

# WINTER RAID

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## BACKGROUND:

*From the Russian-Finnish winter war.  
Finnish ski troops ambush the Russians.*

## OBJECTIVE:

**Finns:** Eliminate ALL Russian units (including the tanks).

**Russians:** Eliminate ALL Finnish units (or) save at least 1 tank by moving it off the map through one of the victory marker hexes. (Costs one movement point to exit the map).

## COMMENTS:

It should be noted that ALL trucks need to be full in order to place all troops within the three deployment hexes.

The commissar is just added for fluff. Experts represent ad-hoc anti-tank weapons.

If the Finns don't act correctly in the first two turns, it will most probably be a fast victory for the Russians. It is up to the Finnish player to find out what the first two actions should be. If the first two actions are chosen wisely, it is a balanced scenario.

The Russians have several options, both at setup and during play, and the Finns need to react in order to achieve victory.

Russians set up first. Finns start with the Initiative.

Use German units to represent the Finnish forces.

## FINNISH SETUP

### DIVISION ONE

- 4 Squad Bases
- 7 Regular Infantry
- 8 Elite Infantry
- 1 Officer



X 4 SMG

### DIVISION TWO

- 4 Squad Bases
- 11 Regular Infantry
- 4 Elite Infantry
- 1 Officer



X 4 Expert

### STARTING STRATEGY CARDS: 0 STRATEGY DECKS

- None

### OPERATIONS CARDS

- None

### DEPLOYMENT ZONE

- **Division 1 & 2:** Anywhere except adjacent to a Russian unit.



## SOVIET SETUP

### DIVISION ONE

- 3 Squad Bases
- 12 Regular Infantry
- 1 GMC CCKW 353
- 2 KV-1



X 1 Starving

### DIVISION TWO

- 6 Squad Bases
- 23 Regular Infantry
- 1 Officer
- 1 GMC CCKW 353



X 1 Starving



X 1 Commissar

### STARTING STRATEGY CARDS: 0 STRATEGY DECKS

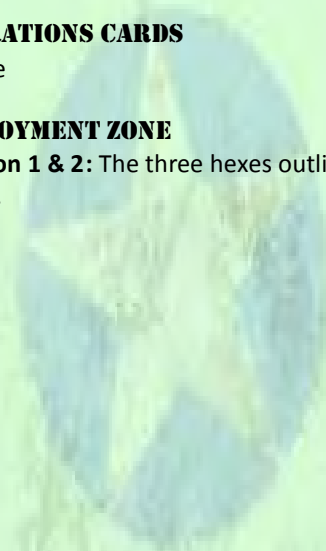
- None

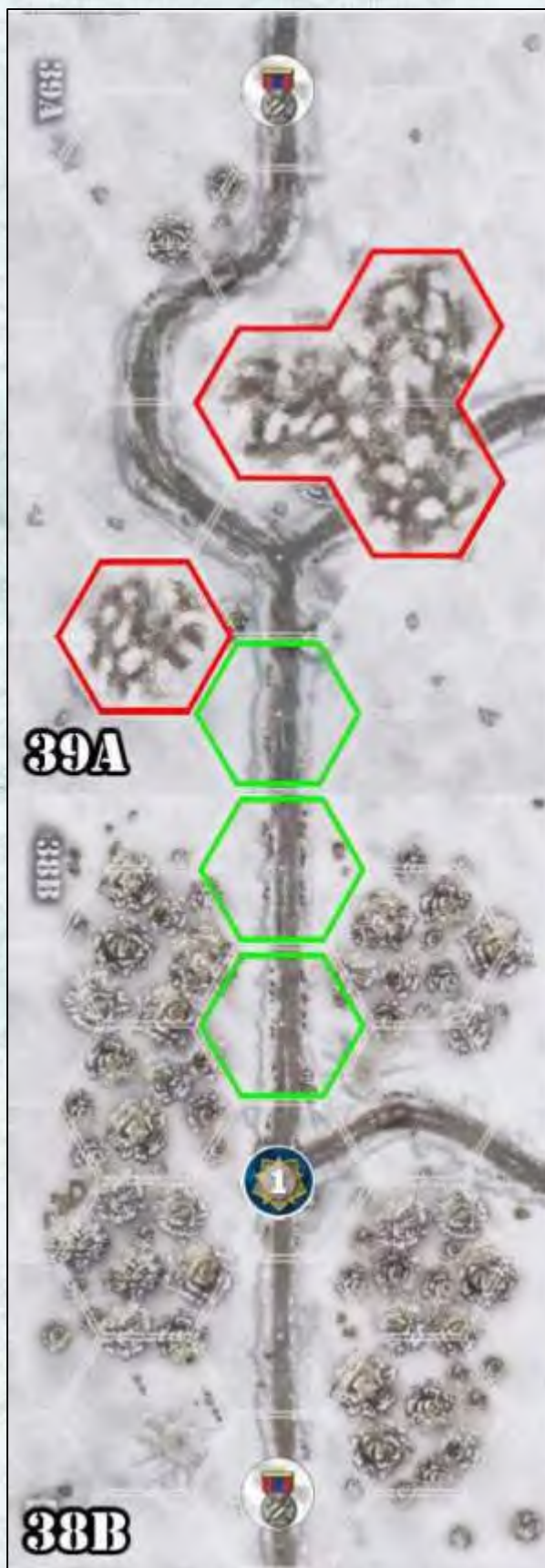
### OPERATIONS CARDS

- None

### DEPLOYMENT ZONE

- Division 1 & 2:** The three hexes outlined in green.





**ROUNDS:** Infinite

**STARTING INITIATIVE:**

Finnish

**ACTIONS PER TURN:**

2 actions per nation

**REINFORCEMENTS:**

- None

**SPECIAL RULES:**

- All Finns have +1 movement (due to skis) **Snow**; reduce movement values of all Russian units by 1.
- Soviets are caught by surprise and may therefore not initially be put in op fire mode.

**SPECIALIZATIONS:**

- **Commissar (Stalingrad) – Motivate:** Commissar units never retreat and never rout. If an officer is in the squad, the commissar may give its ability to any friendly squad up to one hex away by removing a figure from the friendly squad.
- **Expert (Fury of the Bear) – Adaptability:** for each figure in an expert squad, the player may reroll one attack die of his choice when that squad attacks. No die can be rerolled more than once.
- **SMG (Stalingrad) –** A squad with the SMG specialization receives and additional two firepower against infantry targets, regardless of the number of figures remaining in the squad. However, its range is reduced by two against infantry.
- **Starving (Stalingrad) – Hungry:** This squad has its MV and firepower reduced by 1 (minimum 1) and may not assault.