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DRAFT

# JÄINEN KUOLEMA SUOMEN TALVISOTA



1939 - 1940



## FREEZING DEATH FINNISH WINTER WAR



2p 60-90 12+





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## 1. GAME OVERVIEW

The game is for two players, each controlling opposing sides of the Winter War: Finland and the Soviet Union. The Soviet player tries to win by taking over Finnish territories, especially on the Karelian Isthmus. The Finnish player tries to win by holding on to territories and furthering Allied Intervention.

The game consists of six turns. The first two turns represent preparing for war and the last four turns represent the Winter War of 1939–1940.

### TURN STRUCTURE

Each player adds that turn's new cards to their deck (see Section 4.1 Playing Cards).

1. Each player draws eight cards.
2. Players take turns playing eight rounds, starting with the Soviets.
3. After the final round, an Intervention Roll is performed.

If no player has won, the turn indicator is moved to the next turn, and the game continues.

### ROUND STRUCTURE

Each round consists of:

1. Playing a card as an Event or as Action Points.
2. Actions resulting from the card played.

If the card is played as Action Points, the round proceeds as follows:

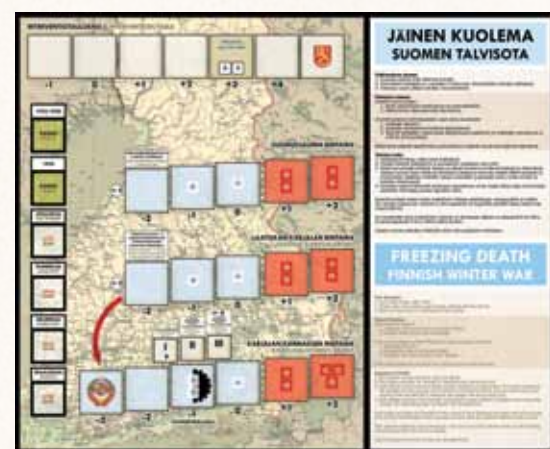
1. Activating the units.
2. Moving the units in the desired order.
3. Battles in the order chosen by the attacker.

If the card is played as an Event, the round consists of only the event.

## 2. COMPONENTS

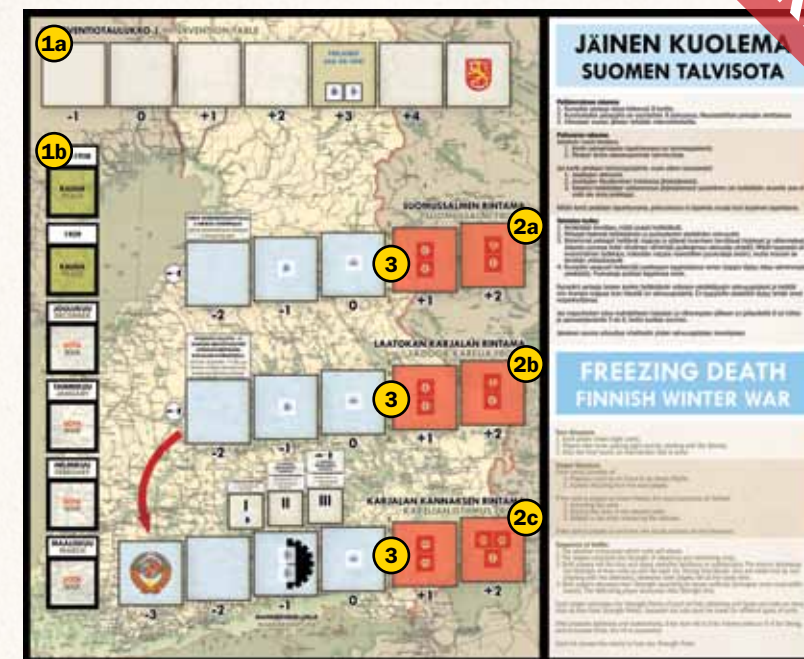
The **Freezing Death** box includes:

- Game board
- 74 pieces
  - 19 Finnish Infantry Units
  - 5 Finnish Skiing Units
  - 39 Soviet Infantry Units
  - 6 Soviet Armoured Units
  - 3 Fortification Tokens
  - 1 Allied Intervention Token
  - 1 Turn Indicator
- 55 cards in English and 55 cards in Finnish
- Rules in English and Finnish
- Eight 6-sided dice



## 2.1. GAME BOARD

- 1a. Allied Intervention track
- 1b. Turn Indicator track
- 2a. Suomussalmi front
- 2b. Ladoga Karelia front
- 2c. Karelian Isthmus front
3. Initial unit placement indicators



## 2.2. CARDS

The game is card driven. Each player has their own set of cards. The backs of the Soviet player's cards are beige with the Soviet flag, and the Finnish player's cards are grey with the Finnish war flag.

Each card has six features:

1. The coloured bar at the top of the card that indicates the turn in which the card enters the game
2. The number of Action Points that the player may use to activate units
3. An individual card name that may be followed by an asterisk (\*)
4. An Event, the consequences of which are described on the card
5. A historical depiction of the event
6. Card identification number

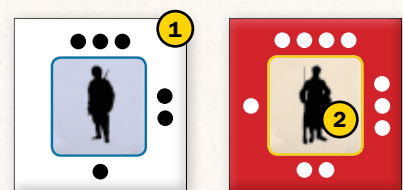




### 4.3. UNITS

Each unit has:

1. Strength at the side of the unit. Strength is indicated by 1-4 points.
2. Symbol for the unit, indicating the type of the unit.



#### The Finnish units:

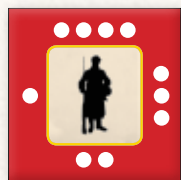


Infantry Units

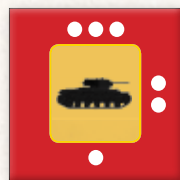


Skiing Units

#### The Soviet units:



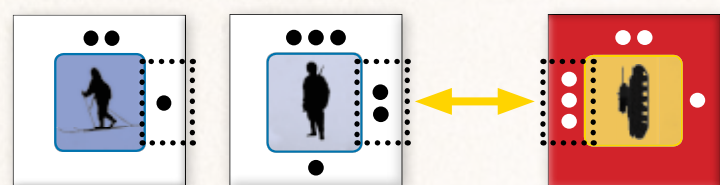
Infantry Units



Armoured Units

The Strength symbol (● or ○) represents the Strength of the unit, so that the number of symbols **on the side facing the enemy** (i.e. the right side of Finnish units, and the left side of Soviet units) equals the Strength of the unit.

*Example: The Strength of the Finnish Skiing Unit is 1, Infantry Unit is 2 and the Soviet Armoured Unit is 3.*

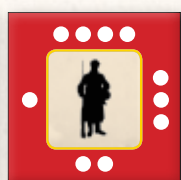


Each square can hold at most four units from each player. This rule also applies when additional units are placed on the square by playing a card.

#### The special characteristics of units

An activated unit can move one square regardless of its type.

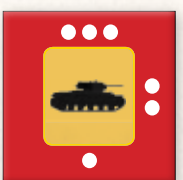
The unit's firepower depends on the type of unit: Infantry hits by rolling 6, Skiing and Armoured Units by rolling 5 or 6 (see Section 4.3 Battles).



*Infantry Units* can move on all fronts without limits.



*Skiing Units* can be placed only in Suomussalmi or Ladoga Karelia.



*Armoured Units* can be placed on any front, but they need to roll 6 to successfully hit anywhere but in the Karelian Isthmus (Where a limited road network prevented effective use of armoured units in harsh winter conditions).

### 3. SETUP

At the beginning of the game each player forms a hand from their respective 1935-1938 cards. During the game, both players form their own discard deck from cards that have been played but not removed from the game.

1. Both players place their initial units on squares marked on the map.
2. The Turn Indicator is placed on the first square (1935-1938).
3. A Fortification Token is placed on the first square (+1 Defence Roll) on the Mannerheim Line.
4. The Allied Intervention Token is placed on the first square (-1) of the Intervention track.



**INTERVENTIOTAUUKKO | INTERVENTION TABLE**

Strength points: -1, 0, +1, +2, +3, +4

1935-1938: Turn Indicator (2)

1939: RÄUHKA, RAJAT

JOUULUKUU DECEMBER

SOTA WAR

TAMMIKUU JANUARY

SOTA WAR

HELMIKUU FEBRUARY

SOTA WAR

MAALISKUU MARCH

SOTA WAR

**SUOMUSSALMEN RINTAMA | SUOMUSSALMI FRONT**

**LAATOKAN KARJALAN RINTAMA | LADOGA KARELIA FRONT**

**KARJALAN KANNAKSEN RINTAMA | KARELIAN ISTHMUS FRONT**

**MANNERHEIM-LINJA**

**JÄINEN KUOLEMA SUOMEN TALVISOTA**

**FREEZING DEATH FINNISH WINTER WAR**

**Turn Structure:**

1. Each player shows right cards.
2. Players take turns playing right cards, starting with the Soviets.
3. After the four rounds, an Intervention Roll is done.

**Front Structure:**

Each round consists of:

1. Activating the units.
2. Activating the units.
3. Moving the units in the desired order.
4. Rolling at the order chosen by the attacker.

If the spot is played as an Event, the round consists of only the event.

**Sequence of battle:**

1. The attacker announces which units will attack.
2. The defender announces the Strength of attacking and defending units.
3. Both players roll the dice and apply possible modifiers or substitutions. The enemy decreases the Strength of their units by one for each hit. During First Strikes, dice are rolled one by one (starting with the defender), otherwise both players roll at the same time.
4. Both players decrease their Strength according to losses suffered (strongest units must suffer losses). The defending player decreases their Strength first.

Each player calculates the Strength Points of each of their attacking unit types and rolls as many dice as they have Strength Points. Separate the rolls must be made for different types of units.

After possible modifiers and substitutions, if the dice roll is 6 for Infantry units or 5-6 for Skiing and Armoured Units, the roll is successful.

Each hit causes the enemy to lose one Strength Point.



# 4. GAMEPLAY

At the beginning of each turn, each player draws eight (8) cards from their Draw Decks. These form the player's hand for this round. The players do not show their hands to each other.

## 4.1. PLAYING CARDS

In each turn, the players alternate taking an action in their round by playing one card.

The Soviet player begins each turn. Each card has a different effect depending on whether it is played as an Event or as Action Points. One round always consists of two things: a card is played and its effects (e.g. movement or event) take place.

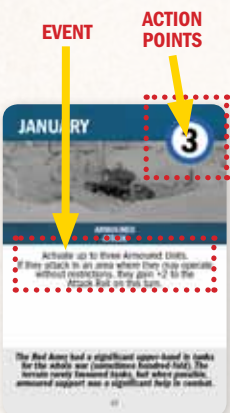
If the card is played as an Event, the event described on it takes place. If the name of the card is followed by an asterisk (\*) it is removed from the game after the event.

Cards marked with an asterisk describe unique events of the Winter War, and may be played only once. If the name of the card is not followed by an asterisk, it is placed in the discard deck. These types of events can be repeated during the game.

*Example: The Soviet player plays the card "Baltic Bases" as an Event. The player places two Infantry Units with the Strength of 2 on the board. The card is then removed from the game (the name of the card is followed by \*).*



*It is now the Finnish player's round and they play the card "Finnish Olympic Success" as three Action Points. They increase two units' Strength by 1 and activate one unit for movement. The card is placed in the discard deck (even though its name is followed by a \*) because it was not played as an Event.*



Some cards, when played as an event, instruct the player to place them in front of them. These cards may stay in front of them from turn to turn, to be used later and possibly be discarded or removed, as instructed on the card (e.g. "Stalin's Great Purge").

If the card is played as Action points, the player can use **each point** to either:

- Activate one unit. If a unit is activated it can **move and attack** on the same round.

**or**

- Increase one unit's Strength **by one**.  
 ! No more than **one Strength** may be added to **one unit** (representing logistical challenges) by Action Points per round.  
 ! No Strength may be added to a unit on the **Front Line** - a square that holds both Finnish and Soviet units.

NOTE: Cards played as Events may modify these rules and increase a Unit's Strength multiple times or on the Front line. Example: "Support of the Home Front".

### IMPORTANT:

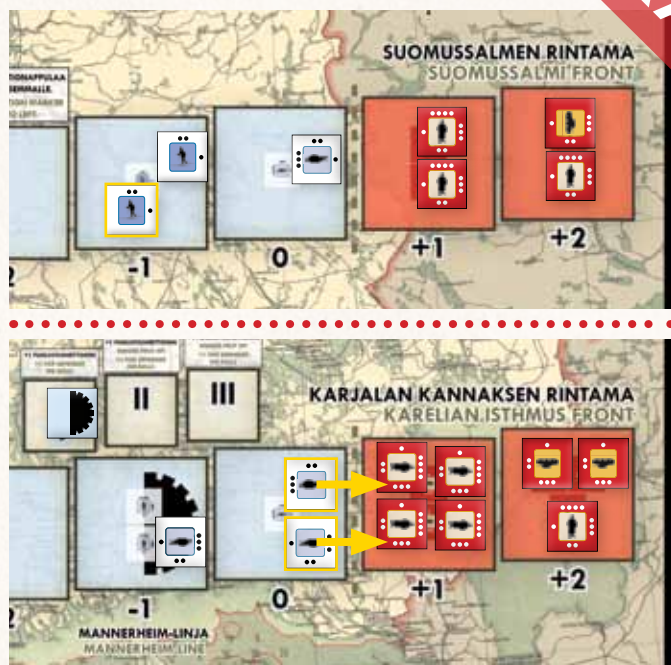
Action points **may not be used to both** activate a Unit **and** add to its Strength. A unit may be chosen for only one of these options per round.



*Example: The Finnish player plays the card "Agrarian Socialist Collaboration" as three Action Points.*

*They add to the Strength of one Skiing Unit in Suomussalmi by 1 and activate two Infantry Units on the Karelian Isthmus Front.*

*These two units can now move one square and then battle.*



A card that has been **played as Action Points** is always placed in the discard deck, even if its name is followed by an asterisk (\*).

The event described on the card does not take place when it is played as Action Points.

At the start of a new turn, the player draws cards that enter the game in that turn, marked by their date.

If there are less than eight cards (which is the case in every turn excluding the first), the player draws cards from the draw deck until they have eight cards.

If the draw deck runs out (which is common), the player draws as many cards as they can. Their discard deck is then reshuffled and formed into new draw deck, from which the player draws cards to reach a total of eight cards.

*Example: In the second turn (1939), the Soviet player draws the cards of this turn, a total of five. Because there is no draw deck, the cards placed in the discard deck during the previous turn (excluding the cards that were removed from the game) are reshuffled to form a draw deck, from which the player draws three more cards. The rest of the draw deck is placed on the side of the game board for the next turn.*

Cards marked with an asterisk (\*) that were played as Events never return to the game once they have been removed.

## 4.2. MOVEMENT

A unit must be activated before it can move.

Activated units move one by one in the order selected by the player. One unit must complete its movement before another may start moving.

A unit can move one square forward or backward.

Units cannot move into enemy territory during the first two turns (due to peace being in effect).

If a unit moves into an enemy-controlled square that does not hold enemy units, it takes over that area.

If a unit moves into a square with enemy units, but no previous units of their own, it must attack at the battle stage.

If a unit is on a square with enemy units, it may not move towards the edge of the front controlled by an enemy. It must clear out all enemies in that square before attacking other enemies in next square on the later round.

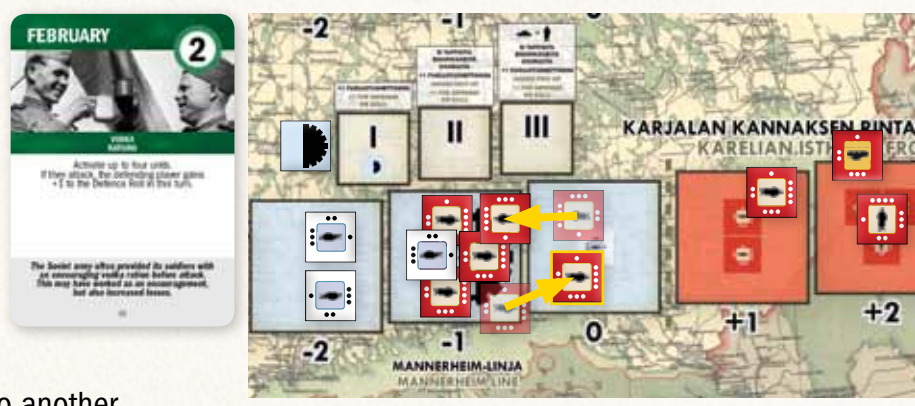


After movement is completed, there may not be more than four units of moving player in each square.

The player may choose the movement order of activated units. This enables the player to move units to make room for other ones.

A square that holds both Finnish and Soviet units is called the Front Line. This has an effect on several cards.

Example: The Soviet player has four Infantry Units with the Strength of 2 on the Mannerheim Line. By playing their card as two Action Points they can move one unit back a square and use the other point to bring an Infantry Unit with the Strength of 4 to the Mannerheim Line.



Units cannot move from one front to another.

### 4.3. BATTLES

The aim of the battles is to conquer areas from the opponent and to harm their units.

If the units moved onto a square with enemy units but no other units of their own, all of them must attack. This is called First Attack. Otherwise attacking is optional.

When enemy units attack a square, all units in that square always defend themselves.

Players roll for attack and defence at the same time, except during First Attack. In the case of First Attack, the defending player rolls first and the attacker suffers losses before rolling for attack.

**Sequence of battle:**

1. The attacker announces which units will attack.
2. The players calculate the Strength of attacking and defending units.
3. Both players roll the dice and apply possible additions or subtractions. The enemy decreases the Strength of their units by one for each hit. During First Attack, dice are rolled one by one (starting with the defender), otherwise both players roll at the same time.
4. Both players decrease their Strength according to losses suffered. The defending player decreases their Strength first.

Each player calculates the Strength Points of each of their attacking unit types and rolls the dice as many times as the sum of that type's Strength Points.

After any additions and subtractions, the attack value of that type of unit is determined, and a hit is scored, if the result is:

- Infantry Units: 6 or higher
- Skiing Units: 5 or higher
- Armoured Units: 5 or higher

Each hit causes the enemy to lose one Strength Point.

Note that the game includes four white and four red dice. If more are required to roll, some are rolled multiple times.

Example: The Soviet player attacks on the Karelian Isthmus. The attacker has two Infantry Units with the Strength of 3, one Infantry Unit with the Strength of 4 and one Armoured Unit with the Strength of 3.

The player rolls ten dice for the Infantry Units (who need a 6 to hit) and three dice for the Armoured Unit (who needs 5 or 6 to hit).

The player must decrease the Strength of their strongest unit by one for each hit. If more than one unit has the same Strength, the player may choose which unit's Strength they decrease.

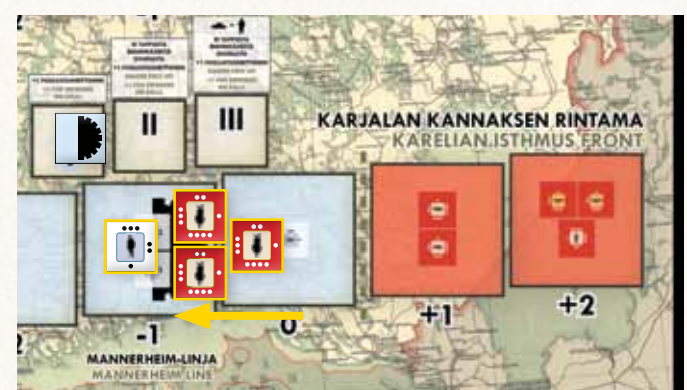
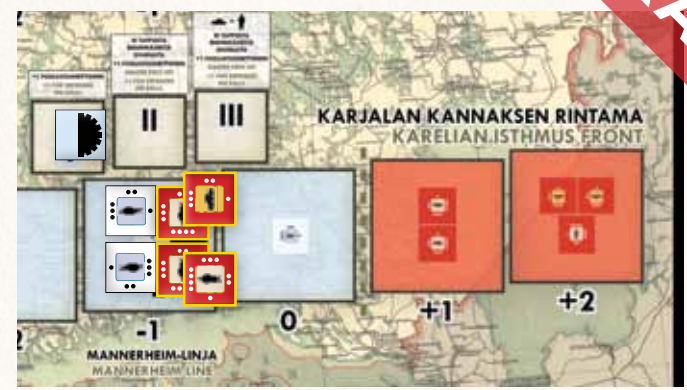
If the Strength of the unit is 1 and it suffers a hit, it is removed from the game.

The defending player may choose first which of their units suffer losses, then the attacker chooses.

Example: The Soviet player activates three Infantry Units with the Strength of 3 on the Karelian Isthmus. They move to the first Finnish square occupied by a Finnish Infantry Unit with the Strength of 2.

The Finnish player goes first, rolling two dice and getting 3 and 6.

One Soviet unit decreases its Strength by one, and the Soviet player throws eight dice. If the battle continued in a later round, both players would roll simultaneously.



### Dice roll modifiers

#### Cards

Many cards modify the attacker's or the defender's dice rolls. If modified die roll result is more than 6, it is treated as a 6.

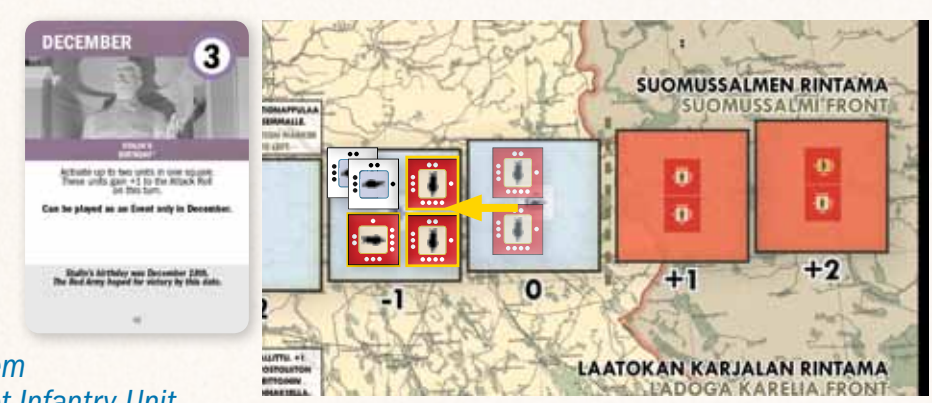
All additions or subtractions are added up. Infantry hits if the dice roll is 6 after modifications, Armoured and Skiing Units hit if the roll is 5 or 6 after modifications. If an Armoured Unit is in an area where it does not act as an Armoured Unit (Ladoga Karelia, Suomussalmi or the Mannerheim Line with a high enough state of readiness), it hits with a 6.

Example: The Soviet player plays the card "Stalin's Birthday" as an Event.

This allows them to activate up to two units in one square and gives them +1 for an Attack Roll.

The player activates two Infantry Units with the Strength of 3 on the Suomussalmi Front and moves them forward to a square with one Soviet Infantry Unit with the Strength of 2 and two Finnish Infantry Units with the Strength of 1.

The player decides to attack with the activated units. Both players roll the dice simultaneously. The Finnish player rolls two dice and hits with 6, and the Soviet player rolls six dice and hits with 5 or 6. The unactivated Soviet Infantry Unit does not take part in the battle, nor inflict or suffer damage.





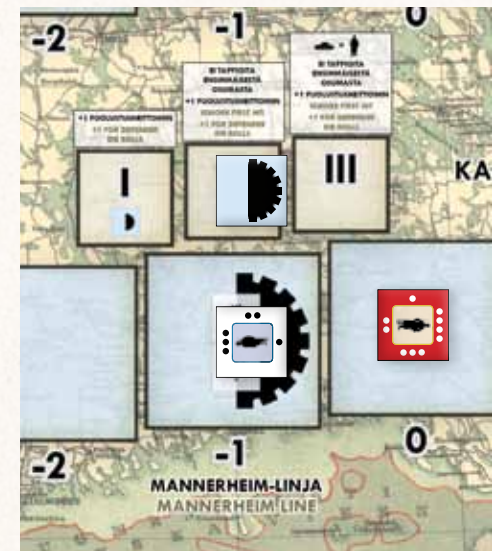
### The Mannerheim Line

The Mannerheim Line was a major Finnish defensive fortification line on the Karelian Isthmus that was already being built before the war.

Finnish units defending a square on the Mannerheim Line gain a battle bonus depending on the readiness state of the line. At the beginning of the game only the first state is ready, and the defending units gain +1 for their roll. In the next state, in addition to the previous bonus, the defending units do not take damage from the first hit of every battle. In the third state, in addition to the previous two bonuses, the Soviet Armoured Units act as Infantry Units.

When the Mannerheim Line's readiness state is increased, a Fortification Token is placed in its designated square. In each state, the text above the right-most token-filled square is in effect.

The Mannerheim Line benefits only the Finnish player, and only when defending, not attacking.



### 4.4. REINFORCEMENTS

Reinforcements enter the game **only by playing cards that instruct the player to add units on the board.**

Action Points cannot be used to create new units, only to increase the Strength of existing units. This represents administrative and logistical difficulties in forming new divisions.

**Reinforcements must be placed on a square at the inner edge of the front controlled by the player.**

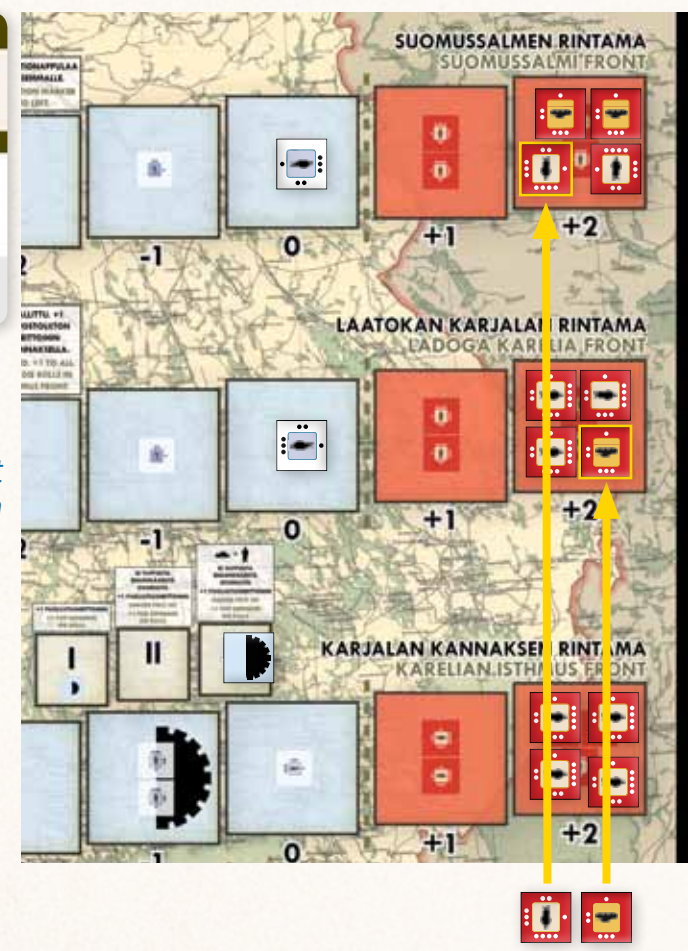
If there is no room (the square is already occupied by four units), no units can be added to this front. If this is the case on all fronts, no Reinforcements can be added at all.

*Example: The Soviet player plays the card "Molotov-Ribbentrop Pact" as an Event and adds one Infantry Unit with the Strength of 3 and one Armoured Unit with the Strength of 2.*



*The player has four units on the right-most square of the Karelian Isthmus Front and three units on the right-most squares of both of the other fronts.*

*The player may place only one reinforcement unit on the Suomussalmi Front and one on the Ladoga Karelia Front.*



Skiing Units may be placed only on the Suomussalmi and Ladoga Karelia Fronts. Armoured Units may be placed on all fronts, but they need 6 to hit everywhere but on the Karelian Isthmus.

Reinforcements may be placed on the outer edge of the front, even if it is a Front Line, i.e. it already holds enemy units. Reinforcements may not be placed on a square that has only enemy units; that area is considered conquered.

### 4.5. EFFECTS OF FRONTS

If the Soviet player manages to move their units to the left-most square of the front and destroy all Finnish defending units, the player has conquered the front and the Finnish player may not place any units on that front. Additionally, each front has a special event that takes place.

If the Suomussalmi Front is conquered, the Intervention Token is moved two squares left.

If the Ladoga Karelia Front is conquered, Soviet units may move from the left-most square of the front straight to the left-most square of the Karelian Isthmus Front. The Soviet player also gains +1 to all Attack Rolls on the Karelian Isthmus.

If the Karelian Isthmus Front is conquered, the game ends in Soviet victory (see Section 5 The End of the Game).

### 4.6. INTERVENTION ROLL

At the end of each turn, after both players have played all their cards, the Finnish player rolls one die. The player accounts for possible modifiers, and if the result is 6 or more, the Intervention Token is moved one square to the right.

When the token is moved to the square with the text "Finlands sak är vår", the Finnish player places one Infantry Unit with the Strength of 3 and one Skiing Unit with the Strength of 2 on any front of their choosing.

If the Intervention Token reaches the right-most square, the game ends in Finnish victory (see Section 5 The End of the Game).

### 5. THE END OF THE GAME

The Soviet player wins the game immediately if Soviet units take over the left-most square of the Karelian Isthmus so that no Finnish units remain in the front. This represents the breaking of the defence line and Soviet occupation of Finland.

The Finnish player wins the game immediately if the Intervention Token reaches the right-most square of the Intervention track. This represents the arrival of the Anglo-French intervention troops, which would force the Soviets to declare peace.

If neither of these conditions are met after the March Intervention Roll, neither player has achieved complete victory. In this case, victory is decided by assessing the situation on each front and the Intervention track. The players calculate the points below the left-most square with Soviet units on each front and add the number of the square occupied by the Intervention Token. This forms the score at the end of the war.

If the score is negative, the game ends in partial Soviet victory; Finland suffers heavy territorial losses but maintains independence (this was the actual historical outcome of the Winter War).

If the score is positive, the game ends in partial Finnish victory; the Soviet Union settles for pre-war territorial claims and drops the demands for military bases on Finnish soil.

If the score is 0, the game ends in a tie; a truce is declared and borders formed according to current front lines, but the tension remains extremely high.



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## CREDITS FOR PHOTOGRAPHS

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