

## CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET UP
- 4.0 HOW TO WIN
- 5.0 OPERATIONAL PARAMETERS
- 6.0 SEQUENCE OF PLAY
- 7.0 STACKING
- 8.0 REINFORCEMENTS
- 9.0 ZONES OF CONTROL
- 10.0 GROUND UNIT MOVEMENT
- 11.0 BREAKDOWNS & REORGANIZATION
- 12.0 AIR OPERATIONS
- 13.0 COMBAT
- 14.0 COMBAT RESOLUTION
- 15.0 LOGISTICS & SUPPLY
- 16.0 SUPPRESSION
- 17.0 RANDOM EVENTS
- 18.0 SPECIAL TERRAIN
- 19.0 SPECIAL UNITS
- 20.0 NAVAL OPERATIONS
- 21.0 WEATHER
- 22.0 TIMOSHENKO
- 23.0 FINNISH MORALE
- 24.0 OPTIONAL RULES
- 25.0 SCENARIOS

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# WINTER WAR:



## FINLAND VS. THE SOVIET UNION 1939

**NOTE:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at [www.worldatwarmagazine.com/waw/e-rules](http://www.worldatwarmagazine.com/waw/e-rules)

### 1.0 INTRODUCTION

**Winter War** (WW) is an operational level two-player wargame covering the Soviet invasion of Finland over the winter of 1939–40. The Soviets initially expected a quick victory. However, the Finns, under the leadership of Carl Gustav Mannerheim, resisted and outmaneuvered the more ponderous Red Army forces. It was not until Marshal Timoshenko was appointed to lead the campaign that the Soviets gained the initiative. They then captured sufficient territory to bring the war to a negotiated end. One which favored the Soviet Union. The Finns did however retain their independence.

The game system is based on the asymmetrical nature of the campaign. The Soviets have a preponderance of forces. The Finns have superior tactics and the knowledge of the terrain. Both sides must exploit their advantages to be victorious. The game has special rules to represent all these differences. The Soviet historical objectives were to seize key geographical areas and inflict sufficient Finnish casualties to force the Finns to negotiate a pro-Soviet Union peace treaty. The Finns were attempting to prevent this or prolong the war to where outside intervention would come to their aid. The game system models the two radically different military systems engaged in a campaign in extreme climatic conditions. The side which can better exploit its advantages will triumph.

#### 1.1 Game Scale

Each hex on the map represents 21 miles. Each game turn (GT) represents ten days. Ground units represent detachments, battalions, regiments, brigades, divisions and corps. Aircraft units represent the number of sorties to accomplish a mission.

# WINTER WAR

## 1.2 Sides

There are two players:

**Finnish Player:** All Finnish units, Allied Intervention units, and Volunteer Forces.

**Soviet Player:** All Soviet Forces.

## 2.0 COMPONENTS

A complete game of Winter War includes a 22×34-inch game map, rules, and one sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other random game events.

### 2.1 Game Map

The game map shows the militarily significant terrain of Finland and adjoining Soviet border areas. The hexagonal grid regulates the placement and movement of units on the map. A unit may be in only one hexagon (hex) at any one time.

- Each hex contains natural and/or man-made features that affect movement and combat.
- Each hex on the map has a unique four-digit identification number printed within it. This is provided to help reference locations quickly and to allow players to record unit positions.
- The term “map” refers to the hexagon part of the map.
- The “A Line” refers to the Arctic weather line and is used in the rules.
- The fortification lines are printed on the map.

**Turn Record Tracks (TRT):** Each player has a TRT which also is used to place reinforcements. The reverse of the Soviet turn marker indicates that Timoshenko has taken command (22.0)

**Reinforcement and Reorganized Units Displays:** These are holding areas for units which are not yet in play and/or for counters to be used in reorganization or breakdown of units in play on the map.

**Air & Naval Staging Displays:** These are holding areas for air and other units which are then temporarily placed on the map to conduct missions (12.0 & 20.0).

### 2.2 Unit Counters

There are two types of counters:

**Units:** Represent combat formations.

**Markers:** Serve as mnemonics for game information that players utilize to track or note specific conditions during game play.

### 2.3 Unit Classes

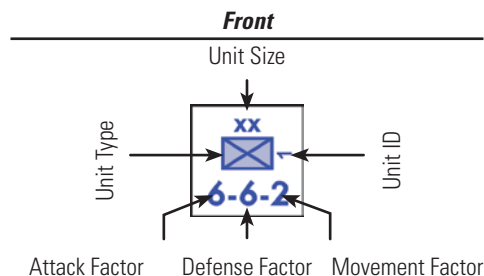
There are two types of units: Ground combat units and air or naval support units. Ground Combat units are further divided into:

**Mobile Units:** Those ground combat units with a movement factor of one or more.

**Static Units:** Those ground combat units with a printed movement factor of zero.



**Important:** There is one unit with a “R” in place of a number for a movement factor. This is an armored train that may only move along railroads.



**Attack Factor:** The factor used when conducting a ground attack against enemy units.

**Defense Factor:** The factor used when defending against an enemy ground attack.

**Movement Factor:** The maximum number of hexes that a unit can move depending on terrain and other game rules.

**Unit Identification:** The historic identification of the unit.

**Unit Size:** Unit organizational sizes are represented by the following symbols. From largest to smallest, they are:

- |              |               |
|--------------|---------------|
| XXX: Corps   | III: Regiment |
| XX: Division | II: Battalion |
| X: Brigade   | I: Detachment |



**Back-Printing:** Units are printed on their reverse side with their national flag. This is used in the optional Fog of War rule (24.2).

**Nationality:** Each unit has a nationality, shown both by its background color and its national flag on the back of the counter. French, Polish, and British units are also identified by a two-letter abbreviation on left side of the unit type symbol.

Finnish: White

Various Volunteers: Blue

Soviet: Light Red

Swedish: White with Yellow Unit Type Symbol

Allied Intervention: Green



**Optional Units:** Optional units are used with the variant and optional rules. They are printed with “Opt” in the upper left corner of the counter.

### 2.4 Ground Combat Unit Types



**Airborne** (Paratrooper)



**Armor/Tank**



**Armored Train**



**Artillery**



**Cavalry**



**Fortification**



**HQ** Headquarters (HQ)



**Infantry**



**Mountain**



**Naval Infantry/Marines**



**Secret Police/NKVD**



**Shock Armor**



**Shock Infantry**



**Ski**

### 2.5 Unit Abbreviations

**Finnish & Allied**

**Alp:** Alpine

**Cav:** Cavalry

**DBLE:** Foreign Legion  
Demi-Brigade

**FR:** French



# FINLAND VS. THE SOVIET UNION 1939

**HL:** Highland  
**HRR:** *Hameen Ratsurykmentti*  
 (Home Cavalry Regiment)  
**J:** Jaeger  
**L:** Lipola  
**Lapl:** Lapland  
**M:** Muulaan  
**N Kar:** North Karelia  
**NW XF:** Northwest Expedition-  
 ary Force  
**Op Gr:** Operational Group

## Soviet

**Baltic:** Baltic Marines  
**LMD:** Leningrad Military District  
**NI:** Naval Infantry  
**NKVD:** People's Commissariat  
 for Internal Affairs (*Narodnyy*  
*Komissariat Vnutrennikh Del*)  
**NWF:** Northwestern Front

**PL:** Polish  
**R:** *Rasanen*  
**Scand:** Scandinavian Brigade  
**SFK:** Swedish Volunteer Corps  
*(Svenska frivilligkaren)*  
**U:** *Uudenkirkko*  
**UK:** United Kingdom  
**URR:** *Uudenmaan Rakuunaryk-*  
*mentti* (Dragoon Regiment)  
**Vol:** Volunteer

**S:** Shock  
**Sib:** Siberian  
**Spcl:** Special Corps  
**T28:** Heavy Soviet Tanks  
**VDV:** Soviet Airborne  
*(Vozdushno-desantnye voyska)*

## Game Abbreviations

**1d6:** One Six-Sided Die  
**CRT:** Combat Results Table (14.0)  
**DR:** Die Roll  
**DRM:** Die Roll Modifier  
**EZOC:** Enemy Zone of Control (9.0)  
**GT:** Game Turn  
**LOS:** Line of Supply (15.0)  
**TEC:** Terrain Effects Chart (10.0)  
**TRT:** Turn Record Track  
**VP:** Victory Points (4.0)  
**ZOC:** Zone of Control (9.0)

## 2.6 Air Unit & Naval Support Units



Support Units represent missions by air and naval forces.

**Counter Errata:** The Soviet air units incorrectly display a Polish rather than Soviet type aircraft. There is no effect on play.

## 2.7 Markers

The counter-mix includes the following informational markers:



Game Turn (Soviet)



Game Turn (Finnish)



Suppressed/Laager (Finnish)



Suppressed/Laager (Soviet)



Weather/Freeze



Soviet Increased Logistics

## 3.0 SET UP

**Winter War** has two scenarios, a historical set up and a free set up (25.0). Players may also use the optional scenario variants (24.0). Each player sets up their units according to the scenario deployment instructions. The scenarios are at the end of the rules book.

### 3.1 Start Forces

Units listed as Start Forces are placed on the map or on the displays.

- Players must observe the stacking rules when placing units.
- Players may not set up units to be out of supply.

### 3.2 Reinforcements

Units which are not deployed on the map during set up are termed "reinforcements".

- Reinforcement units are placed on the TRT corresponding to the GT number they are listed to appear.

### 3.3 Initial Marker Placement

Each player places their turn marker in the 1 box on the TRT printed on their side of the map. All remaining markers are placed to one side.

## 4.0 HOW TO WIN

A player may win a sudden death victory during game play that immediately ends the game or, failing that, players determine victory using the end game victory conditions listed below.

### 4.1 Sudden Death Victory

The game comes to an immediate end and the indicated player gains a sudden death strategic victory if either of the following conditions are met:

**Soviet Strategic Victory:** The Soviet player wins a sudden death victory if at any time Soviet units control all Finnish cities and printed fortification hexes.

**Finnish Strategic Victory:** The Finnish player wins a sudden death victory if at any time Finnish units occupy or are adjacent to three or more Soviet supply cities.

### 4.2 End Game Victory Points

VPs are based on the control status (5.0) of specific hexes and the elimination of Allied intervention brigades.

- After the last GT is complete, each player consults the Victory Point Chart on the map and totals the VP awarded for the control of the listed locations.
- The Soviet player also determines the number of VP awarded for the elimination of Allied intervention brigades.
- The players then subtract the Finnish player's total from the Soviet player's total. The result determines which player has won and the level of victory:

### Victory Levels

**101 or More:** Soviet Strategic Victory

**81 to 100:** Soviet Operational Victory

**61 to 80:** Soviet Tactical Victory

**31 to 60:** Finnish Morale Victory (Historical Result)

**30 or Less:** Finnish Strategic Victory

# WINTER WAR

## 5.0 OPERATIONAL PARAMETERS

### 5.1 Control of Forces

The Soviet player controls all Soviet units. The Finnish player controls all Finnish, Allied Intervention, and Foreign Volunteer units.

### 5.2 Area of Operations

All hexes in Finland begin the game Finnish-controlled. All hexes in the Soviet Union begin Soviet-controlled.

- The forces of both sides can enter all hexes of Finland and the Soviet Union.
- Units cannot enter Norway and Sweden.

**Exception:** Finnish Allied Intervention units (8.1).

### 5.3 Control of Hexes

A hex is controlled if:

- 1) There is a friendly ground unit in the hex; **or**,
  - 2) A friendly ground unit was the last unit to have entered the hex; **and**,
  - 3) An enemy unit cannot project a zone of control (ZOC) into the hex (9.0).
- Hex control can change each time a unit of the opposing side enters the hex.
  - Control of a hex may change any number of times during the game.

**Example:** A Soviet unit enters and occupies the town of Viipuri. Viipuri is now Soviet controlled. During the next GT, the Soviet unit moves out of the hex but retains control. If a Finnish unit were to enter Viipuri, then the Finnish player would regain control of the hex.

### 5.4 Disputed Hexes

If enemy units exert ZOC into a friendly-controlled hex, then the hex is controlled by neither player. It is a disputed hex.

**Important:** This means players will have to clear any adjacent enemy units from a hex to claim control for victory point purposes.

- Air and naval markers cannot control or dispute control of hexes.

## 6.0 SEQUENCE OF PLAY

GTs in **Winter War** are divided into two player turns (Soviet and Finnish).

- Within a GT, each player conducts a series of phases in which various actions are executed.
- Players must execute all actions in the sequence listed.

**Designer's Note:** The sequence of play is asymmetrical owing to differences in each side's operational capabilities.

- Each player has a Turn Record Track (TRT). Place the turn marker in the current GT box on the TRT.
- Players may place friendly reinforcements on the TRT in the GT box corresponding to their GT of arrival (8.0).

### Soviet Player Turn

#### Soviet Logistics Phase:

- 1) The Soviet player determines the supply status for all friendly units (15.0).
- 2) The Soviet player removes all suppression markers from all in supply friendly units (16.0).

**Soviet Reinforcement Phase:** The Soviet player deploys reinforcements due this GT onto the map (8.0).

**Soviet Ground Movement Phase:** The Soviet player moves ground units within the movement restrictions, zone of control, and other rules (9.0, 10.0). Soviet units may breakdown and/or reorganize (11.0).

**Finnish Withdrawal Phase:** The Finnish player may retreat certain units that are adjacent to Soviet units. The Soviet player may conduct advance before combat (19.1).

**Soviet Air & Naval Attack Phase:** The Soviet player places all air units and/or the naval gunfire marker that will conduct missions. The Soviet player then resolves all air and naval missions (12.0 & 20.0).

**Soviet Combat Phase:** The Soviet player conducts all desired ground attacks (13.0 & 14.0).

**Second Wave Combat Phase:** Ground units that are capable conduct second wave attacks.

### Finnish Player Turn

#### Finnish Logistics Phase:

- 1) The Finnish player determines the supply status for all friendly units (15.0).
- 2) The Finnish player removes all suppression markers from all in supply friendly units (16.0).

**Finnish Reinforcement Phase:** The Finnish player deploys reinforcements due this GT onto the map (8.0).

**Finnish Ground Movement Phase:** The Finnish player moves ground units within the movement restrictions, zone of control and other rules (9.0, 10.0). Finnish units may breakdown and/or reorganize (11.0).

**Finnish Air Attack Phase:** The Finnish player places all air units that will conduct missions. The Finnish player then resolves all air missions (12.0 & 20.0).

**Finnish Combat Phase:** The Finnish player conducts all desired ground attacks (13.0 & 14.0). The Finnish player then removes suppression markers on towns and/or cities.

#### Special Events Phase (do not conduct on last GT):

**Finnish Event Segment:** The Finnish player checks the Finnish Random Events Table and executes the resultant event.

**Soviet Random Event Segment:** The Soviet player checks the Soviet Random Events Table and executes the resultant event.

**End of Turn Phase:** If this is the last GT the game comes to an end. Otherwise, each player moves their GT marker one space forward.

**Important:** The game can also end if a ceasefire event occurs or if one side or the other achieves a sudden death victory.

## 7.0 STACKING

Units are stacked when there is more than one friendly unit in the same hex at the same time. Stacking rules apply only to units on the map, never to units in one of the displays.

# FINLAND VS. THE SOVIET UNION 1939

## 7.1 Stacking Limits

Stacking limits are checked at the end of each Movement and Combat Phase.

- There is no limit on the number of units that may enter and/or pass-through a given hex over the course of a phase or turn.
- Breakdown units count as one unit each.

**Example:** A division equals one unit. If broken down into up to three component regiments, it would count as three units.

- Only one air unit may be in a hex at any time.
- Markers do not count towards stacking.
- Finnish, Allied Intervention, and Volunteer units can stack together. They cannot combine their strength for attacks. They do defend together.
- Each side can stack two units (any size) in a hex south of the A Line and one unit in a hex north of the A Line.

**Important:** One detachment-sized unit and/or one static unit may stack for free in any hex.

**Example:** South of the A line, the Finnish player could stack two divisions plus one detachment and one static unit. North of the A line, the Finnish player may stack one unit and one detachment and one static unit.

## 7.2 Over-Stacking

If any hexes are found to be over-stacked at the end of any Movement or Combat Phase, the phasing player must eliminate units from that hex to rectify the over-stack.

**Example:** Players can over-stack in a Reinforcement Phase if the stacking is corrected by the end of the Movement Phase.

## 7.3 Unit Examination

Both players are free to examine at all the units of both sides deployed on the map. Players cannot look at units on the enemy's Turn Track boxes or off-map displays.

## 8.0 REINFORCEMENTS

Units that appear during the game are called reinforcements. Scenarios will list reinforcements and their GT of appearance (25.0).

### 8.1 Finnish Reinforcements

Finnish reinforcements are deployed as follows:

- 1) In any Finnish-controlled city or fortification hexes within Finland.
- 2) Battalions and detachments may be deployed in any Finnish controlled towns.
- 3) Volunteer units are deployed as Finnish reinforcements.
- 4) Allied Intervention Units appear as a Finnish event, either landing on the northern coast of Finland or crossing through Scandinavia into Finland (17.1).

### 8.2 Soviet Reinforcements

Soviet ground units may be deployed in Leningrad or any city in the Soviet Union north of Leningrad. The city must be able to trace a rail LOS to Leningrad (15.0) or any hex on the south map edge in the Soviet Union.

### 8.3 Reinforcement Restrictions

Reinforcements may be placed over-stacked. They must be in accordance with stacking restrictions by the end of the ensuing friendly Movement Phase.

- Reinforcements do not have to be deployed on the scheduled arrival GT. They can be delayed until a later GT. If there are no available deployment hexes, then they must be delayed until a deployment hex becomes available.
- Reinforcements cannot be placed in EZOC (9.0).
- Reinforcement units, once on the map, can move their full movement allowance on their entry GT and are always in supply for that GT.

### 8.4 Air & Naval Units

Deploy these in the appropriate friendly Staging Display. Place these units on the map only when used.

## 9.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). An enemy Zone of Control is abbreviated (EZOC).

- All ground combat units exert a ZOC.
- ZOC extend into and out of all types of terrain and across all types of land hex sides and borders, except mountains and into all sea/lake hexes. They also extend into enemy occupied hexes.

**Designer's Note:** ZOC are very seldom negated. This is due to Finnish raiders operating below the scale of the game, and due to the Soviets massive firepower. Leningrad is a special case, see TEC.

### 9.1 No ZOC

The following units do not have a ZOC:

- 1) Unsupplied Units.
- 2) Air and Naval Units.
- 3) Finnish battalions and detachments when operating inside the Soviet Union. Finnish battalions and detachment unit's ZOC do extend across the Soviet border when the unit is in Finland.

### 9.2 ZOC & Movement

Units must halt their movement when entering an EZOC.

**Important:** ZOC do not extend into mountain hexes, nor do they extend into neutral countries (Norway and Sweden).

- There is no movement factor cost to enter an EZOC.
- Units may not move from one hex in an EZOC directly to another hex in an EZOC.
- Units may move out of a hex in an EZOC if:
  - 1) The unit moves into a hex not in an EZOC.

**Important:** A unit may move out of a hex in an EZOC, if it moves into a hex not in an EZOC. The unit may (later in its movement) enter another hex in an EZOC but must immediately end its movement.

- 2) The unit retreats after combat or advances after combat.

**Important:** A unit advancing after combat may move directly from one hex in an EZOC to another hex in an EZOC.



# WINTER WAR

## 9.3 ZOC & Combat

All Soviet units in an EZOC must attack all enemy adjacent enemy units that are projecting a ZOC into the Soviet unit's hex.

- All units controlled by the Finnish player are not required to attack if an EZOC.
- A unit cannot retreat through an EZOC.
- A unit can advance after combat through an EZOC at no penalty.

## 9.4 ZOC & Lines of Supply

A line of supply (LOS) cannot be traced through EZOC. It may be traced into or out of an EZOC. The presence of friendly units in a EZOC do not allow a LOS to be traced through a hex in an EZOC.

## 10.0 GROUND UNIT MOVEMENT

All ground units have a movement factor.

- This is the basic number of hexes the unit can move in a single Movement Phase.
- Movement is expressed in terms of movement points (MP).
- All ground movement is conducted in the Movement Phase.
- All friendly ground units may be moved in their Movement Phase.
- A unit's MP may not be saved from one GT to another GT.
- Units with a movement factor of zero are termed static and cannot move.
- Non-static ground units may always move one hex per turn, regardless of terrain costs.

**Exceptions:** Restrictions on moving into or through EZOC or into prohibited terrain still apply.

- The MP cost for each hex varies based on the type of terrain and the hex sides around it. The TEC on the map provides the number of MPs required to enter each hex or cross a hexside.

## 10.1 Terrain & Weather Restrictions

The following rules are in place to account for the unique weather and terrain conditions in and near the Arctic circle.

- During non-freeze GTs (21.0), units cannot enter all-sea/lake hexes or cross all-sea hexsides (**Exception:** Amphibious Movement).

**Important:** Units may cross all river and lake hexsides.

- During freeze GTs, all lake hexes (**Exception:** Lake Ladoga all lake hexes) and the three Baltic Sea hexes marked as ice are treated as ice hexes.
- During freeze GTs, treat all-sea hexsides (**Example:** Hexside between hex 2009 and hex 2008) as a river hexside (during freeze).
- Armor/Tank and Soviet headquarter units cannot enter forest hexes or unfrozen marsh hexes (unless moving along roads or railroads).
- Only Ski and/or Mountain units can move into and/or out of mountain hexes including advance or retreat after combat.
- Non-ski/mountain units cannot attack into a mountain hex.
- Units cannot enter hexes in neutral countries (Norway and Sweden).

**Exception:** Allied Intervention reinforcements.

- A unit moving along connected road hexes pays one-half an MP per hex entered, regardless of other in-hex or hexside terrain crossed.

- A unit can use both road and regular movement in the same phase; however, a unit may only use railroad movement once per Movement Phase.

**Example:** A unit could not move using railroad movement, then move using regular movement, and then use railroad movement in the same Movement Phase.

- All railroads are considered to have roads running alongside them and units can use road movement costs when moving along railroads.

## 10.2 Railroad Movement



During a friendly Movement Phase players can move units via railroad movement.

- Units can combine railroad movement with both road and regular movement.
- If a unit is on a railroad hex, the unit may expend one MP and then may move an unlimited number of hexes along a railroad.
- On completion of the rail movement, the unit may move using regular movement.
- A unit can start or end railroad movement in an EZOC; however, it must cease movement when entering an EZOC.
- A suppressed unit cannot employ railroad movement (16.0).
- All Finnish and Finnish allied units may only use railroad movement in Finland.
- Soviet units may only use railroad movement in the Soviet Union.

## 11.0 BREAKDOWNS & REORGANIZATION

Both players can break down specific units into smaller units and build up smaller units into large units. This is termed breakdown and reorganization.

- Players conduct breakdown and reorganization during their friendly Movement Phase.
- Breakdown (only) may also occur due to combat results (11.3).
- If breakdown results in an over-stacked situation, the over stack must be corrected by the end of the current player's Movement Phase (7.0).
- Units can combine or breakdown more than one echelon in the same Movement Phase.

**Example:** Soviet corps may breakdown into divisions and then into regiments.

**Important:** Units must breakdown and/or reorganize prior to moving, or after completing movement.

**Example:** A Soviet corps may breakdown into component units and then all units may move (singly or as a stack) or may move and then breakdown.

**Example:** Units could not move, then reorganize, and then continue movement.

- Eliminated units are available for reorganization. Units can be reorganized in off-map displays.

**Designer's Note:** This is useful to create available units for reorganization on the map.

- The number of units in the counter mix is an absolute limit on reorganization and breakdown.

# FINLAND VS. THE SOVIET UNION 1939

**Important:** If there are insufficient units to breakdown, then not all breakdown units are received.

**Example:** A Soviet 20-12-2 corps may break down into:

- a) Two 6-4-2 divisions and three 2-1-2 regiments.
- b) If there was only one 6-4-2 division and one 2-1-2 regiment available then only the 6-4-2 and 2-1-2 would be placed, the remainder are lost.

## 11.1 Unit Breakdowns

**Finnish:**

**6-6-2 Division:** Three 2-2-3 Regiments and/or Brigades

**4-4-2 Division:** Two 2-2-3 Regiments and/or Brigades

**2-2-3 Regiment:** Two 1-1-3 Battalions

**Soviet:**

**24-15-2 Shock Corps:** Two 6-4-2 Divisions, one 8-3-2 Artillery unit, and one 2-1-3 Tank Brigade

**20-12-2 Infantry Corps:** Three 6-4-2 Divisions

**12-8-2 Infantry Corps:** Two 6-4-2 Divisions

**6-4-2 Division:** Three 2-1-2 Regiments

**5-3-3 Tank Corps:** Two 2-1-3 Tank Brigades

## 11.2 Restriction on Reorganizing

Units must be in supply (15.0) and cannot be in EZOC (9.0) to be eligible for reorganization.

**Important:** These restrictions do not apply to breakdown.

## 11.3 Breakdown as a Result of Combat

A player can break down units during combat to extract certain types of losses. This is done after the combat result has been rolled but before losses are extracted.

**Example:** A Soviet 20-12-2 corps attacks a Finnish 6-6-2 division, and the combat result is EX (Exchange). The Finnish player eliminates the 6-6-2 division. The Soviet player then breaks down the corps into three 6-4-2 divisions and eliminates one of them. The other two 6-4-2 divisions are placed in the hex.

- If a breakdown due to a combat results in an over-stacked situation (7.0), the owning player must immediately restore stacking limits by:
  - 1) Moving excess units per the advance after combat rule (14.10); **and/or**,
  - 2) Moving excess units into adjacent hexes as per the one-hex retreat rule (14.0).

## 12.0 AIR OPERATIONS



Both players can use their air units to attack enemy units. The Soviet player only may attempt to interdict Finnish cities and towns by conducting communication attacks.

- Air units are held off-map in the appropriate Air Staging Display and only deployed on the map when conducting missions.
- At the beginning of a friendly Air and Naval Attack Phase, the player deploys friendly air units onto the map.
- Once all mission air units are placed, the owning player conducts all missions.
- An air unit can conduct only one mission per GT.
- No more than one air unit can be deployed in each hex.

- Upon completion of a mission, surviving air units are returned to the appropriate Air Staging Display.
- If an air unit is eliminated follow the procedures in 12.2.

**Designer's Note:** Airpower in the game is erratic. This reflects the small size of the Finnish air force and the general disorganization of the Soviet air force.

## 12.1 Tactical Air Attack Missions

Both players may perform tactical air attack missions.

- The attacking air units must be in a hex containing enemy ground units.
- Once all air units are placed, consult the relevant Air Attack Table (on the map) and locate the column corresponding to the nationality and mission.
- Roll 1d6 and cross reference the DR with the above column.
- Immediately implement the result.

**Important:** Supply and terrain have no effect on the DR; however, they may affect the type result garnered.

### 12.1.1 Tactical Air Attack Results

**DS:** Defender suppressed. Place a suppressed marker (16.0) on the defending units. If already suppressed, treats as a D1 result.

**(DS):** If the defender is in a clear or ice hex, apply a DS. If in any other type of terrain, no effect.

**D1:** Defender eliminates one ground unit. The defender may breakdown a unit and extract the loss from one of the resulting units (11.0). All remaining units are suppressed.

**AA:** Eliminate the attacking air unit. Remove the air unit from the game.

**AR:** Recycle the attacking air unit (12.3).

**"-":** No Effect.

## 12.2 Soviet Communication Attacks

The Soviet player may launch communication attacks against Finnish cities and towns. The hex does not need to be occupied by Finnish units.

- If the city or town is occupied by a Finnish unit, the Soviet player may choose to make either a communication or tactical (attacking the ground unit) attack; however, the air unit can only conduct one mission.

**Important:** Finnish units in a hex targeted by a communication attack are never affected by the attack.

### 12.2.1 Interdiction Attack Results

**Interdiction:** Place a suppressed marker in the hex.

**AA:** Eliminate the attacking air unit. Remove the air unit from the game.

**AR:** Recycle the attacking air unit (12.3).

**"-":** No Effect.

### 12.2.2 Effects of Interdiction

If a town or city is marked with a suppression marker, the Finnish player is restricted as follows during the ensuing Finnish player turn:

- 1) The Finnish player may not deploy reinforcements in the hex (including Volunteer and Allied).
- 2) The Finnish player cannot use railroad movement into or out of the interdicted hex.
- The marker remains in the hex until the end of the ensuing Finnish player turn.

# WINTER WAR

## 12.3 Soviet Recycling

A Soviet air unit that receives an AR result is returned to play as a reinforcement two GTs later. Place the unit on the TRT in the turn box two GTs from the current GT. If it is the second to last or last GT, the air unit is permanently removed from play.

**Example:** A Soviet air unit receives an AR result on GT 4. The Soviet player places the air unit in the GT 6 box of the TRT. The air unit is available for use on GT 6.

**Designer's Note:** The Soviet recycle result represents the vast aircraft reserves of the Soviet air force.

## 13.0 COMBAT

Ground units attack adjacent enemy units in the appropriate Combat Phase of the player's turn. The moving player is the attacker; and the other player is the defender.

- Units with a printed attack factor of zero or which are in laager may never attack.
- Each attacking unit may only conduct one attack per Combat Phase.
- Each defending unit may only be attacked once per Combat Phase.

**Exception:** Soviet Second Wave Attacks (13.3).

- A unit's combat strength may not be divided amongst different combats; it may be applied in full to only one combat.
- A unit(s) can attack more than one adjacent enemy unit. The only requirement is that all attacking units must be adjacent to all defending hexes.
- A unit or stack of units may be attacked by all adjacent enemy units.
- When there is more than one unit eligible for attack in a particular hex, the attacking player may allocate each unit to a different attack.
- When there is more than one unit in the hex being attacked, all defending units must be attacked together as a single combined defense factor.

## 13.1 Finnish Discretionary Attacks

It is never mandatory for the Finnish player to attack an adjacent Soviet unit. The Finnish player may choose to attack an adjacent Soviet unit with any number friendly units adjacent to the enemy unit.

## 13.2 Soviet Mandatory Attacks

Soviet units must attack all adjacent enemy units that are projecting ZOCs into Soviet occupied hexes.

- The Soviet player may always choose to attack at low combat odds against a particular hex to concentrate units against a different hex.

**Exception:** Static units cannot attack.

## 13.3 Soviet Second Wave Attacks



After Timoshenko has entered play (22.0) and if at least one Soviet shock corps has been formed, the Soviet player may conduct second wave attacks during the Second Wave Attack Phase.

**Important:** The Finnish player may never conduct Second Wave attacks.

- The Soviet player is not required to conduct second wave attacks against all adjacent enemy units.

- Only hexes south of the A Line may be attacked with a second wave attack.
- Only shock corps and Soviet ground units stacked with shock corps may execute second wave attacks.
- All units in a hex participating in a second wave attack must attack the same enemy-occupied hex.
- A unit or stack of eligible Soviet units may only attack one adjacent enemy-occupied hex. EZOCs have no effect on attack requirements.
- Second wave attacks are in addition to any attacks during the regular Soviet Combat Phase.

## 14.0 COMBAT RESOLUTION

Each combat is resolved individually in the following sequence:

- 1) Total the attack factors of all attacking units.
- 2) Total the defense factors of all defending units.
- 3) Divide the total attack factors by the total defense factors.
- 4) Multiply the above result by 100 to get a percentage. Round all percentages down to the nearest whole number.
- 5) Consult the Combat Results Table (on the map) and locate the column corresponding to the percentage.
  - a) If the percentage is lower than 49% use that column.
  - b) If the percentage is greater than 700%, use that column.
- 6) Apply all applicable column shifts (terrain, suppression, concentric attack) to arrive at a final percentage. If both the attacker and defender units have column shifts, subtract the defender's column shifts from the attacker's and apply the final net shift. Column shifts may never exceed the limits set in step 5.
- 7) The attacking player then rolls 1d6 and cross references the DR with the percentage column determined in step 6.
- 8) Immediately apply the result (14.2).

**Example 1:** A Finnish 1-1-3 attacks a Soviet 20-12-2. The combat would be resolved at the  $\leq 49\%$  column. A Soviet 20-12-2 attacking a Finnish 1-1-3 would be resolved on the  $\geq 700\%$  column.

**Example 2:** The attacker has 20 combat factors; the defender has 1 combat factor. There is a one-column shift to the left for terrain, so the attack shifts from 700+% down to 600–699%.

## 14.1 Combat Shifts

**Concentric Attacks:** If attacking units are positioned such that they occupy or are adjacent to all six sides of a defending hex (and are attacking that hex), then shift one column to the right.

**Suppression:** If all defending units are suppressed, then shift two columns to the right. If all attacking units are suppressed, then shift two columns to the left.

**Important:** Both the attacker and defender can be suppressed and combat still occurs.

**Terrain:** The defending force receives shifts for terrain (to the left).

- Terrain shifts can be awarded the terrain in the defender's hex and hexsides (e.g., rivers).
- All attacking units must be attacking across the river hexside for the defender to gain hexside terrain benefits.



# FINLAND VS. THE SOVIET UNION 1939

- If more than one defensive terrain modifier applies, then use only the most favorable.
- Certain types of terrain will provide defensive bonuses for one side only. Units cannot attack across all-sea hex sides or all major lake hexes unless freeze is in effect. Units can attack across minor lakes and rivers.
- Roads and railroads do not negate terrain for purposes of combat shifts.

**Important:** If a defending unit is on an ice hex or any lake hex, shift the combat one column to the right. This effect supersedes any other defensive terrain advantages (21.1).

## 14.2 Combat results

Results are implemented as per the CRT (on the map). The owning player chooses which units are to be eliminated or otherwise affected if there is a choice. The player can breakdown units to satisfy losses (11.0).

- If a result contains a parenthesized result, apply that result rather than the un-parenthesized result if:
  - 1) Finnish units are defending in a Finnish fortification hex; **or**,
  - 2) Soviet units are defending in a Soviet fortification hex.

**AE (Attacker Eliminated):** Eliminate all attacking units.

**AW (Attacker Withdraw):** Retreat all attacking units one hex.

**DE (Defender Eliminated):** Eliminate all defending units. Attacking units may advance one hex.

**DP (Defender Panics):** Retreat all defending units two hexes. Attacking units may advance two hexes.

**DZ (Breakthrough):** Eliminate all defending units. Attacking units may advance two hexes.

**DW (Defender Withdraw):** Retreat all defending units one hex regardless of attacking unit's ability to advance or not.

**EX (Exchange):** Eliminate all defending units. The attacking player must eliminate the number of attack factors equal to the defense factors lost by the defender.

- 1) If the units are in a fortification, only eliminate at least one-half of the total defender's total defense strength; **and**,
- 2) The attacker must eliminate units whose total attack factors are at least equal to the original defender's defense factors.

In both the above situations, participating attacking units may advance one hex if the defending hex is vacated.

**HX (Half Exchange):** Defender eliminates all units. Attacker must eliminate units whose total attack factors equal at least half the defender's defense factors. Surviving attacking units may advance one hex.

**NE (No Effect):** All units remain in place.

**Example:** A Soviet 20-12-2 corps attacks a Finnish 1-1-3 battalion. The combat result is HX. The Finnish battalion is eliminated. The Soviets break down the corps into two 6-4-2s and three 2-1-2s, then eliminates one 2-1-2. The Soviets can then advance. Any remaining Soviet units in the original hex might have to displace if over-stacked once advance after combat is completed.

## 14.3 Retreat

There are two types of retreat generated by the CRT:

**Withdrawal (AW & DW):** Retreat one hex.

**Panic (DP):** Retreat two hexes.

**Exception:** Effect of NVKD Regiments on retreat (19.2).

- Retreats do not expend MP; retreats are counted in hexes.
- The owning player chooses the retreat path with the following restrictions:
  - 1) The retreating units may not enter a hex containing an enemy unit or an EZOC.
  - 2) They may not retreat into a hex they could not normally move into.
  - 3) If a two-hex retreat is called for, the units must end their retreat two hexes from their start hex.
  - 4) If a retreat causes a unit to over-stack, then that unit must retreat an additional hex such that stacking limits are met.
  - 5) Units blocked from retreating for any reason are eliminated.
  - 6) Laagers negate all retreat results (24.0).
  - 7) Static units are eliminated if forced to retreat. A static unit in a fortification or city ignores retreats.

## 14.4 Advance After Combat

If an attack eliminates or forces a retreat of all defending units in a defending hex, the attacking player's ground units may occupy the hex or hexes with any number of participating attacking units (up to the stacking limit).

- Advances are not mandatory.
- Advancing after combat does not require the expenditure of MP.
- The advance may go through EZOCs (at no penalty).
- DP or DZ results allow a two-hex advance. The first is per above, the second hex can be in any direction.
- The advancing unit must be able to enter the terrain in the hex.
- Defenders never advance after combat. Static units can never advance.
- Units cannot breakdown to expedite advances or retreats.

## 15.0 LOGISTICS & SUPPLY

Each player checks the status of all friendly units during the friendly Logistics Phase.

- Units which cannot trace a LOS are unsupplied and marked as Suppressed (16.0). A unit can only have one suppression marker on them. An already suppressed unit suffers no further penalty for being out of supply.
- Units can be moved into hexes that would place them out of supply.
- A Line of Supply (LOS) is a path of hexes traced from a friendly unit to a friendly supply source.
- The maximum length of a LOS is five hexes through any terrain from the unit is:
  - 1) Five hexes to a supply source hex; **or**,
  - 2) A friendly headquarters unit in a road or railroad hex.
- The headquarters (HQ) unit can, in turn, trace a LOS up to five hexes back to a supply source hex, providing that the LOS path is entirely along road or railroad hexes, or a combination of road and rail hexes.
- HQ units cannot be linked to other HQ units to extend the LOS beyond ten hexes.

# WINTER WAR

- A LOS is blocked by the following:

**Enemy units**

**EZOCs**

**Mountain Hexes**

**All-Sea or All-Lake Hexes**

**All-Sea Hexsides**

**Important:** During freeze turns, players may trace a LOS through All-lake hexsides (**Exception:** Lake Ladoga) and across all-sea hexsides.

- A unit occupying an EZOC can always trace a LOS out of its hex, providing that no hex in the LOS is within an EZOC.
- A hex in an EZOC may never be a supply source hex. However, Units in a supply source hex are always in supply regardless of EZOC.
- Soviet units occupying a supply source hex may never exceed the supply source hex's capacity (15.3).

## 15.1 Supply Sources

All Finnish-controlled cities, towns, and fortification hexes in Finland are supply sources for all Finnish and allied units. All cities in the Soviet Union with a supply capacity value are Soviet supply sources (15.5).

## 15.2 Automatically Supplied Finnish Units

The following Finnish (and Allied) units are always in supply:

- 1) Headquarter Units (in either Finland or Russia).
- 2) Ski detachments (0-0-3) and ski battalions (1-1-3) (when in Finland).
- 3) Finnish armored train unit.
- 4) Units in Finnish fortification, city, and town hexes.
- 5) Air units.

**Important:** Automatically supplied units do not provide supply for other units.

## 15.3 Soviet Supply Capacity



Each Soviet supply city has a supply value printed in the city icon on the map.

- The supply capacity is the number of divisional equivalents to which the city can provide supply.
- If a city's capacity is exceeded, the Soviet player may select which units will be unsupplied.
- Supply divisional equivalents are:  
**Infantry, Assault Corps:** 3  
**Infantry Divisions, Tank Corps, Cavalry Corps:** 1  
**Any Type of Brigade or Regiment:** 1/3
- If the Soviet player does not have sufficient supply capacity to supply the entire unit, then the unit is unsupplied.
- Units cannot breakdown when checking their supply status.
- A unit can only trace a LOS to a single supply city.

## 15.4 Automatically Supplied Soviet Units

The following Soviet units are always in supply and do not count against supply capacity:

- 1) Headquarter Units (anywhere); HQs that cannot trace a LOS cannot be linked as part of an LOS for another unit.
- 2) NKVD units (in the Soviet Union).
- 3) Units in fortification hexes.
- 4) Units in supply city hexes in the Soviet Union.
- 5) Air and naval units.

## 15.5 Soviet Increased Logistics



This is generated by the Soviet Events Table (on the map). The Soviet player designates one supply source city (other than Leningrad) and doubles its supply capacity for the remainder of the game. Use the provided marker to indicate this.

## 16.0 SUPPRESSION



Units are in one of two states with respect to supply: Supplied/Combat Effective or Unsupplied/Suppressed. Suppression represents a temporary situation of reduced combat effectiveness. Units become suppressed by a successful tactical air attack (12.0) and being out of supply (15.0).

### 16.1 Effect of Unit Suppression

Suppressed units are affected as follows:

- 1) Their printed movement factors are reduced by half (drop fractions).
- 2) They cannot use rail movement.
- 3) When conducting combat, if all of one side or both sides units are suppressed, the affected side suffers unfavorable column shifts (14.1).
- 4) Units do not project a ZOC.
- 5) Units cannot reorganize. They can breakdown during movement or due to combat; however, all resulting units are then suppressed.
- 6) Suppressed Finnish units cannot withdraw.

### 16.2 Removal of Unit Suppression

Players remove suppression markers during a friendly Logistics Phase.

- To remove a suppression marker the unit must be in supply.
- Units can remain suppressed an indefinite number of GTs without being eliminated.

## 17.0 RANDOM EVENTS

Each player has a Random Events Table (on the map). Events can generate special rules and reinforcements.

### 17.1 Events Procedure

During the Special Events Phase, first the Finnish player and then the Soviet player determines if their side has a special event.

**Important:** Do not check for events on the last GT.

- Each player consults his side's Events Table (on the map) and rolls 1d6. He then cross-references the result with the appropriate GT column's result.
- Immediately apply the result.
- An event may occur any number of times per game (unless otherwise indicated in the rules).
- If more than one event is listed (with a plus sign) then implement each in the order they are listed.
- If an event generates a reinforcement, the unit is deployed in the player's next Reinforcement Phase. If the units are not available, there is no further effect.
- Event-driven reinforcements can be taken from units that have already been eliminated.

# FINLAND VS. THE SOVIET UNION 1939

## 17.2 Finnish Events

### Allied Intervention:

- 1) The Finnish player rolls 1d6. The player then selects that number of Allied intervention units as reinforcements for the next GT.
- 2) The Finnish player then rolls a second 1d6, the result determines where the units are deployed:
  - 1 to 3: Deploy ground units on any Finnish coastal hexes on the Arctic Ocean coast.
  - 4 to 6: Deploy ground units on any hexes inside of Sweden or Norway adjacent to the Finnish border. Any Allied Intervention units that do not end the ensuing Finnish Movement Phase within Finland are eliminated.

**Important:** Units arriving in either location are in supply the GT of arrival.

- 3) The Soviet player receives one 6-4-2 division and one 2-1-3 tank brigade (player choice) as a reinforcement during the Soviet Reinforcement Phase on the GT after the Finnish reinforcements arrive.
- 4) If rolled again, the event has no effect.

**Ceasefire:** The Finnish player may immediately call a ceasefire and end the game. Total VPs and determine a winner. If the Finnish player does not call a ceasefire, the game continues. This event may occur multiple times until the Finnish player calls a ceasefire and ends the game.



**Freeze:** Implement freeze effects (21.0). If rolled again, or already in place (GT8 or later), treat as no effect (the freeze continues for the remainder of the game).

**Germany Looks North:** Any Soviet reinforcements which could be received the following GT are delayed one GT. This event may occur multiple times.



**Military Support:** The Finnish player receives one 2-2-3 regiment or two 1-1-3 Ski battalions (player choice) as a reinforcement on the next GT. This event may occur multiple times. If all the units are not available, treat as no effect.



**Morale Check:** If the Soviet player currently controls all six hexes of the Mannerheim Line, and/or one or more cities (not towns) in Finland, then flip the Finnish turn marker to the morale side (23.0). If rolled after morale goes into effect, treat as no effect.



**Partisans:** The Finnish player receive one 1-1-3 or 0-0-3 Ski unit (player choice) as a reinforcement on the next GT. Deploy the unit in any hex in Finland not containing a Soviet unit or ZOC. This event may occur multiple times.

**Radio Intelligence:** The Finnish player may immediately move one friendly ground unit up to its full MA, per the normal movement rules (no railroad movement). Also, if using the optional Fog of War rule (24.2), the Finnish player may examine five Soviet stacks on the map. This event may occur multiple times.



**Volunteers:** The Finnish player receives one 2-2-2 volunteer brigade or one volunteer air unit (player choice) as a reinforcement on the next GT. The event may occur again until all volunteer units have been used. If all volunteer units have been received, treat event as a no effect.

## 17.3 Soviet Events

**Accelerated mobilization:** Both players receive all reinforcements for the next two GTs in the immediately following GT. If the "Germany looks North" Finnish event occurred in the immediately preceding Finnish Event Segment, the Soviet reinforcements delayed would be received normally. This event may occur multiple times.



**Fifth Column:** The Soviet player may immediately place a suppressed marker on any one Finnish city or town per the air interdiction rule (12.4). This event may occur multiple times.



**Enhanced Logistics:** The Soviet player designates one of their supply cities (other than Leningrad) and doubles its supply capacity for the remainder of the game. Use the increased logistics marker to indicate this. If rolled again, treat this event as a no effect.



**Increased Replacements:** The Soviet player receives two 2-1-2 regiments or one 2-1-3 Tank brigade (player choice) as a reinforcement on the next turn. This event may occur multiple times.



**Paratroop Operation:** The Soviet player receives the Paratrooper brigade as a reinforcement on the next turn (19.22). If rolled again, treat as a no effect.



**Red Fleet Sorties:** The Soviet player receives one naval gunfire or amphibious move marker (player choice) as a reinforcement. If freeze is in effect, or both markers have been received, treat this event as a no effect.

### Severe Climate:

- 1) The Finnish player eliminates any three Soviet brigades or regiments that are currently suppressed. Larger units can be broken down into regiments (over-stacking is resolved via displacement).
- 2) Railroad movement cannot be used by either player on the ensuing GT (the armored train can still move).
- 3) Neither player can conduct air operations in the following GT. Place all air currently available air units on the TRT, two GT boxes from the current GT. They are received as reinforcements on that GT.
- 4) Return any available Soviet naval gunfire and amphibious markers to the Reinforcement pool.

If rolled again, treat this event as a no effect.



**Timoshenko:** Implement the Timoshenko rule (22.0). If rolled again, this event has no further effect. If rolled on GT 6 or after, treat this event as a no effect.

## 18.0 SPECIAL TERRAIN

### 18.1 The A (Arctic) Line



The following rules are in effect for all units that enter or begin a GT in any hexes north of the A-Line:

- 1) Stacking is one unit per hex.
- 2) Soviet 20-12-2 corps cannot be deployed or enter hexes north of the A line.
- 3) Finnish 6-6-2 divisions cannot be deployed or enter hexes north of the A line.



# WINTER WAR

4) Finnish Ski battalions and patrols may undertake withdrawal before combat (19.11).

## 18.2 Leningrad



The following rules apply to the Leningrad hex:

- 1) Only Soviet units may enter or stack in Leningrad.
- 2) Finnish ZOC do not extend into the Leningrad hex, nor can Finnish units attack the hex.
- 3) Soviet ZOC extend out of the Leningrad hex normally.
- 4) Soviet units in Leningrad do not have to attack adjacent Finnish units.
- 5) Soviets can stack up to six units (any type) in Leningrad as an exception to normal stacking rules.

## 18.3 Ice Hexes



There are three ice hexes on the map near Viipuri (1633).

These have differing seasonal effects as per the TEC. Also see (21.1) for freeze effects on the ice hexes.

## 19.0 SPECIAL UNITS

### 19.1 Finnish Forces



**Finnish Ski Units:** Finnish Ski battalions and detachments may withdraw during the Finnish Withdrawal Phase if:

- 1) The Finnish units are north of the "A" weather line; **and**,
  - 2) The Finnish units are adjacent to Soviet ground units; **and**,
  - 3) The only units in the hex are non-suppressed Finnish Ski battalions/detachments.
- The withdrawal is conducted exactly as a one-hex retreat.
  - The withdrawal cannot be directly from one EZOC to another EZOC.

**Exception:** See optional rule *Infiltration* (23.4).

- Adjacent Soviet units make a one-hex advance (14.4) into the just vacated hex.



**Finnish Armored Train:** This unit is treated as a ground unit with the following special rules:

- 1) It may only move, retreat, and advance on railroads within Finland.
- 2) It can move an unlimited number of hexes on connected railroads within Finland.
- 3) It can attack across the border into the Soviet Union.
- 4) It is always in supply.
- 5) It may attack and/or defend in conjunction with other Soviet units.
- 6) It stacks as a detachment and it has a ZOC in all six surrounding hexes.
- 7) If forced to retreat into a hex not connected to its hex by a railroad it is eliminated.



**Swedish Brigade:** This is a 3-3-3 unit and is treated as a Finnish unit for all game purposes.



**Foreign Volunteers:** There are three volunteer 2-2-2 brigades and one volunteer air unit. Volunteer units function as Finnish units.

**Exception:** Volunteer units cannot participate in an attack with any other Finnish units. They defend normally if stacked with Finnish units.



**Allied Intervention Units:** There are two French, one Polish, and two UK Allied intervention units. These units function as Finnish units with the following exceptions:

- 1) Allied Intervention units are supplied only from Petsamo and the Norwegian port of Kirkenes.

**Important:** These units may not enter Norway, but they can trace supply from the port.

- 2) Allied intervention units cannot participate in an attack with any other Finnish units. They defend normally if stacked with Finnish units.

### Restrictions:

- Swedish, Foreign Volunteer, and Allied Intervention units cannot be used for Reorganization.
- Swedish and Volunteer units are supplied as Finnish units (15.0).
- Eliminated Swedish, Volunteer, and Allied intervention units cannot be replaced.

### 19.2 Soviet Forces



**NKVD Regiments:** When stacked with attacking or defending Soviet units, NKVD units negate all retreat results for all Soviet units.



**Paratroop Brigade:** This unit is received by a Soviet event.

- When received, the unit is deployed in Leningrad or any hex on the south map edge in the Soviet Union.
- The Soviet player may airdrop it during any Soviet Movement Phase provided it starts in Leningrad.
- When conducting the airdrop, the Soviet player may place it in any non-enemy occupied (may be in EZOC) hex within six hexes of Leningrad.
- If the drop hex is adjacent to a Finnish unit, the Soviet player must roll 1d6 and apply the below result:
  - 1 to 4: Unit Lands in the Hex.
  - 5: Landing Aborted, Return the Unit to Leningrad.
  - 6: Unit Eliminated.
- The unit cannot move in the same Movement Phase in which the drop was conducted.
- The unit can conduct combat normally.
- The unit cannot be replaced if eliminated.

## 20.0 NAVAL OPERATIONS

The Soviet player may use naval gunfire and amphibious operations.

These are provided by scenario or events.

- Available Amphib Move and Naval Gunfire markers are placed in the Soviet Air and Naval Staging Display.
- Naval gunfire missions occur during the Soviet Air and Naval Attack Phase.
- Soviet amphibious operations occur during the Soviet Movement Phase.

# FINLAND VS. THE SOVIET UNION 1939

## 20.1 Naval Gunfire Procedure



Naval gunfire is conducted during the Soviet Air & Naval Attack Phase.

- The Soviet player may place the marker in any Gulf of Finland non-Mannerheim Line coastal hex that contains a Finnish fortification unit.
- The Soviet player then rolls 1d6 and applies the below results:  
**1 to 3:** Eliminate the Finnish fortification unit.  
**4 to 6:** No Effect.

**Important:** Other units in the attacked hex are not affected by naval gunfire.

- After completion of the mission the naval gunfire marker is returned to the Soviet Air and Naval Staging Display. The marker is never affected by the mission.

## 20.2 Amphibious Operations



An amphibious operations can be conducted during the Soviet Movement Phase.

**Important:** A sea area is defined as a named lake or sea area.

**Example:** The White Sea and Lake Onega are sea areas.

- To conduct an amphibious operation, follow the below procedure:  
**1)** The Soviet player selects one Soviet Infantry regiment or one Naval Infantry brigade in any port hex and places the Amphib Move marker on the unit.  
**2)** The Soviet player then moves the marker and unit up to ten hexes across sea and coastal hexes to a coastal or port hex in that same sea area.
  - a)** The start and landing hexes must be in the same sea area.
  - b)** The move can start, move through, and end in EZOC.
  - c)** The move can be traced through enemy units on coastal hexes, but the landing hex cannot contain enemy units.
  - d)** The unit may not conduct any other movement before or after the amphibious move.
  - e)** The unit cannot end the move on an all-sea hex.**3)** The Soviet player then rolls 1d6 and applies the below result:  
**1 to 4:** The unit lands in the designated hex.  
**5 or 6:** Landing is aborted, and the unit is returned to any friendly port hex within the same sea area.
- The unit can conduct any combat normally in the ensuing Combat Phase and is supported for the landing GT.
- Upon completion of an amphibious operation, return the marker to the Soviet Reinforcement Display. It can be reused only if the event is rolled again.

## 20.3 Naval Operations & Weather

Naval markers cannot be used on any sea area during freeze GTs. At the beginning of GT 8, remove the naval markers from the game.

## 20.4 Allied Intervention Force Arrival

If the Finnish player receives the intervention forces for an Arctic coast landing, the units may be deployed in an Arctic Ocean coastal hex in Finland during the Finnish Movement Phase.

- The landing hex may be in an EZOC and may be occupied by an enemy unit.
- The units cannot move further in landing GT.
- They may engage in combat if the hex is Soviet occupied.
- Conduct the combat normally; however, if the Soviet force is not eliminated or retreated, the intervention force is eliminated.

## 21.0 WEATHER

The freeze event occurs either:

- 1)** If generated by the Random Events Table prior to GT 8; **or**,
- 2)** Automatically on GT 8.

Once this event occurs, it remains in effect for the remainder of the game.

## 21.1 Freeze Effects



Beginning on the first GT that freeze goes into effect and continuing for the remainder of the game, the following conditions apply:

- 1)** River and lake hexsides are ignored.
  - 2)** Treat lake hexes and the Baltic ice hexes as ice (TEC). **Exception:** Lake Ladoga.
  - 3)** Treat marsh hexes as clear hexes.
  - 4)** Remove all naval markers.
- Ground units can move, engage in combat and trace LOS on and across any of the above hexes or hexsides.
  - If a defending unit is on an ice hex or any lake hex, shift the combat one column to the right. This effect supersedes any other defensive terrain advantages.

## 22.0 TIMOSHENKO



Marshal Timoshenko takes over command of the Soviets when the event is rolled (17.0). Once Timoshenko is in command, he remains so until the end of the game. Flip the Soviet GT marker over to its Timoshenko side. The following rules immediately go into effect:

- 1)** Soviets receive the parenthesized units on the reinforcement schedule (25.0).
- 2)** The Soviet player may form shock corps (if the component units are otherwise available) (11.0).
- 3)** The Soviet player may conduct second wave attacks (13.3).

**Important:** In the Historical scenario Timoshenko automatically enters on GT 5 if the event has not yet occurred.

## 23.0 FINNISH MORALE



If the Finnish morale event occurs (17.0), the Finnish player flips the Finnish GT marker to its morale side. The following effects occur:

- 1)** Finnish units may no longer withdraw before combat or perform infiltration.
- 2)** The Finnish player does not receive the parenthesized units on the reinforcement chart.

# WINTER WAR

## 24.0 OPTIONAL RULES

### 24.1 Laagers



Players can use Laager markers to provide defensive advantages at the cost of mobility.

- A player may place a Laager marker in any friendly occupied hex that contains a non-suppressed combat unit at the beginning of any friendly Movement Phase.
- A Laager marker may be placed regardless of the supply status and/or location of the friendly units. EXOC have no effect on Laager marker placement.
- Units in a hex with a Laager marker:
  - 1) Cannot move.
  - 2) Cannot attack (even if required to attack due to EZOC).
  - 3) Ignore all retreat results.
  - 4) Finnish units may not withdraw before combat.
- Units otherwise function normally within a laager. They are affected by logistics requirements (11.0).
- Units which end their movement in a laager hex must join the laager.
- The laager marker remains on the hex until any of the following occurs:
  - 1) All units in the hex are eliminated.
  - 2) The owning player removes the Laager marker at the beginning of any friendly Movement Phase.

### 24.2 Fog of War

Fog of war allows players to conceal their units.

- Players cannot examine enemy stacks, including examining units under a Laager marker.
- A player may always examine friendly units.
- Players may turn their units face down (flag side up) to conceal their strength.
- Players can only examine enemy forces under the following conditions:
  - 1) The Finnish player may always examine Soviet units inside of Finland.
  - 2) The Soviet player may always examine Finnish units inside of the Soviet Union.
  - 3) The instant that a ground combat is declared, players can examine all units involved for that battle.
  - 4) Players may not examine enemy units in any display.
- Once a face down unit is revealed, it is not flipped face down again while on the map.
- Players may deploy reinforcements face down.

### 24.3 Finnish Infiltration



Finnish 1-1-3 Ski battalions and 0-0-3 detachments that are combat effective may move directly from one Soviet ZOC to another.

- The units must immediately end their movement if moving from one EZOC to another EZOC.
- A unit performing infiltration can withdraw before combat and can retreat through EZOCs at no penalty in any Finnish hexes north of the A Line.

**Important:** If Finnish Morale rule is in effect (23.0), infiltration can no longer be performed.

### 24.4 Captured Equipment

When a Finnish attack eliminates a Soviet unit due to retreating into a Finnish ZOC, the Finnish player receives additional reinforcements (available unit counters permitting) in the next Finnish Reinforcement Phase.

- The Finnish player may only capture equipment if the combat result is AW, DP, or DW.
- The unit received is determined according to the number of Soviet attack factors eliminated (after any unit breakdowns):

**0 to 5:** None

**6 to 11:** One 1-1-3 Ski Battalion

**12 or More:** One 2-2-3 Regiment

**Designer's Note:** This represents both captured equipment and improvements to Finnish morale.

### 24.5 Red Army Better Prepared

This option provides the Soviet player with additional at-start units and reduces Finnish advantages.

- The Soviet player receives the following optional at-start units:
  - One 3-2-3 Cavalry Corps**
  - One 2-2-3 Ski Brigade**
  - One 3-2-2 T28 Tank Brigade**
- The units may be set up with any of the Soviet at start groups (25.1).
- Finnish units that are adjacent to a Soviet Ski brigade or Cavalry corps cannot withdraw before combat.
- Finnish units cannot infiltrate into or out of hexes in the EZOC of Soviet ski and cavalry units.
- If this option is used, then the Soviet player deducts five VP from his end game total.

### 24.6 Finnish Full Mobilization

This option provides the Finnish player with additional at-start units and reinforcements.

- The Finnish player receives the following optional at start units:
  - 1) Two optional fortification units. They deploy on any Finnish fortification or Petsamo.
  - 2) One optional 1-1-3 Tank detachment. The unit may set up in any Finnish hex south of the A Line.
  - 3) The Finnish air reinforcement scheduled for GT 6 is received as an at start unit.
- The Finnish player must remove the three 1-1-3 Ski battalions from initial setup.
- The Finnish player receives one additional 4-4-2 division reinforcement on GTs 5, 7, and 10.
- If this option is used, then the Soviet player adds 20 VP to his end game total.

### 24.7 Scandinavian Alliance Intervention

The Finnish player receives the optional Scandinavian 3-3-3 brigade and the optional air unit as reinforcements.

- At the beginning of the game, the Finnish player rolls 1d6 for each unit. The result is the GT that unit arrives as a reinforcement.
- Both units are treated as Finnish units.



# FINLAND VS. THE SOVIET UNION 1939

- Finnish units can use any map edge rail hexes in Norway and Sweden as supply sources.
- All provisions of neutrality still apply to Swedish and Norwegian territory.
- If this option is used, then the Soviet player adds five VP to his end game total.

## 25.0 SCENARIOS

Each player must deploy their units in the order listed below.

- The Soviet player sets up first in both scenarios.
- Soviet units must be deployed in the Soviet Union.
- Finnish units must be deployed in Finland.
- Units must deploy within stacking restrictions (7.0) and in supplied positions.
- Units may be set up in EZOC.

**Designer's Note:** The breakdown counter limit means players must plan between defence in depth, etc., and breakdowns being available for those "bloody" exchange battle results.

### 25.1 Scenario 1: Historical

#### 25.1.1 Soviet Union

Each reinforcement group is set up within five hexes of the designated city within the Soviet Union. Soviet units may be broken down.

- Place the weather marker in the Weather/Freeze Marker Display, weather side up.
- Place the Soviet turn marker, (turn side up) on the Soviet TRT in the GT 1 box.
- Place three air units, the Amphib Move marker and the Naval Gunfire marker in the Soviet Air & Naval Staging Display.
- Soviet 20-12-2 corps must be deployed south of the A Line.
- The Soviet player may break down 12-8-2s into 6-4-2s and/or 2-1-2s.
- The breakdown units may deploy in any hexes within the five-hex radius of the corps deployment hex.

#### Leningrad (Hex 1840):

One 0-1-2 HQ  
Two 20-12-2 Infantry Corps  
Four 6-4-2 Infantry Divisions  
One 5-3-3 Tank Corps  
One 2-2-3: Naval Brigade  
Two 2-1-2 Regiments  
One 1-1-3 Regiment

#### Petrozavodsk (Hex 2533):

One 0-1-2 HQ  
One 20-12-2 Infantry Corps  
One 12-8-2 Infantry Corps  
One 6-4-2 Infantry Division  
One 2-1-2 Infantry Regiment  
One 1-1-3 Infantry Regiment

**Belomorsk (Hex 2624) & Kandalaksha (Hex 2116):** Units may be split between both cities or placed in entirely one city.

One 0-1-2 HQ  
Two 12-8-2 Infantry Corps  
One 1-1-3 Infantry Regiment

#### Murmansk (Hex 2111):

One 0-1-2 HQ  
Three 6-4-2 Infantry Divisions  
One 1-1-3 Infantry Regiment  
One 0-2-0 Coastal Defense (must be placed in Murmansk)

**Soviet Reinforcements:** The Soviet player only receives the reinforcements in parenthesis if the Timoshenko event has been rolled (22.0).

**GT 1:** None

**GT 2:** Two 6-4-2 Divisions, One 2-1-3 Tank Brigade

**GT 3:** One 20-12-2 Corps, One 2-1-3 Tank Brigade

**GT 4:** One 0-1-2 HQ, One 20-12-2 Corps, One 12-8-2 Corps, One 6-4-2 Division, One 2-1-3 Tank Brigade, One 1-1-3 NKVD Regiment, One Air Unit

**GT 5:** (Two 2-1-2 Regiments, One 2-1-3 Tank Brigade)

**GT 6:** One 20-12-2 Corps, One 8-3-2 Artillery Corps, One 2-1-3 Tank Brigade, One Air Unit

**GT 7:** (Two 2-1-2 Regiments, One 2-1-3 Tank Brigade)

**GT 8:** One 0-1-2 HQ, One 20-12-2 Corps, One 8-3-2 Artillery Corps, One 2-1-3 Tank Brigade, One 1-1-3 NKVD Regiment, One Air Unit

**GT 9:** One 12-8-2 Corps, Two 6-4-2 Divisions, One 2-2-3 Ski Brigade

**GT 10:** Two 6-4-2 Divisions

**GT 11:** None

**Optional Special Rule:** Soviets do not roll for events on GT 4. Instead, Timoshenko automatically comes into effect beginning GT 5.

#### 25.1.2 Finland

The Finnish player sets up Finnish units in the hexes given. Finnish units may be broken down.

- Place the Finnish turn marker, (turn side up) on the Finnish TRT in the GT 1 box.
- Place one air unit in the Finnish Air Staging Display.
- The Finnish player may break down 2-2-3s into 1-1-3s and deploy them separately (limits as per counter mix).

**Mannerheim Line Hexes:** (Hexes 1637, 1638, 1737, 1738, 1837, and 1937): Five 6-6-2 Infantry Divisions.

**Oulu (Hex 1123):** One 4-4-2 Infantry Division.

**Ladoga Line Hexes 2132, 2134:** Two 6-6-2 Infantry Divisions.

#### In any Hex South of the A Line:

One 4-4-2 Infantry Division  
Two 2-2-3 Infantry Brigade or Regiments

**In any Hex North of the A Line:** Two 2-2-3 Infantry Brigade or Regiments.

#### In any Hex in Finland:

Eight 1-1-3 Ski Battalions  
Six 0-1-0 Coast Defense: Place them in the cities/towns corresponding to the name on the unit.

**Finnish Reinforcements:** Parenthesized units are not received if the Finnish Morale event is currently in effect.

# WINTER WAR

**Important:** When placing ski battalion reinforcements, if there are insufficient ski battalions remaining, the Finnish player may substitute one 2-2-3 brigade or regiment for every two missing ski battalions. If only one ski battalion is missing, the reinforcement is permanently lost.

**GT 1:** None

**GT 2:** One 0-1-3 HQ, One 6-6-2 Division, Two 2-2-3 Brigades or Regiments, Two 1-1-3 Ski Battalions, Five 0-0-3 Ski Companies, One 4-2-R Armored Train. Deploy the armored train in any city or town hex south of the A Line containing a railroad.

**GT 3:** One 2-2-3 Brigade/Regiment, One 1-1-3 Ski Battalion

**GT 4:** One 6-6-2 Division

**GT 5:** *(Two 1-1-3 Ski Battalions)*

**GT 6:** One 4-4-2 Division, One Air Unit

**GT 7:** *(Two 1-1-3 Ski Battalions)*

**GT 8:** One 3-3-3 Swedish brigade (SFK), Two 2-2-3 Brigade/Regiments

**GT 9:** One 4-4-2 Division, One 1-1-3 Tank Detachment

**GT 10:** *(Two 1-1-3 Ski Battalions)*

**GT 11:** None

## 25.2 Scenario 2: Free Setup

### 25.2.1 Soviet Union

Soviet units may be set up in any hex in the Soviet Union following the restrictions given.

- Place the weather marker in the Weather/Freeze Marker Display, weather side up.
- Place the Soviet turn marker, (turn side up) on the Soviet TRT in the GT 1 box.
- Place three air units, the Amphib move marker and the naval gunfire marker in the Soviet Air & Naval Staging Display.
- Soviet 20-12-2 corps must be deployed south of the A Line.
- The Soviet player may break down 12-8-2s into 6-4-2s and/or 2-1-2s.
- The breakdown units may deploy in any hexes within the five-hex radius of the corps deployment hex.

Four 0-1-2 HQs

Three 20-12-2 Infantry Corps

Three 12-8-2 Infantry Corps

Eight 6-4-2 Infantry Divisions

One 5-3-3 Tank Corps

One 2-2-3 Marine Brigade

Three 2-1-3 Tank Brigades

Four 1-1-3 NKVD Regiments

One 0-2-0 Coast Defense Unit (in Murmansk)

**Soviet Reinforcements:** See Scenario 1.

### 25.2.2 Finland

The Finnish player sets up Finnish units any hex in Finland unless stated otherwise. Finnish units may be broken down.

- Place the Finnish turn marker, (turn side up) on the Soviet TRT in the GT 1 box.
- Place one air unit in the Finnish Air Staging Display.
- The Finnish player may break down 2-2-3s into 1-1-3s and deploy them separately (Limits as per counter mix).
- Finnish 6-6-2 divisions must be deployed south of the A Line.

Seven 6-6-2 Infantry Divisions

Two 4-4-2 Infantry Divisions

Four 2-2-3 Infantry Brigade/Regiments

Eight 1-1-3 Ski Battalions

Six 0-1-0 Coast Defense: Place them in the cities/towns corresponding to the name on the unit.

**Finnish Reinforcements:** See Scenario 1.