Exhaustion does not affect Retreat actions.	No	1	1
Rest	Rest for 1 Hour anywhere/in a building. Rest is not possible if there are enemy units on the same step of campaign ladder.	No	-2/-3	-1/-2
Reorganize	Soviets only. Change the order and/or contents of any or all the Stacks in any way you like. Minimum and maximum Stack limits apply. During a battle, units not in front line may Reorganize.	No	n/a	1 to all platoons affected

*Fatigue is increased by 1 if performing any action other than Rest during Darkness

U1.7.1 Example of campaign play

The Soviet player chooses to arrange his forces in the following way for the advance:

	Stack 1 The front line	Stack 2	Stack 3	Stack 4	Stack 5	Stack 6
Direction of advance ←- ←- ←-	1st Platoon /1C	3rd Platoon /1C	Anti-Tank Gun Platoon	4th Platoon /2C	Command Platoon /1C	6th Platoon /2C
	2nd Platoon /1C	MG Platoon /1C	Command Platoon /1C	5th Platoon /2C	MG Platoon /2C	Regimental Gun Platoon
	1st Tank Platoon	3rd Amphibious Tank Platoon		Engineer Tank Platoon	4th Amphibious Tank Platoon	2 nd Tank Platoon

Only two infantry and one tank platoon may be at a given location at the same time. In this example if the front line is at E. Palkeala then 3rd platoon and 1st company MG platoon etc. will be at D. Jollonkorpi Suursuo and the anti-tank gun platoon and 1st Company command platoon will be at C. Kaivosuo etc. This is of course not realistic, but it prevents us from having to map every meter of the road.

The order of the units is important mainly to determine which units are able to act this Hour (more on that below). In addition, it tells us which units will be at a given location if the Finns decide to bombard the location with artillery or decide to raid it with *Sissi* guerrillas. For the same reason the Finn needs to always know where his units own are located on the map as the Red Army too has a long reach.

The order of advance does not restrict the availability of Support options in any way. This means that if the 1st Platoon wants to have a Regimental Gun as a support option in the next battle this is not a problem. But *the entire Regimental Gun Platoon* cannot participate as a whole platoon in the next (possibly *Big Chain of Command*) battle because it is not located in the front line.

The war begins at 0700 hours and the Soviets decide to move to A. Huhti Outpost as quickly as possible:

Hour	Stack 1			Stack 2			Stack 3		
	1st Platoon	2nd Platoon	1st Tank Platoon	3rd Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
0700 Darkness (+1 Fatigue)	Advance to unnamed location 1 (1+1 Fatigue)	Advance to unnamed location 1 (1+1 Fatigue)	Advance to unnamed location 1 (1+1 Fatigue)	Rest (wait) (0 Fatigue)	Rest (wait) (0 Fatigue)	Rest (wait) (0 Fatigue)	Rest (wait) (0 Fatigue)	Rest (wait) (0 Fatigue)	
0800 Dawn (+0 Fatigue)	Advance to A. Huhti Outpost 1 (1 Fatigue)	Advance to A. Huhti Outpost 1 (1 Fatigue)	Advance to A. Huhti Outpost 1 (1 Fatigue)	Advance to unnamed location 1 (1 Fatigue)	Advance to unnamed location 1 (1 Fatigue)	Advance to unnamed location 1 (1 Fatigue)	Rest (wait) (0 Fatigue)	Rest (wait) (0 Fatigue)	
Fatigue / Exhaustion at 0900 hrs	3 / 0	3 / 0	3 / 0	1 / 0	1 / 0	1 / 0	0 / 0	0 / 0	

The Soviet spearhead (1st and 2nd infantry platoons and the 1st light tank platoon) reach Location A. Huhti Outpost during the 0800 hours campaign turn. The Soviets now have at least the following choices:

- Attack with one Stack 1 platoon (1st or 2nd infantry platoon or the 1st tank platoon) on Red Table at 0900 hours. While fighting is going on, they may also reorganize other units.
- Reorganize Stacks in any way they want.

Meanwhile the Finn platoon has been burning buildings (0700 Hours, Darkness, 1+1 Fatigue) and has been Resting since 0800 hours. They now have 0 points of Fatigue.

The Soviets have a tight schedule so the initial attack must always be on the Red Table. The Soviet player elects to attack at 0900 hours with 1st platoon. The 2nd infantry platoon and the 1st tank platoon are at the same Location as enemy troops and cannot Rest so they are given the Defend order. The other platoons are not in front line so the Russian commander issues them Rest orders.

The Soviet 1st platoon 0900 hours attack is repelled by the 7th Border Company platoon, with 1st platoon losing 7 men and having another 6 go missing for the next Hour.

Hour	Stack 1			Stack 2			Stack 3		
	1st Platoon	2nd Platoon	1st Tank Platoon	3rd Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 0900 hrs	3 / 0	3 / 0	3 / 0	1 / 0	1 / 0	1 / 0	0 / 0	0 / 0	
0900	Attack A. Huhti Outpost (2 Fatigue)	Defend A. Huhti Outpost (0 Fatigue)	Defend A. Huhti Outpost (0 Fatigue)	Rest at unnamed location (-1 Fatigue)	Rest at unnamed location (-1 Fatigue)	Rest at unnamed location (-1 Fatigue)	Rest in USSR (wait) (-2 Fatigue)	Rest in USSR (wait) (-2 Fatigue)	

Fatigue / Exhaustion at 0920 hrs	5 / 1	3 / 0	3 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	
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The battle lasted for fewer than three full Turns, so it is now around 0920 hours. The sides involved in the battle (in this case the Soviet 1st platoon and the Finnish Border Company platoon) may immediately take another action.

The Finnish platoon played a Defend order and they now have 1 point of Fatigue. The Finns won the first battle, so they now hold initiative. They could counter-attack if they wished to, but they announce that they're not doing that. The initiative passes back to the Soviets.

The Soviets have at least the following choices:

- Immediately attack again at 0920 hours on the Red Table using any Stack 1 platoon or platoons.
- Attack at 1000 hours on the Red, Yellow or Purple Table using any Stack 1 platoon or platoons. While fighting is going on, they may also reorganize other units.
- Reorganize at 1000 hours

The Soviet player elects to attack at 1000 hours on Yellow table using 2nd platoon. Between 0920 and 1000 hours the Finns attempt to Consolidate Defenses (dig foxholes) but are unsuccessful due to the cold weather. They only accrue 1 more point of Fatigue for their efforts. They now have two points of Fatigue.

	Stack 1			Stack 2			Stack 3		
Hour	1st Platoon	2nd Platoon	1st Tank Platoon	3rd Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 0920 hrs	5 / 1	3 / 0	3 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	
0920	Defend (0 Fatigue)	n/a	n/a	n/a	n/a	n/a	n/a	n/a	
Fatigue / Exhaustion at 1000 hrs	5 / 1	3 / 0	3 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	

The 1000 hours attack takes more than three Turns and it too goes badly, and 2nd platoon loses 2 men permanently with another two to miss the next Hour.

	Stack 1			Stack 2			Stack 3		
Hour	1st Platoon	2nd Platoon	1st Tank Platoon	3rd Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 1000 hrs	5 / 1	3 / 0	3 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	
1000	Defend at A. Huhti	Attack on A. Huhti	Defend at A. Huhti	Defend Unnamed Location	Defend Unnamed Location	Defend Unnamed Location	Rest in USSR (wait)	Rest in USSR (wait)	

	<i>Outpost</i> (0 Fatigue)	<i>Outpost</i> (2 Fatigue)	<i>Outpost</i> (0 Fatigue)	(0 Fatigue)	(0 Fatigue)	(0 Fatigue)	(-2 Fatigue)	(-2 Fatigue)	
Fatigue / Exhaustion at 1100 hrs	5 / 1	5 / 1	3 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	

Meanwhile the Finns have again Defended their positions and have incurred one further point of Fatigue, bringing the total to Fatigue 3, Exhaustion 0. At 1100 hours the Finn player plays his *Näkkileipää* campaign card, his men eat hard tack bread and feel much better, their Fatigue is reduced to 2.

Having again won the battle, the Finns hold initiative, but they again forego the possibility to go on the attack. The initiative passes back to the Soviets.

As the 1000 hours attack attempt took more than three Turns the Soviets now have the following choices:

- Attack again at 1100 hours on the Red, Yellow or Purple table using any or all Stack 1 platoons (the slightly Fatigued (5 points) and Exhausted (1 point) 1st and 2nd infantry platoons, or the 1st Tank Platoon). The one point of Exhaustion would reduce the Force Morale roll *result* by one point. While fighting is going on, they may also Reorganize other units.
- Reorganize
- Or, possibly, do something else.

The Soviet player elects to attack again at 1100 hours on Yellow table using the 2nd infantry platoon and the 1st tank platoon. At the same time, he Reorganizes moving 1st platoon to Stack 2 and the 3rd platoon to Stack 2. This time the attack is successful, and the Finns lose a couple of men, before retreating to location *B. Huhti*.

Hour	Stack 1			Stack 2			Stack 3		
	1st Platoon	2nd Platoon	1st Tank Platoon	3rd Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 1100 hrs	5 / 1	5 / 1	3 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	
1100	Reorganize Move to Stack 2 (1 Fatigue)	Attack on A. <i>Huhti</i> <i>Outpost</i> (2 Fatigue)	Attack on A. <i>Huhti</i> <i>Outpost</i> (2 Fatigue)	Reorganize Move to Stack 1 (1 Fatigue)	Defend Unnamed Location (0 Fatigue)	Defend Unnamed Location (0 Fatigue)	Rest in USSR (wait) (-2 Fatigue)	Rest in USSR (wait) (-2 Fatigue)	
Fatigue / Exhaustion at 1200 hrs	6 / 1	7 / 3	5 / 1	1 / 0	0 / 0	0 / 0	0 / 0	0 / 0	

The Finns Defended at 1100 hours and their Fatigue goes back up to 3.

In order to Advance to *B. Huhti*, the Soviet player needs to roll more on a d6 than the highest amount of Exhaustion of any unit in the Stack. Thus, he needs to roll a 4 or more for Stack 1 and a 2 or more for Stack 2. If he fails, the platoons in the Stack take Fatigue as usual but do not move. The Soviet player succeeds in his rolls and Stack 1 reaches *B. Huhti* at 1300 hours:

	Stack 1			Stack 2			Stack 3		
Hour	3rd Platoon	2nd Platoon	1st Tank Platoon	1st Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 1200 hrs	1 / 0	7 / 3	5 / 1	6 / 1	0 / 0	0 / 0	0 / 0	0 / 0	
1200	Advance to B. Huhti (1 Fatigue)	Advance to B. Huhti (1 Fatigue)	Advance to B. Huhti (1 Fatigue)	Advance to A. Huhti Outpost (1 Fatigue)	Advance to A. Huhti Outpost (1 Fatigue)	Advance to A. Huhti Outpost (1 Fatigue)	Advance to Unnamed Location (1 Fatigue)	Advance to Unnamed Location (1 Fatigue)	
Fatigue / Exhaustion at 1300 hrs	2 / 0	8 / 3	6 / 1	7 / 3	1 / 0	1 / 0	1 / 0	1 / 0	

Meanwhile, the Finns have retreated to B. Huhti, increasing their Fatigue to 4. They now have 1 point of Exhaustion.

At 1300 hours the Soviets must attack on the Red Table with just one platoon. They choose the fresh 3rd platoon for the job. Meanwhile, they Reorganize and move the MG platoon to Stack 1 and the increasingly exhausted 2nd platoon to Stack 2:

	Stack 1			Stack 2			Stack 3		
Hour	3rd Platoon	2nd Platoon	1st Tank Platoon	1st Platoon	MG Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 1300 hrs	2 / 0	8 / 3	6 / 1	7 / 3	1 / 0	1 / 0	1 / 0	1 / 0	
1300	Attack at B. Huhti (2 Fatigue)	Reorganize Move to Stack 2 (1 Fatigue)	Defend at B. Huhti (0 Fatigue)	Rest at A. Huhti Outpost (-1 Fatigue)	Reorganize Move to Stack 1 (1 Fatigue)	Rest at A. Huhti Outpost (-1 Fatigue)	Rest at Unnamed Location (-1 Fatigue)	Rest at Unnamed Location (-1 Fatigue)	
Fatigue / Exhaustion at 1400 hrs	4 / 1	9 / 3	6 / 1	6 / 1	2 / 0	0 / 0	0 / 0	0 / 0	

The attack is successful, and the Finns accumulate one more point of Fatigue to 5, Exhaustion is still 1.

The Soviets elect to continue Advancing with Stack 1, reaching Kaivosuo at 1500 hours. Stack 2 will Rest:

	Stack 1			Stack 2			Stack 3		
Hour	3rd Platoon	MG Platoon	1st Tank Platoon	1st Platoon	2nd Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 1400 hrs	4 / 1	2 / 0	6 / 1	6 / 1	9 / 3	0 / 0	0 / 0	0 / 0	
1400	Advance to C. Kaivosuo (1 Fatigue)	Advance to C. Kaivosuo (1 Fatigue)	Advance to C. Kaivosuo (1 Fatigue)	Rest at A. Huhti Outpost (-1 Fatigue)	Rest at A. Huhti Outpost (-1 Fatigue)	Defend at A. Huhti Outpost (0 Fatigue)	Defend at Unnamed Location (-1 Fatigue)	Defend at Unnamed Location (-1 Fatigue)	
Fatigue / Exhaustion at 1500 hrs	5 / 1	3 / 0	7 / 1	5 / 1	8 / 3	0 / 0	0 / 0	0 / 0	

Meanwhile the Finns retreat to Kaivosuo and incur one more point of Fatigue. They now have 6 Fatigue and 1 Exhaustion.

At 1500 hours the Soviet advance meets Finnish defenses on the Red table at Kaivosuo. The Soviets choose the relatively fresh 3rd platoon for the job:

	Stack 1			Stack 2			Stack 3		
Hour	3rd Platoon	MG Platoon	1st Tank Platoon	1st Platoon	2nd Platoon	3rd Tank Platoon	Command Platoon	Anti-Tank	
Fatigue / Exhaustion at 1500 hrs	5 / 1	3 / 0	7 / 3	5 / 1	8 / 3	0 / 0	0 / 0	0 / 0	
1500	Attack at C. Kaivosuo (2 Fatigue)	Reorganize Move to Stack 3 (1 Fatigue)	Defend C. Kaivosuo (0 Fatigue)	Reorganize Move to Stack 1 (1 Fatigue)	Advance to B. Huhti (1 Fatigue)	Advance to B. Huhti (1 Fatigue)	Advance to A. Huhti Outpost (1 Fatigue)	Advance to A. Huhti Outpost (1 Fatigue)	
Fatigue / Exhaustion at 1600 hrs	7 / 3	4 / 1	7 / 3	6 / 1	9 / 3	1 / 0	1 / 0	1 / 0	

The battle ends in a Finnish victory. The Finnish platoon gets one more Fatigue, their Fatigue is now 7 and their Exhaustion 3.

Note that the Finnish companies are not able to operate in each other's area of responsibility, i.e. the 6th Independent is not allowed to advance to D. Jollonkorpi and once 7th Border retreats to E. Palkeala they will be out of the campaign until they return as a *Sissi* detachment later in the campaign.

Was all that too cumbersome and/or confusing? Ignore all of it and just use your own method!

U1.8 Force Size and Table Selection

Several different tables are provided for each location. Historically the Red Army was operating according to a strict timetable and could not afford the time to attempt flanking maneuvers. In the initial contact the Russians therefore must always use the table marked on the map in Red. If the initial attack fails, they are then able to use either the Yellow or Purple table, or they can simply make another attempt at the Red.

When defending, the Finnish player may *modify* the Red, Yellow or Purple table by shifting it up to 24" forward or backward along the road. The additional maps document should provide enough additional mapped terrain so that the player can make this decision. This represents the Finnish commander choosing the location and manner where he wants to defend the area. The Finn

player announces his decision during step 5 of the campaign turn sequence (see *U1.5 Campaign Turn (Hour) Sequence*).

When counterattacking, the Finn may select from Scenarios 2 - *Probe*, 3 - *Attack and Defend*, 5 - *Flank Attack*. The Finn may use the Red, Yellow, Purple, Green or Blue table.

The initial battle at a new location will always be one platoon vs. another, the Russian player choosing any one of his three leading platoons to be the spearheading platoon. This is because the roads are in such sorry state that the platoons must advance one after the other. The exception to this rule are the locations known to be major Finnish defence lines (D. Jollonkorpi Suursuo, E. Palkeala, L. Pienporkku and N. Rautu) where either

or both sides may immediately use a Big Chain of Command setup (multiple platoons attacking and/or defending) if desired. Note that there are some Locations where the Finns will already have two platoons ready for combat and these are indicated as such in the Campaign Ladder document.

In the second and subsequent games at the same

location either side may use Big Chain of Command rules (2 vs 1 or 2 platoons).

Whether or not Big Chain of Command is an option for you depends of course on you having enough figures to field two Finnish and/or Soviet platoons plus support. The Big Chain of Command rule additions are freely available so I will list the differences here:

REGULAR vs. BIG CHAIN OF COMMAND		
	Chain of Command	Big Chain of Command
Force size	One reinforced infantry platoon per side	One or two reinforced infantry platoons per side, plus optionally one armored platoon
Recommended table size	Normal, 6'x4'	One additional foot of width per additional <i>infantry</i> platoon. Enlarge deployment zones by 50% to 100% depending on table size.
Support for infantry platoons	Roll number of d6 indicated for each side. Add any bonus points from platoon Force Rating, CO's Opinion, scenario or campaign cards.	<p>The system presented in <i>Big Chain of Command</i> does not work so use this: Tally the Big Force Ratings of each side together. Subtract the smaller number from the larger number and look up the result in the <i>Big Chain of Command Support Determination Table</i> (below) and add the indicated number of support points to the weaker side.</p> <p>Example 1: A Regular Finnish platoon (Big Force Rating 78) faces two 1938 Soviet platoons (Big Force Rating $2 \times 66 = 132$). $132 - 78 = 54$ The Finns get 10 additional support points.</p> <p>Example 2: Two Regular Finnish platoons (Big Force Rating $2 \times 78 = 156$) face two 1938 Soviet platoons (Big Force Rating $2 \times 66 = 132$). $156 - 132 = 24$ The Soviets get 5 additional support points.</p> <p>Example 3: A Regular Finnish platoon (Big Force Rating 78) faces two 1938 Soviet platoons (Big Force Rating $2 \times 66 = 132$) and a T-26 m/1933 platoon (Big Force Rating 66). $198 - 78 = 120$ The Finns get 21 additional support points.</p> <p>Take the scenario's support points and add to it the result of the calculation above, CO's Opinion and campaign cards to form pool of support points. Buy supports using the pool and designate each on-table support unit to an infantry platoon.</p>

		Only designated platoon's command dice may be used to activate that on-table support unit.
Support for armored platoons	n/a	If the tank platoon(s) are operating <i>with</i> infantry platoons take the tank platoon's Force Rating into account in determining the infantry platoons' support. Do not roll and do not allocate any support units. If the tank platoon(s) are operating independently, do as for <i>infantry</i> platoons, above.
Commander	One player per side	One per platoon. The player with <i>infantry</i> platoon of highest Force Morale is overall force commander.
First move of Patrol Phase	Side with higher Force Morale	Side with higher <i>average</i> Force Morale
Patrol Phase	Three to six patrol markers depending on scenario	One additional patrol marker for each additional <i>infantry</i> platoon. Force commander plays patrol phase.
Jump-off points	Three to four depending on scenario	One additional jump-off point for each additional (non-reserve) infantry platoon. If side is allowed to choose number of jump-off points, minimum number is the minimum indicated in the scenario. Each attacking platoon must be designated two dedicated jump-off points. If there are insufficient jump-off points, the platoons without jump-off points must be designated as reserve platoons.
Reserve status	n/a	Designate each infantry platoon as attacking or reserve platoon. Reserve platoons can be deployed by overall force commander by using two Command Initiatives. Reserve platoons may use only the two jump-off points of the platoon they are supporting.
Chain of Command Dice	Accumulated and used as per CoC rules	If one side has fewer platoons than the other at the start of the battle it receives a full Chain of Command die for each of its platoons. Note that in WoNS Campaigns 1 & 2 these additional CoC dice cannot be used by the Finns to end the Turn. Chain of Command dice are accumulated and used individually by each platoon, as per CoC rules.
Turn end	Either player rolls three 6's on command dice or uses Chain of Command Die to end Turn.	Either <i>force commander</i> rolls three 6's on command dice, or any player uses a Chain of Command Die to end Turn. Other commanders rolling three or more 6's do not cause Turn end but do cause all other effects.
Bad Things Happen	Table used as in CoC rules	As in CoC rules with addition of the additional setback table on page 8 of Big Chain of Command.

Big Chain of Command Support Determination Table	
Difference in Big Force Rating	Support Points for Weaker Side
1 - 5	1
6 - 11	2
12 - 17	3
18 - 23	4
24 - 29	5
30 - 35	6
36 - 41	7
42 - 47	8
48 - 53	9
54 - 59	10
60 - 65	11
66 - 71	12
72 - 77	13
78 - 83	14
84 - 89	15
90 - 95	16
96 - 101	17
102 - 107	18
108 - 113	19
114 - 119	20
120 - 125	21
126 - 131	22
132 - 137	23
138 - 143	24
144 - 149	25
150 - 155	26
156 - 161	27
162 - 167	28
168 - 173	29
174 - 179	30
180 - 185	31
186 - 191	32
192 - 197	33
198 - 203	34
204 - 209	35
210 - 215	36
216 - 221	37
222 - 227	38
228 - 233	39
234 - 239	40
240 - 245	41
246 - 251	42
252 - 257	43
258 - 263	44
264 - 269	45
270 - 275	46
276 - 281	47
282 - 287	48
288 - 293	49
294 - 299	50
300 - 305	51

306 - 311	52
312 - 317	53
318 - 323	54
324 - 329	55
330 - 335	56
336 - 341	57
342 - 347	58
348 - 353	59
354 - 359	60
360 - 365	61
366 - 371	62
372 - 377	63
378 - 383	64
384 - 389	65
390 - 395	66
396 - 401	67
402 - 407	68
408-414	69



The battle of Pienporkku

U1.9 Fatigue and Exhaustion

(See R2. *Fatigue and Exhaustion*). Accumulated Fatigue causes Exhaustion which is a negative

modifier to the Force Morale *result* (not throw) of the unit. Fatigue is tracked per platoon.

Fatigue	Exhaustion
0 - 3	0
4 - 6	1
7 - 9	3
10	4
11	5
12	6
13	7
14	8
15	9

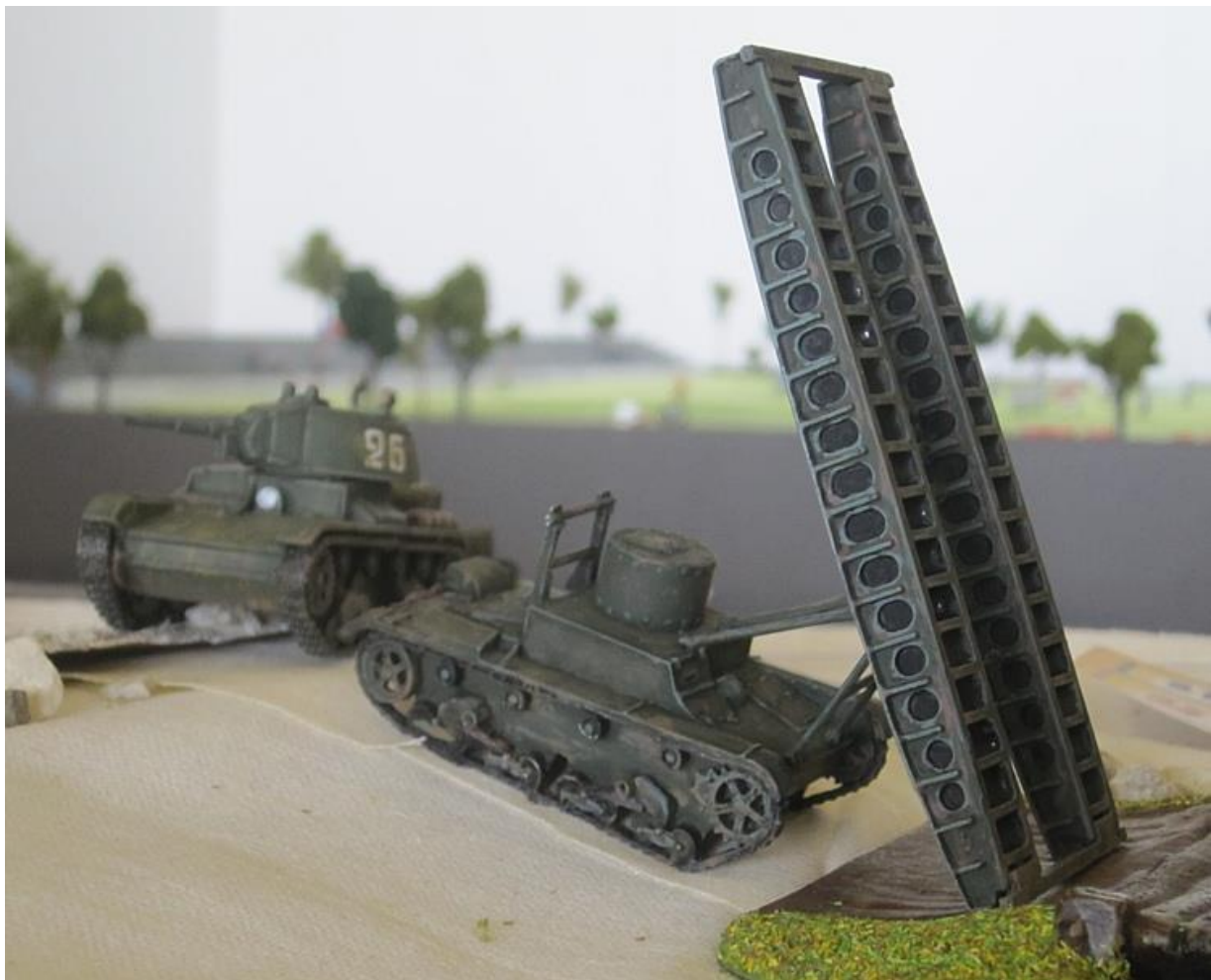
U1.10 Victory Conditions

The combined campaign (campaigns I & II) begins at 0700 hours on November 30th, 1939 and ends at 2300 hours on December 2nd as the Finnish HQ panics and orders a withdraw. If the Finns are still in possession of L. Pienporkku at that point they win the campaign, having equaled historical performance. Whether you want to divulge this to

the players is up to you, but historically the end came as quite a surprise to both sides. If the Finns are still in possession of J. Mullikka they have won a decisive victory. If the Soviets have progressed up to M. Pienautio by this time they win the campaign and if they have taken N. Rautu they have won a decisive victory.

Victory Conditions - Combined Campaigns 1 & 2		
Lost Hours	The Soviets have taken Location L by	Campaign result
17 or less	December 2nd 0600 hours	Soviet major victory - Despite spirited White-Finnish resistance the Red Army's mighty 142 nd Rifle Division have demolished all enemy forces standing in their way. Location N. Rautu - the strongpoint of the Finnish Third Brigade - will be liberated from White oppression after another seven hours of victorious advance. There, the Battalion Commissar claims, thankful members of the Finnish Proletariat will line the streets of the village and celebrate the arrival of the Red Army and the downfall of their Capitalist enslavers. The Soviet company commanders and platoon leaders will be awarded medals. The Red Army is nevertheless now badly behind schedule.
23	December 2nd 1200 hours	Soviet victory - The 142 nd Division is making good progress despite strong enemy resistance from those pesky White Finns. Location N. Rautu will be assaulted and liberated later today. The war should be over in another 11 days or so and the glorious 142 nd division will be in the vanguard of it all. The Soviet company commanders will be awarded medals.
29	December 2nd 1800 hours	Tie. This has proven more difficult than anticipated. Those White Bandits are in a fighting mood though they must realize they have no chance to win this

		war. Why don't they just give up? The Red Army will reach Location N. Rautu before midnight. The 6 th Independent Battalion is now known for their battle prowess.
35	December 2nd 2400 hours	(Historical performance) Finnish victory. After 65 hours - almost three whole days - of war the mighty Red Army has only been able to advance about fifteen kilometers into Finland. The Red Army has been slowed down by 35 additional hours, giving Third Brigade plenty of time to evacuate civilians and take up defensive positions. Its mission completed and having caused considerable losses to the enemy, the unvanquished 6 th Independent Battalion withdraws to Rautu only after having been ordered to do so by the Third Brigade HQ. The 6 th Independent Battalion is now known for their battle prowess and the Finnish company commander and platoon leaders will receive medals.
41	December 3rd 0600 hours or later	Finnish major victory - After three days of war the mighty Red Army has only been able to advance about fifteen kilometers into Finland. This is a major setback for the 142 nd Division because other Soviet divisions advancing on nearby roads are making much better progress. Its mission completed and now in grave danger of being surrounded by less-incompetent other Russian divisions, the invincible 6 th Independent Battalion withdraws to Rautu only after having been ordered to do so by the Third Brigade HQ. The 6 th Independent Battalion is now known for their battle prowess and all Finnish officers and NCOs will receive medals.



U1.11 Using the Campaigns Separately

It is possible and even likely that you may prefer to play the campaigns separately although they are of course linked.

If played separately the *Fire in the Sky* campaign begins at 0700 hours on November 30th, 1939 and ends when the Red Army has taken possession of location D. Jollonkorpi Suursuo.

To find out the winner, calculate the number of hours lost by the Red Army: one for each game they lost, one for every hour spent not Advancing front line units or Attacking and winning. Reduce number of lost hours by one for every game they won so quickly that it took fewer than three full CoC Turns.

Victory Conditions - Fire in the Sky		
Lost Hours	The Soviets have taken Location D by	Campaign result
0	November 30 th 1600 hours	Soviet major victory - The Border Company have not managed to slow the Red Army's advance at all. As predicted, this is just a parade march and at this rate the 142 nd Division will reach Helsinki in a week or two, liberating the country of the gang of Fascist criminals ruling it! The victorious Soviet company commanders and platoon leaders will all be awarded medals.
1	November 30 th 1700 hours	Soviet victory - The Red Army will be able to proceed to Palkeala during dusk and then assault Palkeala. The Soviet company commander receives the personal thanks of the Regimental commander and will be awarded a medal. The Red Army is nevertheless now badly behind schedule.
2	November 30 th 1800 hours	Tie. The 7th Border Company is now known for their battle prowess.
3	November 30 th 1900 hours	(Historical performance) Finnish victory - After twelve hours of war the mighty Red Army has only been able to advance about five kilometers into Finland. The Red Army has been slowed down by six hours, giving Third Brigade time to evacuate civilians and take up defensive positions. The 7th Border Company is now known for their battle prowess and the Finnish platoon leader will receive a medal.
5	November 30 th 2100 hours	Finnish major victory - Exhausted, the Soviets will have to rest for the night at Suursuo before assaulting Palkeala in the morning. After fourteen hours of war the mighty Red Army has only been able to advance about five kilometers into Finland. The Red Army has been slowed down by eight hours, giving Third Brigade plenty of time to evacuate civilians and take up defensive positions. The 7th Border Company is now famous for their battle prowess throughout the Karelian Isthmus armies and the Finnish platoon leader as well as all the section leaders will receive medals.

Give the Soviets only one Rifle Company (one command platoon, three rifle platoons and a machine-gun platoon) plus an Amphibious Tank Platoon and/or a Light Tank Platoon. After the campaign has been played make sure that you have fully documented the state of the 7th Border Company as they will return in the *Make Them Bleed* scenario in *Defiance on the Huhti Road*. Also, you will of course need to fully document the states of the Soviet companies AND all their

exhaustible and tracked supports as they will not be getting and new ones in the second campaign.

If you decide to play *Defiance on the Huhti Road* independently of the first campaign then the first battle of the campaign occurs at E. Palkeala at 2000 hours on November 30th, 1939. Victory conditions (see U1.10) are unchanged so the Red Army will have 53 hours to take Pienporkku if they wish to equal historical performance. At the start of the campaign the Soviet units all have 10 points of Fatigue (8 from moves + 2 for

1 fight each per unit + 2 for 2 night hours - 2 for resting 2 hours) which is 4 points of Exhaustion. In addition, they will have lost 1d6 men from each platoon plus one amphibious tank and one T-26. They also have three Lost Hours. Historically the Red Army fought with the

Finnish 2nd Company for two hours at Palkeala and then rested for the rest of the night before continuing its advance in the morning.



U1.12 Using These Campaigns without an Umpire

While these campaigns were intended to be played with an umpire, they can also easily be used with the Finn player acting as the umpire. As designed, there are

a few things the Finn player does not know. These include...

- 1) The level of Fatigue suffered by the Soviets
- 2) The starting Force Morale of the Soviet side at the beginning of any battle
- 3) The number of support points the Soviets have
- 4) What support the Soviets buy with them
- 5) Which Campaign Card - if any - the Soviets select for this Hour
- 6) Some scenario-dependent things explained in the Umpire's notes for each campaign location
- 7) The exact end point of the *Defiance on the Huhti Road* campaign

Items 1-4 are probably not a problem as often CoC players would share this information anyways. If necessary, you can document any pre-game dice rolls with a camera and reveal them later to prove that there was no foul play.

Item 5 is not a problem either, as both sides can write down on a piece of paper which card they intend to play this Hour and reveal it when required to.

Item 6 requires a bit of role-playing. Most often these are worded like "If the Finnish player requests/wants to..." and you can just roll a d6 and on 4-6 the Finns will think of the solution.

Item 7 is the hardest but can be circumvented by starting to roll a d6 every Hour starting at 2000 Hours on December 2nd and if the result is a 6 then the campaign ends.

U1.13 Using These Campaigns with Other Rule Sets

Although designed for Chain of Command these campaigns can easily be used with other rule sets. Here are some notes to help you do that.

In general, the campaign is written for a platoon-level 1:1 rule set (i.e. one figure equals one man) but this does not need to restrict you. The campaigns would probably also work well using some company-level rule set such as *I Aint't Been Shot Mum* (IABSM). Historically, the Finns fielded one company in the first campaign and two in the second (the 1st Company of Er.P 6 was engaged to the west of the battles in this supplement). The Soviets of course had an unlimited number of troops, but you could concentrate on the first battalion of the 142th Division.

Chain of Command is a set of platoon-level miniatures rules with many revolutionary mechanisms. But in essence it is a game pitting one reinforced platoon vs. another. It is important to understand this because it means that whereas in accepted military theory an attack scenario will usually require that the attacker has a 2:1 or 3:1 superiority in numbers before the attacker has a good chance of success, in Chain of Command this is not a requirement. In CoC one reinforced platoon attacking an entrenched but slightly less reinforced platoon has a good chance of success. Therefore, if you are playing these campaigns using some... shall we say, differently oriented game system you may find that you need to augment the number of attackers in a scenario. But - of course - your mileage may vary.

It is also possible to play *Big Chain of Command*, where using a few additional rules modifications each side can field multiple platoons. The additional rules for this are available for free.

Troops in CoC begin a battle with a Force Morale of 8 to 11 points. As the game progresses and casualties are suffered the morale will often fall. Once it is in the region of 5 or lower the troops will gradually become more and more unresponsive towards the player and once FM drops to 0, they will leave the battle. Usually in a campaign game it is advisable to retreat well before that point as the difference in FM determines the level of actual casualties to one's platoon. Various cards and such modify the initial FM of both sides in this supplement. Once the battle is over the casualties are assessed: Some casualties return immediately (they momentarily lost their way in the heat of the battle), others are lightly wounded and miss one game and then return to the platoon, while the rest are

permanently out of action. The system for that is set out in the *At the Sharp End* supplement which you could buy and use with just about any game system. If not, you can assume that the ratio is 1:1:2.

The systems in *At the Sharp End* also track three other important factors in the campaign: The Opinion of your troops and of your commanding officer, and your own Outlook. The first one has influence on your Force Morale rolls, the second on the amount of support you get and the third affects Force Morale and other factors.

Depending on the scenario, troops in CoC have a number of Support Points with which they can buy support. For example, if you have three points, you can obtain one support from List One and one from List Two, or alternatively three supports from List One.

A CoC game begins with the Patrol Phase which represents reconnaissance units establishing first contact. During the phase special Patrol Markers move on the map and their locations at the end of the phase determine where the Jump-Off Points (JoP) are initially located. Troops deploy from these JoPs onto the table, representing the moment when they are first sighted by the enemy. Vehicles on the other hand always deploy from the table edge, within 6" of a road. In many scenarios the initial locations of the Patrol Markers are explained in the Campaign Ladder document. For games other than CoC you can just assume that you can deploy your troops within the zone or entry point and anywhere within 12" of it.

A CoC game progresses in Phases during which typically one to three sections, squads or Leaders of one side are active. A Phase represents a shortish time, a minute or two or something, maybe. Troops are activated using Command Dice. The more dice your troops have the faster and better they operate. Usually, a platoon will have four or five dice.

Occasionally a triple six is rolled with the Command Dice, signifying the end of the Turn, at which point more time has passed: smoke is removed, demoralized troops leave the field of battle etc. It is not unusual to play an entire game of Chain of Command and not have the end of the first Turn occur. But it is rather unusual to reach the fourth Turn of the game. It is important to understand the difference between a Phase and a Turn because in this campaign the Finns are successful only if the games take more than three Turns, reaching into

Turn four - otherwise they have not delayed the Russians enough to add an hour to the clock.



U2. UMPIRE'S NOTES FOR THE CAMPAIGN LADDERS

Campaign	Battle Location	Scenario Type
Defiance on the Huhti Road	Rautu Third Brigade	n/a
Defiance on the Huhti Road	N. Rautu	Six - Attack on an Objective
Defiance on the Huhti Road	M. Pienautio	Hasty Defence
Defiance on the Huhti Road	L. Pienporkku	Six - Attack on an Objective
Defiance on the Huhti Road	K. Suurporkku	Six - Attack on an Objective
Defiance on the Huhti Road	J. Mullikka	Three - Attack & Defend
Defiance on the Huhti Road	I. Point 72	Hasty Defence
Defiance on the Huhti Road	H. Riikola Cemetery	Three - Attack & Defend
Defiance on the Huhti Road	G. Riikola Vicarage	Six - Attack on an Objective
Defiance on the Huhti Road	F. Tuomela	Four - Delaying Action
Defiance on the Huhti Road	E. Palkeala	Three - Attack & Defend
Fire in the Sky	D. Jollonkorpi Suursuo	Six - Attack on an Objective
Fire in the Sky	C. Kaivosuo	Four - Delaying Action
Fire in the Sky	B. Huhti	One - The Patrol
Fire in the Sky	A. Huhti Outpost	Two - The Probe
Fire in the Sky	Rajajoki Station	Special - Included in the full version of this campaign
Fire in the Sky	Soviet Union	n/a

Location N: Rautu

The lake: When examined by an armored vehicle crewman from 6" or closer using one Command Initiative he can determine that if the temperature is -5 degrees Celsius or below the ice will support any tankette but not armored cars or real tanks such as the T-26. If the temperature is -10 degrees or lower the ice will support anything. Deep Snow conditions make no difference. Unless the armored crewman is also within 6" of a stream, he will fail to notice the following: Where unfrozen streams meet the lake the ice is likely to be thinner and break under tankettes (at -5 or below) or tanks (at -10 or below). Allow the Russian player to figure this out by himself and answer truthfully if he asks.

Note that if the Finns are cunning this might be a good place to try out the ice-breaching mines or other explosives in the equipment list. Blowing them up on command will require a CoC die, or they can be blown prior to the game.

This is the Battalion's main defensive line. There is a triple barbed wire obstacle 36" long, 6 entrenchments, machine gun, mortar and anti-tank gun positions (log

entrenchments), a command log bunker (no windows but provides bunker cover), a communications log bunker (no windows but provides bunker cover), and 36" of anti-tank ditch. Where a road crosses the ditch, it can be blocked by large rocks as a roadblock [B1, p. 21].

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

After this last game of the campaign has been played, document carefully the state of both Independent Battalion 6 and the 142th Division troops, as well as any Campaign Cards used. The troops will all return in a future WoNS campaign supplement.

The Soviets have the choice of approaching the area from either direction. They have an infantry platoon, a tank platoon and 1d6+3 points of support. Every time the game is played, they receive an additional 1d6 points of support. On the second and subsequent tries they may split their forces and approach from both directions, if desirable.

Location M: Pienautio

As this area is within range of the Third Brigade mortars at Rautu, any mortar barrages obtained as support will cover an area of 18" x 18", as opposed to the 9"x18" of the Battalion's two-tube mortar platoon (or 9"x9" if they have lost the mortar's plate).

The Soviets have D6 points of support in this scenario. They may not select artillery (unless requirements are

met, see R23.1.1 Soviet Artillery) or anti-aircraft units. Each time that the scenario is played they add D3 points.

In Big Chain of Command, the Soviets will likewise have two platoons and 2D6 support points.



Location L: Pienporkku

As this area is within range of the Third Brigade mortars at Rautu, any mortar barrages obtained as support will cover an area of 18" x 18", as opposed to the 9"x18" of the Battalion's two-tube mortar platoon (or 9"x9" if they have lost the mortar's plate).

The Soviets have 2D6+3 points of support in this scenario. They may not select anti-aircraft units. Each time that the scenario is played they add D6 points. On the third try and thereafter, the Soviets have no limitations on what support they may select.

In addition, if this assault is being conducted in Daylight, they have support from two off-table 76mm

Regimental Guns. These are located east of the table and will fire shrapnel only (See R16.4) and may be activated on a 1 (one gun) or 2 (two guns). They will cease firing once the Russians have reached the imaginary line between the barn at the roadside and the new copse of woods south-east of Tuomela farm.

On the way here the Soviets will cross several mine fields. Resolve a mine attack against a randomly determined Soviet section.

If the 0700 hours artillery bombardment targeted this site, the table should feature twenty or so randomly placed shell holes.

Location K: Suurporkku

The Soviets have 2D6 points of support in this scenario. They may not select flamethrowers or flamethrower tanks (the engineers are not spearheading the assault) or anti-aircraft units. Each time that the scenario is played they add D3 points.

On the way here the Soviets will cross several mine fields. Resolve a mine attack against a randomly determined Soviet section.

Also, if the 0700 hours artillery bombardment targeted this site the table should feature twenty or so randomly placed shell holes.

Location J: Mullikka

Marsh: When examined by an armored vehicle crewman from 6" or closer using one Command Initiative he can determine that if the temperature is -7 degrees Celsius or below the marsh will support any tank. If the temperature is 0 degrees or lower it can support a tankette. If Deep Snow conditions exist it can support any tank or tankette no matter what the temperature.

The Soviets have 2D6 points of support in this scenario. They may not select artillery (unless requirements are met, see R23.1.1 Soviet Artillery) or anti-aircraft units. Each time that the scenario is played they add D3 points.

On the way here the Soviets will cross several mine fields. Resolve a mine attack against a randomly determined section.

Location I: Point 72

The Finns have two minefields which must be placed off the road. Holes have been dug into the road in preparation for the installation of anti-tank mines though there are no anti-tank mines. However, if the Finn player requests it, he can make a fake minefield by clumsily camouflaging the holes in the road.

The Soviets have D6 points of support in this scenario. They may not select artillery (unless requirements are met, see R23.1.1 Soviet Artillery) or anti-aircraft units. Each time that the scenario is played they add D3 points.



Location H: Riikola Cemetery

The Soviets have 2D6+2 points of support in this scenario. They may not select artillery (unless requirements are met, see R23.1.1 Soviet Artillery) or

anti-aircraft units. Each time that the scenario is played they add D3 points.

Location G: Riikola Vicarage

The Soviets have 2D6 points of support in this scenario. They may not select artillery (unless requirements are met, see R23.1.1 Soviet Artillery) or anti-aircraft units. Each time that the scenario is played they add D3 points.

establishing it - if the Finn player wishes to - will take another hour.

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

Note that after this Captain Saarelainen will be driving back to N. Rautu in his little car. Thus, any Soviet units operating in Finnish rear areas (see the Campaign Cards *Cavalry Reconnaissance*, *Infantry Reconnaissance* and *Desants!* included in the full version of this campaign) might run into him. Saarelainen's itinerary is listed in the Campaign Timeline.

Assuming that this battle site is still in Finnish hands on November 30 at 1000 hours and not yet actively contested by the Red Army, the Battalion commander Saarelainen arrives in his command car and orders that the road block must be opened "because this is not yet a real war". He then departs, never to return. The Finns must dismantle the roadblock enough that the road is cleared, and this will take one hour, and then re-

Note that the Finns should have set all buildings on fire. However, they will not be able to bring themselves to burn or booby trap the church, the house of God... so the Soviets will be able to use it as a shelter when resting - two platoons will be able to rest in the church at any time. In fact, Palkeala Church will survive WWII only to be demolished by the Soviets in the late Forties.

If the 0700 hours artillery bombardment targeted this site, the table should feature twenty or so randomly placed shell holes.



Location F: Tuomela

Campaign Timeline and events such as the Rautu journey (see Location E, below) may impact Finnish support availability.

The Soviets have D6+1 points of support in this scenario. They may not select artillery (unless requirements are met, see R23.1.1 Soviet Artillery), flamethrowers or flamethrower tanks (the engineers are not spearheading the assault) or anti-aircraft units. Each time that the scenario is played they add D3 points. In addition, if this assault is being conducted in Daylight, they have support from two off-table 76mm Regimental Guns. These are located east of the table and will fire shrapnel only (See R16.4) and may be activated on a 1 (one gun) or 2 (2 guns). They will cease firing once the Russians have reached the imaginary line between the barn at the roadside and the new copse of woods south-east of Tuomela farm. The guns could be engaged by Finns using machine guns at Extreme ranges (see R6. *Longer Ranges*), if desired.

Location E: Palkeala

This is the first scenario of the *Defiance on the Huhti Road* campaign.

Looking south from their high hill, the Finns see that the entire border seems to be on fire - hundreds of homes have been torched by the Border Company and the red glow on the horizon seems to reach all the way to the stars (see Scene Four in the Introduction document). Towards the north-west, the village of Palkeala is also burning, the smoke slowly drifting westwards.

Note that the Finns should have set all buildings on fire by this point. If they neglect to burn the Kauppa store, any Soviet unit finishing movement within 9" of it will be allocated the lowest suitable Soviet Command Die next Phase enabling it to run towards the store to check if there is anything to be looted there (and there is, the goods in any Finnish store are far superior to what is available in the Soviet Union [B83, p.30]). Any unit coming within base contact with the store will be moved inside the building. Getting the unit out of the building requires an allocated command initiative and a successful roll as if the unit was in a pre-game barrage.

Also, if the 0700 hours artillery bombardment targeted this site the table should feature twenty or so randomly placed shell holes.

The Red Army have 2D6 support points in this scenario. They may not select flamethrowers or flamethrower tanks (the engineers are not spearheading the assault) or anti-aircraft units. Each time that the scenario is played again they add D3 points. On the third and subsequent tries they have no limitations on what support they may obtain (but of course artillery requirements still apply). During Turn Zero (see below) the Russians will field a cavalry reconnaissance section.

If this is Big Chain of Command, then the Red Army have 3D6+3 support points in this scenario.

Note that the Finns should have set all buildings on fire by this point. Also, if the 0700 hours artillery bombardment targeted this site the table should feature twenty or so randomly placed shell holes.

Special rules:

This scenario begins with a special Turn Zero during which the Soviets will field only one unit - a cavalry reconnaissance patrol of one Junior Leader and ten horsemen, all with cavalry bolt-action rifles with bayonets and sabers. They will conduct *aggressive reconnaissance*, see R1.3.3 *Reconnaissance Elements*.

Green flares: IF this battle takes place at *Dusk*, in *Darkness* or at *Dawn* then two green flares will be sighted at the end of Turn Four, regardless on which table the play is currently taking place. Actually, they are white flares fired by the platoon leader of 3rd Platoon, 2nd Company trying to see what is going on but viewed through the smoke or the burning houses they look green [B7, p.1]. The Finns will retreat, and the battle will be considered a draw. In the confusion most of the company (2nd and 3rd platoons) plus the Finnish support weapons - machine guns and mortars - will in fact retreat all the way to N. Rautu and will be unavailable (not selectable for battle or support) for the next six Hours when they will have returned to front line [B7, p.1]! Note that when they return, they will have accumulated up to 12 points of Fatigue (six

for walking six hours, possibly up to six additional if this took place in darkness) and thus they may be in dire need of rest.

On the plus side the Company commander Lt Jäntti is available and gains initiative in the campaign, ordering a re-taking of Palkeala! Next Hour, a Finnish Flanking Attack takes place on Blue or Green table with the Finns having 2d6 points of Support (max 10) but no machine guns or mortars. Artillery and anti-tank gun availability depends on Campaign Timeline. The Russians will have 1d6 Support but cannot select any kind of flamethrowers, artillery or fieldworks but will be able to utilize the Finnish entrenchments, where it is logical.

History: the Finnish deployment here was two companies supported by four machine guns and the medium mortar platoon [B1, p. 18]. 1st Company kept half a platoon in reserve for this engagement [B1, p. 19]. The Palkeala line also incorporated some "traps" which were probably anti-personnel mines and a *murros* roadblock [B1, p. 27] though it is most unclear where that would have been located. One platoon of the 2nd Company was on the eastern and two on the western side of Palkeala.

A Soviet cavalry reconnaissance patrol appeared at Palkeala after sundown and was driven away by gunfire after wounding one Finn [B1, p. 31].

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Location D: Jollonkorpi Suursuo

The Red Army have 4D6+12 support points in this scenario. They may not select anti-aircraft units. Each time that the scenario is played again they add D6 points. On the third and subsequent tries they have no limitations on what support they may obtain.

If this is Big Chain of Command, then the Red Army have 7D6+8 support points in this scenario.

Use the notes for Location B to resolve the issues related to the marsh, if necessary.

If the 0700 hours artillery bombardment targeted this site, the table should feature twenty or so randomly placed shell holes.

This is the last game of the *Fire in the Sky* campaign. Despite that be sure to record the final situation of the 7th Border Company platoon as they will return in the

Make Them Bleed scenario in a day or so. Also record the shape and fatigue of the Soviet companies as the *Defiance on the Huhti Road* campaign continues immediately from here. In addition, record the use of Campaign Cards because each of them may only be used once during the entire Winter War (i.e. across all the WoNS campaigns).



Location C: Kaivosuo

The Soviets have 2D6 points of support in this scenario. They may not select artillery (unless requirements are met, see R23.1.1 Soviet Artillery), mortars, flamethrowers or flamethrower tanks (the engineers are not spearheading the assault) or anti-aircraft units. Each time that the scenario is played they add D3 points.

Mortar or artillery support may be available, see Campaign Timeline Tracker.

Weather might freeze the waters of the stream and the pond.

Marsh: When examined by an armored vehicle crewman from 6" or closer using one Command Initiative he can determine that if the temperature is -

7 degrees Celsius or below the marsh will support any tank. If the temperature is 0 degrees or lower it can support a tankette. If Deep Snow conditions exist it can support any tank or tankette no matter what the temperature.

Pond: When examined by an armored vehicle crewman from 6" or closer using one Command Initiative he can determine that if the temperature is -10 degrees Celsius or below the ice will support any tank. If the temperature is -7 degrees or lower it can support a tankette. Deep Snow conditions make no difference.

If the 0700 hours artillery bombardment targeted this site, the table should feature twenty or so randomly placed shell holes.



Location B: Huhti

The Soviets have D6 points of support in this scenario. They may not select aircraft (apart from Reconnaissance Flight), artillery, flamethrowers or flamethrower tanks (the engineers are not spearheading the assault) or anti-aircraft units. Each time that the scenario is played they add D3 points.

If the 0700 hours artillery bombardment targeted this site, the table should feature twenty or so randomly placed shell holes.

Note that if the Finns have done their job all buildings will be burning ferociously at this point and that changes in weather might freeze the waters of the stream.

The sawn-through bridge: Roll on D6 when crossed by any vehicle:

Vehicle class	Roll to Collapse Bridge
Motor car	5-6
Light armored car or truck	4-6
Tankette (T-27, T-37, T-38)	3-6
Heavy armored car or light tank (T-26)	2-6

If the bridge collapses the crossing vehicle will fall into the ditch and be useless for the remainder of the campaign. If the location should be captured by the

Russians with the bridge still intact, they will receive an additional supply point for the next game.

Location A: Huhti Outpost

The Soviets have 2D6 points of support in this scenario. They may not select aircraft (apart from Reconnaissance Flight), artillery, flamethrowers or flamethrower tanks (the engineers are not spearheading the assault) or anti-aircraft units. Each time that the scenario is played they add D3 points.

Note that any buildings set alight by the Finns will be burning ferociously at this point.

If the bridge is blown underneath a crossing vehicle it will fall into the ditch and be useless until 0700 hrs on December 1, when it will have been extracted from the stream and repaired. If the location should be captured by the Russians with the bridge still intact, they will receive an additional supply point for the next game.

If the 0700 hours artillery bombardment targeted this site, the table should feature twenty or so randomly placed shell holes.



The defenders of Riikola Cemetery



The Red Army assault at Pienporkku

U3. CAMPAIGN TIMELINE TRACKER

Hour	Campaign Event	Historical Event
Dec 02 2300 hrs Darkness	End of the <i>Defiance on the Huhti Road</i> campaign	Ordered to withdraw, Seitola's 3rd Company / 4th Platoon vacates its positions at Pienporkku at 2345 hours, leaving behind a ltn Kumpula's platoon as a covering detachment [B8, p.5]. During withdrawal ltn Kilpeläinen of 1st Company is wounded [B2]. 2nd Company withdraws towards the north from Rautu [B8, p.5]
Dec 02 2200 hrs Darkness	News: About 20 Russian tanks are reported to be in front of 1st Company positions. A patrol from the Independent Battalion observes Riikola and finds it is teeming with Russian forces including tanks, artillery and supply units.	About 20 Russian tanks are reported to be in front of 1st Company positions [B2; B7, p.2]. A reconnaissance patrol from 6 th Independent observes Riikola, now in Soviet hands. On orders from the Battalion 2nd (1st?) Company withdraws to N. Rautu from Raaju, leaving behind a platoon as a covering detachment [B8, p.5]. 1st Company commander forgets to inform crew of one attached anti-tank gun of the withdrawal, and they are left behind. Discovering the situation in the morning they make their way north dodging Soviet troops and eventually reach friendly forces.
Dec 02 2100 hrs Darkness		

Hour	Campaign Event	Historical Event
Dec 02 2000 hrs Darkness		
Dec 02 1900 hrs Darkness	News: Finnish Army Corps transfers command of the Isthmus Army's retreat to 3rd Brigade.	Soviet assault on Pienporkku ceases. Seitola's 3rd Company / 4th Platoon continues to hold the position. They have lost one NCO and one man dead one NCO and two men wounded [B10]. Finnish Army Corps transfers command of the Isthmus Army's retreat to 3rd Brigade [B1, p. 43].
Dec 02 1800 hrs Darkness	News: The large number of Russian tanks reported to be approaching 1st Company positions are stopped by a blown bridge	Fighting at Pienporkku. The large number of Russian tanks reported to be approaching 1st Company positions are stopped by a blown bridge [B1, p.42].
Dec 02 1700 hrs Darkness	News: Finnish mortar ammunition is already running low	Fighting at Pienporkku has continued all day now. Seitola's 3rd Company / 4th Platoon is supported by the Finnish mortar though ammunition is already becoming scarcer [B1, p.41].
Dec 02 1600 hrs Dusk	News: The large number of Russian tanks reported to be approaching on the road to Raasuli have now stopped at Rautu station.	Seitola's 3rd Company / 4th Platoon reports 15 Soviet tanks at Pienporkku. The large number of Russian tanks reported to be approaching on the road to Raasuli have now stopped at Rautu station. Due to this 1st Company is reinforced with two machine guns from 3rd Brigade [B1, p.42].
Dec 02 1500 hrs Daylight		
Dec 02 1400 hrs Daylight		
Dec 02 1300 hrs Daylight	News: A large number of Russian tanks are reported to be approaching on the road to Raasuli, south of Liippua. The patrol spotting them reports 60 tanks with one and 40 tanks with two turrets, as well as some artillery units.	A large number of Russian tanks are reported to be approaching on the road to Raasuli, south of Liippua [B1, p.42]. The patrol spotting them counts 60 tanks with one and 40 tanks with two turrets [B8, p.3] and also artillery units.
Dec 02 1200 hrs Daylight		
Dec 02 1100 hrs Daylight		
Dec 02 1000 hrs Daylight		

Hour	Campaign Event	Historical Event
Dec 02 0900 hrs Daylight		Red Air Force planes are active, assaulting 3rd Company positions at Porkku during this day [B10]
Dec 02 0800 hrs Dawn		
Dec 02 0700 hrs Darkness	Two Soviet platoons are still at the location of 7 th Border Company's attack.	
Dec 02 0600 hrs Darkness	Two Soviet platoons are still at the location of 7 th Border Company's attack.	
Dec 02 0500 hrs Darkness	Two Soviet platoons are still at the location of 7 th Border Company's attack.	
Dec 02 0400 hrs Darkness	Two Soviet platoons are still at the location of 7 th Border Company's attack.	Red Army assault on Porkku supported by tanks, mortars, artillery and engineers with mine detectors [B1, p.41; B7, p.1]. 1st Company casualties: One Finnish NCO and one man are wounded, another man dies [B2].
Dec 02 0300 hrs Darkness	Soviet tank support not available. Two Soviet infantry platoons closest to the location of 7 th Border Company's attack are sent there to counter attack with tank support. If there are Soviet forces at the location of 7 th Border Company's attack or at either nearby location the counter-attacking Soviets will mistakenly fight them. Each platoon involved permanently loses 1d6 men due to friendly fire.	Russians are fighting against each other in the dark.
Dec 02 0200 hrs Darkness	Run the <i>Make Them Bleed</i> scenario	Kaarnajoki Battery fires at Palkeala [B1, p.39]. 7th Border Company - now in <i>sissi</i> role - assaults enemy troops at Palkeala. All Soviet tank support and some infantry relocates to Palkeala.
Dec 02 0100 hrs Darkness		Finnish mortars (presumably from JP4) fire a concentrated barrage at Pienporkku, Russian offensive activity ceases [B7, p.1]

Hour	Campaign Event	Historical Event
Dec 01 2400 hrs Darkness	<p>Finnish artillery support available. Finnish HQ authorizes the commencement of <i>Sissi</i> guerrilla operations against the enemy. <i>Death in White</i> Campaign Card is now available.</p> <p>Finnish HQ orders counter attack to retake Palkeala.</p> <p>Initiative passes to the Finns.</p> <p>BT-7 tanks (of the 13th Tank Brigade) are now available to the Soviet player.</p>	<p>Supported by mortars and artillery, Seitola (4th Platoon, 3rd Company) defeats attacking Russians. Two Russian tanks destroyed [B1, p.40]. Finnish HQ authorizes the commencement of <i>Sissi</i> guerrilla operations against the enemy. Finnish HQ orders a counter-attack to retake Palkeala.</p>
Dec 01 2300 hrs Darkness		Ahi's 1st Company reaches Rautu [B2; B7, p.1].
Dec 01 2200 hrs Darkness	<p>News: An intercepted radio message indicates that the Soviet 13th Tank Brigade has been ordered to break through via Palkeala. Group Metsäpirtti has retreated to beyond Lake Vuoksi.</p>	An intercepted radio message indicates that the Soviet 13th Tank Brigade has been ordered to break through via Palkeala [B1, p.39]. The Brigade has 246 BT-7 and 10 T-26 tanks [B15, p.92]. Group Metsäpirtti has retreated to beyond Lake Vuoksi [B1, p.39].
Dec 01 2100 hrs Darkness	<p>News: On the eastern flank, Group Metsäpirtti - the neighboring Finnish battle group responsible for delaying the enemy between here and Lake Ladoga - has retreated over the river to Taipale, pursued by enemy forces.</p>	<p>The Soviets reach Pienporkku [B7, p1]. They assault Pienporkku but Seitola's 3rd Company / 4th Platoon continues to hold it [B10]</p> <p>On the eastern flank, Group Metsäpirtti - the neighboring Finnish battle group responsible for delaying the enemy between here and Lake Ladoga - has retreated to Taipale, pursued by enemy forces.</p>
Dec 01 2000 hrs Darkness	Finnish 37mm Bofors Gun now available	A Finnish 37mm Bofors gun from JR29 is moved to a couple of kilometers away [B1, p.39]. Two Soviet platoons oust 2nd company's platoon Hämäläinen from their positions [B36, p. 84]. Hämäläinen takes up defensive positions behind 3rd Company at Pienporkku [B1, p.38; B36, p.82], having lost one man [B9, p.8].
Dec 01 1900 hrs Darkness	<p>News: the 42 tanks are reported to have retreated back over the border.</p>	Ahi's 1st Company ordered to retreat to N. Rautu [B1, p.37]. The 42 tanks near Raasuli are reported to have retreated back over the border [B36, p. 83].
Dec 01 1800 hrs Darkness	<p>News: 42 tanks are reported to be retreating near Raasuli, south of Liippua.</p>	42 tanks are reported to be on their way back to the Soviet Union near Raasuli, south of Liippua [B36, p.83]
Dec 01 1700 hrs Darkness		Group Hämäläinen has reached Vitikaisenlampi (J Mullikka). Remnants of 2nd company's platoon Hämäläinen retreat arrive at Raaju [B1, p.32].

Hour	Campaign Event	Historical Event
Dec 01 1600 hrs Dusk		Seitola arrives at Porkku, uniting with the rest of the 3rd Company [B1, p.35].
Dec 01 1500 hrs Daylight		Seitola (3rd Company / 4th Platoon) ordered to relocate from Riikola [B1, p.35]. On the way to Porkku Seitola notices that mines have not been installed in some minefields. He covers the holes in the road with sticks and snow to create the impression of minefields [B1, p.35].
Dec 01 1400 hrs Daylight		
Dec 01 1300 hrs Daylight		
Dec 01 1200 hrs Daylight	Finnish 37mm Infantry Gun is now available.	Seitola's 3rd Company / 4th Platoon relocates from Riikola [B1, p.32]. Mortar platoon retreats from Riikola to Raaju, forgetting the base plate of one of their two mortars [B1, p.36]. 1st Company is now at Haukijärvi [B1, p.32, 37]. Remnants of 2nd company's platoon Hämäläinen retreat from Riikola towards Raaju and Vitikaisenlampi [B1, p.32, 37]. 7th Border Company is designated as the reserve for the 6th Independent Battalion.
Dec 01 1100 hrs Daylight		
Dec 01 1000 hrs Daylight	Soviet artillery support becomes available. News: The Red Air Force is very active. Somewhere close to Liippua and Maanselkä a Russian attack is beaten back by Third Brigade forces - two of five heavy tanks are destroyed.	Finnish Mortar FO arrives. The Soviet Air Force is very active. Jäntti's 2nd Company continues battle with Red Army forces north-west of Palkeala [B9, p.5]. Jäntti's 2nd Company suffers a casualty [B9, p.5]. Jäntti's 3rd Platoon (led by a vänrikki Hämäläinen) is subordinated to 3rd Company at Pienporkku [B9, p.5]. Somewhere close to Liippua and Maanselkä a Russian attack is beaten back by Third Brigade forces - two of five heavy tanks are destroyed [B36, p. 79]
Dec 01 0900 hrs Daylight	News: Third Brigade reports having identified the following tank types being used by the enemy: T-26 (both one and two-turreted ones), T-27, T-28 and B-S. Gasoline bottles seem to have no effect but 6 kg satchel charges and anti-tank hand grenades have been found to be effective.	Jäntti's 2nd Company continues battle with Red Army forces north-west of Palkeala (B9, p.5). Third Brigade reports having identified the following tank types being used by the enemy: T-26 (both one and two-turreted ones), T-27, T-28 [B36, p. 78]. Gasoline bottles seem to ineffective against tanks but 6 kg satchel charges and anti-tank hand grenades do the job [B36, p. 79]

Hour	Campaign Event	Historical Event
Dec 01 0800 hrs Dawn		Seitola (4th Platoon, 3rd Company) defends Riikola while Jäntti's 2nd Company fights north-west of Palkeala. The Soviets resume their assault supported by at least three tanks [B1, p.34, 36]. 2nd Company characterizes Soviet losses as "considerable" [B9, p. 5].
Dec 1 0700 hrs Darkness	News: During the first 24 hours of the war the Red Army has advanced a mere five to ten kilometers into Finland and are now badly late of schedule.	During the first 24 hours of the war the Red Army has advanced a mere five to ten kilometers [B1, p.36]. 1st Company continues to defend south-western flank of Palkeala [B1, p.35]. One platoon from 2nd Company is resighting the Soviets in north-western Palkeala [B1, p.35]. Vänr Seitola's platoon (3rd Company / 4th Platoon) continues to hold Riikola Cemetery.
Dec 1 0600 hrs Darkness		The mortar platoon returns to Riikola and opens fire on Palkeala [B1, p.36].
Dec 1 0500 hrs Darkness		
Dec 1 0400 hrs Darkness		Previously retreating elements of Jäntti's 2nd Company, machine guns and mortars have returned to the front line [B7, p.1].
Dec 1 0300 hrs Darkness		
Dec 1 0200 hrs Darkness		
Dec 1 0100 hrs Darkness		Retreating elements of Jäntti's 2nd Company, machine guns and mortars have reached Rautu and are ordered to go back and retake their positions [B7, p.1]!
Nov 30 2400 hrs Darkness	News: Group Metsäpirtti reports having retreated to Umpilampi	Group Metsäpirtti reports having retreated to Umpilampi [B1, p.30].
Nov 30 2300 hrs Darkness	If he is still alive, Battalion commander Captain Saarelainen orders a counter attack to retake Palkeala. Initiative passes onto the Finns.	Battalion commander orders a counter attack to retake Palkeala. This is however not carried out by the Battalion [B1, p. 33]
Nov 30 2200 hrs Darkness		3rd company receives orders to burn the villages of Rautu and Pienporkku [B10]. Jäntti's 2nd Company retreats due to a misunderstanding: Machine guns, mortars and all but one platoon of infantry retreat to N. Rautu [B1, p.32; B7, p.1; B9, p.6].

Hour	Campaign Event	Historical Event
Nov 30 2100 hrs Darkness		Ltn Jäntti establishes a defensive position near Palkeala with one platoon.
Nov 30 2000 hrs Darkness		The Russians have taken the Palkeala hill and have positioned machineguns on it [B9, p.6]. Vänr Seitola's platoon (3rd Company / 4th Platoon) mans the Tuomela - Riikola Pappila area and are assaulted by strong Soviet forces supported by at least three tanks [B1, p.34].
Nov 30 1900 hrs Darkness	Finnish mortar support is available. Beginning of the <i>Defiance on the Huhti Road</i> campaign, if you are running it independently of the <i>Fire in the Sky</i> campaign. In that case also run the 0700 hrs artillery bombardment.	The Red Army reaches Palkeala. First combat for 2 nd Company / 6 th Independent Battalion. Finnish mortar support is available [B1, p.31].
Nov 30 1800 hrs Darkness	News: Group Metsäpirtti reports having retreated to Taipale-Viisjoki-Igolkanniemi. The left flank of Er.P 6 is now wide open. Seitola's (3rd Company) platoon reports seeing enemy cavalry near Palkeala.	Group Metsäpirtti reports having retreated to Taipale-Viisjoki-Igolkanniemi. The left flank of Er.P 6 is now wide open [B1, p.30]. Seitola's (4th Platoon, 3rd Company) platoon reports seeing enemy cavalry [B1, p.34] 1st Company sends out patrols [B8, p.3]
Nov 30 1700 hrs Darkness		Sometime here the 7th Border Company retreats from Huhti [B1, p. 34]
Nov 30 1600 hrs Dusk	News: At Lake Tykläjärvi - some 7 km west of Palkeala - 1st Company of the 6th Independent Battalion reports having killed some thirty Russ and captured an LMG and its ammunition and a map case, all of which have been sent to Battalion HQ. News: At 1620 hours Group Metsäpirtti reports having retreated to Haapasaari.	At 1620 hours Group Metsäpirtti reports having retreated to Haapasaari [B1, p.30]. At Tykläjärvi - some 7 km west of Palkeala - 1st Company / 6th Independent Battalion has its first firefight with enemy forces and reports having killed c. 30 enemies and captured an LMG and its ammunition and a map case, all of which were sent to Battalion HQ [B8, p.3].
Nov 30 1500 hrs Daylight		
Nov 30 1400 hrs Daylight	News: Group Metsäpirtti reports having retreated to Lehtimetsä	At 1430 hrs 7th Border Company defending B. Huhti reports facing at least a battalion strength enemy supported by tanks [B1, p.30]. Group Metsäpirtti reports having retreated to Lehtimetsä [B1, p.30].
Nov 30 1300 hrs Daylight	Battalion commander Captain Saarelainen drives through M. Pienautio and N. Rautu in his command car.	

Hour	Campaign Event	Historical Event
Nov 30 1200 hrs Daylight	Battalion commander Captain Saarelainen drives through J. Mullikka, K. Suurporkku and L. Pienporkku in his command car. News: Soviet artillery bombardment of Rautu, Raaju and Palkeala tapers off.	Soviet artillery bombardment of Rautu, Raaju and Palkeala tapers off.
Nov 30 1100 hrs Daylight	Battalion commander Captain Saarelainen drives through H. Riikola Cemetery and I. Point 72 in his command car. News: Finnish artillery is bombarding Liippua heights. In the west, Finnish engineers can be heard blowing up railway tracks and bridges.	Finnish artillery in action vs. Liippua heights at 1130 hours [B1, p. 29]. Finnish engineers blow up railway tracks and bridges [B1, p. 29].
Nov 30 1000 hrs Daylight	Battalion commander Saarelainen arrives at Riikola Vicarage in his command car and orders that the roadblock must be dismantled "because this is not yet a real war".	Battalion commander Saarelainen arrives at Riikola pappila in his command car and orders that the roadblock must be dismantled "because this is not yet a real war".
Nov 30 0930 hrs Daylight	Battalion commander Captain Saarelainen drives through I. Point 72 and H. Riikola Cemetery in his command car. News: Russian aircraft seen overhead. Silvery bombers fly in large formations towards the west, smaller fighters make strafing and bombing runs against Finnish troops. The sound of tanks can be heard all the way up to the center of Rautu.	Russian aircraft seen overhead [B2]. Red Army reaches Huhti. 7th Border Company outpost assaulted in spirited firefights. The sound of tanks can be heard all the way up to the center of Rautu.
Nov 30 0800 hrs Dawn	Battalion commander Saarelainen drives through L. Pienporkku, K. Suurporkku and J. Mullikka in his command car.	6th Independent Battalion is now manning its defensive positions [B7, p.1].

Hour	Campaign Event	Historical Event
Nov 30 0700 hrs	Beginning of the <i>Fire in the Sky</i> campaign. Temperature: 0 degrees Celsius.	The war begins. Artillery bombardment at Palkeala, Rautu and other places [B8]. The Red Army crosses the frontier.
Darkness	The war begins. Artillery bombardment of 1d6+1 locations on the map (Russian player decision). Battalion commander Captain Saarelainen jumps in his command car and drives through N. Rautu and M. Pienautio. Run the <i>Rajajoki Station</i> scenario if you have the full version of the campaign News: Evacuation of Finnish civilians begins.	Evacuation of Finnish civilians begins. At Palkeala, 2nd Company of the 6th Independent Battalion begins installing mines in their sector [B9, p.3].



The Red Army assaults up Palkeala Hill

Make Them Bleed

Special Scenario - 0200 Hours, December 2, 1939

The events in this special scenario may occur simultaneously to those happening at the front line. This means that two battles might be fought at a given

Hour in the campaign - one at the front line against the 6th Independent Company and another in the rear of the Soviet troops.

Background

Having delayed the Red Army for several hours on November 30th (the *Fire in the Sky* campaign) the 7th Border Company was withdrawn from front line and then designated as the tactical reserve of the 6th Independent Battalion at noon on December 1st. At 2400 hours the Finnish HQ authorized the

commencement of *Sissi* guerrilla operations against the enemy. By that time the 7th Border - intimately familiar with the area and very mobile on skis - had already flanked the Russians by using side roads and was in the rear of the invader's spearhead.

Starting situation

The 7th Border Company platoon has all the men and equipment it had after the last battle of the *Fire in the Sky* campaign some 31 hours ago. The platoon has not received any replacements but any men who were to miss "the next game" have returned. The platoon now has only 2 points of Fatigue.

Any Leaders taken as prisoner by the Russians during last campaign may attempt one roll to escape. The platoon still has snow smocks and skis but no longer automatically has supporting MMGs but may obtain such as supports if desired.

The Bombardment of Palkeala

The Palkeala hill is so high that it is observable from the other side of Taipale river, and thus it can easily be taken under artillery fire. On December 2nd at 0200 hours the Kaarnajoki battery's four 152mm coastal guns (from c. 1877) bombard Soviet troops - many of them resting around large bonfires - on Palkeala. Historically the bombardment was a complete surprise and caused quite a shock to the Red Army troops there. Losses were estimated to have been considerable.

If there are any units relevant to this campaign located at Palkeala run two Pre-Game Barrages (see *R23.1.2 Finnish Artillery*) on them. The Finnish artillery will automatically be available immediately. Reroll any 3's or 18's when determining Accuracy. For the first Barrage the targets will be counted as being in the Open, and for the second they will be in Light Cover. Due to the nasty surprise any shock inflicted on the Soviet troops will be doubled.

Hakkaa päälle!

Historically the bombardment seems to be immediately followed by the 7th Border Company assaulting Red Army troops resting at campfires near the Palkeala hill, though it must be noted that the action may not have been intended to be synchronized with the artillery strike. For the purposes of this campaign if there are no Soviet troops relevant to this campaign on Palkeala hill at the time, the Finn player

may direct them to assault the relevant enemies nearest to the hill.

The Finn player may select any table (Red, Yellow, Purple, Blue or Green) and may switch sides on Red, Yellow, Purple tables, in effect assaulting from the Soviet rear, if desired.

If the Red Army has multiple units on the table the Finn may elect to assault any one of them, or any number of them if a game of *Big Chain of Command* is desirable - in which case the Finn may employ two or more platoons. The Finn must be informed about the types of units present, i.e. two infantry platoons and one tank platoon, but not their exact strength or types of equipment.

The Finn player may select any mission for himself, from the following: *Two - The Probe, Three - Attack and Defend, Four - Delaying Action, Five - Flank Attack, Six - Attack on an Objective*. Roll for support as normal but due to being surprised the Soviet side gets only half (rounded down) of the usual amount of support.

Aftermath

After the battle if the Finns have won, they may make Capture rolls on any portable equipment they would like to take with them. Then they should follow regulation *Sissi* tactics and disappear into the woods to fight another day. If the Finn is feeling adventurous - or boisterous - enough however, he may elect to hold the table and wait for the inevitable Soviet counterattack. While he holds the table any Soviet units west/north of the table will suffer a two-point reduction in support points, the only supply line to the Soviet Union being cut.

As detailed in the Campaign Timeline earlier in this document The Red Army will immediately at 0300 organize a counterattack by all armor units and two infantry platoons closest to the location of the Border Company attack (but which were not at the location itself at 0200 Hours). The Russians will immediately attack with whatever forces reach the location, possibly resulting in just one platoon taking on the Finns at a time. If the Finns are still there when they arrive at the location, they must decide how stubbornly they intend to defend - choosing their mission from *Two - The Probe, Three - Attack and Defend, Four - Delaying Action, Six - Attack on an Objective*.

The Finns will only have the supports they brought with them or have since captured from the enemy. The Soviets will roll for support normally but cannot select

Travelling light, the Finn may not select artillery, anti-tank or infantry guns, mortar support, mines, wire, entrenchments or other fieldworks. Because of their unpreparedness the Soviets may not employ artillery or mortar barrages, aircraft, snipers or flame-throwing equipment of any kind.

Appearing seemingly out of nowhere, firing automatic weapons and shouting the bloodcurdling war cry of the 17th century *Hakkapeliitta*, the Border men achieve Surprise (see *R4. Surprise*). Now operating as *Sissi*, the men of the Border Company are completely ruthless and will take no prisoners. Any enemies taken prisoner will be permanently removed from the campaign.

artillery or mortar barrages, aircraft or flame-throwing equipment of any kind.

After the Finns have retreated/fled the counter-attacking Russians will mistakenly fight any non-counterattacking Soviet units at or next to this location, or counter-attacking units attacking from the other direction until dawn. All units involved in this blue on bl... sorry, red on red fighting will suffer the permanent loss of 1d6 men. Additionally, all such units will continue to accumulate Fatigue throughout the night as they are in combat. At dawn (0800 Hours) the mistake is discovered, and the fighting finally stops but the units involved will be exhausted. If there are no other Russians to fight, the two platoons will nevertheless stay at the location alert (Defend-order) for any more White Finn incursions.

In Finnish literature this raid by the 7th Border Company is considered to have been a great success.

After the scenario is over be sure to record the statuses of all the units involved and any Campaign Cards used.

The 7th Border Company will return to the campaign one more time if the *Death in White* Campaign Card (included in the full version of this campaign) is played and will in any case appear in a future WoNS release.